

CAUSE FEAR		DEATH KNELL		ANIMATE DEAD		DEATH WARD		SLAY LIVING		CREATE UNDEAD	
<i>Necromancy [Fear, MA]</i> spell		<i>Necromancy [Death, Evil]</i> spell		<i>Necromancy [Evil]</i> spell		<i>Necromancy</i> spell		<i>Necromancy [Death]</i> spell		<i>Necromancy [Evil]</i> spell	
V,S		V,S		V,S,M		V,S,DF		V,S		V,S,M	
				M: Onyx gem (50 MO) per und.						M: grave dirt... plus black onyx gem (50/HD MO)	
Range: <i>Close</i>		Range: <i>Touch</i>		Range: <i>Touch</i>		Range: <i>Touch</i>		Range: <i>Touch</i>		Range: <i>Close</i>	
Target/Effect/Area: <i>1 living creat. up to 6HD</i>		Target/Effect/Area: <i>Living creat. touched</i>		Target/Effect/Area: <i>1 or more corpses touched</i>		Target/Effect/Area: <i>Living creat. touched</i>		Target/Effect/Area: <i>Living creat. touched</i>		Target/Effect/Area: <i>1 corpse.</i>	
One creature becomes frightened (flees) for 1d4 rounds.		Kills dying creature. Gain 1d8 temporary hp, +2 Str, +1 caster level.		Creates undead skeletons and zombies up to 1/L HD.		Grants immunity to death spells and effects.		Touch attack kills subject or deal 3d6 + 1/L damage.		Creates Ghouls, shadows, ghosts, wights, or wraiths.	
PHB182		PHB191		PHB174		PHB191		PHB252		PHB189	
Dur: 1d4 r		Dur: Instantaneous		Dur: Instantaneous		Dur: 10/L m		Dur: Instantaneous		Dur: Instantaneous	
CT: 1 a		CT: 1 a		CT: 1 a		CT: 1 a		CT: 1 a		CT: 1 a	
SR:		SR:		SR:		SR:		SR:		SR:	
Will NEG		Will NEG		No		Yes(H)		None		Fort Part	
Yes		Yes		No		Yes(H)		Yes		No	

ENTROPIC SHIELD		AID		PROTECTION FROM ELEMENTS		FREEDOM OF MOVEMENT		BREAK ENCHANTMENT		MISLEAD	
<i>Abjuration</i> spell		<i>Enchantment [Compulsion] [MA]</i> spell		<i>Abjuration</i> spell		<i>Abjuration</i> spell		<i>Abjuration</i> spell		<i>Illusion [Figment, Glamer]</i> spell	
V,S		V,S,DF		V,S,DF		V,S,M,DF		V,S		S	
						M: Leather thong					
Range: <i>Pers.</i>		Range: <i>Touch</i>		Range: <i>Touch</i>		Range: <i>Touch</i>		Range: <i>Close</i>		Range: <i>Close</i>	
Target/Effect/Area: <i>You</i>		Target/Effect/Area: <i>Living creat. touched</i>		Target/Effect/Area: <i>Creature touched</i>		Target/Effect/Area: <i>Creature touched</i>		Target/Effect/Area: <i>1/L creat. in 30 ft. diam.</i>		Target/Effect/Area: <i>You/Illusory double</i>	
Ranged att. suffer 20% miss chance.		Ally gain +1 Morale bonus to attack and saves against fear and 1d8 temporary hp.		Absorbs 12/L damage from one kind of energy.		Subject moves normally despite impediments.		Frees subjects from enchantments/alterations/curses/petrification.		Turns you 'improved' invisible and creates illusory double.	
PHB200		PHB172		PHB240		PHB207		PHB181		PHB230	
Dur: 1/L m		Dur: 1/L m		Dur: 10/L m or until disch.		Dur: 10/L m		Dur: Instantaneous		Dur: 1/L r	
CT: 1 a		CT: 1 a		CT: 1 a		CT: 1 a		CT: 1 m		CT: 1 a	
SR:		SR:		SR:		SR:		SR:		SR:	
-		Yes(H)		None		Yes(H)		None		No	
-		-		Yes		Yes(H)		No		Will Disb	

NYSTUL'S UNDETECTABLE AURA		IDENTIFY		DISPEL MAGIC		IMBUE WITH SPELL ABILITY		SPELL RESISTANCE		ANTIMAGIC FIELD	
<i>Illusion [Glamer]</i> spell		<i>Divination</i> spell		<i>Abjuration</i> spell		<i>Evocation</i> spell		<i>Abjuration</i> spell		<i>Abjuration</i> spell	
V,S,F		V,S,DF		V,S		V,S,DF		V,S,DF		V,S,DF	
F: Small square of silk passed over the obj.											
Range: <i>Touch</i>		Range: <i>Touch</i>		Range: <i>Medium</i>		Range: <i>Touch</i>		Range: <i>Touch</i>		Range: <i>10 ft.</i>	
Target/Effect/Area: <i>Obj touched up to 5/L lb.</i>		Target/Effect/Area: <i>Up to 1/L obj. touched</i>		Target/Effect/Area: <i>1 creat./obj / 30 ft. rad. burst</i>		Target/Effect/Area: <i>Creature touched</i>		Target/Effect/Area: <i>Creature touched</i>		Target/Effect/Area: <i>10 ft. rad. emanation</i>	
Masks magic item's aura.		Determines single feature of magic item.		Cancels magical spells and effects or counter a spell.		Transfer spells to subject.		Subject gains 12 +1/L SR.		Negates magic within 10 ft. around you. For magical creatures see text.	
PHB232		PHB216		PHB197		PHB216		PHB255		PHB175	
Dur: 1/L d		Dur: Instantaneous		Dur: Instantaneous		Dur: Perm. until disch.		Dur: 1/L m		Dur: 10/L m (D)	
CT: 1 a		CT: 1 a		CT: 8 h		CT: 1 a		CT: 10 m		CT: 1 a	
SR:		SR:		SR:		SR:		SR:		SR:	
None		None (*)		None		Yes(H)		Will Neg(H)		Will Neg(H) (*)	
No		No		No		Yes(H)		Yes(H)		None	

ENDURE ELEMENTS

Abjuration spell
 V,S,DF

LVL 1
 Range: *Touch*
 Target/Effect/Area:
Creature touched
 Ignores 5/round dmg from one energy type.
 PHB189

Dur: 24 h
 SR:

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

 YES
 CT: 1 a
 ST: NONE
 SR: YES(H)

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

Dur: 1/L h
 SR:

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

 YES(H)
 CT: 1 a
 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).
 PHB181

Dur: 1/L h
 SR:

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

 YES(HO)
 CT: 1 a
 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.
 PHB225

Dur: 10/L m
 SR:

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

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

RIGHTEOUS MIGHT

Transmutation spell
 V,S,M

LVL 5
 Range: *Pers.*
 Target/Effect/Area:
Creature touched
 Subject gains 10/+5 damage reduction; Spell can absorb 10/L damage (max 15L).
 PHB246

Dur: 1/L r
 SR:

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

 -
 CT: 1 a
 ST: -
 SR: YES(H)
 Dur: 10/L m or until disch.
 CT: 1 a
 ST: WILL NEG(H)

STONESKIN

Abjuration spell
 V,S,M

LVL 6
 Range: *Touch*
 Target/Effect/Area:
Creature touched
 Subject gains 10/+5 damage reduction; Spell can absorb 10/L damage (max 15L).
 PHB257

Dur: 10/L m or until disch.
 CT: 1 a
 ST: WILL NEG(H)

CHANGE SELF

Illusion (Glamer) spell
 V,S

LVL 1
 Range: *Pers.*
 Target/Effect/Area:
You
 Change own appearance.
 '+10 bonus to Disguise if used so.
 PHB183

Dur: 10/L m (D)
 SR:

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

 -
 CT: 1 a
 ST: -
 SR: YES(HO)

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

Dur: 10/L m (D)
 SR:

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

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

NONDETECTION

Abjuration spell
 V,S,DF
 M: diamond dust (50 MO)

LVL 3
 Range: *Touch*
 Target/Effect/Area:
Creat. or obj touched
 Hides subject from divination, scrying.
 PHB232

Dur: 1/L h
 SR:

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

 YES(HO)
 CT: 1 a
 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

Dur: 1/L r
 SR:

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

 YES
 CT: 1 a
 ST: (*) No

FALSE VISION

Illusion (Glamer) spell
 V,S,M
 M: Jade dust (250 MO)

LVL 4
 Range: *Medium*
 Target/Effect/Area:
25 + 5/2L ft. rad. eman.
 Fools scrying with an illusion.
 Area remains fixed after cast.
 PHB302

Dur: 1/L m
 SR:

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

 -
 CT: 1 a
 ST: NONE

MISLEAD

Illusion (Figment, Glamer) spell
 S

LVL 5
 Range: *Close*
 Target/Effect/Area:
You/Illusory double
 Turns you 'improved' invisible and creates illusory double.
 PHB302

Dur: 1/L r
 SR:

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

 WILL DISB
 CT: 1 a
 ST: WILL DISB

MAGIC WEAPON

Transmutation spell
 V,S,DF

LVL 1
 Range: *Touch*
 Target/Effect/Area:
Weapon touched
 Weapon gains +1 Enhancement bonus.
 PHB225

Dur: 1/L m
 SR:

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

 YES(HO)
 CT: 1 a
 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

Dur: 1/L r (D)
 SR:

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

 YES
 CT: 1 a
 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

Dur: 1/L h
 SR:

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

 YES(HO)
 CT: 1 a
 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

Dur: 1/L r
 SR:

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

 -
 CT: 1 a
 ST: -

FLAME STRIKE

Evocation [Fire] spell
 V,S

LVL 4
 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

Dur: Instantaneous
 SR:

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

 YES
 CT: 1 a
 ST: REFL HALF

BLADE BARRIER

Evocation spell
 V,S

LVL 5
 Range: *Medium*
 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:

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

 YES
 CT: 1 a
 ST: REFL NEG(*)

REMOVE FEAR

Abjuration *spell*

V,S

V,S

Range: *Close*

LVL 1

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.

PHB245

Dur: 10 m (*)

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

CT: 1 a

REMOVE PARALYSIS

Conjuration (Healing) *spell*

V,S

Range: *Close*

LVL 2

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

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

PHB245

CT: 1 a

ST:

WILL NEG(H)

Dur: Instantaneous

SR:

YES(H)

Prep:
Used:

CT: 1 a

ST:

WILL NEG(H)

REMOVE CURSE

Abjuration *spell*

V,S,M,DF

Range: *Touch*

LVL 3

Target/Effect/Area:
Creature or item touched

Frees object or person from curse.

Counter and dispels Bestow Curse

PHB244

CT: 1 a

ST:

WILL NEG(H)

FREEDOM OF MOVEMENT

Abjuration *spell*

V,S

M: Leather thong

Range: *Touch*

LVL 4

Target/Effect/Area:
Creature touched

Subject moves normally despite impediments.

Target can be "You"

PHB207

Dur: 10/L m

SR:

YES(H)

Prep:
Used:

CT: 1 a

ST:

NONE

BREAK ENCHANTMENT

Abjuration *spell*

V,S

Range: *Close*

LVL 5

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

Frees subjects from enchantments/alterations/curses/petrification.

PHB181

Dur: Instantaneous

SR:

No

Prep:
Used:

CT: 1 m

ST:

NONE

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

Dur: Instantaneous

SR:

No

Prep:
Used:

CT: 1 a

ST:

NONE

CAUSE FEAR

Necromancy [Fear, MA] *spell*

V,S

V,S

Range: *Close*

LVL 1

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

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

PHB182

Dur: 1d4 r

SR:

YES

Prep:
Used:

CT: 1 a

ST:

WILL NEG

DEATH KNELL

Necromancy [Death, Evil] *spell*

V,S,M

Range: *Touch*

LVL 2

Target/Effect/Area:
Living creat. touched

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

PHB191

CT: 1 a

ST:

WILL NEG

Dur: Instantaneous

SR:

No

Prep:
Used:

CT: 1 a

ST:

NONE

ANIMATE DEAD

Necromancy [Evil] *spell*

V,S,DF

Range: *Touch*

LVL 3

Target/Effect/Area:
1 or more corpses touched

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

PHB174

Dur: 10/L m

ST:

NONE

SR:

YES(H)

Prep:
Used:

CT: 1 a

ST:

NONE

DEATH WARD

Necromancy *spell*

V,S

Range: *Touch*

LVL 4

Target/Effect/Area:
Living creat. touched

Grants immunity to death spells and effects.

PHB191

CT: 1 a

ST:

NONE

Dur: Instantaneous

SR:

YES

Prep:
Used:

CT: 1 a

ST:

FORT PART

SLAY LIVING

Necromancy [Death] *spell*

V,S,M

Range: *Touch*

LVL 5

Target/Effect/Area:
Living creat. touched

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

PHB352

Dur: Instantaneous

SR:

YES

Prep:
Used:

CT: 1 a

ST:

FORT PART

Dur: Instantaneous

SR:

No

Prep:
Used:

CT: 1 h

ST:

NONE

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.

PHB180

Dur: Instantaneous

SR:

No

Prep:
Used:

CT: 1 h

ST:

NONE