

## CAUSE FEAR

*Necromancy [Fear, MA]* spell

V,S

Range: *Close*

LVL 1

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

PHB182

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

Dur: 1d4 r

CT: 1 a

SR:  
YES

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

ST:  
WILL NEG

## DEATH KNELL

*Necromancy [Death, Evil]* spell

V,S

Range: *Touch*

LVL 2

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

PHB191

Kills dying creature. Gain 1d8 temporary hp, +2 Str, +1 caster level.

Dur: Instantaneous

CT: 1 a

SR:  
YES

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

ST:  
WILL NEG

## ANIMATE DEAD

*Necromancy [Evil]* spell

V,S,M

M: Onyx gem (50 MO) per undead

Range: *Touch*

LVL 3

Target/Effect/Area:  
*1 or more corpses touched*

PHB174

Creates undead skeletons and zombies up to 1/L HD.

Dur: Instantaneous

CT: 1 a

SR:  
NO

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

ST:  
NONE

## DEATH WARD

*Necromancy* spell

V,S,DF

Range: *Touch*

LVL 4

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

PHB191

Grants immunity to death spells and effects.

Dur: 10/L m

CT: 1 a

SR:  
YES(H)

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

ST:  
NONE

## SLAY LIVING

*Necromancy [Death]* spell

V,S

Range: *Touch*

LVL 5

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

PHB252

Touch attack kills subject or deal 3d6+1/L damage.

Dur: Instantaneous

CT: 1 a

SR:  
YES

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

ST:  
FORT PART

## 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.*

PHB189

Creates Ghouls, shadows, ghosts, wights, or wraiths.

Dur: Instantaneous

CT: 1 h

SR:  
NO

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

ST:  
NONE

## ENTROPIC SHIELD

*Abjuration* spell

V,S

Range: *Pers.*

LVL 1

Target/Effect/Area:  
*You*

PHB200

Ranged att. suffer 20% miss chance.

Dur: 1/L m

CT: 1 a

SR:  
-

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

ST:  
-

## AID

*Enchantment (Compulsion) [MA]* spell

V,S,DF

Range: *Touch*

LVL 2

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

PHB172

Ally gain +1 Morale bonus to attack and saves against fear and 1d8 temporary hp.

Dur: 1/L m

CT: 1 a

SR:  
YES(H)

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

ST:  
NONE

## PROTECTION FROM ELEMENTS

*Abjuration* spell

V,S,DF

Range: *Touch*

LVL 3

Target/Effect/Area:  
*Creature touched*

PHB240

Absorbs 12/L damage from one kind of energy.

Dur: 10/L m or until disch.

CT: 1 a

SR:  
YES

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

ST:  
NONE

## FREEDOM OF MOVEMENT

*Abjuration* spell

V,S,M,DF

M: Leather thong

Range: *Touch*

LVL 4

Target/Effect/Area:  
*Creature touched*

PHB207

Subject moves normally despite impediments.

Dur: 10/L m

CT: 1 a

SR:  
YES(H)

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

ST:  
NONE

## BREAK ENCHANTMENT

*Abjuration* spell

V,S

Range: *Close*

LVL 5

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

PHB181

Frees subjects from enchantments, alterations, curses, petrification.

Dur: Instantaneous

CT: 1 m

SR:  
NO

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

ST:  
NONE

## MISLEAD

*Illusion (Figment, Glamer)* spell

S

Range: *Close*

LVL 6

Target/Effect/Area:  
*You/illusory double*

PHB230

Turns you 'improved' invisible and creates illusory double.

Dur: 1/L r

CT: 1 a

SR:  
NO

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

ST:  
WILL DISB

## NYSTUL'S UNDETECTABLE AURA

*Illusion (Glamer)* spell

V,S,F

F: Small square of silk passed over the object

Range: *Touch*

LVL 1

Target/Effect/Area:  
*Obj touched up to 5/L lb.*

PHB332

Masks magic item's aura.

Dur: 1/L d

CT: 1 a

SR:  
NO

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

ST:  
NONE (\*)

## IDENTIFY

*Divination* spell

V,S,DF

Range: *Touch*

LVL 2

Target/Effect/Area:  
*Up to 1/L obj. touched*

PHB216

Determines single feature of magic item.

Dur: Instantaneous

CT: 8 h

SR:  
NO

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

ST:  
NONE

## DISPEL MAGIC

*Abjuration* spell

V,S

Range: *Medium*

LVL 3

Target/Effect/Area:  
*1 creat./obj / 30 ft. rad. burst*

PHB197

Cancels magical spells and effects or counter a spell.

Dur: Instantaneous

CT: 1 a

SR:  
NO

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

ST:  
NONE

## IMBUE WITH SPELL ABILITY

*Evocation* spell

V,S,DF

Range: *Touch*

LVL 4

Target/Effect/Area:  
*Creature touched*

PHB216

Transfer spells to subject.

Dur: Perm. until disch.

CT: 10 m

SR:  
YES(H)

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

ST:  
WILL NEG(H)

## SPELL RESISTANCE

*Abjuration* spell

V,S,DF

Range: *Touch*

LVL 5

Target/Effect/Area:  
*Creature touched*

PHB255

Subject gains 12+1/L SR.

Dur: 1/L m

CT: 1 a

SR:  
YES(H)

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

ST:  
WILL NEG(H)

## ANTIMAGIC FIELD

*Abjuration* spell

V,S,DF

Range: *10 ft.*

LVL 6

Target/Effect/Area:  
*10 ft. rad. emanation*

PHB175

Negates magic within 10 ft. around you.

For magical creatures see text.

Dur: 10/L m (D)

CT: 1 a

SR:  
(\*)

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

ST:  
NONE

## ENDURE ELEMENTS

Abjuration spell

V,S

Range: *Touch*

LVL 1  
PHB109

Target/Effect/Area:  
*Creature touched*

Ignores 5/round dmg from one energy type.

Dur: 24 h  
SR: 

Prep:
Used:

 YES  
CT: 1 a  
ST: NONE

## BULL'S STRENGTH

Transmutation spell

V,S,DF

Range: *Touch*

LVL 2  
PHB181

Target/Effect/Area:  
*Creature touched*

Subject gains 1d4+1 Enhancement bonus to Str.

Dur: 1/L h  
SR: 

Prep:
Used:

 YES(H)  
CT: 1 a  
ST: WILL NEG(H)

## MAGIC VESTMENT

Transmutation spell

V,S,DF

Range: *Touch*

LVL 3  
PHB225

Target/Effect/Area:  
*Armor/shield touched*

Armor or shield gains +1/3L Enhancement bonus (max +5).

Dur: 1/L h  
SR: 

Prep:
Used:

 YES(HO)  
CT: 1 a  
ST: WILL NEG(HO)

## SPELL IMMUNITY

Abjuration spell

V,S,DF

Range: *Touch*

LVL 4  
PHB254

Target/Effect/Area:  
*Creature touched*

Subject is immune to 1/4L spells.

Dur: 10/L m  
SR: 

Prep:
Used:

 YES(H)  
CT: 1 a  
ST: WILL NEG(H)

## RIGHTEOUS MIGHT

Transmutation spell

V,S,DF

Range: *Pers.*

LVL 5  
PHB246

Target/Effect/Area:  
*You*

You and your gear increase in size.

Dur: 1/L r  
SR: 

Prep:
Used:

 -  
CT: 1 a  
ST: -

## STONESKIN

Abjuration spell

V,S,M

Range: *Touch*

LVL 6  
PHB257

Target/Effect/Area:  
*Creature touched*

Subject gains 10/+5 damage reduction; Spell can absorb 10/L damage (max 15L).

Dur: 10/L m or until disch.  
SR: 

Prep:
Used:

 YES(H)  
CT: 1 a  
ST: WILL NEG(H)

## CHANGE SELF

Illusion (Glamour) spell

V,S

Range: *Pers.*

LVL 1  
PHB183

Target/Effect/Area:  
*You*

Change own appearance.  
+10 bonus to Disguise if used so.

Dur: 10/L m (D)  
SR: 

Prep:
Used:

 -  
CT: 1 a  
ST: -

## INVISIBILITY

Illusion (Glamour) spell

V,S,DF

Range: *Touch*

LVL 2  
PHB217

Target/Effect/Area:  
*Creat. or obj up to 100/L lb.*

Subject invisible until expiry or it attacks.  
Target can be "You"

Dur: 10/L m (D)  
SR: 

Prep:
Used:

 YES(HO)  
CT: 1 a  
ST: WILL NEG(HO)

## NONDETECTION

Abjuration spell

V,S,M

M: diamond dust (50 MO)

Range: *Touch*

LVL 3  
PHB232

Target/Effect/Area:  
*Creat. or obj touched*

Hides subject from divination, scrying.

Dur: 1/L h  
SR: 

Prep:
Used:

 YES(HO)  
CT: 1 a  
ST: WILL NEG(HO)

## CONFUSION

Enchantment (Compulsion) spell  
[MA]

V,S,DF

Range: *Medium*

LVL 4  
PHB186

Target/Effect/Area:  
*All creat. in 15 ft. rad.*

Makes subjects behave oddly.  
Repeat ST after any attack

Dur: 1/L r  
SR: 

Prep:
Used:

 YES  
CT: 1 a  
ST: (\*)

## FALSE VISION

Illusion (Glamour) spell

V,S,M

M: Jade dust (250 MO)

Range: *Close*

LVL 5  
PHB202

Target/Effect/Area:  
*25+5/2L ft. rad. eman.*

Fools scrying with an illusion.  
Area remains fixed after cast.

Dur: 1/L m  
SR: 

Prep:
Used:

 No  
CT: 1 a  
ST: NONE

## MISLEAD

Illusion (Figment, Glamer) spell

S

Range: *Close*

LVL 6  
PHB230

Target/Effect/Area:  
*You/illusory double*

Turns you 'improved' invisible and creates illusory double.

Dur: 1/L r  
SR: 

Prep:
Used:

 No  
CT: 1 a  
ST: WILL DISB

## MAGIC WEAPON

Transmutation spell

V,S,DF

Range: *Touch*

LVL 1  
PHB225

Target/Effect/Area:  
*Weapon touched*

Weapon gains +1 Enhancement bonus.

Dur: 1/L m  
SR: 

Prep:
Used:

 YES(HO)  
CT: 1 a  
ST: WILL NEG(HO)

## SPIRITUAL WEAPON

Evocation [Force] spell

V,S,DF

Range: *Medium*

LVL 2  
PHB256

Target/Effect/Area:  
*Weapon of force*

Magical weapon attacks on its own.

Dur: 1/L r (D)  
SR: 

Prep:
Used:

 YES  
CT: 1 a  
ST: NONE

## MAGIC VESTMENT

Transmutation spell

V,S,DF

Range: *Touch*

LVL 3  
PHB225

Target/Effect/Area:  
*Armor/shield touched*

Armor or shield gains +1/3L Enhancement bonus (max +5).

Dur: 1/L h  
SR: 

Prep:
Used:

 YES(HO)  
CT: 1 a  
ST: WILL NEG(HO)

## DIVINE POWER

Evocation spell

V,S,DF

Range: *Pers.*

LVL 4  
PHB197

Target/Effect/Area:  
*You*

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

Dur: 1/L r  
SR: 

Prep:
Used:

 -  
CT: 1 a  
ST: -

## FLAME STRIKE

Evocation [Fire] spell

V,S,DF

Range: *Medium*

LVL 5  
PHB205

Target/Effect/Area:  
*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  
CT: 1 a  
ST: REFL HALF

## BLADE BARRIER

Evocation spell

V,S

Range: *Medium*

LVL 6  
PHB179

Target/Effect/Area:  
*Up to 30 ft. radius.*

Spinning disk of blades deal 1/L d6 damage when crossed.

Dur: 10/L m  
SR: 

Prep:
Used:

 YES  
CT: 1 f r  
ST: REFL NEG(\*)

## REMOVE FEAR

Abjuration spell

V,S

Range: *Close*  
Target/Effect/Area:  
*1+1/4L creat. in 30 ft diam.*

LVL 1  
PHB245

+4 Morale on saves against fear for 1+1/4L subjects.

Counters/dispels Cause fear.

Dur: 10 m (\*)

CT: 1 a

SR:

Prep:
Used:

ST:  
WILL NEG(H)

YES(H)

## REMOVE PARALYSIS

Conjuration (Healing) spell

V,S

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

LVL 2  
PHB245

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

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:  
WILL NEG(H)

YES(H)

## REMOVE CURSE

Abjuration spell

V,S

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

LVL 3  
PHB244

Frees object or person from curse.  
Counter and dispels Bestow Curse

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:  
WILL NEG(H)

YES(H)

## FREEDOM OF MOVEMENT

Abjuration spell

V,S,M,DF

M: Leather thong

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

LVL 4  
PHB207

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

Dur: 10/L m

CT: 1 a

SR:

Prep:
Used:

YES(H)

NONE

## BREAK ENCHANTMENT

Abjuration spell

V,S

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

LVL 5  
PHB181

Frees subjects from enchantments, alterations, curses, petrification.

Dur: Instantaneous

CT: 1 m

SR:

Prep:
Used:

No

NONE

## GREATER DISPEL MAGIC

Abjuration spell

V,S

Range: *Medium*  
Target/Effect/Area:  
*1 creat./obj / 30 ft. rad. burst*

LVL 6  
PHB210

Cancels magical spells and effects or counter a spell, but up to +20 on check.  
Also dispels what "Remove curse" dispels.

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

No

NONE

## CAUSE FEAR

Necromancy [Fear, MA] spell

V,S

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

LVL 1  
PHB182

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

Dur: 1d4 r

CT: 1 a

SR:

Prep:
Used:

ST:  
WILL NEG

YES

## DEATH KNELL

Necromancy [Death, Evil] spell

V,S

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

LVL 2  
PHB191

Kills dying creature. Gain 1d8 temporary hp, +2 Str, +1 caster level.

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

YES

ST:  
WILL NEG

## ANIMATE DEAD

Necromancy [Evil] spell

V,S,M

M: Onyx gem (50 MO) per undead

Range: *Touch*  
Target/Effect/Area:  
*1 or more corpses touched*

LVL 3  
PHB174

Creates undead skeletons and zombies up to 1/L HD.

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

No

NONE

## DEATH WARD

Necromancy spell

V,S,DF

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

LVL 4  
PHB191

Grants immunity to death spells and effects.

Dur: 10/L m

CT: 1 a

SR:

Prep:
Used:

YES(H)

NONE

## SLAY LIVING

Necromancy [Death] spell

V,S

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

LVL 5  
PHB252

Touch attack kills subject or deal 3d6+1/L damage.

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

YES

ST:  
FORT PART

## CREATE UNDEAD

Necromancy [Evil] spell

V,S,M

M: grave dirt... plus black onyx gem (50/HD MO)

Range: *Close*  
Target/Effect/Area:  
*1 corpse.*

LVL 6  
PHB189

Creates Ghouls, shadows, ghosts, wights, or wraiths.

Dur: Instantaneous

CT: 1 h

SR:

Prep:
Used:

No

NONE