

CAUSE FEAR

Necromancy [Fear, MA] spell

V,S

Target/Effect/Area: **1 living creat. up to 6HD**
Range: *Close* **LVL 1**
One creature becomes frightened (flees) for 1d4 rounds. **PHB182**

Dur: 1d4 r
SR:

Prep:
Used:

YES

DEATH KNELL

Necromancy [Death, Evil] spell

V,S

Target/Effect/Area: **Living creat. touched**
Range: *Touch* **LVL 2**
Kills dying creature. Gain 1d8 temporary hp, +2 Str, +1 caster level. **PHB191**

Dur: Instantaneous
SR:

Prep:
Used:

YES

ANIMATE DEAD

Necromancy [Evil] spell

V,S,M

M: Onyx gem (50 MO) per und.

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

Dur: Instantaneous
SR:

Prep:
Used:

NO

DEATH WARD

Necromancy spell

V,S,DF

Target/Effect/Area: **Living creat. touched**
Range: *Touch* **LVL 4**
Grants immunity to death spells and effects. **PHB191**

Dur: 10/L m
SR:

Prep:
Used:

YES(H)

SLAY LIVING

Necromancy [Death] spell

V,S

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

Dur: Instantaneous
SR:

Prep:
Used:

YES

CREATE UNDEAD

Necromancy [Evil] spell

V,S,M

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

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

Dur: Instantaneous
SR:

Prep:
Used:

NO

ENTROPIC SHIELD

Abjuration spell

V,S

Target/Effect/Area: **You**
Range: *Pers.* **LVL 1**
Ranged att. suffer 20% miss chance. **PHB200**

Dur: 1/L m
SR:

Prep:
Used:

-

AID

Enchantment [Compulsion] [MA] spell

V,S,DF

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

Dur: 1/L m
SR:

Prep:
Used:

YES(H)

PROTECTION FROM ELEMENTS

Abjuration spell

V,S,DF

Target/Effect/Area: **Creature touched**
Range: *Touch* **LVL 3**
Absorbs 12/L damage from one kind of energy. **PHB240**

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

Prep:
Used:

YES

FREEDOM OF MOVEMENT

Abjuration spell

V,S,M,DF

M: Leather thong

Target/Effect/Area: **Creature touched**
Range: *Touch* **LVL 4**
Subject moves normally despite impediments. **PHB207**

Dur: 10/L m
SR:

Prep:
Used:

YES(H)

BREAK ENCHANTMENT

Abjuration spell

V,S

Target/Effect/Area: **1/L creat. in 30 ft. diam.**
Range: *Close* **LVL 5**
Frees subjects from enchantments/alterations/curses/petrification. **PHB181**

Dur: Instantaneous
SR:

Prep:
Used:

NO

MISLEAD

Illusion [Figment, Glamer] spell

S

Target/Effect/Area: **You/Illusory double**
Range: *Close* **LVL 6**
Turns you 'improved' invisible and creates illusory double. **PHB230**

Dur: 1/L r
SR:

Prep:
Used:

NO

NYSTUL'S UNDETECTABLE AURA

Illusion [Glamer] spell

V,S,F

F: Small square of silk passed over the obj.

Target/Effect/Area: **Obj touched up to 5/L lb.**
Range: *Touch* **LVL 1**
Masks magic item's aura. **PHB232**

Dur: 1/L d
SR:

Prep:
Used:

NO

IDENTIFY

Divination spell

V,S,DF

Target/Effect/Area: **Up to 1/L obj. touched**
Range: *Touch* **LVL 2**
Determines single feature of magic item. **PHB216**

Dur: Instantaneous
SR:

Prep:
Used:

NO

DISPEL MAGIC

Abjuration spell

V,S

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

Dur: Instantaneous
SR:

Prep:
Used:

NO

IMBUE WITH SPELL ABILITY

Evocation spell

V,S,DF

Target/Effect/Area: **Creature touched**
Range: *Touch* **LVL 4**
Transfer spells to subject. **PHB216**

Dur: Perm. until disch.
SR:

Prep:
Used:

YES(H)

SPELL RESISTANCE

Abjuration spell

V,S,DF

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

Dur: 1/L m
SR:

Prep:
Used:

YES(H)

ANTIMAGIC FIELD

Abjuration spell

V,S,DF

Target/Effect/Area: **10 ft. rad. emanation**
Range: *10 ft.* **LVL 6**
Negates magic within 10 ft. around you. For magical creatures see text. **PHB175**

Dur: 10/L m (D)
SR:

Prep:
Used:

NO

ENDURE ELEMENTS

Abjuration spell

V,S

V,S,DF

LVL 1

Range: *Touch*

Target/Effect/Area:
Creature touched

Ignores 5/round dmg from one energy type.

PHB199

CT: 1 a

Dur: 24 h

SR:

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

ST: NONE

BULL'S STRENGTH

Transmutation spell

V,S,DF

LVL 2

Range: *Touch*

Target/Effect/Area:
Creature touched

Subject gains 1d4+1 Enhancement bonus to Str.

PHB181

CT: 1 a

Dur: 1/L h

SR: YES(H)

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

ST: WILL NEG(H)

MAGIC VESTMENT

Transmutation spell

V,S,DF

LVL 3

Range: *Touch*

Target/Effect/Area:
Armor/shield touched

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

PHB225

CT: 1 a

Dur: 1/L h

SR: YES(HO)

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

ST: WILL NEG(HO)

SPELL IMMUNITY

Abjuration spell

V,S,DF

LVL 4

Range: *Touch*

Target/Effect/Area:
Creature touched

Subject is immune to 1/4L spells.

PHB254

CT: 1 a

Dur: 10/L m

SR: YES(H)

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

ST: WILL NEG(H)

RIGHTEOUS MIGHT

Transmutation spell

V,S,M

LVL 5

Range: *Pers.*

Target/Effect/Area:
You

You and your gear increase in size.

PHB246

CT: 1 a

Dur: 1/L r

SR: -

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

ST: -

Target/Effect/Area:
Creature touched

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

PHB257

CT: 1 a

Dur: 10/L m or until disch.

SR: YES(H)

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

ST: WILL NEG(H)

CHANGE SELF

Illusion (Glamer) spell

V,S

V,S,DF

LVL 1

Range: *Pers.*

Target/Effect/Area:
You

Change own appearance.

*+10 bonus to Disguise if used so.

PHB183

CT: 1 a

Dur: 10/L m (D)

SR: -

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

ST: -

INVISIBILITY

Illusion (Glamer) spell

V,S,M

LVL 2

Range: *Touch*

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

Subject invisible until expiry or it attacks.

Target can be "You"

PHB217

CT: 1 a

Dur: 10/L m (D)

SR: YES(HO)

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

ST: WILL NEG(HO)

NONDETECTION

Abjuration spell

M: diamond dust (50 MO)

LVL 3

Range: *Touch*

Target/Effect/Area:
Creat. or obj touched

Hides subject from divination, scrying.

PHB232

CT: 1 a

Dur: 1/L h

SR: YES(HO)

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

ST: WILL NEG(HO)

CONFUSION

Enchantment (Compulsion) [MA] spell

V,S,DF

LVL 4

Range: *Medium*

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

Makes subjects behave oddly.

Repeat ST after any attack

PHB186

CT: 1 a

Dur: 1/L r

SR: YES

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

ST: (*) No

FALSE VISION

Illusion (Glamer) spell

V,S,M

LVL 5

Range: *Close*

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

Fools scrying with an illusion.

Area remains fixed after cast.

PHB202

CT: 1 a

Dur: 1/L m

SR: NONE

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

ST: NONE

Target/Effect/Area:
You/illusory double

Turns you 'improved' invisible and creates illusory double.

PHB230

CT: 1 a

Dur: 1/L r

SR: No

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

ST: WILL DISB

MISLEAD

Illusion (Figment, Glamer) spell

S

LVL 6

Range: *Close*

MAGIC WEAPON

Transmutation spell

V,S,DF

LVL 1

Range: *Touch*

Target/Effect/Area:
Weapon touched

Weapon gains +1 Enhancement bonus.

PHB225

CT: 1 a

Dur: 1/L m

SR: YES(HO)

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

ST: WILL NEG(HO)

SPIRITUAL WEAPON

Evocation [Force] spell

V,S,DF

LVL 2

Range: *Medium*

Target/Effect/Area:
Weapon of force

Magical weapon attacks on its own.

PHB256

CT: 1 a

Dur: 1/L r (D)

SR: YES

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

ST: NONE

MAGIC VESTMENT

Transmutation spell

V,S,DF

LVL 3

Range: *Touch*

Target/Effect/Area:
Armor/shield touched

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

PHB225

CT: 1 a

Dur: 1/L h

SR: YES(HO)

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

ST: WILL NEG(HO)

DIVINE POWER

Evocation spell

V,S,DF

LVL 4

Range: *Pers.*

Target/Effect/Area:
You

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

PHB197

CT: 1 a

Dur: 1/L r

SR: -

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

ST: -

FLAME STRIKE

Evocation [Fire] spell

V,S

LVL 5

Range: *Medium*

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

Smites foes with divine fire, 1/L d6 damage.

Half damage is from divine power.

PHB205

CT: 1 a

Dur: Instantaneous

SR: YES

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

ST: REFL HALF

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

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

PHB179

CT: 1 f r

Dur: 10/L m

SR: YES

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

ST: REFL NEG(*)

REMOVE FEAR

Abjuration *spell*

V,S V,S

Range: *Close*

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

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

Counters/dispels Cause fear.

Dur: 10 m (*)

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.

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

PHB245

Dur: Instantaneous

SR:

Prep:
Used:

YES(H)

REMOVE CURSE

Abjuration *spell*

V,S,M,DF

Range: *Touch*

Target/Effect/Area:
Creature or item touched

Frees object or person from curse.

Counter and dispels Bestow Curse

Dur: Instantaneous

SR:

Prep:
Used:

YES(H)

FREEDOM OF MOVEMENT

Abjuration *spell*

V,S

Range: *Touch*

Target/Effect/Area:
Creature touched

Subject moves normally despite impediments.

Target can be "You"

Dur: 10/L m

SR:

Prep:
Used:

YES(H)

BREAK ENCHANTMENT

Abjuration *spell*

V,S

Range: *Close*

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

Frees subjects from enchantments/alterations/curses/petrification.

PHB207

Dur: Instantaneous

SR:

Prep:
Used:

NONE

No

CT: 1 a

CT: 1 m

SR:

Prep:
Used:

NONE

No

GREATER DISPEL MAGIC

Abjuration *spell*

V,S

Range: *Medium*

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.

Dur: Instantaneous

SR:

Prep:
Used:

NONE

No

CT: 1 a

CT: 1 a

ST: NONE

CAUSE FEAR

Necromancy [Fear, MA] *spell*

V,S V,S

Range: *Close*

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

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

PHB182

Dur: 1d4 r

SR:

Prep:
Used:

YES

CT: 1 a

Dur: Instantaneous

SR:

Prep:
Used:

YES

DEATH KNELL

Necromancy [Death, Evil] *spell*

V,S,M

Range: *Touch*

Target/Effect/Area:
Living creat. touched

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

PHB191

CT: 1 a

Dur: Instantaneous

SR:

Prep:
Used:

NO

ANIMATE DEAD

Necromancy [Evil] *spell*

V,S,DF

Range: *Touch*

Target/Effect/Area:
1 or more corpses touched

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

PHB174

CT: 1 a

Dur: 10/L m

SR:

Prep:
Used:

NONE

YES(H)

DEATH WARD

Necromancy *spell*

V,S

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Grants immunity to death spells and effects.

PHB191

CT: 1 a

Dur: Instantaneous

SR:

Prep:
Used:

NONE

YES

SLAY LIVING

Necromancy [Death] *spell*

V,S,M

Range: *Touch*

Target/Effect/Area:
Living creat. touched

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

PHB352

CT: 1 a

Dur: Instantaneous

SR:

Prep:
Used:

FORT PART

NO

CT: 1 a

CT: 1 h

ST: NONE