

UNUSED SLOT

Universal spell
V,S

Range: *Pers.*
LVL 0
PHB156

Target/Effect/Area:
You
You can prepare a spell of this level or below later.

Dur: Until used
SR:

Prep:
Used:

CREATE WATER

Conjuration (Creation) spell
V,S

Range: *Close*
LVL 0
PHB189

Target/Effect/Area:
2/L gallons of pure water
Creates pure water.

Dur: Instantaneous
SR:

Prep:
Used:

CURE MINOR WOUNDS

Conjuration (Healing) spell
V,S

Range: *Touch*
LVL 0
PHB190

Target/Effect/Area:
Creature touched
Cures 1 hp.

Dur: Instantaneous
SR:

Prep:
Used:

DETECT MAGIC

Divination spell
V,S

Range: *60 ft.*
LVL 0
PHB193

Target/Effect/Area:
Quarter Circle
Detects spells and magic items within 60 ft.

Dur: Conc. up to 1/L m
SR:

Prep:
Used:

DETECT POISON

Divination spell
V,S

Range: *Close*
LVL 0
PHB193

Target/Effect/Area:
1 creat./obj. or 5 ft. cube
Detects poison in one creature or object.

Dur: Instantaneous
SR:

Prep:
Used:

GUIDANCE

Divination spell

Range: *Touch*
LVL 0
PHB211

Target/Effect/Area:
Creature touched
+1 Competence bonus on one roll, save, or check.

Dur: 1 m or until disch.
SR:

Prep:
Used:

INFLECT MINOR WOUNDS

Necromancy spell
V,S

Range: *Touch*
LVL 0
PHB217

Target/Effect/Area:
Creature touched
Touch attack, 1 point of damage.

Dur: Instantaneous
SR:

Prep:
Used:

LIGHT

Evocation [Light] spell
V,S

Range: *Touch*
LVL 0
PHB222

Target/Effect/Area:
Object touched
Object shines like a torch.

Dur: 10/L m (D)
SR:

Prep:
Used:

MENDING

Transmutation spell
V,S

Range: *10 ft.*
LVL 0
PHB227

Target/Effect/Area:
1 object up to 1 lb.
Makes minor repairs on an object.
Allow to adapt size of magical equipment.

Dur: Instantaneous
SR:

Prep:
Used:

PURIFY FOOD AND DRINK

Universal spell
V,S

Range: *10 ft.*
LVL 0
PHB241

Target/Effect/Area:
1/L ft³ of food and water
Purifies food or water.

Dur: Instantaneous
SR:

Prep:
Used:

READ MAGIC

Universal spell
V,S,F
F: a clear crystal or mineral prism

Range: *Pers.*
LVL 0
PHB243

Target/Effect/Area:
You
Read scrolls and spellbooks.

Dur: 10/L m
SR:

Prep:
Used:

RESISTANCE

Abjuration spell
V,S,DF

Range: *Touch*
LVL 0
PHB245

Target/Effect/Area:
Creature touched
Subject gains +1 Resistance bonus on saves.

Dur: 1 m
SR:

Prep:
Used:

VIRTUE

Transmutation spell
V,S,DF

Range: *Touch*
LVL 0
PHB269

Target/Effect/Area:
Creature touched
Subject gains 1 temporary hp.

Dur: 1 m
SR:

Prep:
Used:

UNUSED SLOT

Universal spell
V,S,DF

Range: *Pers.*
LVL 1
PHB156

Target/Effect/Area:
You
You can prepare a spell of this level or below later.

CT: 1 a
SR:

Prep:
Used:

BANE

Enchantment (Compulsion) [MA] spell
V,S,DF

Range: *50 ft.*
LVL 1
PHB177

Target/Effect/Area:
All enemies within 50 ft.
Enemies suffer -1 Morale penalty to attacks and saves against fear.
Counters/dispels Bless.

CT: 15 m
SR:

Prep:
Used:

BLESS

Enchantment (Compulsion) [MA] spell
V,S,DF

Range: *50 ft.*
LVL 1
PHB180

Target/Effect/Area:
All enemies within 50 ft.
Allies gain +1 Morale bonus to attack and saves against fear.
Counters/dispels Bane.

CT: 1 a
SR:

Prep:
Used:

BLESS WATER

Transmutation [Good] spell
V,S,M
M: 5 lb of powered silver (25 MO)

Range: *Touch*
LVL 1
PHB180

Target/Effect/Area:
Flask of water touched
Makes 1 pint of holy water.

CT: 1 a
SR:

Prep:
Used:

BURIAL BLESSING

Abjuration [Good] spell
V,S,M,XP
M: 1 pint of holy water; XP: 100

Range: *Touch*
LVL 1
DF: 83

Target/Effect/Area:
Corpse touched
Wards a corpse from evil influences and effects.

CT: 10 m
SR:

Prep:
Used:

CAUSE FEAR*Necromancy [Fear, MA]* spell

V,S

Enchantment (Compulsion) [LD, MA] spell

V

Range: *Close*

LVL 1

Target/Effect/Area:
1 living creat. up to 6 HD

One creature becomes frightened (flees) for 1d4 rounds.

PHB182

Dur: 1d4 r

CT: 1 a

Dur: 1 r

SR:

<i>Prep:</i>
<i>Used:</i>

ST: WILL NEG

SR: YES

YES

COMMAND**COMPREHEND LANGUAGES****CURE LIGHT WOUNDS****CURSE WATER****DEATHWATCH***Divination* spell

V,S

Conjuration (Healing) spell

V,S,M

Transmutation [Good] spell

V,S

Necromancy spell

M: 5 lb of powered silver (25 MO)

Range: *Close*

LVL 1

Target/Effect/Area:
*1 living creature.*One subject obeys one-word command for 1 round.
Reasonable command may give -1 to -4 pen. to S. T.

PHB186

CT: 1 a

Dur: 10/L m

ST: WILL NEG

SR: -

YES

Range: *Pers.*

LVL 1

Target/Effect/Area:
*You*Understand all spoken and written languages.
You must touch the creature/the text

PHB186

CT: 1 a

Dur: Instantaneous

ST: -

SR: YES(H)

YES

Range: *Touch*

LVL 1

Target/Effect/Area:
*Creature touched*Cures 1d8 +1/L hp (max 5L).
Ignores 1 mem. for 10 m.

PHB190

CT: 1 a

Dur: Instantaneous

ST: WILL HALF(H)

SR: YES(O)

YES

Range: *Touch*

LVL 1

Target/Effect/Area:
Flask of water touched

Makes 1 pint of unholy water.

PHB190

CT: 1 m

Dur: 10/L m

ST: WILL NEG(O)

SR: No

NO

Target/Effect/Area:
Quarter Circle

Sees how near death subjects are.

PHB191

CT: 1 a

DETECT CHAOS**DETECT EVIL****DETECT GOOD****DETECT LAW****DETECT UNDEAD****DIVINE FAVOR***Divination* spell

V,S,DF

Divination spell

V,S,DF

Divination spell

V,S,DF

Divination spell

V,S,DF

Divination spell

V,S,DF

Evocation spellRange: *60 ft.*

LVL 1

Target/Effect/Area:
Quarter Circle

Reveals presence of Chaos.

PHB192

Dur: Conc. up to 10/L m

CT: 1 a

SR: No

<i>Prep:</i>
<i>Used:</i>

ST: NONE

SR: No

NO

Range: *60 ft.*

LVL 1

Target/Effect/Area:
Quarter Circle

Reveals presence of Evil.

PHB192

CT: 1 a

Dur: Conc. up to 10/L m

ST: NONE

SR: No

NO

Range: *60 ft.*

LVL 1

Target/Effect/Area:
Quarter Circle

Reveals presence of Good.

PHB192

CT: 1 a

Dur: Conc. up to 10/L m

ST: NONE

SR: No

NO

Range: *60 ft.*

LVL 1

Target/Effect/Area:
Quarter Circle

Reveals presence of Law.

PHB192

CT: 1 a

Dur: Conc. up to 1/L m

ST: NONE

SR: No

NO

Range: *60 ft.*

LVL 1

Target/Effect/Area:
Quarter Circle

Reveals undead within 60 ft.

PHB194

CT: 1 a

Dur: 1 m

ST: NONE

SR: -

NO

Range: *Pers.*

LVL 1

Target/Effect/Area:
You

You gain +1/3L Luck bonus to attacks/damages.

PHB197

CT: 1 a

DOOM**ENDURE ELEMENTS****ENTROPIC SHIELD****INFLECT LIGHT WOUNDS****INVISIBILITY TO UNDEAD****MAGIC STONE***Enchantment (Compulsion) [Fear, MA]* spell

V,S,DF

Abjuration spell

V,S

Abjuration spell

V,S

Necromancy spell

V,S,DF

Abjuration spell

V,S,DF

Transmutation spellRange: *Medium*

LVL 1

Target/Effect/Area:
1 living creature.

One subject suffers -2 Morale penalty on attacks/damages/saves/checks.

PHB198

Dur: 1/L m

CT: 1 a

Dur: 24 h

SR: YES

<i>Prep:</i>
<i>Used:</i>

ST: WILL NEG

SR: YES

YES

Range: *Touch*

LVL 1

Target/Effect/Area:
Creature touched

Ignores 5/round damage from one energy type.

PHB199

CT: 1 a

Dur: 1/L m

ST: NONE

SR: -

NO

Range: *Pers.*

LVL 1

Target/Effect/Area:
You

Ranged attacks against you suffer 20% miss chance.

PHB200

CT: 1 a

Dur: Instantaneous

ST: -

SR: YES

YES

Range: *Touch*

LVL 1

Target/Effect/Area:
Creature touched

Touch, 1d8 +1/L damage (max 5L).

PHB217

CT: 1 a

Dur: 10/L m (D)

ST: WILL HALF

SR: YES

YES

Range: *Touch*

LVL 1

Target/Effect/Area:
*1/L creature touched*Undeads can't perceive 1/L subjects.
No save for non intelligent undeads

PHB218

CT: 1 a

Dur: 30 m or until disch.

ST: WILL NEG

SR: YES(HO)

WILL NEG

WILL NEG(HO)

Range: *Touch*

LVL 1

Target/Effect/Area:
3 pebbles

3 stones gain +1 Enhancement bonus attacks, deal 1d6+1 damage.

PHB225

CT: 1 a

MAGIC WEAPON

Transmutation spell
V,S,DF V,S

Target/Effect/Area: **Weapon touched**
Range: *Touch* LVL 1
PHB225

Dur: 1/L m CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(HO)
YES(HO)

OBSCURING MIST

Conjuration (Creation) spell
V,S,DF

Target/Effect/Area: **Cloud 30 ft. rad, 20 ft. high**
Range: *30 ft.* LVL 1
PHB233

Dur: 1/L m CT: 1 a
SR:

Prep:
Used:

 ST: NONE
No

PROTECTION FROM CHAOS

Abjuration [Law] spell
V,S,DF

Target/Effect/Area: **+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.**
Range: *Touch* LVL 1
PHB240

Dur: 1/L m (D) CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
No(*)

PROTECTION FROM EVIL

Abjuration [Good] spell
V,S,DF

Target/Effect/Area: **+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.**
Range: *Touch* LVL 1
PHB240

Dur: 1/L m (D) CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
No(*)

PROTECTION FROM GOOD

Abjuration [Evil] spell
V,S,DF

Target/Effect/Area: **+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.**
Range: *Touch* LVL 1
PHB240

Dur: 1/L m (D) CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
No(*)

PROTECTION FROM LAW

Abjuration [Chaos] spell
V,S,DF

Target/Effect/Area: **+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.**
Range: *Touch* LVL 1
PHB240

Dur: 1/L m (D) CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
No(*)

RANDOM ACTION

Enchantment (Compulsion) [MA] spell
V,S,DF

Target/Effect/Area: **1 living creature.**
Range: *Close* LVL 1
PHB242

Dur: 1 r CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG
YES

REGENERATE LIGHT WOUNDS

Conjuration (Healing) spell
V,S

Target/Effect/Area: **Living creat. touched**
Range: *Touch* LVL 1
MW 92

Dur: 10 + 1/L r CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

REMOVE FEAR

Abjuration spell
V,S,DF

Target/Effect/Area: **+4 Morale on saves against fear for 1+1/4L subjects.**
Range: *Close* LVL 1
PHB245

Dur: 10 m (*) CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
No

SANCTUARY

Abjuration spell
V,S,DF

Target/Effect/Area: **Opponents can't attack subject.**
Range: *Touch* LVL 1
PHB247

Dur: 1/L r CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG
YES(H)

SHIELD OF FAITH

Abjuration spell
V,S,M

Target/Effect/Area: **Aura grants 2+1/6L Deflection bonus (max +5).**
Range: *Touch* LVL 1
PHB251

Dur: 1/L m CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
No

SUMMON MONSTER I

Conjuration (Summoning) []* spell
V,S,DF

Target/Effect/Area: **1 summoned creat.**
Range: *Close* LVL 1
PHB255

Dur: 1/L r (D) CT: 1 f r
SR:

Prep:
Used:

 ST: NONE

M: a small holy text parchment

UNUSED SLOT

Universal spell
-

Target/Effect/Area: **You**
Range: *Pers.* LVL 2
PHB156

Dur: Until used CT: 15 m
SR:

Prep:
Used:

 ST: -
-

AID

Enchantment (Compulsion) [MA] spell
V,S,DF

Target/Effect/Area: **Ally gain +1 Morale bonus to attack and saves against fear and 1d8 temporary hp.**
Range: *Touch* LVL 2
PHB172

Dur: 1/L m CT: 1 a
SR:

Prep:
Used:

 ST: YES(H)
NONE

ANIMAL MESSENGER

Enchantment (Compulsion) [MA] spell
V,S,M

Target/Effect/Area: **Sends a Tiny animal to a specific place.**
Range: *Close* LVL 2
PHB173

Dur: 1/L d CT: 1 a
SR:

Prep:
Used:

 ST: YES
NONE

AUGURY

Divination spell
V,S,F

Target/Effect/Area: **Learns whether an action in half an hour will be good or bad.**
Range: *Pers.* LVL 2
PHB177

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: -
70% + 1%/L chance of working

M: a morsel of food

F: divination sticks (25 MO)

BRAMBLES

Transmutation spell
V,S,M

Target/Effect/Area: **Weapon gets +1 attack, +1/3L damage (max +5) Enhancement bonus.**
Range: *Touch* LVL 2
DF 82

Dur: 1/L r CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(HO)
YES(HO)

M: a small thorn

BULL'S STRENGTH

Transmutation spell
V,S,DF

Target/Effect/Area: **Subject gains 1d4+1 Enhancement bonus to Str.**
Range: *Touch* LVL 2
PHB181

Dur: 1/L h CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

CALM EMOTIONS

Enchantment (Compulsion) [MA] spell
V,S,DF

Range: *Medium*

Target/Effect/Area:
1/L d6 creat. in 30 ft. diam.

Calms 1/L d6 subjects, negating emotion effects.

Dur: Conc. up to 1/L r (D)

SR:

<i>Prep:</i>
<i>Used:</i>

CT: 1 a

ST: WILL NEG

Dur: 2/L h

SR: No

<i>Prep:</i>
<i>Used:</i>

DESECRATE

Evocation [Evil] spell
V,S,M,DF

Range: *Close*

Target/Effect/Area:
20 ft. radius eman.

Fills area with negative energy, making undead stronger.

Dur: 2/L h

SR: No

<i>Prep:</i>
<i>Used:</i>

CT: 1 a

ST: NONE

Dur: 1/L r

SR: YES

<i>Prep:</i>
<i>Used:</i>

FILTER

Abjuration spell
V,S,DF

Range: *Touch*

Target/Effect/Area:
Creature touched

Protects from noxious or toxic air

Dur: 10/L m

SR: Yes(H)

<i>Prep:</i>
<i>Used:</i>

CT: 1 a

ST: WILL NEG(H)

Dur: 1/L m

SR: -

<i>Prep:</i>
<i>Used:</i>

CONSECRATE

Evocation [Good] spell
V,S,M,DF
M: 5 lb of silver and holy water (25 MO)

Range: *Close*

Target/Effect/Area:
20 ft. radius eman.

Fills area with pos energy, making undead weaker.

CT: 1 a

ST: NONE

Dur: Instantaneous

SR: YES(H)

<i>Prep:</i>
<i>Used:</i>

DIVINE FLAME

Abjuration spell
V,S

Range: *15 ft.*

Target/Effect/Area:
15 ft. radius eman.

Area inflicts 1d4/L damage (max 5d4) to Cold creatures.

CT: 1 a

ST: FORT HALF

Dur: 1/L r

SR: YES

<i>Prep:</i>
<i>Used:</i>

FIND TRAPS

Divination spell
V,S

Range: *Pers.*

Target/Effect/Area:
You

Notice traps as a rogue does.

CT: 1 a

ST: -

Dur: 1/L h

SR: YES(H)

<i>Prep:</i>
<i>Used:</i>

CURE MODERATE WOUNDS

Conjuration (Healing) spell
V,S

Range: *Touch*

Target/Effect/Area:
Creature touched

Cures 2d8 +1/L hp (max 10L).
Ignores 2 memom. for 10 m.

CT: 1 a

ST: WILL HALF(H)

Dur: 10/L m (D)

SR: No

<i>Prep:</i>
<i>Used:</i>

EAGLE SPLENDOR

Transmutation spell
V,S,DF

Range: *Touch*

Target/Effect/Area:
Creature touched

Subject gains 1d4+1 Enhancement bonus to Cha.

CT: 1 a

ST: FORT HALF

Dur: 1/L h

SR: YES(H)

<i>Prep:</i>
<i>Used:</i>

GAZE SCREEN

Abjuration spell
V;S

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Mirrorlike grants 50% fail gaze attack.
Averting eyes has no use

CT: 1 a

ST: WILL NEG(H)

Dur: 10/L m

SR: YES(H)

<i>Prep:</i>
<i>Used:</i>

DARKNESS

Evocation [Darkness] spell
V,DF

Range: *Touch*

Target/Effect/Area:
Object touched

20 ft. radius of supernatural darkness.
Counters/dispers Light; no darkvision.

CT: 1 a

ST: NONE

Dur: Instantaneous

SR: YES

<i>Prep:</i>
<i>Used:</i>

ENDURANCE

Transmutation spell
V,S,DF

Range: *Touch*

Target/Effect/Area:
Creature touched

Subject gains 1d4+1 Enhancement bonus to Con.

CT: 1 a

ST: WILL NEG(H)

Dur: 1/L h

SR: YES(H)

<i>Prep:</i>
<i>Used:</i>

GENTLE REPOSE

Necromancy spell
V,S,DF

Range: *Touch*

Target/Effect/Area:
Corpse touched

Preserves one corpse.

CT: 1 a

ST: WILL NEG(H)

Dur: 1/L d

SR: YES(O)

<i>Prep:</i>
<i>Used:</i>

DEATH KNELL

Necromancy [Death, Evil] spell
V,S,DF

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Kills dying creature. Gain 1d8 temporary hp, +2 Str, +1 caster level.
Effects last for 10 m per creature HD.

CT: 1 a

ST: WILL NEG

Dur: 1/L h

SR: YES(H)

<i>Prep:</i>
<i>Used:</i>

ENTHRALL

Enchantment (Charm) [LD, MA, Sonic] spell
V,S

Range: *Medium*

Target/Effect/Area:
Creat. within range

Captivates all within range.

CT: 1 f r

ST: WILL NEG(*)

HOLD PERSON

Enchantment (Compulsion) [MA] spell
V,S,DF

Range: *Medium*

Target/Effect/Area:
1 medium sized humanoid

Holds one person helpless.

CT: 1 a

ST: WILL NEG

LVL 2
PHB182

LVL 2
PHB187

LVL 2
PHB190

LVL 2
PHB190

LVL 2
PHB191

LVL 2
PHB191

LVL 2
PHB192

LVL 2
DF 85

LVL 2
DF 85

LVL 2
TB 87

LVL 2
PHB199

LVL 2
PHB200

LVL 2
TB 89

LVL 2
PHB203

LVL 2
TB 89

LVL 2
TB 90

LVL 2
PHB208

LVL 2
PHB214

INFLECT MODERATE WOUNDS

Necromancy spell

V,S

V,S

LVL 2
PHB217

Range: *Touch*

Target/Effect/Area:
Creature touched

Touch, 2d8 +1/L damage (max 10L).

Dur: Instantaneous

CT: 1 a

SR:	Prep:
YES	Used:

ST:	WILL HALF
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KNIFE SPRAY

Evocation spell

V,S

LVL 2
DF 87

Range: *Close*

Target/Effect/Area:
Cone

Cone of droplets, 1d6 +1/L damage (max 5L).

Dur: Instantaneous

CT: 1 a

SR:	Prep:
YES	Used:

ST:	REFL HALF
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LESSER RESTORATION

Conjuration (Healing) spell

V,S

LVL 2
PHB222

Range: *Touch*

Target/Effect/Area:
Creature touched

Dispels magic / cures 1d4 temporary ability damage.

Dur: Instantaneous

CT: 3 r

SR:	Prep:
YES(H)	Used:

ST:	WILL NEG(H)
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MAKE WHOLE

Transmutation spell

V,S,DF

LVL 2
PHB225

Range: *Close*

Target/Effect/Area:
1 object up to 10/L ft³

Fully repairs an object; cures 1d2 damage to magical objects.

Dur: Instantaneous

CT: 1 a

SR:	Prep:
YES(HO)	Used:

ST:	WILL NEG(HO)
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OWL'S WISDOM

Transmutation spell

V,S

LVL 2
T3 94

Range: *Touch*

Target/Effect/Area:
Creature touched

Subject gains 1d4+1 Enhancement bonus to Wis.

Dur: 1/L h

CT: 1 a

SR:	Prep:
YES(H)	Used:

ST:	WILL NEG(H)
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REMOVE PARALYSIS

Conjuration (Healing) spell

V,S

LVL 2
PHB245

Range: *Close*

Target/Effect/Area:
Up to 4 creat. in 30 ft. diam.

Frees 1 or more creatures from paralysis, hold, slow.

Dur: Instantaneous

CT: 1 a

SR:	Prep:
YES(H)	Used:

ST:	WILL NEG(H)
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RESIST ELEMENTS

Abjuration spell

V,S,DF

LVL 2
PHB246

Range: *Touch*

Target/Effect/Area:
Creature touched

Ignores 12/round damage from one energy type.

Dur: 1/L m

CT: 1 a

SR:	Prep:
YES	Used:

ST:	NONE
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SHATTER

Evocation [Sonic] spell

V,S,DF

LVL 2
PHB250

Range: *Close*

Target/Effect/Area:
3 ft. spread/1 obj./1 creat.

Destroy object(s) / 1d6/L damage (max 10L) to crystalline creature.

Dur: Instantaneous

CT: 1 a

SR:	Prep:
(*)	Used:

ST:	(*)
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SHIELD OTHER

Abjuration spell

V,S,F

F: pair platinum rings (100 MO)

LVL 2
PHB251

Range: *Close*

Target/Effect/Area:
1 creature

You take half of subject's damage.

Dur: 1/L h (D)

CT: 1 a

SR:	Prep:
YES(H)	Used:

ST:	WILL NEG(H)
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SILENCE

Illusion (Glamer) spell

V,S

LVL 2
PHB252

Range: *Long*

Target/Effect/Area:
15 ft. radius eman.

Negates sound in 15 ft. radius.

Dur: 1/L m

CT: 1 a

SR:	Prep:
(*)	Used:

ST:	(*)
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SOUND BURST

Evocation [Sonic] spell

V,S,DF

LVL 2
PHB254

Range: *Close*

Target/Effect/Area:
15 ft. radius spread

Deals 1d8 sonic damage to subjects; may stun them per 1 round.

Dur: Instantaneous

CT: 1 a

SR:	Prep:
YES	Used:

ST:	WILL PART
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SPEAK WITH ANIMALS

Divination spell

V,S

LVL 2
PHB254

Range: *Pers.*

Target/Effect/Area:
You

You can communicate with natural animals.

Dur: 1/L m

CT: 1 a

SR:	Prep:
-	Used:

ST:	-
-----	---

SPIRITUAL WEAPON

Evocation [Force] spell

V,S,DF

LVL 2
PHB256

Range: *Medium*

Target/Effect/Area:
Weapon of force

Magical weapon attacks on its own.

Dur: 1/L r (D)

CT: 1 a

SR:	Prep:
YES	Used:

ST:	NONE
-----	------

SUMMON MONSTER II

Conjuration (Summoning) []* spell

V,S,DF

LVL 2
PHB258

Range: *Close*

Target/Effect/Area:
1 or more summoned creat.

Calls outsider(s) to fight for you.

Dur: 1/L r (D)

CT: 1 f r

SR:	Prep:
No	Used:

ST:	NONE
-----	------

UNDETECTABLE ALIGNMENT

Abjuration spell

V,S

LVL 2
PHB267

Range: *Close*

Target/Effect/Area:
1 creature. or object

Conceals alignment from divination.

Dur: 24 h

CT: 1 a

SR:	Prep:
YES(O)	Used:

ST:	WILL NEG(O)
-----	-------------

WEATHER EYE

Divination spell

V,S,M,DF

M: incense

LVL 2
DF 92

Range: *1+1/L m*

Target/Effect/Area:
1 + 1/L miles

Forecast natural weather for one week.
Detect magical forces.

Dur: Instantaneous

CT: 1 h

SR:	Prep:
No	Used:

ST:	NONE
-----	------

ZONE OF TRUTH

Enchantment (Compulsion) [MA] spell

V,S,DF

LVL 2
PHB274

Range: *Close*

Target/Effect/Area:
5/L ft. radius eman.

Subjects within range cannot lie.

Dur: 1/L m

CT: 1 a

SR:	Prep:
YES	Used:

ST:	WILL NEG
-----	----------

UNUSED SLOT

Universal spell

-

LVL 3
PHB156

Range: *Pers.*

Target/Effect/Area:
You

You can prepare a spell of this level or below later.

Dur: Until used

CT: 15 m

SR:	Prep:
-	Used:

ST:	-
-----	---

ANIMATE DEAD

Necromancy [Evil] spell
V,S,M
M: black onyx gem (50 MO) per undead

Range: *Touch* LVL 3
Target/Effect/Area:
1 or more corpses touched
Creates undead skeletons and zombies up to 1/L HD.
PHB174

Dur: Instantaneous
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: NONE
SR: YES

BESTOW CURSE

Transmutation spell
V,S

Range: *Touch* LVL 3
Target/Effect/Area:
Creature touched
You place an heavy curse on the creature touched.
Counters Remove curse.
PHB177

Dur: Permanent
SR: YES
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: WILL NEG

BEASTMASK

Illusion (Glamer) spell
V,S

Range: *Touch* LVL 3
Target/Effect/Area:
Living creat. touched
Animals and beasts think subject as one of them.
DF 81

Dur: 5 + 1/L m
SR: YES
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: WILL DISB

BLESSED AIM

Divination spell
V

Range: *60 ft.* LVL 3
Target/Effect/Area:
60 ft. radius spread
Allies receive +2 Morale bonus to ranged attacks.
DF 81

Dur: Concentration
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: WILL NEG(H)

BLINDNESS/DEAFNESS

Transmutation spell
V,S,DF

Range: *Medium* LVL 3
Target/Effect/Area:
1 living creature.
Makes subject blind or deaf.
PHB180

Dur: Permanent (D)
SR: YES
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: FORT NEG

BRIAR WEB

Transmutation spell
V,S,DF

Range: *Medium* LVL 3
Target/Effect/Area:
Plants in 40 ft. rad. spread
Entangles and deal damage each round.
DF 83

Dur: 1/L m
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: (*)

CHAIN OF EYES

Divination spell
V,S

Range: *Touch* LVL 3
Target/Effect/Area:
Living creat. touched
Scrying sensor passed along by touch.
Saving throw each pass.
DF 84

Dur: 1/L h
SR: YES
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: WILL NEG

CONTAGION

Necromancy spell
V,S,M

Range: *Touch* LVL 3
Target/Effect/Area:
Living creat. touched
Immediately infects subject with chosen non-magical disease.
See DM 75
PHB187

Dur: Instantaneous
SR: YES
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: FORT NEG

CONTINUAL FLAME

Evocation [Light] spell
M: ruby dust (50 MO)

Range: *0 ft.* LVL 3
Target/Effect/Area:
20 ft. rad. spread light
Makes a permanent, heatless torch.
PHB188

Dur: Permanent
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: NONE

CREATE FOOD AND WATER

Conjuration (Creation) spell
V,S

Range: *Close* LVL 3
Target/Effect/Area:
Food&water per 3/L humans
Feeds creatures with basic food.
A horse uses 3 human rations.
PHB189

Dur: 24 h
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 10 m
ST: NONE

CURE SERIOUS WOUNDS

Conjuration (Healing) spell
V,S

Range: *Touch* LVL 3
Target/Effect/Area:
Creature touched
Cures 3d8 +1/L hp (max 15L).
Ignores 3 memom. for 10 m.
PHB190

Dur: Instantaneous
SR: YES(H)
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: WILL HALF(H)

CURSE OF THE BRUTE

Transmutation spell
V,S

Range: *Touch* LVL 3
Target/Effect/Area:
Creature touched
Enhancement bonus X to Str/Dex/Con, malus -X to Int&Cha (max X = L).
DF 84

Dur: 1/L r
SR: YES
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: FORT NEG

DAYLIGHT

Evocation [Light] spell
V,S

Range: *Touch* LVL 3
Target/Effect/Area:
Object touched
60 ft. radius of bright light.
Counters or dispels any j= Dark. spell.
PHB191

Dur: 10/L m
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: NONE

DEEPER DARKNESS

Evocation [Darkness] spell
V,S

Range: *Touch* LVL 3
Target/Effect/Area:
Object touched
Absolute darkness in 60 ft. spread.
Counters or dispels any j= Light spell.
PHB191

Dur: 1/L d
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: NONE

DISPEL MAGIC

Abjuration spell
V,S,M

Range: *Medium* LVL 3
Target/Effect/Area:
1 creat./obj / 30 ft. rad. burst
Cancels magical spells and effects or counter a spell.
Max +10 on caster level check.
PHB197

Dur: Instantaneous
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: NONE

FLAME OF FAITH

Evocation [Fire] spell
V,S,M

Range: *Touch* LVL 3
Target/Effect/Area:
Weapon touched
Weapon becomes aligned and temporary flaming burst.
DF 86

Dur: 1/L r
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: NONE

GLYPH OF warding

Abjuration spell
M: diamond dust (400 MO)

Range: *Touch* LVL 3
Target/Effect/Area:
Obj. touched / 5/L ft²
Inscription harms those who pass it: blast 5d8 damage or 3rd lvl. spell.
PHB209

Dur: Perm. until disch.
SR: YES(O)
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 10 m
ST: (*)

HELPING HAND

Evocation spell
V,S,DF

Range: *5 miles* LVL 3
Target/Effect/Area:
Ghostly hand
Ghostly hand leads subject to you.
PHB213

Dur: 1/L h
SR: No
Prep:

Used: <table border="1"><tr><td> </td></tr></table>	

CT: 1 a
ST: NONE

REMOVE CURSE*Abjuration* spell

V,S V,S

LVL 3

Range: *Touch*Target/Effect/Area:
Creature or item touched

Frees object or person from curse.

Counter and dispels Bestow Curse

PHB244

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>

YES(H)

<i>Used:</i>

ST: WILL NEG(H)

REMOVE DISEASE*Conjuration (Healing)* spell

V,S

LVL 3

Range: *Touch*Target/Effect/Area:
Creature touched

Cures all diseases affecting subject.

PHB244

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>

YES(H)

<i>Used:</i>

ST: FORT NEG(H)

REPAIR*Transmutation* spell

V,S

LVL 3

Range: *Close*Target/Effect/Area:
1 object up to 10/L ft³

Fully repairs an object up to 5%/2L mass loss; cures 1d4 damage to magical object.

In house

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>

YES(HO)

<i>Used:</i>

ST: WILL NEG(HO)

SEARING LIGHT*Evocation [Light]* spell

V,S,DF

LVL 3

Range: *Medium*Target/Effect/Area:
Ray

Ray deals 1/2L d8 (max 5d8) damage. Inflicted damage varies on creature type.

PHB248

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>

YES

<i>Used:</i>

ST: NONE

SPEAK WITH DEAD*Necromancy [LD]* spell

V,S

LVL 3

Range: *10 ft.*Target/Effect/Area:
1 dead creat.

Corpse answers 1/2L questions.

PHB254

Dur: 1/L m

CT: 10 m

SR:

<i>Prep:</i>

NONE No

<i>Used:</i>

ST: (*)

SR: -

SPEAK WITH PLANTS*Divination* spell

V,S

LVL 3

Range: *Pers.*Target/Effect/Area:
You

You can talk to normal plants and plant creatures.

PHB254

Dur: 1/L m

CT: 1 a

SR:

<i>Prep:</i>

-

<i>Used:</i>

ST: -

SPIKES*Transmutation* spell

V,S,M V,S,DF

M: a small thorn

LVL 3

Range: *Touch*Target/Effect/Area:
Wooden weap touched

Weapon gets +2 attack, +1/3L damage (max +5) Enhancement bonus.

Double threat range

DF 90

Dur: 1/L r

CT: 1 a

SR:

<i>Prep:</i>

YES(HO)

<i>Used:</i>

ST: WILL NEG(HO)

STONE SHAPE*Transmutation* spell

V,S,DF

LVL 3

Range: *Touch*Target/Effect/Area:
Stone up to 10 + 1/L ft³

Sculpts stone into any shape.

PHB257

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>

No

<i>Used:</i>

ST: NONE

SR: No

SUMMON MONSTER III*Conjuration (Summoning) [*]* spell

V,S,DF

LVL 3

Range: *Close*Target/Effect/Area:
1 or more summoned creat.

Calls outsider(s) to fight for you.

PHB259

Dur: 1/L r (D)

CT: 1 f r

SR:

<i>Prep:</i>

NONE No

<i>Used:</i>

ST: NONE

SWEET WATER*Divination* spell

V,S,M

M: a shovel or a spade

LVL 3

Range: *Long*Target/Effect/Area:
Well shaft 10 ft. diam 100 ft. deep

Creates a well to fresh water up to 100 ft. down if water is found.

DF 90

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>

NONE No

<i>Used:</i>

ST: NONE

SR: YES

SWORD STREAM*Evocation* spell

V,S

LVL 3

Range: *Close*Target/Effect/Area:
Area 5 ft. wide up to range.

Area of droplets, 1d8 +1/L damage. (max 10L)

DF 90

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>

NONE YES

<i>Used:</i>

ST: REFL HALF

SR: YES(H)

WATER BREATHING*Transmutation* spell

V,S,DF

LVL 3

Range: *Touch*Target/Effect/Area:
Living creat. touched

Subjects can breathe underwater. Duration can be shared.

PHB271

Dur: 2/L h (*)

CT: 1 a

SR:

<i>Prep:</i>

WILL NEG(H)

<i>Used:</i>

ST: WILL NEG(H)

WATER WALK*Transmutation* spell

V,S,DF V,S,DF

LVL 3

Range: *Touch*Target/Effect/Area:
1/L touched creat.

Subject treads on water as if solid.

PHB271

Dur: 10/L m

CT: 1 a

SR:

<i>Prep:</i>

YES(H)

<i>Used:</i>

ST: WILL NEG(H)

WIND WALL*Evocation* spell

-

LVL 3

Range: *Medium*Target/Effect/Area:
Wall 5/L ft. high, 10/L ft. wide (S)

Deflects arrows, smaller creatures, and gases.

PHB273

Dur: 1/L r

CT: 1 a

SR:

<i>Prep:</i>

YES

<i>Used:</i>

ST: NONE

SR: -

UNUSED SLOT*Universal* spell

V,S,DF

LVL 4

Range: *Pers.*Target/Effect/Area:
You

You can prepare a spell of this level or below later.

PHB156

Dur: 10/L m

CT: 15 m

SR:

<i>Prep:</i>

YES(H)

<i>Used:</i>

ST: -

AIR WALK*Transmutation* spell

V,S,DF

LVL 4

Range: *Touch*Target/Effect/Area:
Creat. touched up to Garg.

Subject treads on air as if solid (climb at 45° angle).

PHB172

Dur: 10/L m

CT: 1 a

SR:

<i>Prep:</i>

YES(H)

<i>Used:</i>

ST: NONE

SR: -

BEAST CLAWS*Transmutation* spell

V,S,M

M: bird claw

LVL 4

Range: *Pers.*Target/Effect/Area:
You

Your hands became slashing weapon [1d6, 19-20x2]

DF 81

Dur: 1/L r

CT: 1 a

SR:

<i>Prep:</i>

NONE -

<i>Used:</i>

ST: -

SR: YES

CASTIGATE*Evocation [Sonic]* spell

V

LVL 4

Range: *10 ft.*Target/Effect/Area:
10 ft. radius eman.

Rebuke miscreants; deafens or 1/L[d4] damage (max 10L).

DF 83

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>

- YES

<i>Used:</i>

ST: FORT HALF

CONTROL WATER

CURE CRITICAL WOUNDS

DEATH WARD

DIMENSIONAL ANCHOR

DISCERN LIES

DISMISSAL

V,S,DF
Transmutation spell

V,S
Conjuration (Healing) spell

V,S,DF
Necromancy spell

V,S
Abjuration spell

V,S,DF
Divination spell

V,S,DF
Abjuration spell

Target/Effect/Area:
Water in [10x10x2]/L ft. (S)

Range: *Long*

LVL 4

PHB188

Raises or lowers bodies of water.

Dur: 10/L m (D)

Prep:
Used:

CT: 1 a

ST:
NONE

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

PHB190

Cures 4d8 +1/L hp (max 20L).
Ignores 4 memom. for 10 m.

Dur: Instantaneous

Prep:
Used:

CT: 1 a

SR:
YES(H)

ST:
WILL HALF(H)

Target/Effect/Area:
Living creat. touched

Range: *Touch*

LVL 4

PHB191

Grants immunity to death spells and effects.

Dur: 10/L m

Prep:
Used:

CT: 1 a

SR:
YES(H)

ST:
NONE

Target/Effect/Area:
Ray

Range: *Medium*

LVL 4

PHB195

Bars extradimensional movement of creature or object.

Dur: 1/L m

Prep:
Used:

CT: 1 a

SR:
YES(O)

ST:
NONE

Target/Effect/Area:
1/L creat. in 30 ft. diam.

Range: *Close*

LVL 4

PHB195

Reveals deliberate falsehoods.

Dur: Conc. up to 1/L r

Prep:
Used:

CT: 1 a

SR:
No

ST:
WILL NEG

Target/Effect/Area:
1 extraplanar creat.

Range: *Close*

LVL 4

PHB196

Forces a creature to return to native plane.

Dur: Instantaneous

Prep:
Used:

CT: 1 a

SR:
YES

ST:
WILL NEG

DIVINATION

DIVINE POWER

DIVINE STORM

FREEDOM OF MOVEMENT

GIANT VERMIN

GREATER MAGIC WEAPON

V,S,M
Divination spell
M: incense and offerings (25 MO)

Target/Effect/Area:
You

Range: *Pers.*

LVL 4

PHB197

Provides useful advice for specific proposed actions.

Dur: Instantaneous

Prep:
Used:

CT: 10 m

ST:
-

V,S,DF
Evocation spell

Target/Effect/Area:
You

Range: *Pers.*

LVL 4

PHB197

You gain base attack bonus, Enhancement bonus to 18 Str, and 1/L temporary hp.

Dur: 1/L r

Prep:
Used:

CT: 1 a

SR:
-

ST:
-

V,S,DF
Evocation spell

Target/Effect/Area:
Disk of weap. up to 30 ft. rad.

Range: *Close*

LVL 4

DF 85

Spinning disk of weapons deals 1d6 + 2/L damage (max 10L).

Dur: Concentration

Prep:
Used:

CT: 1 f r

SR:
YES

ST:
REFL NEG

V,S,M,DF
Abjuration spell
M: leather thong

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

PHB207

Subject moves normally despite impediments.
Target can be "You"

Dur: 10/L m

Prep:
Used:

CT: 1 a

SR:
YES(H)

ST:
NONE

V,S,DF
Transmutation spell

Target/Effect/Area:
1-3 vermin in 30 ft. diam.

Range: *Close*

LVL 4

PHB209

Turns insects into giant vermin.

Dur: 1/L m

Prep:
Used:

CT: 1 a

SR:
YES

ST:
NONE

V,S,DF
Transmutation spell

Target/Effect/Area:
1 weapon

Range: *Close*

LVL 4

PHB210

Gives +1/3L Enhancement bonus (max +5) to weapon.
If you are good is weapon is blessed

Dur: 1/L h

Prep:
Used:

CT: 1 a

SR:
YES(HO)

ST:
WILL NEG(HO)

HARRIER

IMBUE WITH SPELL ABILITY

INFLECT CRITICAL WOUNDS

LESSER PLANAR ALLY

NEUTRALIZE POISON

OBSCURE CREATURE

V,S
Conjuration (Creation) spell

Target/Effect/Area:
Creature created

Range: *Close*

LVL 4

DF 87

Summons an incorporeal bird of prey to fight for you.

Dur: 1/L r

Prep:
Used:

CT: 1 a

ST:
NONE

V,S,DF
Evocation spell

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

PHB216

Transfer spells to subject.

Dur: Perm. until disch.

Prep:
Used:

CT: 10 m

SR:
YES(H)

ST:
WILL NEG(H)

V,S
Necromancy spell

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

PHB217

Touch, 4d8 +1/L damage (max 20L).

Dur: Instantaneous

Prep:
Used:

CT: 1 a

SR:
YES

ST:
WILL HALF

V,S,DF
Conjuration (Calling) []* spell

Target/Effect/Area:
1 outsider up to 8 HD

Range: *Close*

LVL 4

PHB221

Exchange services with called outsider.

Dur: Instantaneous

Prep:
Used:

CT: 10 m

SR:
No

ST:
NONE

V,S,DF
Conjuration (Healing) spell

Target/Effect/Area:
1 creat./obj up to 1/L ft³

Range: *Touch*

LVL 4

PHB232

Detoxifies venom in or on subject.

Dur: Instantaneous

Prep:
Used:

CT: 1 a

SR:
YES(HO)

ST:
WILL NEG(HO)

V,S,DF
Abjuration spell

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

In house

Masks creature against divination.

Dur: 8 h

Prep:
Used:

CT: 1 a

SR:
YES(H)

ST:
WILL NEG(H)

POISON

Necromancy spell

V,S,DF

Range: *Touch*

LVL 4

Target/Effect/Area:
Living creat. touched

Touch deals 1d10 temporary Con damage; repeats after 1 minute.

PHB236

DC 10 + half caster level + Wis mod.

Dur: Instantaneous

CT: 1 a

Dur: 1/L r

SR:

Prep:
Used:

YES

ST:

FORT NEG

SR:

YES

Prep:
Used:

NONE

CT: 1 a

Dur: 10/L m

SR:

YES

Prep:
Used:

NONE(*)

Dur: Instantaneous

CT: 3 r

SR:

YES(H)

Prep:
Used:

WILL NEG(H)

Dur: 1 r

CT: 10 m

SR:

No

Prep:
Used:

NONE

Dur: 10/L m

CT: 1 a

SR:

YES(H)

Prep:
Used:

WILL NEG(H)

STATUS

Divination spell

V,S

Range: *Touch*

LVL 4

Target/Effect/Area:
1/3L creat. touched

Monitors condition, position of allies.

PHB236

Dur: 1/L h

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

SR:

No

Prep:
Used:

NONE

CT: 1 f r

SR:

No

Prep:
Used:

NONE

Dur: 10/L m

SR:

No

Prep:
Used:

NONE

Dur: 1/L d

SR:

YES

Prep:
Used:

NONE

Dur: 1/L r

SR:

YES(HO)

Prep:
Used:

WILL NEG(HO)

Dur: Until used

SR:

-

Prep:
Used:

-

ATONEMENT

Abjuration spell

V,S,M,F,DF,XP

M: incense; F: payer beads (500 MO);
XP: 0 or 500

Range: *Touch*

LVL 5

Target/Effect/Area:
Creature touched

Removes burden of misdeeds from subject.

PHB176

Dur: Instantaneous

SR:

YES

Prep:
Used:

ST:

NONE

SR:

No

Prep:
Used:

WILL NEG

Dur: Instantaneous

SR:

YES

Prep:
Used:

(*)

Dur: Instantaneous

SR:

No

Prep:
Used:

NONE

Dur: Instantaneous

SR:

YES

Prep:
Used:

FORT HALF

Dur: 1/L r

SR:

-

Prep:
Used:

-

BEAR'S HEART

Transmutation spell

V,S

Range: *20 ft.*

LVL 5

Target/Effect/Area:
Living allies within 20 ft.

1/L allies gets +4 Str and 1/L d4 temporary hp.

Allies suffer 1/L subdual dmg at the end.

DF 81

Dur: Instantaneous

SR:

No

Prep:
Used:

ST:

WILL NEG

SR:

YES

Prep:
Used:

(*)

Dur: Instantaneous

SR:

No

Prep:
Used:

NONE

Dur: Instantaneous

SR:

YES

Prep:
Used:

WILL NEG

TONGUES

Divination spell

V,DF

Range: *Touch*

LVL 4

Target/Effect/Area:
Creature touched

Creature can understand and speak any language.

PHB265

Dur: 10/L m

SR:

No

Prep:
Used:

NONE

Dur: 1/L d

SR:

YES

Prep:
Used:

NONE

Dur: 1/L r

SR:

YES(HO)

Prep:
Used:

WILL NEG(HO)

Dur: Until used

SR:

-

Prep:
Used:

-

UNFAILING ENDURANCE

Transmutation spell

V,S

Range: *Touch*

LVL 4

Target/Effect/Area:
1/L creat. touched

Endurance, +4 Morale bonus, extended activity.

Bonus applies to saves too.

DF 91

Dur: 1/L d

SR:

YES

Prep:
Used:

NONE

Dur: 1/L r

SR:

YES(HO)

Prep:
Used:

WILL NEG(HO)

Dur: Until used

SR:

-

Prep:
Used:

-

WEAPON OF THE DEITY

Transmutation spell

V,F,DF

F: a small holy text parchment

Range: *0 ft.*

LVL 4

Target/Effect/Area:
Your weapon

Proficiency, +(1/3L-1) Enhancement bonus and a special ability.

Repair 1d4 + 1 weapon damage.

DF 92

Dur: 1/L r

SR:

YES(HO)

Prep:
Used:

WILL NEG(HO)

Dur: Until used

SR:

-

Prep:
Used:

-

UNUSED SLOT

Universal spell

-

Range: *Pers.*

LVL 5

Target/Effect/Area:
You

You can prepare a spell of this level or below later.

PHB156

Dur: 15 m

SR:

-

Prep:
Used:

-

RECITATION

Conjuration (Creation) spell

V,S,DF

Range: *60 ft.*

LVL 4

Target/Effect/Area:
Creat. in 60 ft. rad. burst

Allies gain +2 Luck bonus on attacks and saves; enemies suffer -2.

Bonus is +3 if worship same deity.

DF 89

Dur: 1/L r

SR:

YES

Prep:
Used:

NONE

CT: 1 a

Dur: 10/L m

SR:

YES

Prep:
Used:

NONE(*)

Dur: Instantaneous

CT: 3 r

SR:

YES(H)

Prep:
Used:

WILL NEG(H)

Dur: 1 r

CT: 10 m

SR:

No

Prep:
Used:

NONE

Dur: 10/L m

CT: 1 a

SR:

YES(H)

Prep:
Used:

WILL NEG(H)

REPEL VERMIN

Abjuration spell

V,S,DF

Range: *10 ft.*

LVL 4

Target/Effect/Area:
10 ft. rad. eman.

Insects stay 10 ft. away.

Bigger ones can pass after Will save with 2d6 dmg.

PHB245

Dur: 10/L m

SR:

YES

Prep:
Used:

NONE(*)

Dur: Instantaneous

CT: 3 r

SR:

YES(H)

Prep:
Used:

WILL NEG(H)

Dur: 1 r

CT: 10 m

SR:

No

Prep:
Used:

NONE

DIVINE AGILITY

Transmutation ^{spell}
V,S

Target/Effect/Area: **Range: Touch**
Living creat. touched

Subject gains Reflex save bonus, Enhan. bonus to 18 Dex and Spring Attack.

Dur: 1/L r
SR:

Prep:
Used:

No

DISPEL CHAOS

Abjuration [Law] ^{spell}
V,S,DF

Target/Effect/Area: **Range: Touch**
You and touched creat. or obj.

You gain +4 Defl. bonus against attacks plus on touch banish/dispel Chaos.
Banish have ST and SR. Dispel is automatic.

Dur: 1/L r or until disch.
SR:

Prep:
Used:

WILL NEG(H) (*)

DISPEL EVIL

Abjuration [Good] ^{spell}
V,S,DF

Target/Effect/Area: **Range: Touch**
You and touched creat. or obj.

You gain +4 Defl. bonus against attacks plus on touch banish/dispel Evil.
Banish have ST and SR. Dispel is automatic.

Dur: 1/L r or until disch.
SR:

Prep:
Used:

(*)

DISPEL GOOD

Abjuration [Evil] ^{spell}
V,S,DF

Target/Effect/Area: **Range: Touch**
You and touched creat. or obj.

You gain +4 Defl. bonus against attacks plus on touch banish/dispel Good.
Banish have ST and SR. Dispel is automatic.

Dur: 1/L r or until disch.
SR:

Prep:
Used:

(*)

DISPEL LAW

Abjuration [Chaos] ^{spell}
V,S,DF

Target/Effect/Area: **Range: Touch**
You and touched creat. or obj.

You gain +4 Defl. bonus against attacks plus on touch banish/dispel Law.
Banish have ST and SR. Dispel is automatic.

Dur: 1/L r or until disch.
SR:

Prep:
Used:

(*)

ETHEREAL JAUNT

Transmutation ^{spell}
V,S

Target/Effect/Area: **Range: Pers.**
You

You become ethereal.

Dur: 1/L r (D)
SR:

Prep:
Used:

-

FLAME STRIKE

Evocation [Fire] ^{spell}
V,S,DF

Target/Effect/Area: **Range: Medium**
Cylinder, 40 ft. high 10ft. rad.

Smites foes with divine fire, 1/L d6 damage.
Half damage is from divine power.

Dur: Instantaneous
SR:

Prep:
Used:

YES

GREATER COMMAND

Enchantment (Compulsion) [LD, MA] ^{spell}
V

Target/Effect/Area: **Range: Close**
1/L creat. in 30 ft. diam.

Subjects obey one-word command.
Subjects have a new save each new round.

Dur: 1/L r
SR:

Prep:
Used:

REFL HALF YES

HALLOW

Evocation [Good] ^{spell}
V,S,M,DF,XP
M: rare incences (1000+1000/SL MO)

Target/Effect/Area: **Range: Touch**
10/L ft. rad. eman.

Designates location as holy.
Hallow counters but does not dispel Unhallow.

Dur: Instantaneous
SR:

Prep:
Used:

NONE

HEALING CIRCLE

Conjuration (Healing) ^{spell}
V,S

Target/Effect/Area: **Range: 20 ft.**
Living allies within 20 ft.

Heals 1d8 +1/L hp (max 20L) in all directions.
Subjects ignore 1 memon. for 10 m.

Dur: Instantaneous
SR:

Prep:
Used:

YES(H)

INSECT PLAGUE

Conjuration (Summoning) ^{spell}
V,S,DF

Target/Effect/Area: **Range: Long**
Insect cloud 180 ft. diam

Insect horde limits vision to 10 ft., inflicts 1 damage per round, creatures flee.

Dur: Instantaneous
SR:

Prep:
Used:

No

MARK OF JUSTICE

Transmutation ^{spell}
V,S,DF

Target/Effect/Area: **Range: Touch**
Creature touched

Designates action that will trigger curse on subject.

Dur: Permanent
SR:

Prep:
Used:

YES

MASS RESIST ELEMENTS

Abjuration ^{spell}
V,S,DF

Target/Effect/Area: **Range: Touch**
1/L touched creat.

Subjects ignore 12/round damage from one energy type.

Dur: 1/L m
SR:

Prep:
Used:

YES

PLANE SHIFT

Transmutation ^{spell}
V,S,F
F: small forked rod of appropriate metal

Target/Effect/Area: **Range: Touch**
1 unwilling/1-8 willing creat.

Up to eight subjects travel to another plane.

Dur: Instantaneous
SR:

Prep:
Used:

NONE YES

RAISE DEAD

Conjuration (Healing) ^{spell}
V,S,M,DF
M: diamond (500 MO)

Target/Effect/Area: **Range: Touch**
Dead creat. touched

Restores life to willing subject who died up to 1/L days ago.
Spell regenerate all mp lost in the last 1/L days.

Dur: Instantaneous
SR:

Prep:
Used:

YES

REGENERATE SERIOUS WOUNDS

Conjuration (Healing) ^{spell}
V,S

Target/Effect/Area: **Range: Touch**
Living creat. touched

Fast healing 3 on new damage.

Dur: 10 + 1/L r
SR:

Prep:
Used:

YES(H)

RIGHTEOUS MIGHT

Transmutation ^{spell}
V,S,DF

Target/Effect/Area: **Range: Pers.**
You

You and your gear increase in size.

Dur: 1/L r
SR:

Prep:
Used:

-

SCRYING

Divination ^{spell}
V,S,F,DF
F: holy water font (100 MO)

Target/Effect/Area: **Range: (*)**
Magical sensor

Spies on subject from a distance.

Dur: 1/L m
SR:

Prep:
Used:

No

SLAY LIVING

Necromancy [Death] spell
V,S
V,S,DF

Range: *Touch*
LVL 5
Target/Effect/Area:
Living creat. touched
Touch attack kills subject or deal 3d6 + 1/L damage.
PHB252

Dur: Instantaneous
SR:

Prep:
Used:

YES

SPELL RESISTANCE

Abjuration spell

Range: *Touch*
LVL 5
Target/Effect/Area:
Creature touched
Subject gains 12 +1/L SR.
PHB255

CT: 1 a
SR:

Prep:
Used:

FORT PART YES(H)

SUMMON MONSTER V

Conjuration (Summoning) []* spell
V,S,DF

Range: *Close*
LVL 5
Target/Effect/Area:
1 or more summoned creat.
Calls outsider(s) to fight for you.
PHB259

Dur: 1/L r (D)
SR:

Prep:
Used:

NO

TRUE SEEING

Divination spell
V,S,M

Range: *Touch*
LVL 5
Target/Effect/Area:
Creature touched
Subject sees all things as they really are within 120 ft. also in darkness.
Cleric spell allows to see also alignmet auras.
PHB269

Dur: 1/L m
SR:

Prep:
Used:

YES(H)

WALL OF STONE

Conjuration (Creation) spell
V,S,DF

Range: *Medium*
LVL 5
Target/Effect/Area:
Stone wall, 5 ft. square/L (S)
Creates a stone wall of any shape. Stone wall is 1/4L inches thick.
Half thickness to double area. Must rest on existing stone.
PHB270

CT: 1 a
SR:

Prep:
Used:

NO

UNUSED SLOT

Universal spell
-

Range: *Pers.*
LVL 6
Target/Effect/Area:
You
You can prepare a spell of this level or below later.
PHB156

Dur: Until used
SR:

Prep:
Used:

-

ANIMATE OBJECTS

Transmutation spell
V,S

Range: *Medium*
LVL 6
Target/Effect/Area:
Objects or matter up to 1/L ft³
Objects animate and attack your foes.
See MM17 for animated objects statistics
PHB174

Dur: 1/L r
SR:

Prep:
Used:

NO

ANTILIFE SHELL

Abjuration spell
V,S,DF

Range: *10 ft.*
LVL 6
Target/Effect/Area:
10 ft. rad. emanation
Field hedges out living creatures around you. You cannot push (see page 157).
Constructs, elementals, outsiders, undead are unaffected.
PHB174

CT: 1 a
SR:

Prep:
Used:

NONE YES

BANISHMENT

Abjuration spell
V,S,F
F: 1 or more hateful objects for subjects

Range: *Close*
LVL 6
Target/Effect/Area:
Extrplanar creat. in 30 ft. diam.
Banishes 2/L HD worth of extraplanar creatures.
Each focus gives +1 to SR check and +2 to DC.
PHB177

Dur: Instantaneous
SR:

Prep:
Used:

YES

BLADE BARRIER

Evocation spell
V,S

Range: *Medium*
LVL 6
Target/Effect/Area:
Up to 30 ft. radius.
Spinning disk of blades deal 1/L d6 damage when crossed.
PHB179

Dur: 10/L m
SR:

Prep:
Used:

YES

CREATE UNDEAD

Necromancy [Evil] spell
V,S,M
M: grave dirt... plus black onyx gem (50/HD MO)

Range: *Close*
LVL 6
Target/Effect/Area:
1 corpse.
Creates Ghouls, shadows, ghosts, wights, or wraiths.
PHB189

CT: 1 f r
SR:

Prep:
Used:

REFL NEG(*) NO

ENERGY IMMUNITY

Abjuration spell
V,S

Range: *Touch*
LVL 6
Target/Effect/Area:
Creature touched
Subject is immune to damage from one kind of energy.
TB S8

Dur: 24 h
SR:

Prep:
Used:

NONE YES

ETHEREALNESS

Transmutation spell
V,S

Range: *Touch*
LVL 6
Target/Effect/Area:
You and 1/3L willing creat.
Travel to Ethereal Plane with companions.
PHB201

Dur: 1/L m (D)
SR:

Prep:
Used:

YES

FIND THE PATH

Divination spell
V,S,F
F: favoured divination counters

Range: *Touch*
LVL 6
Target/Effect/Area:
Creature touched
Shows most direct way to a location.
Target can be "You".
PHB203

CT: 1 a
SR:

Prep:
Used:

NONE YES(H)

FORBIDDANCE

Abjuration spell
V,S,M,DF
M: rare incenses (1500 or 6500 MO/cube)

Range: *Medium*
LVL 6
Target/Effect/Area:
60 ft. cube/L
Denies area to creatures of another alignment and avoids planar travel.
Setting password costs more.
PHB206

Dur: Permanent
SR:

Prep:
Used:

YES

QUEST

Enchantment (Compulsion) [LD, MA] spell
V

Range: *Close*
LVL 6
Target/Effect/Area:
1 living creat.
Command task to creature.
PHB208

Dur: 1/L d or until disch.
SR:

Prep:
Used:

YES

GREATER DISPEL MAGIC

Abjuration spell
V,S

Range: *Medium*
LVL 6
Target/Effect/Area:
1 creat./obj / 30 ft. rad. burst
Cancels magical spells and effects or counter a spell, but up to +20 on check.
Also dispels what "Remove curse" dispels.
PHB210

CT: 1 a
SR:

Prep:
Used:

NONE NO

GREATER GLYPH OF warding

Abjuration spell
V,S,M
M: diamond dust (400 MO)

Range: *Touch*
LVL 6
Target/Effect/Area:
Obj. touched / 5/L ft²
Inscription harms those who pass it: blast 10d8 damage or 6th lvl. spell.
PHB210

Dur: Perm. until disch.
SR:

Prep:
Used:

YES(O)

HARM

Necromancy spell

V,S

V,S

LV L 6

Range: *Touch*

Target/Effect/Area:
Creature touched

Subject loses all but 1d4 hp.

On undeads works as "Heal".

PHB212

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>
<i>Used:</i>

ST: NONE

YES

HEAL

Conjuration (Healing) spell

V,S,DF

LV L 6

Range: *Touch*

Target/Effect/Area:
Creature touched

Cures all dmg., diseases and mental conditions.

On undeads works as "Harm".

PHB213

CT: 1 a

SR:

<i>Prep:</i>
<i>Used:</i>

ST: NONE

YES(H)

HEROES' FEAST

Evocation spell

V,S,DF

LV L 6

Range: *Close*

Target/Effect/Area:
Feast for 1/L creat.

Food for 1/L creat. Creat. are cured 1d4+4 dmg, blessed, immune to poison, fear.

PHB213

CT: 10 m

SR:

<i>Prep:</i>
<i>Used:</i>

ST: NONE

YES(H)

PLANAR ALLY

Conjuration (Calling) []* spell

V,S

LV L 6

Range: *Close*

Target/Effect/Area:
Outsider(s) up to 16 HD

Exchange services with called outsider(s).

PHB235

CT: 10 m

SR:

<i>Prep:</i>
<i>Used:</i>

ST: NONE

No

REGEN. CRITICAL WOUNDS

Conjuration (Healing) spell

V,S

LV L 6

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Fast healing 4 on new damage.

MTW 92

CT: 1 a

SR:

<i>Prep:</i>
<i>Used:</i>

ST: WILL NEG(H)

YES(H)

SUMMON MONSTER VI

Conjuration (Summoning) []* spell

V,S,DF

LV L 6

Range: *Close*

Target/Effect/Area:
1 or more summoned creat.

Calls outsider(s) to fight for you.

PHB259

CT: 1 f r

SR:

<i>Prep:</i>
<i>Used:</i>

ST: NONE

No

UNDEATH TO DEATH

Necromancy spell

V,S,DF

V,S,DF

M: diamond powder (500 MO)

LV L 6

Range: *Medium*

Target/Effect/Area:
Undeads within 50 ft. rad. burst

Destroys 1/L d4 HD woth of undeads (max 20L).

TB 96

Dur: Instantaneous

CT: 1 a

SR:

<i>Prep:</i>
<i>Used:</i>

ST: WILL NEG

YES

WIND WALK

Transmutation spell

V

LV L 6

Range: *Touch*

Target/Effect/Area:
You and 1/3L willing creat.

Subjects turn vaporous, gain 20/+1 damage reduction and travel fast.

Speed is 5-600 ft. per round. 1 m. = 5280 ft.

PHB272

CT: 1 a

SR:

<i>Prep:</i>
<i>Used:</i>

ST: WILL NEG(H)

YES(H)

WORD OF RECALL

Transmutation [Teleportation] spell

LV L 6

Range: *Unlim.*

Target/Effect/Area:
You and creat/obj. up to 50/L lb.

Teleports you and others back to designated place.

Place is designated at preparation.

PHB274

CT: 1 a

SR:

<i>Prep:</i>
<i>Used:</i>

ST: WILL NEG(HO)

YES(HO)