

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 CT: 15 m

SR:

Prep:
Used:

 ST: -

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 CT: 1 a

SR:

Prep:
Used:

 ST: NONE

CURE MINOR WOUNDS

Conjuration (Healing) spell

V,S

Range: *Touch*

LVL 0

PHB190

Target/Effect/Area:
Creature touched

Cures 1 hp.

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: WILL HALF(H)

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 CT: 1 a

SR:

Prep:
Used:

 ST: NONE

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 CT: 1 a

SR:

Prep:
Used:

 ST: NONE

GUIDANCE

Divination spell

V,S

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. CT: 1 a

SR:

Prep:
Used:

 ST: NONE

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 CT: 1 a

SR:

Prep:
Used:

 ST: WILL HALF

LIGHT

Evocation [Light] spell

V,DF

Range: *Touch*

LVL 0

PHB222

Target/Effect/Area:
Object touched

Object shines like a torch.

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

SR:

Prep:
Used:

 ST: NONE

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 CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(HO)

PURIFY FOOD AND DRINK

Universal spell

V,S

Range: *10 ft.*

LVL 0

PHB241

Target/Effect/Area:
1/L ft.³ of food and water

Purifies food or water.

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(O)

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 CT: 1 a

SR:

Prep:
Used:

 ST: -

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 CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

VIRTUE

Transmutation spell

V,S,DF

Range: *Touch*

LVL 0

PHB369

Target/Effect/Area:
Creature touched

Subject gains 1 temporary hp.

Dur: 1 m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

UNUSED SLOT

Universal spell

Range: *Pers.*

LVL 1

PHB156

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: -

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.

Dur: 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG

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.

Dur: 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: NONE

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.

Dur: Instantaneous CT: 1 m

SR:

Prep:
Used:

 ST: WILL NEG(O)

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.

Dur: Permanent CT: 10 m

SR:

Prep:
Used:

 ST: (*)

CAUSE FEAR

Necromancy [Fear, MA] 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:

Prep:
Used:

YES

CT: 1 a
ST: WILL NEG

COMMAND

Enchantment (Compulsion) [LD, MA] spell

V

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.

Dur: 1 r
SR:

Prep:
Used:

YES

CT: 1 a
ST: WILL NEG

COMPREHEND LANGUAGES

Divination spell

V,S,DF

Target/Effect/Area: **You**

Understand all spoken and written languages.

You must touch the creature/the text

Dur: 10/L m
SR:

Prep:
Used:

-

CT: 1 a
ST: -

CURE LIGHT WOUNDS

Conjuration (Healing) spell

V,S

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

Cures 1d8+1/L hp (max 5L).

Ignores 1 memon. for 10 m.

Dur: Instantaneous
SR:

Prep:
Used:

YES(H)

CT: 1 a
ST: WILL HALF(H)

CURSE WATER

Transmutation [Good] spell

V,S,M

M: 5 lb of powered silver (25 MO)

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

Makes 1 pint of unholy water.

Dur: Instantaneous
SR:

Prep:
Used:

YES(O)

CT: 1 m
ST: WILL NEG(O)

DEATHWATCH

Necromancy spell

V,S

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

Sees how near death subjects are.

Dur: 10/L m
SR:

Prep:
Used:

NO

CT: 1 a
ST: NONE

DETECT CHAOS

Divination spell

V,S,DF

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

Reveals presence of Chaos.

Dur: Conc. up to 10/L m
SR:

Prep:
Used:

NO

CT: 1 a
ST: NONE

DETECT EVIL

Divination spell

V,S,DF

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

Reveals presence of Evil.

Dur: Conc. up to 10/L m
SR:

Prep:
Used:

NO

CT: 1 a
ST: NONE

DETECT GOOD

Divination spell

V,S,DF

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

Reveals presence of Good.

Dur: Conc. up to 10/L m
SR:

Prep:
Used:

NO

CT: 1 a
ST: NONE

DETECT LAW

Divination spell

V,S,DF

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

Reveals presence of Law.

Dur: Conc. up to 10/L m
SR:

Prep:
Used:

NO

CT: 1 a
ST: NONE

DETECT UNDEAD

Divination spell

V,S,DF

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

Reveals undead within 60 ft.

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

Prep:
Used:

NO

CT: 1 a
ST: NONE

DIVINE FAVOR

Evocation spell

V,S,DF

Target/Effect/Area: **You**

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

Dur: 1 m
SR:

Prep:
Used:

-

CT: 1 a
ST: -

DOOM

Enchantment (Compulsion) [Fear, MA] 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:

Prep:
Used:

YES

CT: 1 a
ST: WILL NEG

ENDURE ELEMENTS

Abjuration spell

V,S

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

Ignores 5/round damage from one energy type.

Dur: 24 h
SR:

Prep:
Used:

YES

CT: 1 a
ST: NONE

ENTROPIC SHIELD

Abjuration spell

V,S

Target/Effect/Area: **You**

Ranged attacks against you suffer 20% miss chance.

Dur: 1/L m
SR:

Prep:
Used:

-

CT: 1 a
ST: -

INFLECT LIGHT WOUNDS

Necromancy spell

V,S

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

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

Dur: Instantaneous
SR:

Prep:
Used:

YES

CT: 1 a
ST: WILL HALF

INVISIBILITY TO UNDEAD

Abjuration spell

V,S,DF

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

Undeads can't perceive 1/L subjects.

No save for non intelligent undeads

Dur: 10/L m (D)
SR:

Prep:
Used:

YES

CT: 1 a
ST: WILL NEG

MAGIC STONE

Transmutation spell

V,S,DF

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

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

Dur: 30 m or until disch.
SR:

Prep:
Used:

YES(HO)

CT: 1 a
ST: WILL NEG(HO)

MAGIC WEAPON

V,S,DF *Transmutation* spell

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

Weapon gains +1 Enhancement bonus.

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

Prep:
Used:

 ST: WILL NEG(HO)

OBSCURING MIST

V,S *Conjuration (Creation)* spell

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

Fog surrounds you. No sight beyond 5ft.

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

Prep:
Used:

 ST: NONE

PROTECTION FROM CHAOS

V,S,DF *Abjuration [Law]* spell

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

+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.

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

Prep:
Used:

 ST: WILL NEG(H)

PROTECTION FROM EVIL

V,S,DF *Abjuration [Good]* spell

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

+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.

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

Prep:
Used:

 ST: WILL NEG(H)

PROTECTION FROM GOOD

V,S,DF *Abjuration [Evil]* spell

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

+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.

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

Prep:
Used:

 ST: WILL NEG(H)

PROTECTION FROM LAW

V,S,DF *Abjuration [Chaos]* spell

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

+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.

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

Prep:
Used:

 ST: WILL NEG(H)

RANDOM ACTION

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

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

1 creature acts randomly for 1 round.

Dur: 1 r CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG

REGENERATE LIGHT WOUNDS

V,S *Conjuration (Healing)* spell

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

Fast healing 1 on new damage.

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

Prep:
Used:

 ST: WILL NEG(H)

REMOVE FEAR

V,S *Abjuration* spell

Target/Effect/Area: **Range: Close**
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 (*) CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)

SANCTUARY

V,S,DF *Abjuration* spell

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

Opponents can't attack subject.

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

Prep:
Used:

 ST: WILL NEG

SHIELD OF FAITH

V,S,M *Abjuration* spell
M: a small holy text parchment

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

Aura grants 2+1/6L Deflection bonus (max +5).

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

Prep:
Used:

 ST: WILL NEG(H)

SUMMON MONSTER I

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

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

Calls outsider to fight for you.

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

Prep:
Used:

 ST: NONE

UNUSED SLOT

- *Universal* spell

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

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

Dur: Until used CT: 15 m
SR:

Prep:
Used:

 ST: -

AID

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

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

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

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

Prep:
Used:

 ST: NONE

ANIMAL MESSENGER

V,S,M *Enchantment (Compulsion)* spell [MA]
M: a morsel of food

Target/Effect/Area: **Range: Close**
1 tiny animal

Sends a Tiny animal to a specific place.

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

Prep:
Used:

 ST: NONE

AUGURY

V,S,F *Divination* spell
F: divination sticks (25 MO)

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

Learns whether an action in half an hour will be good or bad.
70%+1%/L chance of working

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: -

BRAMBLES

V,S,M *Transmutation* spell
M: a small thorn

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

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

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

Prep:
Used:

 ST: WILL NEG(HO)

BULL'S STRENGTH

V,S,DF *Transmutation* spell

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

Subject gains 1d4+1 Enhancement bonus to Str.

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

Prep:
Used:

 ST: WILL NEG(H)

CALM EMOTIONS

Enchantment (Compulsion) [MA] ^{spell}

V,S,DF

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

Calms 1/L d6 subjects, negating emotion effects.

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

Prep:
Used:

 ST: WILL NEG
YES

CONSECRATE

Evocation [Good] ^{spell}

V,S,M,DF

M: 5 lb of silver and holy water (25 MO)

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

Fills area with pos energy, making undead weaker.

Dur: 2/L h CT: 1 a
SR:

Prep:
Used:

 NONE
No

CURE MODERATE WOUNDS

Conjuration (Healing) ^{spell}

V,S

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

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

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 YES(H) WILL HALF(H)

DARKNESS

Evocation [Darkness] ^{spell}

V,DF

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

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

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

Prep:
Used:

 No NONE

DEATH KNELL

Necromancy [Death, Evil] ^{spell}

V,S

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

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

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 YES WILL NEG

DELAY POISON

Conjuration (Healing) ^{spell}

V,S,DF

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

Stops poison from harming subject.

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

Prep:
Used:

 YES(H) FORT NEG(H)

DESECRATE

Evocation [Evil] ^{spell}

V,S,M,DF

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

Fills area with negative energy, making undead stronger.

Dur: 2/L h CT: 1 a
SR:

Prep:
Used:

 NONE
No

DIVINE FLAME

Abjuration ^{spell}

V,S

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

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

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

Prep:
Used:

 YES FORT HALF

DIVINE ZEPHIR

Abjuration ^{spell}

V,S

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

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

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

Prep:
Used:

 YES FORT HALF

EAGLE SPLENDOR

Transmutation ^{spell}

V,S,DF

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

Subject gains 1d4+1 Enhancement bonus to Cha.

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

Prep:
Used:

 YES(H) WILL NEG(H)

ENDURANCE

Transmutation ^{spell}

V,S,DF

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

Subject gains 1d4+1 Enhancement bonus to Con.

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

Prep:
Used:

 YES(H) WILL NEG(H)

ENTHRALL

Enchantment (Charm) [LD, MA, Sonic] ^{spell}

V,S

Target/Effect/Area: **Range: Medium**
Creat. within range

Captivates all within range.

Dur: Up to 1 h CT: 1 f r
SR:

Prep:
Used:

 YES WILL NEG(*)

FILTER

Abjuration ^{spell}

V,S,DF

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

Protects from noxious or toxic air

Dur: 10/L m CT: 1 a
SR:

Prep:
Used:

 YES(H) WILL NEG(H)

FIND TRAPS

Divination ^{spell}

V,S

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

Notice traps as a rogue does.

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

Prep:
Used:

 -

FOX CUNNING

Transmutation ^{spell}

V,S,DF

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

Subject gains 1d4+1 Enhancement bonus to Int.

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

Prep:
Used:

 YES(H) WILL NEG(H)

GAZE SCREEN

Abjuration ^{spell}

V,S

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

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

Dur: 10/L m CT: 1 a
SR:

Prep:
Used:

 YES(H) WILL NEG(H)

GENTLE REPOSE

Necromancy ^{spell}

V,S,DF

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

Preserves one corpse.

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

Prep:
Used:

 YES(O) WILL NEG(O)

HOLD PERSON

Enchantment (Compulsion) [MA] ^{spell}

V,S,DF

Target/Effect/Area: **Range: Medium**
1 medium sized humanoid

Holds one person helpless.

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

Prep:
Used:

 YES WILL NEG

INFLECT MODERATE WOUNDS

Necromancy spell

V,S

Range: *Touch*

LVL 2
PHB217

Target/Effect/Area:
Creature touched

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

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: WILL HALF

YES

KNIFE SPRAY

Evocation spell

V,S

Range: *Close*

LVL 2
DF 87

Target/Effect/Area:
Cone

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

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: REFL HALF

YES

LESSER RESTORATION

Conjuration (Healing) spell

V,S

Range: *Touch*

LVL 2
PHB222

Target/Effect/Area:
Creature touched

Dispels magic / cures 1d4 temporary ability damage.

Dur: Instantaneous CT: 3 r

SR:

Prep:
Used:

 ST: WILL NEG(H)

YES(H)

MAKE WHOLE

Transmutation spell

V,S

Range: *Close*

LVL 2
PHB225

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:
Used:

 ST: WILL NEG(HO)

YES(HO)

OWL'S WISDOM

Transmutation spell

V,S,DF

Range: *Touch*

LVL 2
TB 94

Target/Effect/Area:
Creature touched

Subject gains 1d4+1 Enhancement bonus to Wis.

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

YES(H)

REMOVE PARALYSIS

Conjuration (Healing) spell

V,S

Range: *Close*

LVL 2
PHB245

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:
Used:

 ST: WILL NEG(H)

YES(H)

RESIST ELEMENTS

Abjuration spell

V,S,DF

Range: *Touch*

LVL 2
PHB246

Target/Effect/Area:
Creature touched

Ignores 12/round damage from one energy type.

Dur: 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: NONE

YES

SHATTER

Evocation [Sonic] spell

V,S,DF

Range: *Close*

LVL 2
PHB250

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: (*)

(*)

SHIELD OTHER

Abjuration spell

V,S,F

Range: *Close*

LVL 2
PHB251

Target/Effect/Area:
1 creature

You take half of subject's damage.

Dur: 1/L h (D) CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

YES(H)

SILENCE

Illusion (Glamer) spell

V,S

Range: *Long*

LVL 2
PHB252

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

Negates sound in 15 ft. radius.

Dur: 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: (*)

(*)

SOUND BURST

Evocation [Sonic] spell

V,S,DF

Range: *Close*

LVL 2
PHB254

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:
Used:

 ST: WILL PART

YES

SPEAK WITH ANIMALS

Divination spell

V,S

Range: *Pers.*

LVL 2
PHB254

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

Range: *Medium*

LVL 2
PHB356

Target/Effect/Area:
Weapon of force

Magical weapon attacks on its own.

Dur: 1/L r (D) CT: 1 a

SR:

Prep:
Used:

 ST: NONE

YES

SUMMON MONSTER II

Conjuration (Summoning) []* spell

V,S,DF

Range: *Close*

LVL 2
PHB358

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:
Used:

 ST: NONE

NO

UNDETECTABLE ALIGNMENT

Abjuration spell

V,S

Range: *Close*

LVL 2
PHB367

Target/Effect/Area:
1 creature. or object

Conceals alignment from divination.

Dur: 24 h CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(O)

YES(O)

WEATHER EYE

Divination spell

V,S,M,DF

Range: *1+1/L m*

LVL 2
DF 92

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

Forecast natural weather for one week.
Detect magical forces.

Dur: Instantaneous CT: 1 h

SR:

Prep:
Used:

 ST: NONE

NO

ZONE OF TRUTH

Enchantment (Compulsion) [MA] spell

V,S,DF

Range: *Close*

LVL 2
PHB374

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

Subjects within range cannot lie.

Dur: 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG

YES

UNUSED SLOT

Universal spell

-

Range: *Pers.*

LVL 3
PHB156

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

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

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

LVL 3

PHB174

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: NONE

BESTOW CURSE

Transmutation spell

V,S

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

You place an heavy curse on the creature touched.
Counters Remove curse.

LVL 3

PHB177

Dur: Permanent CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG

BEASTMASK

Illusion (Glamer) spell

V,S

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

Animals and beasts think subject as one of them.

LVL 3

DF 81

Dur: 5 + 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL DISB

BLESSED AIM

Divination spell

V,S

Target/Effect/Area: **Range: 60 ft.**
60 ft. radius spread

Allies receive +2 Morale bonus to ranged attacks.

LVL 3

DF 81

Dur: Concentration CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

BLINDNESS/DEAFNESS

Transmutation spell

V

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

Makes subject blind or deaf.

LVL 3

PHB180

Dur: Permanent (D) CT: 1 a

SR:

Prep:
Used:

 ST: FORT NEG

BRIAR WEB

Transmutation spell

V,S,DF

Target/Effect/Area: **Range: Medium**
Plants in 40 ft. rad. spread

Entangles and deal damage each round.

LVL 3

DF 83

Dur: 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: (*)

CHAIN OF EYES

Divination spell

V,S

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

Scrying sensor passed along by touch.

Saving throw each pass.

LVL 3

DF 84

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG

CONTAGION

Necromancy spell

V,S

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

Immediately infects subject with chosen non-magical disease.

See DM 75

LVL 3

PHB187

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: FORT NEG

CONTINUAL FLAME

Evocation [Light] spell

V,S,M

M: ruby dust (50 MO)

Target/Effect/Area: **Range: 0 ft.**
20 ft. rad. spread light

Makes a permanent, heatless torch.

LVL 3

PHB188

Dur: Permanent CT: 1 a

SR:

Prep:
Used:

 ST: NONE

CREATE FOOD AND WATER

Conjuration (Creation) spell

V,S

Target/Effect/Area: **Range: Close**
Food&water per 3/L humans

Feeds creatures with basic food.

A horse uses 3 human rations.

LVL 3

PHB189

Dur: 24 h CT: 10 m

SR:

Prep:
Used:

 ST: NONE

CURE SERIOUS WOUNDS

Conjuration (Healing) spell

V,S

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

Cures 3d8+1/L hp (max 15L).

Ignores 3 memom. for 10 m.

LVL 3

PHB190

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: WILL HALF(H)

CURSE OF THE BRUTE

Transmutation spell

V,S

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

Enhancement bonus X to Str/Dex/Con, malus -X to Int&Cha (max X = L).

LVL 3

DF 84

Dur: 1/L r CT: 1 a

SR:

Prep:
Used:

 ST: FORT NEG

DAYLIGHT

Evocation [Light] spell

V,S

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

60 ft. radius of bright light.

Counters or dispels any j= Dark. spell.

LVL 3

PHB191

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: NONE

DEEPER DARKNESS

Evocation [Darkness] spell

V,S

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

Absolute darkness in 60 ft. spread.

Counters or dispels any j= Light spell.

LVL 3

PHB191

Dur: 1/L d CT: 1 a

SR:

Prep:
Used:

 ST: NONE

DISPEL MAGIC

Abjuration spell

V,S

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

Cancels magical spells and effects or counter a spell.

Max +10 on caster level check.

LVL 3

PHB197

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: NONE

FLAME OF FAITH

Evocation [Fire] spell

V,S,M

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

Weapon becomes aligned and temporary flaming burst.

LVL 3

DF 86

Dur: 1/L r CT: 1 a

SR:

Prep:
Used:

 ST: NONE

GLYPH OF warding

Abjuration spell

V,S,M

M: diamond dust (400 MO)

Target/Effect/Area: **Range: Touch**
Obj. touched / 5/L ft²

Inscription harms those who pass it: blast 5d8 damage or 3rd lvl. spell.

LVL 3

PHB209

Dur: Perm. until disch. CT: 10 m

SR:

Prep:
Used:

 ST: (*)

HELPING HAND

Evocation spell

V,S,DF

Target/Effect/Area: **Range: 5 miles**
Ghostly hand

Ghostly hand leads subject to you.

LVL 3

PHB213

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: NONE

INFLECT SERIOUS WOUNDS

Necromancy spell

V,S

Range: *Touch*

Target/Effect/Area:
Creature touched

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

LVL 3
PHB217

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: WILL HALF

Yes

INVISIBILITY PURGE

Evocation spell

V,S

Range: *Pers.*

Target/Effect/Area:
You

Dispels invisibility within 5/L ft. from you.

LVL 3
PHB218

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

SR:

Prep:
Used:

 ST: -

-

LESSER REGENERATE

Conjuration (Healing) spell

V,S,DF

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Creature recovers 1 menomation point after long casting.

LVL 3
In house

Dur: Instantaneous CT: (*)

SR:

Prep:
Used:

 ST: FORT NEG(H)

Yes(H)

LESSER TELEPATHIC BOND

Divination [MA] spell

V,S

Range: *30 ft.*

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

Link with subject within 30 ft.

LVL 3
DF 87

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: NONE

No

LOCATE OBJECT

Divination spell

V,S,DF

Range: *Long*

Target/Effect/Area:
Circle up to range

Senses direction toward object (specific or type).

LVL 3
PHB223

Dur: 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: NONE

No

MAGIC CIRCLE AGAINST CHAOS

Abjuration [Law] spell

V,S,DF

Range: *Touch*

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

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

Can be used hold outsiders.

LVL 3
PHB223

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

No(*)

MAGIC CIRCLE AGAINST EVIL

Abjuration [Good] spell

V,S,DF

Range: *Touch*

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

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

Can be used hold outsiders.

LVL 3
PHB223

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

No(*)

MAGIC CIRCLE AGAINST GOOD

Abjuration [Evil] spell

V,S,DF

Range: *Touch*

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

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

Can be used hold outsiders.

LVL 3
PHB223

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

No(*)

MAGIC CIRCLE AGAINST LAW

Abjuration [Chaos] spell

V,S,DF

Range: *Touch*

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

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

Can be used hold outsiders.

LVL 3
PHB223

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

No(*)

MAGIC VESTMENT

Transmutation spell

V,S,DF

Range: *Touch*

Target/Effect/Area:
Armor/shield touched

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

LVL 3
PHB225

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(HO)

Yes(HO)

MASS ENDURE ELEMENTS

Abjuration spell

V,S,DF

Range: *Touch*

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

Subjects ignore 5/round damage from one energy type.

LVL 3
In house

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: NONE

Yes

MELD INTO STONE

Transmutation spell

V,S,DF

Range: *Pers.*

Target/Effect/Area:
You

You and your gear merge with stone.

LVL 3
PHB226

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: -

-

NEGATIVE ENERGY PROTECTION

Abjuration spell

V,S

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Subject resists level and ability drains.

LVL 3
PHB331

Dur: 1/L r CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)

Yes(H)

OBSCURE OBJECT

Abjuration spell

V,S,DF

Range: *Touch*

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

Masks object against divination.

LVL 3
PHB332

Dur: 8 h CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(O)

Yes(O)

PRAYER

Conjuration (Creation) spell

V,S,DF

Range: *30 ft.*

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

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

LVL 3
PHB338

Dur: 1/L r CT: 1 a

SR:

Prep:
Used:

 ST: NONE

Yes

PROTECTION FROM ELEMENTS

Abjuration spell

V,S,DF

Range: *Touch*

Target/Effect/Area:
Creature touched

Absorbs 12/L damage from one kind of energy.

LVL 3
PHB340

Dur: 10/L m or until disch. CT: 1 a

SR:

Prep:
Used:

 ST: NONE

Yes

REGENERATE MODERATE WOUNDS

Conjuration (Healing) spell

V,S

Range: *Touch*

Target/Effect/Area:
Living creat. touched

Fast healing 2 on new damage.

LVL 3
MW 93

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

SR:

Prep:
Used:

 ST: WILL NEG(H)

Yes(H)

REMOVE BLINDNESS/DEAFNESS

Conjuration (Healing) spell

V,S

Range: *Touch*

Target/Effect/Area:
Creature touched

Cures normal or magical affliction.

Counter and dispels Blindness/Deafness

LVL 3
PHB344

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: FORT NEG(H)

Yes(H)

REMOVE CURSE

Abjuration spell

V,S

Range: *Touch*

LVL 3

PHB244

Target/Effect/Area:
Creature or item touched

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)

REMOVE DISEASE

Conjuration (Healing) spell

V,S

Range: *Touch*

LVL 3

PHB244

Target/Effect/Area:
Creature touched

Cures all diseases affecting subject.

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:

FORT NEG(H)

YES(H)

REPAIR

Transmutation spell

V,S

Range: *Close*

LVL 3

In house

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.

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:

WILL NEG(HO)

YES(HO)

SEARING LIGHT

Evocation [Light] spell

V,S

Range: *Medium*

LVL 3

PHB248

Target/Effect/Area:
Ray

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

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:

NONE

YES

SPEAK WITH DEAD

Necromancy [LD] spell

V,S,DF

Range: *10 ft.*

LVL 3

PHB254

Target/Effect/Area:
1 dead creat.

Corpse answers 1/2L questions.

Dur: 1/L m

CT: 10 m

SR:

Prep:
Used:

ST:

(*)

NO

SPEAK WITH PLANTS

Divination spell

V,S

Range: *Pers.*

LVL 3

PHB254

Target/Effect/Area:
You

You can talk to normal plants and plant creatures.

Dur: 1/L m

CT: 1 a

SR:

Prep:
Used:

ST:

-

SPIKES

Transmutation spell

V,S,M

M: a small thorn

Range: *Touch*

LVL 3

DF 90

Target/Effect/Area:
Wooden weap touched

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

Double threat range

Dur: 1/L r

CT: 1 a

SR:

Prep:
Used:

ST:

WILL NEG(HO)

YES(HO)

STONE SHAPE

Transmutation spell

V,S,DF

Range: *Touch*

LVL 3

PHB257

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

Sculpts stone into any shape.

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:

NONE

NO

SUMMON MONSTER III

Conjuration (Summoning) [*] spell

V,S,DF

Range: *Close*

LVL 3

PHB259

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:
Used:

ST:

NONE

NO

SWEET WATER

Divination spell

V,S,M

M: a shovel or a spade

Range: *Long*

LVL 3

DF 90

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.

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:

NONE

NO

SWORD STREAM

Evocation spell

V,S

Range: *Close*

LVL 3

DF 90

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

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

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:

REFL HALF

YES

WATER BREATHING

Transmutation spell

V,S,DF

Range: *Touch*

LVL 3

PHB271

Target/Effect/Area:
Living creat. touched

Subjects can breathe underwater. Duration can be shared.

Dur: 2/L h (*)

CT: 1 a

SR:

Prep:
Used:

ST:

WILL NEG(H)

YES(H)

WATER WALK

Transmutation spell

V,S,DF

Range: *Touch*

LVL 3

PHB371

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

Subject treads on water as if solid.

Dur: 10/L m

CT: 1 a

SR:

Prep:
Used:

ST:

WILL NEG(H)

YES(H)

WIND WALL

Evocation spell

V,S,DF

Range: *Medium*

LVL 3

PHB273

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

Deflects arrows, smaller creatures, and gases.

Dur: 1/L r

CT: 1 a

SR:

Prep:
Used:

ST:

NONE

YES

UNUSED SLOT

Universal spell

-

Range: *Pers.*

LVL 4

PHB156

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:

-

-

AIR WALK

Transmutation spell

V,S,DF

Range: *Touch*

LVL 4

PHB172

Target/Effect/Area:
Creat. touched up to Garg.

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

Dur: 10/L m

CT: 1 a

SR:

Prep:
Used:

ST:

NONE

YES(H)

BEAST CLAWS

Transmutation spell

V,S,M

M: bird claw

Range: *Pers.*

LVL 4

DF 81

Target/Effect/Area:
You

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

Dur: 1/L r

CT: 1 a

SR:

Prep:
Used:

ST:

-

-

CASTIGATE

Evocation [Sonic] spell

V

Range: *10 ft.*

LVL 4

DF 83

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

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

Dur: Instantaneous

CT: 1 a

SR:

Prep:
Used:

ST:

FORT HALF

YES

CONTROL WATER

V,S,DF *Transmutation* spell

Target/Effect/Area: Range: *Long* **LVL 4**
Water in [10x10x2]/L ft. (S)

Raises or lowers bodies of water. **PHB188**

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

Prep:
Used:

 ST: NONE

CURE CRITICAL WOUNDS

V,S *Conjuration (Healing)* spell

Target/Effect/Area: Range: *Touch* **LVL 4**
Creature touched

Cures 4d8+1/L hp (max 20L).
Ignores 4 memom. for 10 m. **PHB190**

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: YES(H) WILL HALF(H)

DEATH WARD

V,S,DF *Necromancy* spell

Target/Effect/Area: Range: *Touch* **LVL 4**
Living creat. touched

Grants immunity to death spells and effects. **PHB191**

Dur: 10/L m CT: 1 a
SR:

Prep:
Used:

 ST: NONE

DIMENSIONAL ANCHOR

V,S *Abjuration* spell

Target/Effect/Area: Range: *Medium* **LVL 4**
Ray

Bars extradimensional movement of creature or object. **PHB195**

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

Prep:
Used:

 ST: YES(O) NONE

DISCERN LIES

V,S,DF *Divination* spell

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

Reveals deliberate falsehoods. **PHB195**

Dur: Conc. up to 1/L r CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG

DISMISSAL

V,S,DF *Abjuration* spell

Target/Effect/Area: Range: *Close* **LVL 4**
1 extraplanar creat.

Forces a creature to return to native plane. **PHB196**

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: YES WILL NEG

DIVINATION

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

Target/Effect/Area: Range: *Pers.* **LVL 4**
You

Provides useful advice for specific proposed actions. **PHB197**

Dur: Instantaneous CT: 10 m
SR:

Prep:
Used:

 ST: -

DIVINE POWER

V,S,DF *Evocation* spell

Target/Effect/Area: Range: *Pers.* **LVL 4**
You

You gain base attack bonus, Enhancement bonus to 18 Str, and 1/L temporary hp. **PHB197**

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

Prep:
Used:

 ST: -

DIVINE STORM

V,S,DF *Evocation* spell

Target/Effect/Area: Range: *Close* **LVL 4**
Disk of weap. up to 30 ft. rad.

Spinning disk of weapons deals 1d6+2/L damage (max 10L). **DF 85**

Dur: Concentration CT: 1 f r
SR:

Prep:
Used:

 ST: YES REFL NEG

FREEDOM OF MOVEMENT

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

Target/Effect/Area: Range: *Touch* **LVL 4**
Creature touched

Subject moves normally despite impediments. **PHB207**

Target can be "You"

Dur: 10/L m CT: 1 a
SR:

Prep:
Used:

 ST: YES(H) NONE

GIANT VERMIN

V,S,DF *Transmutation* spell

Target/Effect/Area: Range: *Close* **LVL 4**
1-3 vermin in 30 ft. diam.

Turns insects into giant vermin. **PHB209**

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

Prep:
Used:

 ST: YES NONE

GREATER MAGIC WEAPON

V,S,DF *Transmutation* spell

Target/Effect/Area: Range: *Close* **LVL 4**
1 weapon

Gives +1/3L Enhancement bonus (max +5) to weapon. **PHB210**

If you are good is weapon is blessed

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

Prep:
Used:

 ST: YES(HO) WILL NEG(HO)

HARRIER

V,S *Conjuration (Creation)* spell

Target/Effect/Area: Range: *Close* **LVL 4**
Creature created

Summons an incorporeal bird of prey to fight for you. **DF 87**

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

Prep:
Used:

 ST: NONE

IMBUE WITH SPELL ABILITY

V,S,DF *Evocation* spell

Target/Effect/Area: Range: *Touch* **LVL 4**
Creature touched

Transfer spells to subject. **PHB216**

Dur: Perm. until disch. CT: 10 m
SR:

Prep:
Used:

 ST: YES(H) WILL NEG(H)

INFLECT CRITICAL WOUNDS

V,S *Necromancy* spell

Target/Effect/Area: Range: *Touch* **LVL 4**
Creature touched

Touch, 4d8+1/L damage (max 20L). **PHB217**

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: YES WILL HALF

LESSER PLANAR ALLY

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

Target/Effect/Area: Range: *Close* **LVL 4**
1 outsider up to 8 HD

Exchange services with called outsider. **PHB221**

Dur: Instantaneous CT: 10 m
SR:

Prep:
Used:

 ST: NO NONE

NEUTRALIZE POISON

V,S,DF *Conjuration (Healing)* spell

Target/Effect/Area: Range: *Touch* **LVL 4**
1 creat./obj up to 1/L ft³

Detoxifies venom in or on subject. **PHB232**

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: YES(HO) WILL NEG(HO)

OBSCURE CREATURE

V,S,DF *Abjuration* spell

Target/Effect/Area: Range: *Touch* **LVL 4**
Creature touched

Masks creature against divination. **In house**

Dur: 8 h CT: 1 a
SR:

Prep:
Used:

 ST: YES(H) 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.

DC is 10+1/2L+ Wis modifier

Dur: Instantaneous

CT: 1 a

SR:

YES

Prep:
Used:

ST:

FORT NEG

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.

Dur: 1/L r

CT: 1 a

SR:

YES

Prep:
Used:

ST:

NONE

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.

Dur: 10/L m

CT: 1 a

SR:

YES

Prep:
Used:

ST:

NONE(*)

RESTORATION

Conjuration (Healing) spell

V,S,M

M: diamond dust (100 MO)

Range: *Touch*

LVL 4

Target/Effect/Area:

Creature touched

Restores level and ability score drains.

Dur: Instantaneous

CT: 3 r

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

SENDING

Evocation spell

V,S,DF

Range: *(*)*

LVL 4

Target/Effect/Area:

1 known creature

Delivers short message anywhere, instantly to known creature.

Dur: 1 r

CT: 10 m

SR:

NO

Prep:
Used:

ST:

NONE

SPELL IMMUNITY

Abjuration spell

V,S,DF

Range: *Touch*

LVL 4

Target/Effect/Area:

Creature touched

Subject is immune to 1/4L spells.

Dur: 10/L m

CT: 1 a

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

STATUS

Divination spell

V,S

Range: *Touch*

LVL 4

Target/Effect/Area:

1/3L creat. touched

Monitors condition, position of allies.

Dur: 1/L h

CT: 1 a

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

SUMMON MONSTER IV

Conjuration (Summoning) []* spell

V,S,DF

Range: *Close*

LVL 4

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:

NO

Prep:
Used:

ST:

NONE

TONGUES

Divination spell

V,DF

Range: *Touch*

LVL 4

Target/Effect/Area:

Creature touched

Creature can understand and speak any language.

Dur: 10/L m

CT: 1 a

SR:

NO

Prep:
Used:

ST:

NONE

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.

Dur: 1/L d

CT: 1 f r

SR:

YES

Prep:
Used:

ST:

NONE

WEAPON OF THE DEITY

Transmutation spell

V,F,DF

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.

Dur: 1/L r

CT: 1 a

SR:

YES(HO)

Prep:
Used:

ST:

WILL NEG(HO)

UNUSED SLOT

Universal spell

-

Range: *Pers.*

LVL 5

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:

-

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.

Dur: Instantaneous

CT: 1 h

SR:

YES

Prep:
Used:

ST:

NONE

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.

Dur: 1/L r

CT: 1 a

SR:

NO

Prep:
Used:

ST:

WILL NEG

BLIGHT

Necromancy spell

V,S,DF

Range: *(*)*

LVL 5

Target/Effect/Area:

100 ft. rad. spread/1 plant creat.

Deal 1/L d6 (max 15L) to a plant creature or blight in area.

Plant creature can half dmg with Fort save.

Dur: Instantaneous

CT: 1 a

SR:

YES

Prep:
Used:

ST:

(*)

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.

Dur: Instantaneous

CT: 1 m

SR:

NO

Prep:
Used:

ST:

NONE

CIRCLE OF DOOM

Necromancy spell

V,S

Range: *20 ft.*

LVL 5

Target/Effect/Area:

Living enemies within 20 ft.

Deals 1d8+1/L damage (max 20L) in all directions.

All undeads are cured.

Dur: Instantaneous

CT: 1 a

SR:

YES

Prep:
Used:

ST:

FORT HALF

COMMUNE

Divination spell

V,S,M,DF,XP

Range: *Pers.*

LVL 5

Target/Effect/Area:

You

Deity answers 1/L yes/no questions.

"Unclear" is legitimate answer.

Dur: 1/L r

CT: 10 m

SR:

-

Prep:
Used:

ST:

-

DIVINE AGILITY

V,S *Transmutation* spell

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 **CT: 1 a**
SR:

Prep:
Used:

 ST: WILL NEG(H)

DISPEL CHAOS

V,S,DF *Abjuration [Law]* spell

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:

 (*)

DISPEL EVIL

V,S,DF *Abjuration [Good]* spell

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

V,S,DF *Abjuration [Evil]* spell

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

V,S,DF *Abjuration [Chaos]* spell

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

V,S *Transmutation* spell

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

You become ethereal.

Dur: 1/L r (D) **CT: 1 a**
SR:

Prep:
Used:

 -

FLAME STRIKE

V,S,DF *Evocation [Fire]* spell

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 **CT: 1 a**
SR:

Prep:
Used:

 REF. HALF

GREATER COMMAND

V *Enchantment (Compulsion) [LD, MA]* spell

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:

 WILL NEG(*)

HALLOW

V,S,M,DF,XP *Evocation [Good]* spell

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

V,S *Conjuration (Healing)* spell

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) FORT HALF(H)

INSECT PLAGUE

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

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 f r**
SR:

Prep:
Used:

 (*)

MARK OF JUSTICE

V,S,DF *Transmutation* spell

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

Designates action that will trigger curse on subject.

Dur: Permanent **CT: 10 m**
SR:

Prep:
Used:

 YES NONE

MASS RESIST ELEMENTS

V,S,DF *Abjuration* spell

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

Subjects ignore 12/round damage from one energy type.

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

Prep:
Used:

 NONE

PLANE SHIFT

V,S,F *Transmutation* spell

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:

 WILL NEG

RAISE DEAD

V,S,M,DF *Conjuration (Healing)* spell

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 m**
SR:

Prep:
Used:

 YES NONE

REGENERATE SERIOUS WOUNDS

V,S *Conjuration (Healing)* spell

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

Fast healing 3 on new damage.

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

Prep:
Used:

 YES(H) WILL NEG(H)

RIGHTEOUS MIGHT

V,S,DF *Transmutation* spell

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

You and your gear increase in size.

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

Prep:
Used:

 -

SCRYING

V,S,F,DF *Divination* spell

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

Spies on subject from a distance.

Dur: 1/L m **CT: 1 h**
SR:

Prep:
Used:

 NO NONE

SLAY LIVING

Necromancy [Death] spell
V,S

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

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: FORT PART
YES

SPELL RESISTANCE

Abjuration spell
V,S,DF

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

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

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

SUMMON MONSTER V

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

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

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

Prep:
Used:

 ST: NONE
No

TRUE SEEING

Divination spell
V,S,M

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

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

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

WALL OF STONE

Conjuration (Creation) spell
V,S,DF

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

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: (*)
No

UNUSED SLOT

Universal spell
-

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

Dur: Until used CT: 15 m
SR:

Prep:
Used:

 ST: -

ANIMATE OBJECTS

Transmutation spell
V,S

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

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

Prep:
Used:

 ST: NONE
No

ANTILIFE SHELL

Abjuration spell
V,S,DF

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

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

Prep:
Used:

 ST: NONE
YES

BANISHMENT

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

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

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG
YES

BLADE BARRIER

Evocation spell
V,S

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

Dur: 10/L m CT: 1 f r
SR:

Prep:
Used:

 ST: REFL NEG(*)
YES

CREATE UNDEAD

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

Target/Effect/Area: **Range: Close**
1 corpse.
Creates Ghouls, shadows, ghastrs, wights, or wraiths.

Dur: Instantaneous CT: 1 h
SR:

Prep:
Used:

 ST: NONE
No

ENERGY IMMUNITY

Abjuration spell
V,S

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

Dur: 24 h CT: 1 a
SR:

Prep:
Used:

 ST: NONE
YES

ETHEREALNESS

Transmutation spell
V,S

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

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

Prep:
Used:

 ST: NONE
YES

FIND THE PATH

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

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

Dur: 10/L m CT: 3 r
SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

FORBIDDANCE

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

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

Dur: Permanent CT: 6 r
SR:

Prep:
Used:

 ST: (*)
YES

QUEST

Enchantment (Compulsion) [LD, MA] spell
V

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

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

Prep:
Used:

 ST: NONE
YES

GREATER DISPEL MAGIC

Abjuration spell
V,S

Target/Effect/Area: **Range: Medium**
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 CT: 1 a
SR:

Prep:
Used:

 ST: NONE
No

GREATER GLYPH OF warding

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

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

Dur: Perm. until disch. CT: 10 m
SR:

Prep:
Used:

 ST: (*)
YES(O)

HARM

Necromancy spell

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:

YES

Prep:
Used:

ST:

NONE

HEAL

Conjuration (Healing) spell

V,S

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:

YES(H)

Prep:
Used:

ST:

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:

YES(H)

Prep:
Used:

ST:

NONE

PLANAR ALLY

Conjuration (Calling) []* spell

V,S,DF

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:

No

Prep:
Used:

ST:

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.

MM 92

Dur: 10 + 1/L r

CT: 1 a

SR:

YES(H)

Prep:
Used:

ST:

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:

No

Prep:
Used:

ST:

NONE

UNDEATH TO DEATH

Necromancy spell

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:

YES

Prep:
Used:

ST:

WILL NEG

WIND WALK

Transmutation spell

V,S,DF

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.

PHB272

Dur: 1/L h (D)

CT: 1 a

SR:

YES(H)

Prep:
Used:

ST:

WILL NEG(H)

WORD OF RECALL

Transmutation [Teleportation] spell

V

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.

PHB274

Dur: Instantaneous

CT: 1 a

SR:

YES(HO)

Prep:
Used:

ST:

WILL NEG(HO)