

UNUSED SLOT

Universal spell
V,S

Range: *Pers.*
LVL 0

Target/Effect/Area:
You

You can prepare a spell of this level or below later.
PHB156

Dur: Until used

CT: 15 m

Dur: Instantaneous

SR: -

Prep:
Used:

ST: -

SR: No

Prep:
Used:

ST: NONE

SR: YES(H)

INFLECT MINOR WOUNDS

Necromancy spell

V,S

Range: *Touch*
LVL 0

Target/Effect/Area:
Creature touched

Touch attack, 1 point of damage.
PHB217

Dur: Instantaneous

CT: 1 a

Dur: 10/L m (D)

SR: YES

Prep:
Used:

ST: WILL HALF

SR: No

Prep:
Used:

ST: NONE

SR: YES(HO)

UNUSED SLOT

Transmutation spell

V,S,DF

Range: *Touch*
LVL 0

Target/Effect/Area:
Creature touched

Subject gains 1 temporary hp.
PHB269

Dur: 1 m

CT: 1 a

Dur: Until used

SR: YES(H)

Prep:
Used:

ST: WILL NEG(H)

SR: -

Prep:
Used:

ST: -

SR: YES

Universal spell

V,S,DF

Range: *Pers.*
LVL 1

Target/Effect/Area:
All enemies within 50 ft.

Enemies suffer -1 Morale penalty to attacks and saves against fear.
Counters/dispels Bless.
PHB156

Dur: 1/L m

CT: 15 m

Dur: 1/L m

SR: -

Prep:
Used:

ST: -

SR: YES

BANE

Enchantment (Compulsion) [MA] spell

V,S,DF

Range: *50 ft.*
LVL 1

Target/Effect/Area:
All enemies within 50 ft.

Allies gain +1 Morale bonus to attack and saves against fear.
Counters/dispels Bane.
PHB177

CT: 1 a

Dur: 1/L m

SR: YES(H)

Prep:
Used:

ST: WILL NEG

SR: YES(H)

BLESS

Enchantment (Compulsion) [MA] spell

V,S,DF

Range: *50 ft.*
LVL 1

Target/Effect/Area:
All enemies within 50 ft.

Allies gain +1 Morale bonus to attack and saves against fear.
Counters/dispels Bane.
PHB180

CT: 1 a

Dur: Instantaneous

SR: NONE

Prep:
Used:

ST: NONE

SR: YES(O)

BLESS WATER

Transmutation [Good] spell

V,S,M

Range: *Touch*
LVL 1

Target/Effect/Area:
Flask of water touched

Makes 1 pint of holy water.
PHB180

CT: 1 m

Dur: Permanent

SR: WILL NEG(O)

Prep:
Used:

ST: WILL NEG(O)

SR: (*)

Wards a corpse from evil influences and effects.
PHB180

BURIAL BLESSING

Abjuration [Good] spell

V,S,M,XP

Range: *Touch*
LVL 1

Target/Effect/Area:
Corpse touched

Wards a corpse from evil influences and effects.
PHB180

CT: 10 m

SR: (*)

Prep:
Used:

ST: (*)

CREATE WATER

Conjuration (Creation) spell

V,S

Range: *Close*
LVL 0

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

Creates pure water.
PHB189

CT: 1 a

Dur: Instantaneous

ST: NONE

SR: YES(H)

Prep:
Used:

ST: WILL HALF(H)

SR: No

MENDING

Transmutation spell

V,S

Range: *10 ft.*
LVL 0

Target/Effect/Area:
1 object up to 1 lb.

Makes minor repairs on an object.
Allow to adapt size of magical equipment.
PHB222

CT: 1 a

Dur: Instantaneous

ST: NONE

SR: YES(HO)

Prep:
Used:

ST: WILL NEG(HO)

SR: YES(O)

BLESS

Enchantment (Compulsion) [MA] spell

V,S,DF

Range: *50 ft.*
LVL 1

Target/Effect/Area:
All enemies within 50 ft.

Allies gain +1 Morale bonus to attack and saves against fear.
Counters/dispels Bane.
PHB177

CT: 1 a

Dur: 1/L m

SR: YES(H)

Prep:
Used:

ST: WILL NEG

SR: YES(H)

DETECT MAGIC

Divination spell

V,S

Range: *60 ft.*
LVL 0

Target/Effect/Area:
Quarter Circle

Detects spells and magic items within 60 ft.
PHB193

CT: 1 a

Dur: Conc. up to 1/L m

SR: No

Prep:
Used:

ST: NONE

SR: No

PURIFY FOOD AND DRINK

Universal spell

V,S,F

Range: *10 ft.*
LVL 0

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

Purifies food or water.
PHB241

CT: 1 a

Dur: Instantaneous

SR: YES(O)

Prep:
Used:

ST: WILL NEG(O)

SR: -

BLESS WATER

Transmutation [Good] spell

V,S,M

Range: *50 ft.*
LVL 1

Target/Effect/Area:
All enemies within 50 ft.

Allies gain +1 Morale bonus to attack and saves against fear.
Counters/dispels Bane.
PHB177

CT: 1 a

Dur: 1/L m

SR: YES(H)

Prep:
Used:

ST: WILL NEG

SR: YES(H)

DETECT POISON

Divination spell

V,S

Range: *Close*
LVL 0

Target/Effect/Area:
1 creat./obj. or 5 ft. cube

Detects poison in one creature or object.
PHB193

CT: 1 a

Dur: Instantaneous

SR: NONE

SR: No

Prep:
Used:

ST: NONE

SR: YES

RESISTANCE

Universal spell

V,S,DF

Range: *Pers.*
LVL 0

Target/Effect/Area:
Creature touched

Subject gains +1 Resistance bonus on saves.
PHB243

CT: 1 a

Dur: 1 m

SR: YES(H)

SR: YES(H)

Prep:
Used:

ST: WILL NEG(H)

SR: WILL NEG(H)

BURIAL BLESSING

Abjuration [Good] spell

V,S,M,XP

Range: *Touch*
LVL 1

Target/Effect/Area:
Corpse touched

Wards a corpse from evil influences and effects.
PHB180

CT: 10 m

SR: (*)

Prep:
Used:

ST: (*)

UNUSED SLOT

Universal spell
V,S

Range: *Pers.*
LVL 0

Target/Effect/Area:
You

You can prepare a spell of this level or below later.
PHB156

Dur: Until used

CT: 15 m

Dur: Instantaneous

SR: -

Prep:
Used:

ST: -

SR: No

Prep:
Used:

ST: NONE

SR: YES(H)

LIGHT

Evocation [Light] spell

V,S

Range: *Touch*
LVL 0

Target/Effect/Area:
Object touched

Object shines like a torch.
PHB217

CT: 1 a

Dur: 10/L m (D)

ST: WILL HALF

SR: No

Prep:
Used:

ST: NONE

SR: YES(HO)

UNUSED SLOT

Universal spell

V,S,DF

Range: *Pers.*
LVL 1

Target/Effect/Area:
You

You can prepare a spell of this level or below later.
PHB156

CT: 1 a

Dur: Until used

ST: WILL NEG(H)

SR: -

Prep:
Used:

ST: -

SR: YES

MENDING

Transmutation spell

V,S

Range: *10 ft.*
LVL 0

Target/Effect/Area:
1 object up to 1 lb.

Makes minor repairs on an object.
Allow to adapt size of magical equipment.
PHB222

CT: 1 a

Dur: Instantaneous

ST: NONE

SR: YES(HO)

Prep:
Used:

ST: WILL NEG(HO)

SR: YES(O)

BLESS

Enchantment (Compulsion) [MA] spell

V,S,DF

Range: *50 ft.*
LVL 1

Target/Effect/Area:
All enemies within 50 ft.

Allies gain +1 Morale bonus to attack and saves against fear.
Counters/dispels Bane.
PHB177

CT: 1 a

Dur: 1/L m

SR: YES(H)

Prep:
Used:

ST: WILL NEG

SR: YES(H)

DETECT MAGIC

Divination spell

V,S

Range: *60 ft.*
LVL 0

CAUSE FEAR

Necromancy [Fear, MA] spell

V,S

Enchantment (Compulsion) [LD, MA] spell

V

COMPREHEND LANGUAGES

Divination spell

V,S,DF

CURE LIGHT WOUNDS

Conjuration (Healing) spell

V,S

CURSE WATER

Transmutation [Good] spell

V,S,M

M: 5 lb of powered silver (25 MO)

DEATHWATCH

Necromancy spell

V,S

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

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

Dur: 1d4 r
SR: YES

Prep:
Used:

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.

CT: 1 a
SR: WILL NEG

Prep:
Used:

Target/Effect/Area: **You**

Understand all spoken and written languages.
You must touch the creature/the text

CT: 1 a
SR: -

Prep:
Used:

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

Cures 1d8 +1/L hp (max 5L).
Ignores 1 memom. for 10 m.

Dur: Instantaneous
SR: YES(H)

Prep:
Used:

Target/Effect/Area: **Flask of water touched**

Makes 1 pint of unholy water.

CT: 1 a
SR: YES(O)

Prep:
Used:

Target/Effect/Area: **Quarter Circle**

Sees how near death subjects are.

CT: 1 m
SR: No

Prep:
Used:

DETECT CHAOS

Divination spell

V,S,DF

DETECT EVIL

Divination spell

V,S,DF

DETECT GOOD

Divination spell

V,S,DF

DETECT LAW

Divination spell

V,S,DF

DETECT UNDEAD

Divination spell

V,S,DF

DIVINE FAVOR

Evocation spell

V,S,DF

Target/Effect/Area: **Quarter Circle**

Reveals presence of Chaos.

Dur: Conc. up to 10/L m
SR: No

Prep:
Used:

Target/Effect/Area: **Quarter Circle**

Reveals presence of Evil.

CT: 1 a
SR: NONE

Prep:
Used:

Target/Effect/Area: **Quarter Circle**

Reveals presence of Good.

Dur: Conc. up to 10/L m
SR: No

Prep:
Used:

Target/Effect/Area: **Quarter Circle**

Reveals presence of Law.

Dur: Conc. up to 10/L m
SR: NONE

Prep:
Used:

Target/Effect/Area: **Quarter Circle**

Reveals undead within 60 ft.

CT: 1 a
SR: No

Prep:
Used:

Target/Effect/Area: **You**

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

CT: 1 a
SR: -

Prep:
Used:

DOOM

Enchantment (Compulsion) [Fear, MA] spell

V,S,DF

ENDURE ELEMENTS

Abjuration spell

V,S

ENTROPIC SHIELD

Abjuration spell

V,S

INFLECT LIGHT WOUNDS

Necromancy spell

V,S

INVISIBILITY TO UNDEAD

Abjuration spell

V,S,DF

MAGIC STONE

Transmutation spell

V,S,DF

Target/Effect/Area: **1 living creature.**

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

Dur: 1/L m
SR: YES

Prep:
Used:

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

Ignores 5/round damage from one energy type.

CT: 1 a
SR: YES

Prep:
Used:

Target/Effect/Area: **You**

Ranged attacks against you suffer 20% miss chance.

CT: 1 a
SR: -

Prep:
Used:

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

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

CT: 1 a
SR: YES

Prep:
Used:

Target/Effect/Area: **1/L creature touched**

Undeads can't perceive 1/L subjects.
No save for non intelligent undeads

CT: 1 a
SR: YES

Prep:
Used:

Target/Effect/Area: **3 pebbles**

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

CT: 1 a
SR: YES(HO)

Prep:
Used:

MAGIC WEAPON

Transmutation spell
V,S,DF V,S

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

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

Prep:
Used:

 ST: WILL NEG(HO)
YES(HO) No

OBSCURING MIST

Conjuration (Creation) spell
V,S,DF

Range: *30 ft.* LVL 1
Target/Effect/Area:
Cloud 30 ft. rad, 20 ft. high
Fog surrounds you. No sight beyond 5ft.
PHB233

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

Prep:
Used:

 ST: NONE
No

PROTECTION FROM CHAOS

Abjuration [Law] spell
V,S,DF

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

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

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

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

Range: *Close* LVL 1
Target/Effect/Area:
1 living creature.
1 creature acts randomly for 1 round.
PHB242

Dur: 1 r CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG
YES

REGENERATE LIGHT WOUNDS

Conjuration (Healing) spell
V,S

Range: *Touch* LVL 1
Target/Effect/Area:
Living creat. touched
Fast healing 1 on new damage.
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

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 (*) CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H) No

SANCTUARY

Abjuration spell
V,S,DF

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

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

Prep:
Used:

 ST: WILL NEG
No

SHIELD OF FAITH

Abjuration spell
V,S,M

Range: *Touch* LVL 1
Target/Effect/Area:
Creature touched
Aura grants 2+1/6L Deflection bonus (max +5).
M: a small holy text parchment

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

Prep:
Used:

 ST: WILL NEG(H)
YES(H) No

SUMMON MONSTER I

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

Range: *Close* LVL 1
Target/Effect/Area:
1 summoned creat.
Calls outsider to fight for you.
PHB255

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

Prep:
Used:

 ST: NONE
No

UNUSED SLOT

Universal spell
-

Range: *Pers.* LVL 2
Target/Effect/Area:
You
You can prepare a spell of this level or below later.
PHB156

Dur: Until used CT: 15 m
SR:

Prep:
Used:

 ST: -
-

AID

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

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

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

Prep:
Used:

 ST: YES(H)
YES

ANIMAL MESSENGER

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

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

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

Prep:
Used:

 ST: NONE
YES

AUGURY

Divination spell
V,S,F

Range: *Pers.* LVL 2
Target/Effect/Area:
You
Learns whether an action in half an hour will be good or bad.
70% + 1%/L chance of working
PHB173

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: -
-

BRAMBLES

Transmutation spell
V,S,M

Range: *Touch* LVL 2
Target/Effect/Area:
Wooden weap. touched
Weapon gets +1 attack, +1/3L damage (max +5) Enhancement bonus.
Deals also piercing damage
PHB177

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

Prep:
Used:

 ST: WILL NEG(HO)
YES(HO)

BULL'S STRENGTH

Transmutation spell
V,S,DF

Range: *Touch* LVL 2
Target/Effect/Area:
Creature touched
Subject gains 1d4+1 Enhancement bonus to Str.
DF 82

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

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

INFLECT MODERATE WOUNDS*Necromancy* spell

V,S

LVL 2

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

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

PHB217

Dur: Instantaneous

CT: 1 a

SR:

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

YES

ST:
WILL HALF

KNIFE SPRAY*Evocation* spell

V,S

LVL 2

Range: *Close*Target/Effect/Area:
Cone

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

DF: 87

Dur: Instantaneous

CT: 1 a

SR:

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

YES

ST:
REFL HALF

LESSER RESTORATION*Conjuration (Healing)* spell

V,S

LVL 2

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

Dispels magic / cures 1d4 temporary ability damage.

PHB222

Dur: Instantaneous

CT: 3 r

SR:

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

YES(H)

ST:
WILL NEG(H)

MAKE WHOLE*Transmutation* spell

V,S

LVL 2

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

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

PHB225

Dur: Instantaneous

CT: 1 a

SR:

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

YES(HO)

ST:
WILL NEG(HO)

OWL'S WISDOM*Transmutation* spell

V,S,DF

LVL 2

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

Subject gains 1d4+1 Enhancement bonus to Wis.

TB: 94

Dur: 1/L h

CT: 1 a

SR:

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

YES(H)

ST:
WILL NEG(H)

REMOVE PARALYSIS*Conjuration (Healing)* spell

V,S

LVL 2

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

CT: 1 a

SR:

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

YES(H)

ST:
WILL NEG(H)

RESIST ELEMENTS*Abjuration* spell

V,S,DF

LVL 2

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

Ignores 12/round damage from one energy type.

PHB246

Dur: 1/L m

CT: 1 a

SR:

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

YES

ST:
NONE

SHATTER*Evocation [Sonic]* spell

V,S,DF

LVL 2

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

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

PHB250

Dur: Instantaneous

CT: 1 a

SR:

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

(*)

ST:
(*)

SHIELD OTHER*Abjuration* spell

V,S,F

F: pair platinum rings (100 MO)

LVL 2

Range: *Close*Target/Effect/Area:
1 creature

You take half of subject's damage.

PHB251

Dur: 1/L h (D)

CT: 1 a

SR:

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

YES(H)

ST:
WILL NEG(H)

SILENCE*Illusion (Glamer)* spell

V,S

LVL 2

Range: *Long*Target/Effect/Area:
15 ft. radius eman.

Negates sound in 15 ft. radius.

PHB252

Dur: 1/L m

CT: 1 a

SR:

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

(*)

ST:
(*)

SOUND BURST*Evocation [Sonic]* spell

V,S,DF

LVL 2

Range: *Close*Target/Effect/Area:
15 ft. radius spread

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

PHB254

Dur: Instantaneous

CT: 1 a

SR:

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

(*)

ST:
WILL PART

SPEAK WITH ANIMALS*Divination* spell

V,S

LVL 2

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

You can communicate with natural animals.

PHB254

Dur: 1/L m

CT: 1 a

SR:

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

-

ST:
-

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)

CT: 1 a

SR:

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

YES

ST:
NONE

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

V,S,DF

LVL 2

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

Calls outsider(s) to fight for you.

PHB258

Dur: 1/L r (D)

CT: 1 f r

SR:

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

No

ST:
NONE

UNDETECTABLE ALIGNMENT*Abjuration* spell

V,S

LVL 2

Range: *Close*Target/Effect/Area:
1 creature. or object

Conceals alignment from divination.

PHB267

Dur: 24 h

CT: 1 a

SR:

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

YES(O)

ST:
WILL NEG(O)

WEATHER EYE*Divination* spell

V,S,M,DF

M: incense

LVL 2

Range: *1+1/L m*Target/Effect/Area:
*1 + 1/L miles*Forecast natural weather for one week.
Detect magical forces.

DF: 92

Dur: Instantaneous

CT: 1 h

SR:

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

No

ST:
NONE

ZONE OF TRUTH*Enchantment (Compulsion) [MA]* spell

V,S,DF

LVL 2

Range: *Close*Target/Effect/Area:
5/L ft. radius eman.

Subjects within range cannot lie.

PHB274

Dur: 1/L m

CT: 1 a

SR:

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

YES

ST:
WILL NEG

UNUSED SLOT*Universal* spell

-

LVL 3

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

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

PHB156

Dur: Until used

CT: 15 m

SR:

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

-

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>	

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

CT: 1 a
Dur: Permanent
SR: YES
Prep:

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

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

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

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

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

CT: 1 a
Dur: Concentration
SR: No
Prep:

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

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

CT: 1 a
Dur: Permanent (D)
SR: YES
Prep:

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

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

CT: 1 a
Dur: 1/L m
SR: No
Prep:

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

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>	

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

CT: 1 a
Dur: Instantaneous
SR: YES
Prep:

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

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

CT: 1 a
Dur: Permanent
SR: No
Prep:

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

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

CT: 1 a
Dur: 24 h
SR: No
Prep:

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

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

CT: 10 m
Dur: Instantaneous
SR: YES(H)
Prep:

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

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

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

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

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>	

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

CT: 1 a
Dur: 1/L d
SR: No
Prep:

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

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

CT: 1 a
Dur: Instantaneous
SR: No
Prep:

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

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

CT: 1 a
Dur: 1/L r
SR: No
Prep:

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

ST: NONE

GLYPH OF warding

Abjuration spell
V,S,M
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

CT: 1 a
Dur: Perm. until disch.
SR: YES(O)
Prep:

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

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

CT: 10 m
Dur: 1/L h
SR: No
Prep:

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

ST: NONE

INFLECT SERIOUS WOUNDS

Necromancy spell

V,S

LV L 3
PHB217

Range: *Touch*

Target/Effect/Area:
Creature touched

Touch, 3d8 +1/L damage (max 15L).

Dur: Instantaneous

CT: 1 a

SR:

YES

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

ST:

WILL HALF

INVISIBILITY PURGE

Evocation spell

V,S

LV L 3
PHB218

Range: *Pers.*

Target/Effect/Area:
You

Dispels invisibility within 5/L ft. from you.

Dur: 1/L m (D)

CT: 1 a

SR:

-

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

ST:

-

LESSER REGENERATE

Conjuration (Healing) spell

V,S,DF

LV L 3
In house

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Creature recovers 1 menomation point after long casting.

Dur: Instantaneous

CT: (*)

SR:

YES(H)

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

ST:

FORT NEG(H)

LESSER TELEPATHIC BOND

Divination [MA] spell

V,S

LV L 3
DF 87

Range: *30 ft.*

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

Link with subject within 30 ft.

Dur: 10/L m

CT: 1 a

SR:

No

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

ST:

NONE

LOCATE OBJECT

Divination spell

V,S,DF

LV L 3
PHB223

Range: *Long*

Target/Effect/Area:
Circle up to range

Senses direction toward object (specific or type).

Dur: 1/L m

CT: 1 a

SR:

No

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

ST:

NONE

MAGIC CIRCLE AGAINST CHAOS

Abjuration [Law] spell

V,S,DF

LV L 3
PHB223

Range: *Touch*

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

+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outsideers.

Can be used hold outsideers.

Dur: 10/L m

CT: 1 a

SR:

No(*)

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

ST:

WILL NEG(H)

MAGIC CIRCLE AGAINST EVIL

Abjuration [Good] spell

V,S,DF

LV L 3
PHB223

Range: *Touch*

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

+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outsideers.

Can be used hold outsideers.

Dur: 10/L m

CT: 1 a

SR:

No(*)

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

ST:

WILL NEG(H)

MAGIC CIRCLE AGAINST GOOD

Abjuration [Evil] spell

V,S,DF

LV L 3
PHB223

Range: *Touch*

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

+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outsideers.

Can be used hold outsideers.

Dur: 10/L m

CT: 1 a

SR:

No(*)

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

ST:

WILL NEG(H)

MAGIC CIRCLE AGAINST LAW

Abjuration [Chaos] spell

V,S,DF

LV L 3
PHB223

Range: *Touch*

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

+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outsideers.

Can be used hold outsideers.

Dur: 10/L m

CT: 1 a

SR:

No(*)

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

ST:

WILL NEG(H)

MAGIC VESTMENT

Transmutation spell

V,S,DF

LV L 3
PHB225

Range: *Touch*

Target/Effect/Area:
Armor/shield touched

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

Dur: 1/L h

CT: 1 a

SR:

YES(HO)

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

ST:

WILL NEG(HO)

MASS ENDURE ELEMENTS

Abjuration spell

V,S,DF

LV L 3
In house

Range: *Touch*

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

Subjects ignore 5/round damage from one energy type.

Dur: 10/L m

CT: 1 a

SR:

YES

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

ST:

NONE

MELD INTO STONE

Transmutation spell

V,S,DF

LV L 3
PHB226

Range: *Pers.*

Target/Effect/Area:
You

You and your gear merge with stone.

Dur: 10/L m

CT: 1 a

SR:

-

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

ST:

-

NEGATIVE ENERGY PROTECTION

Abjuration spell

V,S

LV L 3
PHB231

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Subject resists level and ability drains.

Dur: 1/L r

CT: 1 a

SR:

YES(H)

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

ST:

WILL NEG(H)

OBSCURE OBJECT

Abjuration spell

V,S,DF

LV L 3
PHB232

Range: *Touch*

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

Masks object against divination.

Dur: 8 h

CT: 1 a

SR:

YES(O)

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

ST:

WILL NEG(O)

PRAYER

Conjuration (Creation) spell

V,S,DF

LV L 3
PHB238

Range: *30 ft.*

Target/Effect/Area:
Creat. in 30 ft. rad. burst

Allies gain +1 Luck bonus on most rolls; enemies suffer -1.

Dur: 1/L r

CT: 1 a

SR:

YES

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

ST:

NONE

PROTECTION FROM ELEMENTS

Abjuration spell

V,S,DF

LV L 3
PHB240

Range: *Touch*

Target/Effect/Area:
Creature touched

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

REGENERATE MODERATE WOUNDS

Conjuration (Healing) spell

V,S

LV L 3
MW 93

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Fast healing 2 on new damage.

Dur: 10 + 1/L r

CT: 1 a

SR:

YES(H)

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

ST:

WILL NEG(H)

REMOVE BLINDNESS/DEAFNESS

Conjuration (Healing) spell

V,S

LV L 3
PHB244

Range: *Touch*

Target/Effect/Area:
Creature touched

Cures normal or magical affliction.

Counter and dispels Blindness/Deafness

Dur: Instantaneous

CT: 1 a

SR:

YES(H)

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

ST:

FORT NEG(H)

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:

Prep:
Used:

ST: WILL NEG(H)

YES(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:

Prep:
Used:

ST: FORT NEG(H)

YES(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:

Prep:
Used:

ST: WILL NEG(HO)

YES(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:

Prep:
Used:

ST: NONE

YES

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:

Prep:
Used:

ST: (*)

NONE

No

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:

Prep:
Used:

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:

Prep:
Used:

ST: WILL NEG(HO)

YES(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:

Prep:
Used:

ST: NONE

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:

Prep:
Used:

ST: NONE

No

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:

Prep:
Used:

ST: NONE

No

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:

Prep:
Used:

ST: REFL HALF

YES

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:

Prep:
Used:

ST: WILL NEG(H)

YES(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:

Prep:
Used:

ST: WILL NEG(H)

YES(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:

Prep:
Used:

ST: NONE

YES

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: Until used

CT: 15 m

SR:

Prep:
Used:

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:

Prep:
Used:

ST: NONE

YES(H)

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:

Prep:
Used:

ST: -

-

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:

Prep:
Used:

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

Raises or lowers bodies of water.

PHB188

Dur: 10/L m (D)

SR:

Prep:
Used:

CT: 1 a

ST: NONE

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

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

PHB190

Dur: Instantaneous

SR: YES(H)

Prep:
Used:

CT: 1 a

ST: WILL HALF(H)

Target/Effect/Area:
Living creat. touched

Range: *Touch*

LVL 4

Grants immunity to death spells and effects.

PHB191

Dur: 10/L m

SR: YES(H)

Prep:
Used:

CT: 1 a

ST: NONE

Target/Effect/Area:
Ray

Range: *Medium*

LVL 4

Bars extradimensional movement of creature or object.

PHB195

Dur: 1/L m

SR: YES(O)

Prep:
Used:

CT: 1 a

ST: NONE

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

Range: *Close*

LVL 4

Reveals deliberate falsehoods.

PHB195

Dur: Conc. up to 1/L r

SR: No

Prep:
Used:

CT: 1 a

ST: WILL NEG

Target/Effect/Area:
1 extraplanar creat.

Range: *Close*

LVL 4

Forces a creature to return to native plane.

PHB196

Dur: Instantaneous

SR: YES

Prep:
Used:

CT: 1 a

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

Provides useful advice for specific proposed actions.

PHB197

Dur: Instantaneous

SR: -

Prep:
Used:

CT: 10 m

Dur: 1/L r

SR: -

Prep:
Used:

CT: 1 a

V,S,DF
Evocation spell

Target/Effect/Area:
You

Range: *Pers.*

LVL 4

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

PHB197

Dur: 1/L r

SR: -

Prep:
Used:

CT: 1 a

V,S,DF
Evocation spell

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

Range: *Close*

LVL 4

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

DF 85

Dur: Concentration

SR: YES

Prep:
Used:

CT: 1 f r

ST: REFL NEG

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

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

Subject moves normally despite impediments.

Target can be "You"

PHB207

Dur: 10/L m

SR: YES(H)

Prep:
Used:

CT: 1 a

ST: NONE

V,S,DF
Transmutation spell

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

Range: *Close*

LVL 4

Turns insects into giant vermin.

PHB209

Dur: 1/L m

SR: YES

Prep:
Used:

CT: 1 a

ST: NONE

V,S,DF
Transmutation spell

Target/Effect/Area:
1 weapon

Range: *Close*

LVL 4

Gives +1/3L Enhancement bonus (max +5) to weapon.

If you are good is weapon is blessed

PHB210

Dur: 1/L h

SR: YES(HO)

Prep:
Used:

CT: 1 a

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

Summons an incorporeal bird of prey to fight for you.

DF 87

Dur: 1/L r

SR: No

Prep:
Used:

CT: 1 a

ST: NONE

V,S,DF
Evocation spell

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

Transfer spells to subject.

PHB216

Dur: Perm. until disch.

SR: YES(H)

Prep:
Used:

CT: 10 m

ST: WILL NEG(H)

V,S
Necromancy spell

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

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

PHB217

Dur: Instantaneous

SR: YES

Prep:
Used:

CT: 1 a

ST: WILL HALF

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

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

Range: *Close*

LVL 4

Exchange services with called outsider.

PHB221

Dur: Instantaneous

SR: No

Prep:
Used:

CT: 10 m

ST: NONE

V,S,DF
Conjuration (Healing) spell

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

Range: *Touch*

LVL 4

Detoxifies venom in or on subject.

PHB232

Dur: Instantaneous

SR: YES(HO)

Prep:
Used:

CT: 1 a

ST: WILL NEG(HO)

V,S,DF
Abjuration spell

Target/Effect/Area:
Creature touched

Range: *Touch*

LVL 4

Masks creature against divination.

In house

Dur: 8 h

SR: YES(H)

Prep:
Used:

CT: 1 a

ST: WILL NEG(H)

POISON

Necromancy spell

V,S,DF

Range: *Touch*

Target/Effect/Area:
Living creat. touched

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

DC 10 + half caster level + Wis mod.

Dur: Instantaneous

CT: 1 a

Dur: 1/L r

SR:

YES

Prep:
Used:

ST:

FORT NEG

SR:

YES

Prep:
Used:

ST:

NONE

CT: 1 a

Dur: 10/L m

SR:

YES

Prep:
Used:

ST:

NONE(*)

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

CT: 3 r

Dur: 1 r

SR:

No

Prep:
Used:

ST:

NONE

CT: 10 m

Dur: 10/L m

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

RECITATION

Conjuration (Creation) spell

V,S,DF

Range: *60 ft.*

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.

PHB236

DF: 89

CT: 1 a

Dur: 1/L r

SR:

NO

Prep:
Used:

ST:

NONE

CT: 1 a

Dur: 10/L m

SR:

YES

Prep:
Used:

ST:

NONE(*)

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

REPEL VERMIN

Abjuration spell

V,S,DF

Range: *10 ft.*

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

Insects stay 10 ft. away.

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

PHB245

CT: 1 a

Dur: Instantaneous

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

RESTORATION

Conjuration (Healing) spell

V,S,M

M: diamond dust (100 MO)

Range: *Touch*

Target/Effect/Area:
Creature touched

Restores level and ability score drains.

PHB245

CT: 1 a

Dur: Instantaneous

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

SENDING

Evocation spell

V,S,DF

Range: (*)

Target/Effect/Area:
1 known creature

Delivers short message anywhere, instantly to known creature.

PHB248

CT: 10 m

Dur: 10/L m

SR:

NONE

Prep:
Used:

ST:

WILL NEG(H)

SPELL IMMUNITY

Abjuration spell

V,S,DF

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)

Prep:
Used:

STATUS

Divination spell

V,S

Range: *Touch*

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

Monitors condition, position of allies.

PHB256

Dur: 1/L h

CT: 1 a

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

SR:

No

Prep:
Used:

ST:

NONE

CT: 1 f r

Dur: 10/L m

SR:

No

Prep:
Used:

ST:

NONE

SR:

YES

Prep:
Used:

ST:

NONE

CT: 1 f r

Dur: 1/L r

SR:

YES(HO)

Prep:
Used:

ST:

WILL NEG(HO)

CT: 1 a

Dur: Until used

SR:

-

Prep:
Used:

ST:

-

SUMMON MONSTER IV

Conjuration (Summoning) []* spell

V,S,DF

Range: *Close*

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

Calls outsider(s) to fight for you.

PHB259

CT: 1 f r

Dur: 10/L m

SR:

NONE

Prep:
Used:

ST:

NONE

SR:

YES

Prep:
Used:

ST:

NONE

TONGUES

Divination spell

V,DF

Range: *Touch*

Target/Effect/Area:
Creature touched

Creature can understand and speak any language.

PHB265

CT: 1 a

Dur: 1/L d

SR:

YES

Prep:
Used:

ST:

NONE

UNFAILING ENDURANCE

Transmutation spell

V,S

Range: *Touch*

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

Endurance, +4 Morale bonus, extended activity.

Bonus applies to saves too.

DF: 91

CT: 1 a

Dur: 1/L d

SR:

YES

Prep:
Used:

ST:

NONE

WEAPON OF THE DEITY

Transmutation spell

V,F,DF

F: a small holy text parchment

Range: *Touch*

Target/Effect/Area:
Your weapon

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

Repair 1d4 + 1 weapon damage.

DF: 92

CT: 1 f r

Dur: 1/L r

SR:

YES(HO)

Prep:
Used:

ST:

WILL NEG(HO)

CT: 1 a

Dur: Until used

SR:

-

Prep:
Used:

ST:

-

UNUSED SLOT

Universal spell

Range: *Pers.*

Target/Effect/Area:
You

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

PHB156

CT: 15 m

ATONEMENT

Abjuration spell

V,S,M,F,DF,XP

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

Range: *Touch*

Target/Effect/Area:
Creature touched

Removes burden of misdeeds from subject.

PHB176

CT: 1 h

Dur: 1/L r

SR:

NONE

Prep:
Used:

ST:

NONE

SR:

No

Prep:
Used:

CT: 1 a

Dur: Instantaneous

ST:

WILL NEG

SR:

YES

Prep:
Used:

CT: 1 a

Dur: Instantaneous

ST:

(*)

SR:

No

Prep:
Used:

CT: 1 m

Dur: Instantaneous

ST:

NONE

SR:

YES

Prep:
Used:

CT: 1 a

Dur: 1/L r

ST:

FORT HALF

SR:

-

Prep:
Used:

ST:

-

BEAR'S HEART

Transmutation spell

V,S

Range: *20 ft.*

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

1

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.
CT: 1 a
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.
CT: 1 a
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.
CT: 1 a
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.
CT: 1 a
SR:

Prep:
Used:

(*)

ETHEREAL JAUNT

Transmutation *spell*
V,S

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

You become ethereal.

Dur: 1/L r (D)
CT: 1 a
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
CT: 1 a
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
CT: 1 d
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
CT: 1 a
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
CT: 1 a
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
CT: 10 m
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
CT: 1 a
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
CT: 1 a
SR:

Prep:
Used:

WILL NEG 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
CT: 1 m
SR:

Prep:
Used:

NONE 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
CT: 1 a
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
CT: 1 h
SR:

Prep:
Used:

- No

SLAY LIVING

Necromancy [Death] spell
V,S

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

Dur: Instantaneous
SR: YES
Prep: Used:

CT: 1 a
ST: FORT PART

SPELL RESISTANCE

Abjuration spell
V,S,DF

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

Dur: 1/L m
SR: YES(H)
Prep: Used:

CT: 1 a
ST: WILL NEG(H)

SUMMON MONSTER V

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

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

Dur: 1/L r (D)
SR: No
Prep: Used:

CT: 1 f r
ST: NONE

TRUE SEEING

Divination spell
V,S,M

Range: *Touch*
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.
PHB267

Dur: 1/L m
SR: YES(H)
Prep: Used:

CT: 1 a
ST: WILL NEG(H)

WALL OF STONE

Conjuration (Creation) spell
V,S,DF

Range: *Medium*
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

Dur: Instantaneous
SR: No
Prep: Used:

CT: 1 a
ST: (*)

UNUSED SLOT

Universal spell
V,S,DF

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

Dur: Until used
SR: -
Prep: Used:

CT: 15 m
ST: -

ANIMATE OBJECTS

Transmutation spell
V,S

Range: *Medium*
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: No
Prep: Used:

CT: 1 a
ST: NONE

ANTILIFE SHELL

Abjuration spell
V,S,DF

Range: *10 ft.*
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

Dur: 10/L m (D)
SR: YES
Prep: Used:

CT: 1 f r
ST: NONE

BANISHMENT

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

Range: *Close*
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: YES
Prep: Used:

CT: 1 a
ST: WILL NEG

BLADE BARRIER

Evocation spell
V,S

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: YES
Prep: Used:

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

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.
Creates Ghouls, shadows, ghosts, wights, or wraiths.
PHB189

Dur: Instantaneous
SR: No
Prep: Used:

CT: 1 h
ST: NONE

Dur: 24 h
SR: YES
Prep: Used:

CT: 1 a
ST: NONE

ENERGY IMMUNITY

Abjuration spell
V,S

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

ETHEREALNESS

Transmutation spell
V,S

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

Dur: 1/L m (D)
SR: YES
Prep: Used:

CT: 1 a
ST: NONE

FIND THE PATH

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

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

Dur: 10/L m
SR: YES(H)
Prep: Used:

CT: 3 r
ST: WILL NEG(H)

FORBIDDANCE

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

Range: *Medium*
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: YES
Prep: Used:

CT: 6 r
ST: (*)

QUEST

Enchantment (Compulsion) [LD, MA] spell
V

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

Dur: 1/L d or until disch.
SR: YES
Prep: Used:

CT: 1 a
ST: NONE

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.
PHB210

Dur: Instantaneous
SR: No
Prep: Used:

CT: 1 a
ST: NONE

GREATER GLYPH OF warding

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

Range: *Touch*
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: YES(O)
Prep: Used:

CT: 10 m
ST: (*)

HARM

Necromancy spell

V,S

V,S

LVL 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:

Prep:

ST:

YES

Used:

NONE

HEAL

Conjuration (Healing) spell

V,S,DF

LVL 6

Range: *Touch*

Target/Effect/Area:
Creature touched

Cures all dmg., diseases and mental conditions.

On undeads works as "Harm".

PHB213

Dur: Instantaneous

CT: 1 a

SR:

Prep:

YES(H)

Used:

NONE

HEROES' FEAST

Evocation spell

V,S,DF

LVL 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

Dur: 1h + 12h (*)

CT: 10 m

SR:

Prep:

YES(H)

Used:

NONE

PLANAR ALLY

Conjuration (Calling) spell

V,S

LVL 6

Range: *Close*

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

Exchange services with called outsider(s).

PHB235

Dur: Instantaneous

CT: 10 m

SR:

Prep:

No

Used:

NONE

REGEN. CRITICAL WOUNDS

Conjuration (Healing) spell

V,S

LVL 6

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Fast healing 4 on new damage.

MW 92

Dur: 10 + 1/L r

CT: 1 a

SR:

Prep:

YES(H)

Used:

WILL NEG(H)

SUMMON MONSTER VI

Conjuration (Summoning) spell

V,S,DF

LVL 6

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:

Prep:

No

Used:

NONE

UNDEATH TO DEATH

Necromancy spell

V,S,DF

V,S,DF

M: diamond powder (500 MO)

LVL 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:

Prep:

YES

Used:

WILL NEG

WIND WALK

Transmutation spell

V

LVL 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.

PHB372

Dur: 1/L h (D)

CT: 1 a

SR:

Prep:

YES(H)

Used:

WILL NEG(H)

WORD OF RECALL

Transmutation [Teleportation] spell

LVL 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.

PHB374

Dur: Instantaneous

CT: 1 a

SR:

Prep:

YES(HO)

Used:

WILL NEG(HO)