

UNUSED SLOT		CREATE WATER		CURE MINOR WOUNDS		DETECT MAGIC		DETECT POISON		GUIDANCE	
Universal	spell	Conjuration (Creation)	spell	Conjuration (Healing)	spell	Divination	spell	Divination	spell	Divination	spell
-		V,S		V,S		V,S		V,S		V,S	
Target/Effect/Area:	Range: Pers.	Target/Effect/Area:	Range: Close	Target/Effect/Area:	Range: Touch	Target/Effect/Area:	Range: 60 ft.	Target/Effect/Area:	Range: Close	Target/Effect/Area:	Range: Touch
You	LVL 0	2/L gallons of pure water	LVL 0	Creature touched	LVL 0	Quarter Circle	LVL 0	1 creat./obj. or 5 ft. cube	LVL 0	Creature touched	LVL 0
You can prepare a spell of this level or below later.	PHB156	Creates pure water.	PHB189	Cures 1 hp.	PHB190	Detects spells and magic items within 60 ft.	PHB193	Detects poison in one creature or object.	PHB193	+1 Competence bonus on one roll, save, or check.	PHB211
Dur: Until used	CT: 15 m	Dur: Instantaneous	CT: 1 a	Dur: Instantaneous	CT: 1 a	Dur: Conc. up to 1/L m	CT: 1 a	Dur: Instantaneous	CT: 1 a	Dur: 1 m or until disch.	CT: 1 a
SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:
-	Used:	No	Used:	YES(H)	Used:	No	Used:	No	Used:	YES	Used:
					WILL HALF(H)						

INFLECT MINOR WOUNDS		LIGHT		MENDING		PURIFY FOOD AND DRINK		READ MAGIC		RESISTANCE	
Necromancy	spell	Evocation [Light]	spell	Transmutation	spell	Universal	spell	Universal	spell	Abjuration	spell
V,S		V,DF		V,S		V,S		V,S,F		V,S,DF	
Target/Effect/Area:	Range: Touch	Target/Effect/Area:	Range: Touch	Target/Effect/Area:	Range: 10 ft.	Target/Effect/Area:	Range: 10 ft.	Target/Effect/Area:	Range: Pers.	Target/Effect/Area:	Range: Touch
Creature touched	LVL 0	Object touched	LVL 0	1 object up to 1 lb.	LVL 0	1/L ft. ³ of food and water	LVL 0	You	LVL 0	Creature touched	LVL 0
Touch attack, 1 point of damage.	PHB217	Object shines like a torch.	PHB222	Makes minor repairs on an object.	PHB227	Purifies food or water.	PHB241	Read scrolls and spellbooks.	PHB243	Subject gains +1 Resistance bonus on saves.	PHB245
Dur: Instantaneous	CT: 1 a	Dur: 10/L m (D)	CT: 1 a	Dur: Instantaneous	CT: 1 a	Dur: Instantaneous	CT: 1 a	Dur: 10/L m	CT: 1 a	Dur: 1 m	CT: 1 a
SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:
YES	Used:	No	Used:	YES(HO)	Used:	YES(O)	Used:	-	Used:	YES(H)	Used:
					WILL NEG(HO)						WILL NEG(H)

VIRTUE		UNUSED SLOT		BANE		BLESS		BLESS WATER		BURIAL BLESSING	
Transmutation	spell	Universal	spell	Enchantment (Compulsion)	spell	Enchantment (Compulsion)	spell	Transmutation [Good]	spell	Abjuration [Good]	spell
V,S,DF		-		V,S,DF		V,S,DF		V,S,M		V,S,M,XP	
Target/Effect/Area:	Range: Touch	Target/Effect/Area:	Range: Pers.	Target/Effect/Area:	Range: 50 ft.	Target/Effect/Area:	Range: 50 ft.	Target/Effect/Area:	Range: Touch	Target/Effect/Area:	Range: Touch
Creature touched	LVL 0	You	LVL 1	All enemies within 50 ft.	LVL 1	All enemies within 50 ft.	LVL 1	Flask of water touched	LVL 1	Corpse touched	LVL 1
Subject gains 1 temporary hp.	PHB369	You can prepare a spell of this level or below later.	PHB156	Enemies suffer -1 Morale penalty to attacks and saves against fear.	PHB177	Allies gain +1 Morale bonus to attack and saves against fear.	PHB180	Makes 1 pint of holy water.	PHB180	Wards a corpse from evil influences and effects.	DF 83
Dur: 1 m	CT: 1 a	Dur: Until used	CT: 15 m	Dur: 1/L m	CT: 1 a	Dur: 1/L m	CT: 1 a	Dur: Instantaneous	CT: 1 m	Dur: Permanent	CT: 10 m
SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:	SR:	Prep:
YES(H)	Used:	-	Used:	YES	Used:	YES(H)	Used:	YES(O)	Used:	(*)	Used:
					WILL NEG						(*)

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:

 ST: WILL NEG

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:

 ST: NONE

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:

 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:

 ST: WILL NEG

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:

 ST: NONE

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:

 ST: NONE

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:

 ST: -

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:

 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:

 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:

 ST: YES(H) WILL HALF(H)

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:

 ST: NONE

INFLECT LIGHT WOUNDS

Necromancy spell

V,S

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

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

Dur: Instantaneous

SR:

Prep:
Used:

 ST: YES WILL HALF

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:

 ST: WILL NEG(O)

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:

 ST: NONE

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:

 ST: WILL NEG

DEATHWATCH

Necromancy spell

V,S

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

Sees how near death subjects are.

Dur: 10/L m

SR:

Prep:
Used:

 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:

 ST: -

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:

 ST: WILL NEG(HO)

MAGIC WEAPON

V,S,DF *Transmutation* spell

Target/Effect/Area: *Weapon touched*
Range: *Touch*
LVL 1
PHB225

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

Prep:
Used:

 ST: WILL NEG(HO)
YES(HO)

OBSCURING MIST

V,S *Conjuration (Creation)* spell

Target/Effect/Area: *Cloud 30 ft. rad, 20 ft. high*
Range: *30 ft.*
LVL 1
PHB233

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

Prep:
Used:

 ST: NONE
No

PROTECTION FROM CHAOS

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

Target/Effect/Area: *Creature touched*
Range: *Touch*
LVL 1
PHB240

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

Prep:
Used:

 ST: WILL NEG(H)
No(*)

PROTECTION FROM EVIL

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

Target/Effect/Area: *Creature touched*
Range: *Touch*
LVL 1
PHB240

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

Prep:
Used:

 ST: WILL NEG(H)
No(*)

PROTECTION FROM GOOD

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

Target/Effect/Area: *Creature touched*
Range: *Touch*
LVL 1
PHB240

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

Prep:
Used:

 ST: WILL NEG(H)
No(*)

PROTECTION FROM LAW

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

Target/Effect/Area: *Creature touched*
Range: *Touch*
LVL 1
PHB240

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

Prep:
Used:

 ST: WILL NEG(H)
No(*)

RANDOM ACTION

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

Target/Effect/Area: *1 living creature.*
Range: *Close*
LVL 1
PHB242

Dur: 1 r CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG
YES

REGENERATE LIGHT WOUNDS

V,S *Conjuration (Healing)* spell

Target/Effect/Area: *Living creat. touched*
Range: *Touch*
LVL 1
MW 92

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

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

REMOVE FEAR

V,S *Abjuration* spell

Target/Effect/Area: *1+1/4L creat. in 30 ft. diam.*
Range: *Close*
LVL 1
PHB245

Dur: 10 m (*) CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

SANCTUARY

V,S,DF *Abjuration* spell

Target/Effect/Area: *Creature touched*
Range: *Touch*
LVL 1
PHB247

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

Prep:
Used:

 ST: WILL NEG
No

SHIELD OF FAITH

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

Target/Effect/Area: *Creature touched*
Range: *Touch*
LVL 1
PHB251

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

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

SUMMON MONSTER I

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

Target/Effect/Area: *1 summoned creat.*
Range: *Close*
LVL 1
PHB258

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

Prep:
Used:

 ST: NONE
No

UNUSED SLOT

- *Universal* spell

Target/Effect/Area: *You*
Range: *Pers.*
LVL 2
PHB156

Dur: Until used CT: 15 m
SR:

Prep:
Used:

 ST: -
-

AID

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

Target/Effect/Area: *Living creat. touched*
Range: *Touch*
LVL 2
PHB172

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

Prep:
Used:

 ST: NONE
YES(H)

ANIMAL MESSENGER

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

Target/Effect/Area: *1 tiny animal*
Range: *Close*
LVL 2
PHB173

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

Prep:
Used:

 ST: NONE
YES

AUGURY

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

Target/Effect/Area: *You*
Range: *Pers.*
LVL 2
PHB177

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: -
-

BRAMBLES

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

Target/Effect/Area: *Wooden weap. touched*
Range: *Touch*
LVL 2
DF 82

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

Prep:
Used:

 ST: WILL NEG(HO)
YES(HO)

BULL'S STRENGTH

V,S,DF *Transmutation* spell

Target/Effect/Area: *Creature touched*
Range: *Touch*
LVL 2
PHB181

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

Prep:
Used:

 ST: WILL NEG(H)
YES(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.

LVL 2 PHB182

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.

LVL 2 PHB187

Dur: 2/L h CT: 1 a

SR:

Prep:
Used:

 ST: 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.

LVL 2 PHB190

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: WILL HALF(H)
YES(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.

LVL 2 PHB190

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

SR:

Prep:
Used:

 ST: NONE
No

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.

LVL 2 PHB191

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG
YES

DELAY POISON

Conjuration (Healing) spell

V,S,DF

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

Stops poison from harming subject.

LVL 2 PHB191

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: FORT NEG(H)
YES(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.

LVL 2 PHB192

Dur: 2/L h CT: 1 a

SR:

Prep:
Used:

 ST: 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.

LVL 2 DF 85

Dur: 1/L r CT: 1 a

SR:

Prep:
Used:

 ST: FORT HALF
YES

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.

LVL 2 DF 85

Dur: 1/L r CT: 1 a

SR:

Prep:
Used:

 ST: FORT HALF
YES

EAGLE SPLENDOR

Transmutation spell

V,S,DF

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

Subject gains 1d4+1 Enhancement bonus to Cha.

LVL 2 TB 87

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

ENDURANCE

Transmutation spell

V,S,DF

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

Subject gains 1d4+1 Enhancement bonus to Con.

LVL 2 PHB199

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

ENTHRALL

Enchantment (Charm) [LD, MA, Sonic] spell

V,S

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

Captivates all within range.

LVL 2 PHB200

Dur: Up to 1 h CT: 1 f r

SR:

Prep:
Used:

 ST: WILL NEG(*)
YES

FILTER

Abjuration spell

V,S,DF

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

Protects from noxious or toxic air

LVL 2 TB 89

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

FIND TRAPS

Divination spell

V,S

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

Notice traps as a rogue does.

LVL 2 PHB203

Dur: 1/L m CT: 1 a

SR:

Prep:
Used:

 ST: -
-

FOX CUNNING

Transmutation spell

V,S,DF

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

Subject gains 1d4+1 Enhancement bonus to Int.

LVL 2 TB 89

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(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

LVL 2 TB 90

Dur: 10/L m CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

GENTLE REPOSE

Necromancy spell

V,S,DF

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

Preserves one corpse.

LVL 2 PHB208

Dur: 1/L d CT: 1 a

SR:

Prep:
Used:

 ST: WILL NEG(O)
YES(O)

HOLD PERSON

Enchantment (Compulsion) [MA] spell

V,S,DF

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

Holds one person helpless.

LVL 2 PHB214

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

SR:

Prep:
Used:

 ST: WILL NEG
YES

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.

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.

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.

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.

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.

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.

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.

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

Dur: Instantaneous CT: 1 a

SR:

Prep:
Used:

 ST: FORT NEG

CONTINUAL FLAME

Evocation [Light] spell

V,S,M

Range: *0 ft.*

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

Makes a permanent, heatless torch.

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.

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.

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).

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.

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.

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.

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.

Dur: 1/L r CT: 1 a

SR:

Prep:
Used:

 ST: NONE

GLYPH OF warding

Abjuration spell

V,S,M

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

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

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.

Dur: 1/L h CT: 1 a

SR:

Prep:
Used:

 ST: NONE

INFLECT SERIOUS WOUNDS

Necromancy spell
V,S

Target/Effect/Area: *Range: Touch* LVL 3
Creature touched
Touch, 3d8 +1/L damage (max 15L). PHB217

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: WILL HALF
YES

INVISIBILITY PURGE

Evocation spell
V,S

Target/Effect/Area: *Range: Pers.* LVL 3
You
Dispels invisibility within 5/L ft. from you. PHB218

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

Prep:
Used:

 ST: -
-

LESSER REGENERATE

Conjuration (Healing) spell
V,S,DF

Target/Effect/Area: *Range: Touch* LVL 3
Living creat. touched
Creature recovers 1 menomation point after long casting. In house

Dur: Instantaneous CT: (*)
SR:

Prep:
Used:

 ST: FORT NEG(H)
YES(H)

LESSER TELEPATHIC BOND

Divination [MA] spell
V,S

Target/Effect/Area: *Range: 30 ft.* LVL 3
You and 1 willing creat.
Link with subject within 30 ft. DF 87

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

Prep:
Used:

 ST: NONE
No

LOCATE OBJECT

Divination spell
V,S,DF

Target/Effect/Area: *Range: Long* LVL 3
Circle up to range
Senses direction toward object (specific or type). PHB223

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

Prep:
Used:

 ST: NONE
No

MAGIC CIRCLE AGAINST CHAOS

Abjuration [Law] spell
V,S,DF

Target/Effect/Area: *Range: Touch* LVL 3
10 ft. rad eman. around creat.
+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outside. PHB223
Can be used hold outsiders.

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

Target/Effect/Area: *Range: Touch* LVL 3
10 ft. rad eman. around creat.
+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outside. PHB223
Can be used hold outsiders.

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

Target/Effect/Area: *Range: Touch* LVL 3
10 ft. rad eman. around creat.
+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outside. PHB223
Can be used hold outsiders.

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

Target/Effect/Area: *Range: Touch* LVL 3
10 ft. rad eman. around creat.
+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outside. PHB223
Can be used hold outsiders.

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

Prep:
Used:

 ST: WILL NEG(H)
No(*)

MAGIC VESTMENT

Transmutation spell
V,S,DF

Target/Effect/Area: *Range: Touch* LVL 3
Armor/shield touched
Armor or shield gains +1/3L Enhancement bonus (max +5). 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

Target/Effect/Area: *Range: Touch* LVL 3
1/L touched creat.
Subjects ignore 5/round damage from one energy type. In house

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

Prep:
Used:

 ST: NONE
YES

MELD INTO STONE

Transmutation spell
V,S,DF

Target/Effect/Area: *Range: Pers.* LVL 3
You
You and your gear merge with stone. PHB226

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

Prep:
Used:

 ST: -
-

NEGATIVE ENERGY PROTECTION

Abjuration spell
V,S

Target/Effect/Area: *Range: Touch* LVL 3
Living creat. touched
Subject resists level and ability drains. PHB331

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

Prep:
Used:

 ST: WILL NEG(H)
YES(H)

OBSURE OBJECT

Abjuration spell
V,S,DF

Target/Effect/Area: *Range: Touch* LVL 3
Touched obj. up to 100/L lb.
Masks object against divination. PHB332

Dur: 8 h CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG(O)
YES(O)

PRAYER

Conjuration (Creation) spell
V,S,DF

Target/Effect/Area: *Range: 30 ft.* LVL 3
Creat. in 30 ft. rad. burst
Allies gain +1 Luck bonus on most rolls; enemies suffer -1. PHB338

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

Prep:
Used:

 ST: NONE
YES

PROTECTION FROM ELEMENTS

Abjuration spell
V,S,DF

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

Target/Effect/Area: *Range: Touch* LVL 3
Living creat. touched
Fast healing 2 on new damage. MAW 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

Target/Effect/Area: *Range: Touch* LVL 3
Creature touched
Cures normal or magical affliction. Counter and dispels Blindness/Deafness. PHB344

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: FORT NEG(H)
YES(H)

<p>REMOVE CURSE</p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p>Target/Effect/Area: Range: Touch</p> <p><i>Creature or item touched</i></p> <p>Frees object or person from curse.</p> <p>Counter and dispels Bestow Curse</p> <p>Dur: Instantaneous CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: WILL NEG(H)</p> <p>YES(H)</p> <p>LVL 3 PHB244</p>	Prep:	Used:	<p>REMOVE DISEASE</p> <p><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p>Target/Effect/Area: Range: Touch</p> <p><i>Creature touched</i></p> <p>Cures all diseases affecting subject.</p> <p>Dur: Instantaneous CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: FORT NEG(H)</p> <p>YES(H)</p> <p>LVL 3 PHB244</p>	Prep:	Used:	<p>REPAIR</p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S</p> <p>Target/Effect/Area: Range: Close</p> <p><i>1 object up to 10/L ft³</i></p> <p>Fully repairs an object up to 5%/2L mass loss; cures 1d4 damage to magical object.</p> <p>Dur: Instantaneous CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: WILL NEG(HO)</p> <p>YES(HO)</p> <p>LVL 3 In house PHB248</p>	Prep:	Used:	<p>SEARING LIGHT</p> <p><i>Evocation [Light]</i> <small>spell</small></p> <p>V,S</p> <p>Target/Effect/Area: Range: Medium</p> <p><i>Ray</i></p> <p>Ray deals 1/2L d8 (max 5d8) damage. Inflicted damage varies on creature type.</p> <p>Dur: Instantaneous CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: NONE</p> <p>YES</p> <p>LVL 3 PHB248</p>	Prep:	Used:	<p>SPEAK WITH DEAD</p> <p><i>Necromancy [LD]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Target/Effect/Area: Range: 10 ft.</p> <p><i>1 dead creat.</i></p> <p>Corpse answers 1/2L questions.</p> <p>Dur: 1/L m CT: 10 m</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: (*)</p> <p>No</p> <p>LVL 3 PHB254</p>	Prep:	Used:	<p>SPEAK WITH PLANTS</p> <p><i>Divination</i> <small>spell</small></p> <p>V,S</p> <p>Target/Effect/Area: Range: Pers.</p> <p><i>You</i></p> <p>You can talk to normal plants and plant creatures.</p> <p>Dur: 1/L m CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: -</p> <p>-</p> <p>LVL 3 PHB254</p>	Prep:	Used:
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<p>SPIKES</p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,M</p> <p>M: a small thorn</p> <p>Target/Effect/Area: Range: Touch</p> <p><i>Wooden weap touched</i></p> <p>Weapon gets +2 attattack, +1/3L damage (max +5) Enhancement bonus.</p> <p>Double threat range</p> <p>Dur: 1/L r CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: WILL NEG(HO)</p> <p>YES(HO)</p> <p>LVL 3 DF 90 PHB257</p>	Prep:	Used:	<p>STONE SHAPE</p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Target/Effect/Area: Range: Touch</p> <p><i>Stone up to 10 + 1/L ft³</i></p> <p>Sculpts stone into any shape.</p> <p>Dur: Instantaneous CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: NONE</p> <p>No</p> <p>LVL 3 PHB257</p>	Prep:	Used:	<p>SUMMON MONSTER III</p> <p><i>Conjuration (Summoning) [*]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Target/Effect/Area: Range: Close</p> <p><i>1 or more summoned creat.</i></p> <p>Calls outsider(s) to fight for you.</p> <p>Dur: 1/L r (D) CT: 1 f r</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: NONE</p> <p>No</p> <p>LVL 3 PHB259</p>	Prep:	Used:	<p>SWEET WATER</p> <p><i>Divination</i> <small>spell</small></p> <p>V,S,M</p> <p>M: a shovel or a spade</p> <p>Target/Effect/Area: Range: Long</p> <p><i>Well shaft 10 ft. diam 100 ft. deep</i></p> <p>Creates a well to fresh water up to 100 ft. down if water is found.</p> <p>Dur: Instantaneous CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: NONE</p> <p>No</p> <p>LVL 3 DF 90</p>	Prep:	Used:	<p>SWORD STREAM</p> <p><i>Evocation</i> <small>spell</small></p> <p>V,S</p> <p>Target/Effect/Area: Range: Close</p> <p><i>Area 5 ft. wide up to range.</i></p> <p>Area of droplets, 1d8 +1/L damage. (max 10L)</p> <p>Dur: Instantaneous CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: REFL HALF</p> <p>YES</p> <p>LVL 3 DF 90</p>	Prep:	Used:	<p>WATER BREATHING</p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Target/Effect/Area: Range: Touch</p> <p><i>Living creat. touched</i></p> <p>Subjects can breathe underwater. Duration can be shared.</p> <p>Dur: 2/L h (*) CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: WILL NEG(H)</p> <p>YES(H)</p> <p>LVL 3 PHB271</p>	Prep:	Used:
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<p>WATER WALK</p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Target/Effect/Area: Range: Touch</p> <p><i>1/L touched creat.</i></p> <p>Subject treads on water as if solid.</p> <p>Dur: 10/L m CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: WILL NEG(H)</p> <p>YES(H)</p> <p>LVL 3 PHB371</p>	Prep:	Used:	<p>WIND WALL</p> <p><i>Evocation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Target/Effect/Area: Range: Medium</p> <p><i>Wall 5/L ft. high, 10/L ft. wide (S)</i></p> <p>Deflects arrows, smaller creatures, and gases.</p> <p>Dur: 1/L r CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: NONE</p> <p>YES</p> <p>LVL 3 PHB273</p>	Prep:	Used:	<p>UNUSED SLOT</p> <p><i>Universal</i> <small>spell</small></p> <p>-</p> <p>Target/Effect/Area: Range: Pers.</p> <p><i>You</i></p> <p>You can prepare a spell of this level or below later.</p> <p>Dur: Until used CT: 15 m</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: -</p> <p>-</p> <p>LVL 4 PHB156</p>	Prep:	Used:	<p>AIR WALK</p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Target/Effect/Area: Range: Touch</p> <p><i>Creat. touched up to Garg.</i></p> <p>Subject treads on air as if solid (climb at 45° angle).</p> <p>Dur: 10/L m CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: NONE</p> <p>YES(H)</p> <p>LVL 4 PHB172</p>	Prep:	Used:	<p>BEAST CLAWS</p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,M</p> <p>M: bird claw</p> <p>Target/Effect/Area: Range: Pers.</p> <p><i>You</i></p> <p>Your hands became slashing weapon [1d6, 19-20x2]</p> <p>Dur: 1/L r CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: -</p> <p>-</p> <p>LVL 4 DF 81</p>	Prep:	Used:	<p>CASTIGATE</p> <p><i>Evocation [Sonic]</i> <small>spell</small></p> <p>V</p> <p>Target/Effect/Area: Range: 10 ft.</p> <p><i>10 ft. radius eman.</i></p> <p>Rebuke miscreants; deafens or 1/L[d4] damage (max 10L).</p> <p>Dur: Instantaneous CT: 1 a</p> <p>SR: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> ST: FORT HALF</p> <p>YES</p> <p>LVL 4 DF 83</p>	Prep:	Used:
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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
No

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
Yes(H)

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
No

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: NONE
Yes

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
No

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 10 + half caster level + Wis mod.

PHB236

Dur: Instantaneous

CT: 1 a

SR:

YES

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

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.

DF 89

Dur: 1/L r

CT: 1 a

SR:

YES

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

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.

PHB245

Dur: 10/L m

CT: 1 a

SR:

YES

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

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.

PHB246

Dur: Instantaneous

CT: 3 r

SR:

YES(H)

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

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.

PHB248

Dur: 1 r

CT: 10 m

SR:

NO

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

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.

PHB254

Dur: 10/L m

CT: 1 a

SR:

YES(H)

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

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.

PHB256

Dur: 1/L h

CT: 1 a

SR:

YES(H)

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

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.

PHB259

Dur: 1/L r (D)

CT: 1 f r

SR:

NO

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

ST:

NONE

TONGUES

Divination spell

V,DF

Range: **Touch**

LVL 4

Target/Effect/Area:
Creature touched

Creature can understand and speak any language.

PHB265

Dur: 10/L m

CT: 1 a

SR:

NO

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

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.

DF 91

Dur: 1/L d

CT: 1 f r

SR:

YES

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

ST:

NONE

WEAPON OF THE DEITY

Transmutation spell

V,F,DF

F: a small holy text parchment

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.

DF 92

Dur: 1/L r

CT: 1 a

SR:

YES(HO)

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

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.

PHB156

Dur: Until used

CT: 15 m

SR:

-

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

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.

PHB176

Dur: Instantaneous

CT: 1 h

SR:

YES

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

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.

DF 81

Dur: 1/L r

CT: 1 a

SR:

NO

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

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.

DF 81

Dur: Instantaneous

CT: 1 a

SR:

YES

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

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.

PHB181

Dur: Instantaneous

CT: 1 m

SR:

NO

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

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.

PHB184

Dur: Instantaneous

CT: 1 a

SR:

YES

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

ST:

FORT HALF

COMMUNE

Divination spell

V,S,M,DF,XP

Range: **Pers.**

LVL 5

DIVINE AGILITY

V,S *Transmutation* spell

Target/Effect/Area: Range: *Touch* **LVL 5**
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* **LVL 5**
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:

 ST: (*)

DISPEL EVIL

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

Target/Effect/Area: Range: *Touch* **LVL 5**
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:

 ST: (*)

DISPEL GOOD

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

Target/Effect/Area: Range: *Touch* **LVL 5**
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:

 ST: (*)

DISPEL LAW

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

Target/Effect/Area: Range: *Touch* **LVL 5**
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:

 ST: (*)

ETHEREAL JAUNT

V,S *Transmutation* spell

Target/Effect/Area: Range: *Pers.* **LVL 5**
You

You become ethereal.

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

Prep:
Used:

 ST: -

FLAME STRIKE

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

Target/Effect/Area: Range: *Medium* **LVL 5**
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:

 ST: REFL HALF

GREATER COMMAND

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

Target/Effect/Area: Range: *Close* **LVL 5**
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:

 ST: WILL NEG(*)

HALLOW

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

Target/Effect/Area: Range: *Touch* **LVL 5**
10/L ft. rad. eman.

Designates location as holy.

Hallow counters but does not dispel Unhallow.

Dur: Instantaneous CT: 1 d
SR:

Prep:
Used:

 ST: NONE

HEALING CIRCLE

V,S *Conjuration (Healing)* spell

Target/Effect/Area: Range: *20 ft.* **LVL 5**
Living allies within 20 ft.

Heals 1d8 +1/L hp (max 20L) in all directions.

Subjects ignore 1 memom. for 10 m.

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: YES(H) FORT HALF(H)

INSECT PLAGUE

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

Target/Effect/Area: Range: *Long* **LVL 5**
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:

 ST: (*)

MARK OF JUSTICE

V,S,DF *Transmutation* spell

Target/Effect/Area: Range: *Touch* **LVL 5**
Creature touched

Designates action that will trigger curse on subject.

Dur: Permanent CT: 10 m
SR:

Prep:
Used:

 ST: NONE

MASS RESIST ELEMENTS

V,S,DF *Abjuration* spell

Target/Effect/Area: Range: *Touch* **LVL 5**
1/L touched creat.

Subjects ignore 12/round damage from one energy type.

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

Prep:
Used:

 ST: NONE

PLANE SHIFT

V,S,F *Transmutation* spell

F: small forked rod of appropriate metal

Target/Effect/Area: Range: *Touch* **LVL 5**
1 unwilling/1-8 willing creat.

Up to eight subjects travel to another plane.

Dur: Instantaneous CT: 1 a
SR:

Prep:
Used:

 ST: WILL NEG

RAISE DEAD

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

M: diamond (500 MO)

Target/Effect/Area: Range: *Touch* **LVL 5**
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:

 ST: NONE

REGENERATE SERIOUS WOUNDS

V,S *Conjuration (Healing)* spell

Target/Effect/Area: Range: *Touch* **LVL 5**
Living creat. touched

Fast healing 3 on new damage.

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

Prep:
Used:

 ST: YES(H) WILL NEG(H)

RIGHTEOUS MIGHT

V,S,DF *Transmutation* spell

Target/Effect/Area: Range: *Pers.* **LVL 5**
You

You and your gear increase in size.

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

Prep:
Used:

 ST: -

SCRYING

V,S,F,DF *Divination* spell

F: holy water font (100 MO)

Target/Effect/Area: Range: *(*)* **LVL 5**
Magical sensor

Spies on subject from a distance.

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

Prep:
Used:

 ST: 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)