

<p align="center"><b>UNUSED SLOT</b></p> <p align="center"><i>Universal</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can prepare a spell of this level or below later.</p> <p>Duration: Until used      CT: 15 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p align="right">LVL MUST BE PASSED <small>PHB156</small></p>	Prep:	Used:	<p align="center"><b>CREATE WATER</b></p> <p align="center"><i>Conjuration (Creation)</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>2/L gallons of pure water</i></p> <p>Creates pure water.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NONE</p> <p align="right">LVL MUST BE PASSED <small>PHB189</small></p>	Prep:	Used:	<p align="center"><b>CURE MINOR WOUNDS</b></p> <p align="center"><i>Conjuration (Healing)</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Cures 1 hp.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL HALF(H)</p> <p align="right">LVL MUST BE PASSED <small>PHB190</small></p>	Prep:	Used:	<p align="center"><b>DETECT MAGIC</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>60 ft.</i></p> <p>Target/Effect/Area: <i>Quarter Circle</i></p> <p>Detects spells and magic items within 60 ft.</p> <p>Duration: Conc. up to 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NONE</p> <p align="right">LVL MUST BE PASSED <small>PHB193</small></p>	Prep:	Used:	<p align="center"><b>DETECT POISON</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 creat./obj. or 5ft. cube</i></p> <p>Detects poison in one creature or object.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NONE</p> <p align="right">LVL MUST BE PASSED <small>PHB193</small></p>	Prep:	Used:	<p align="center"><b>GUIDANCE</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>+1 Competence bonus on one roll, save, or check.</p> <p>Duration: 1 m or until disch.      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NONE</p> <p align="right">LVL MUST BE PASSED <small>PHB211</small></p>	Prep:	Used:
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<p align="center"><b>INFLECT MINOR WOUNDS</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Touch attack, 1 point of damage.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL HALF</p> <p align="right">LVL MUST BE PASSED <small>PHB217</small></p>	Prep:	Used:	<p align="center"><b>LIGHT</b></p> <p align="center"><i>Evocation [Light]</i> <small>spell</small></p> <p align="center">V,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Object touched</i></p> <p>Object shines like a torch.</p> <p>Duration: 10/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NONE</p> <p align="right">LVL MUST BE PASSED <small>PHB222</small></p>	Prep:	Used:	<p align="center"><b>MENDING</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>10 ft.</i></p> <p>Target/Effect/Area: <i>1 object up to 1lb.</i></p> <p>Makes minor repairs on an object. Allow to adapt size of magical equipment.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG(HO)</p> <p align="right">LVL MUST BE PASSED <small>PHB227</small></p>	Prep:	Used:	<p align="center"><b>PURIFY FOOD AND DRINK</b></p> <p align="center"><i>Universal</i> <small>spell</small></p> <p align="center">V,S</p> <p align="center">Range: <i>10 ft.</i></p> <p>Target/Effect/Area: <i>1/L ft^3 of food and water</i></p> <p>Purifies food or water.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG(O)</p> <p align="right">LVL MUST BE PASSED <small>PHB241</small></p>	Prep:	Used:	<p align="center"><b>READ MAGIC</b></p> <p align="center"><i>Universal</i> <small>spell</small></p> <p align="center">V,S,F</p> <p align="center">F: a clear crystal or mineral prism</p> <p align="center">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Read scrolls and spellbooks.</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p align="right">LVL MUST BE PASSED <small>PHB243</small></p>	Prep:	Used:	<p align="center"><b>RESISTANCE</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p align="center">V,S,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject gains +1 Resistance bonus on saves.</p> <p>Duration: 1 m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG(H)</p> <p align="right">LVL MUST BE PASSED <small>PHB245</small></p>	Prep:	Used:
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<p align="center"><b>VIRTUE</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p align="center">V,S,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject gains 1 temporary hp.</p> <p>Duration: 1 m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG(H)</p> <p align="right">LVL MUST BE PASSED <small>PHB269</small></p>	Prep:	Used:	<p align="center"><b>UNUSED SLOT</b></p> <p align="center"><i>Universal</i> <small>spell</small></p> <p align="center">-</p> <p align="center">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can prepare a spell of this level or below later.</p> <p>Duration: Until used      CT: 15 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p align="right">LVL 1 <small>PHB156</small></p>	Prep:	Used:	<p align="center"><b>BANE</b></p> <p align="center"><i>Enchantment (Comp.) [MA]</i> <small>spell</small></p> <p align="center">V,S,DF</p> <p align="center">Range: <i>50 ft.</i></p> <p>Target/Effect/Area: <i>All enemies within 50 ft.</i></p> <p>Enemies suffer -1 Morale penalty to attacks and saves against fear. Counters/dispels Bless.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG</p> <p align="right">LVL 1 <small>PHB177</small></p>	Prep:	Used:	<p align="center"><b>BLESS</b></p> <p align="center"><i>Enchantment (Comp.) [MA]</i> <small>spell</small></p> <p align="center">V,S,DF</p> <p align="center">Range: <i>50 ft.</i></p> <p>Target/Effect/Area: <i>All enemies within 50 ft.</i></p> <p>Allies gain +1 Morale bonus to attack and saves against fear. Counters/dispels Bane.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NONE</p> <p align="right">LVL 1 <small>PHB180</small></p>	Prep:	Used:	<p align="center"><b>BLESS WATER</b></p> <p align="center"><i>Transmutation [Good]</i> <small>spell</small></p> <p align="center">V,S,M</p> <p align="center">M: 5 lb of powered silver (25_MO)</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Flask of water touched</i></p> <p>Makes 1 pint of holy water.</p> <p>Duration: Instantaneous      CT: 1 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG(O)</p> <p align="right">LVL 1 <small>PHB180</small></p>	Prep:	Used:	<p align="center"><b>BURIAL BLESSING</b></p> <p align="center"><i>Abjuration [Good]</i> <small>spell</small></p> <p align="center">V,S,M,XP</p> <p align="center">M: 1 pint of holy water; XP: 100</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Corpse touched</i></p> <p>Wards a corpse from evil influences and effects.</p> <p>Duration: Permanent      CT: 10 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: (*)</p> <p align="right">LVL 1 <small>DF 83</small></p>	Prep:	Used:
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<p align="center"><b>CAUSE FEAR</b></p> <p align="center"><i>Necromancy [Fear, MA]</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 living creat. up to 6HD</i></p> <p>One creature becomes frightened (flees) for 1d4 rounds.</p> <p align="right">PHB182</p> <p>Duration: 1d4 r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>WILL NEG      Used:</p>	Prep:	Used:	<p align="center"><b>COMMAND</b></p> <p align="center"><i>Enchantment (Comp.) [LD, MA]</i> <small>spell</small></p> <p>V</p> <p align="right">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 living creat.</i></p> <p>One subject obeys one-word command for 1 round.</p> <p>Reasonable command may give -1 to -4 pen. to S. T.</p> <p align="right">PHB186</p> <p>Duration: 1 r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>WILL NEG      Used:</p>	Prep:	Used:	<p align="center"><b>COMPREHEND LANGUAGES</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Understand all spoken and written languages.</p> <p>You must touch the creature/the text</p> <p align="right">PHB186</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p>WILL NEG      Used:</p>	Prep:	Used:	<p align="center"><b>CURE LIGHT WOUNDS</b></p> <p align="center"><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Cures 1d8 +1/L hp (max 5L).</p> <p>Ignores 1 memom. for 10 m.</p> <p align="right">PHB190</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>WILL HALF(H)      Used:</p>	Prep:	Used:	<p align="center"><b>CURSE WATER</b></p> <p align="center"><i>Transmutation [Good]</i> <small>spell</small></p> <p>V,S,M</p> <p>M: 5 lb of powered silver (25_MO)</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Flask of water touched</i></p> <p>Makes 1 pint of unholy water.</p> <p align="right">PHB190</p> <p>Duration: Instantaneous      CT: 1 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(O)</p> <p>WILL NEG(O)      Used:</p>	Prep:	Used:	<p align="center"><b>DEATHWATCH</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Quarter Circle</i></p> <p>Sees how near death subjects are.</p> <p align="right">PHB191</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>WILL NEG      Used:</p>	Prep:	Used:
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<p align="center"><b>DETECT CHAOS</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>60 ft.</i></p> <p>Target/Effect/Area: <i>Quarter Circle</i></p> <p>Reveals presence of Chaos.</p> <p align="right">PHB192</p> <p>Duration: Conc. up to 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>NONE      Used:</p>	Prep:	Used:	<p align="center"><b>DETECT EVIL</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>60 ft.</i></p> <p>Target/Effect/Area: <i>Quarter Circle</i></p> <p>Reveals presence of Evil.</p> <p align="right">PHB192</p> <p>Duration: Conc. up to 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>NONE      Used:</p>	Prep:	Used:	<p align="center"><b>DETECT GOOD</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>60 ft.</i></p> <p>Target/Effect/Area: <i>Quarter Circle</i></p> <p>Reveals presence of Good.</p> <p align="right">PHB192</p> <p>Duration: Conc. up to 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>NONE      Used:</p>	Prep:	Used:	<p align="center"><b>DETECT LAW</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>60 ft.</i></p> <p>Target/Effect/Area: <i>Quarter Circle</i></p> <p>Reveals presence of Law.</p> <p align="right">PHB192</p> <p>Duration: Conc. up to 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>NONE      Used:</p>	Prep:	Used:	<p align="center"><b>DETECT UNDEAD</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>60 ft.</i></p> <p>Target/Effect/Area: <i>Quarter Circle</i></p> <p>Reveals undead within 60 ft.</p> <p align="right">PHB194</p> <p>Duration: Conc. up to 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>NONE      Used:</p>	Prep:	Used:	<p align="center"><b>DIVINE FAVOR</b></p> <p align="center"><i>Evocation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You gain +1/3L Luck bonus to attacks/damages.</p> <p align="right">PHB197</p> <p>Duration: 1 m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p>-      Used:</p>	Prep:	Used:
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<p align="center"><b>DOOM</b></p> <p align="center"><i>Enchantment (Comp.) [Fear, MA]</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>1 living creat.</i></p> <p>One subject suffers -2 Morale penalty on attacks/damages/saves/checks.</p> <p align="right">PHB198</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>WILL NEG      Used:</p>	Prep:	Used:	<p align="center"><b>ENDURE ELEMENTS</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Ignores 5/round damage from one energy type.</p> <p align="right">PHB199</p> <p>Duration: 24 h      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>NONE      Used:</p>	Prep:	Used:	<p align="center"><b>ENTROPIC SHIELD</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Ranged attacks against you suffer 20% miss chance.</p> <p align="right">PHB200</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p>-      Used:</p>	Prep:	Used:	<p align="center"><b>INFLECT LIGHT WOUNDS</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Touch, 1d8 +1/L damage (max 5L).</p> <p align="right">PHB217</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>WILL HALF      Used:</p>	Prep:	Used:	<p align="center"><b>INVISIBILITY TO UNDEAD</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>1/L creat. touched</i></p> <p>Undeads can't perceive 1/L subjects.</p> <p>No save for non intelligent undeads</p> <p align="right">PHB218</p> <p>Duration: 10/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>WILL NEG      Used:</p>	Prep:	Used:	<p align="center"><b>MAGIC STONE</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>3 pebbles</i></p> <p>3 stones gain +1 Enhancement bonus attacks, deal 1d6+1 damage.</p> <p align="right">PHB225</p> <p>Duration: 30 m or until disch.      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(HO)</p> <p>WILL NEG(HO)      Used:</p>	Prep:	Used:
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<p><b>MAGIC WEAPON</b></p> <p><i>Transmutation</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Weapon touched</i></p> <p>Weapon gains +1 Enhancement bonus.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(HO)</p> <p>WILL NEG(HO)</p> <p style="text-align: right;">PHB225</p>	Prep:	Used:	<p><b>OBSCURING MIST</b></p> <p><i>Conjuration (Creation)</i> spell</p> <p>V,S</p> <p>Range: <i>30 ft.</i></p> <p>Target/Effect/Area: <i>Cloud 30ft rad, 20ft high</i></p> <p>Fog surrounds you. No sight beyond 5ft.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NONE</p> <p>WILL NEG(HO)</p> <p style="text-align: right;">PHB233</p>	Prep:	Used:	<p><b>PROTECTION FROM CHAOS</b></p> <p><i>Abjuration [Law]</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.</p> <p>Duration: 1/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No(*)</p> <p>WILL NEG(H)</p> <p style="text-align: right;">PHB240</p>	Prep:	Used:	<p><b>PROTECTION FROM EVIL</b></p> <p><i>Abjuration [Good]</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.</p> <p>Duration: 1/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No(*)</p> <p>WILL NEG(H)</p> <p style="text-align: right;">PHB240</p>	Prep:	Used:	<p><b>PROTECTION FROM GOOD</b></p> <p><i>Abjuration [Evil]</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.</p> <p>Duration: 1/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No(*)</p> <p>WILL NEG(H)</p> <p style="text-align: right;">PHB240</p>	Prep:	Used:	<p><b>PROTECTION FROM LAW</b></p> <p><i>Abjuration [Chaos]</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>+2 Deflection AC/Resistance saves, counter mind control, hedge out elemental/outside.</p> <p>Duration: 1/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No(*)</p> <p>WILL NEG(H)</p> <p style="text-align: right;">PHB240</p>	Prep:	Used:
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<p><b>RANDOM ACTION</b></p> <p><i>Enchantment (Comp.) [MA]</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 living creat.</i></p> <p>1 creature acts randomly for 1 round.</p> <p>Duration: 1 r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>WILL NEG</p> <p style="text-align: right;">PHB242</p>	Prep:	Used:	<p><b>REGENERATE LIGHT WOUNDS</b></p> <p><i>Conjuration (Healing)</i> spell</p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Fast healing 1 on new damage.</p> <p>Duration: 10 + 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>WILL NEG(H)</p> <p style="text-align: right;">MW 92</p>	Prep:	Used:	<p><b>REMOVE FEAR</b></p> <p><i>Abjuration</i> spell</p> <p>V,S</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1+1/4L creat. in 30 ft diam.</i></p> <p>+4 Morale on saves against fear for 1+1/4L subjects.</p> <p>Counters/dispels Cause fear.</p> <p>Duration: 10 m (*)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>WILL NEG(H)</p> <p style="text-align: right;">PHB245</p>	Prep:	Used:	<p><b>SANCTUARY</b></p> <p><i>Abjuration</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Opponents can't attack you.</p> <p>Duration: 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>WILL NEG</p> <p style="text-align: right;">PHB247</p>	Prep:	Used:	<p><b>SHIELD OF FAITH</b></p> <p><i>Abjuration</i> spell</p> <p>V,S,M</p> <p>M: a small holy text parchment</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Aura grants 2+1/6L Deflection bonus (max +5).</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>WILL NEG(H)</p> <p style="text-align: right;">PHB251</p>	Prep:	Used:	<p><b>SUMMON MONSTER I</b></p> <p><i>Conjuration (Summoning) [*]</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 summoned creat.</i></p> <p>Calls outsider to fight for you.</p> <p>Duration: 1/L r (D)      CT: 1 f r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>WILL NEG</p> <p style="text-align: right;">PHB258</p>	Prep:	Used:
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<p><b>UNUSED SLOT</b></p> <p><i>Universal</i> spell</p> <p>-</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can prepare a spell of this level or below later.</p> <p>Duration: Until used      CT: 15 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p>WILL NEG</p> <p style="text-align: right;">PHB156</p>	Prep:	Used:	<p><b>AID</b></p> <p><i>Enchantment (Comp.) [MA]</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Ally gain +1 Morale bonus to attack and saves against fear and 1d8 temporary hp.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>WILL NEG</p> <p style="text-align: right;">PHB172</p>	Prep:	Used:	<p><b>ANIMAL MESSENGER</b></p> <p><i>Enchantment (Comp.) [MA]</i> spell</p> <p>V,S,M</p> <p>M: a morsel of food</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 tiny animal</i></p> <p>Sends a Tiny animal to a specific place.</p> <p>Duration: 1/L d      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>WILL NEG</p> <p style="text-align: right;">PHB173</p>	Prep:	Used:	<p><b>AUGURY</b></p> <p><i>Divination</i> spell</p> <p>V,S,F</p> <p>F: divination sticks (25.-MO)</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Learns whether an action in half an hour will be good or bad.</p> <p>70% + 1%/L chance of working</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p>WILL NEG</p> <p style="text-align: right;">PHB177</p>	Prep:	Used:	<p><b>BRAMBLES</b></p> <p><i>Transmutation</i> spell</p> <p>V,S,M</p> <p>M: a small thorn</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Wooden weap. touched</i></p> <p>Weapon gets +1 attack, +1/3L damage (max +5) Enhancement bonus.</p> <p>Deals also piercing damage</p> <p>Duration: 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(HO)</p> <p>WILL NEG(HO)</p> <p style="text-align: right;">DF 82</p>	Prep:	Used:	<p><b>BULL'S STRENGTH</b></p> <p><i>Transmutation</i> spell</p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject gains 1d4+1 Enhancement bonus to Str.</p> <p>Duration: 1/L h      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>WILL NEG(H)</p> <p style="text-align: right;">PHB181</p>	Prep:	Used:
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<p align="center"><b>CALM EMOTIONS</b></p> <p align="center"><i>Enchantment (Comp.) [MA]</i> <small>spell</small></p> <p>V,S,DF</p> <p align="center">Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>1/L d6 creat. in 30 ft diam.</i></p> <p>Calms 1/L d6 subjects, negating emotion effects.</p> <p align="right">PHB182</p> <p>Duration: Conc. up to 1/L r (D) CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES</p> <p>WILL NEG <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>CONSECRATE</b></p> <p align="center"><i>Evocation [Good]</i> <small>spell</small></p> <p>V,S,M,DF</p> <p>M: 5 lb of silver and holy water (25..MO)</p> <p align="center">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>20 ft radius eman.</i></p> <p>Fills area with pos energy, making undead weaker.</p> <p align="right">PHB187</p> <p>Duration: 2/L h CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: NO</p> <p>NONE <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>CURE MODERATE WOUNDS</b></p> <p align="center"><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Cures 2d8 +1/L hp (max 10L). Ignores 2 memom. for 10 m.</p> <p align="right">PHB190</p> <p>Duration: Instantaneous CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(H)</p> <p>WILL HALF(H) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>DARKNESS</b></p> <p align="center"><i>Evocation [Darkness]</i> <small>spell</small></p> <p>V,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Object touched</i></p> <p>20 ft. radius of supernatural darkness. Counters/dispers Light; no darkvision.</p> <p align="right">PHB190</p> <p>Duration: 10/L m (D) CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: NO</p> <p>NONE <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>DEATH KNELL</b></p> <p align="center"><i>Necromancy [Death, Evil]</i> <small>spell</small></p> <p>V,S</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Kills dying creature. Gain 1d8 temporary hp, +2 Str, +1 caster level. Effects last for 10 m per creature HD.</p> <p align="right">PHB191</p> <p>Duration: Instantaneous CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES</p> <p>WILL NEG <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>DELAY POISON</b></p> <p align="center"><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Stops poison from harming subject.</p> <p align="right">PHB191</p> <p>Duration: 1/L h CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(H)</p> <p>FORT NEG(H) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:
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<p align="center"><b>DESECRATE</b></p> <p align="center"><i>Evocation [Evil]</i> <small>spell</small></p> <p>V,S,M,DF</p> <p align="center">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>20 ft radius eman.</i></p> <p>Fills area with negative energy, making undead stronger.</p> <p align="right">PHB192</p> <p>Duration: 2/L h CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: NO</p> <p>NONE <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>DIVINE FLAME</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p align="center">Range: <i>15 ft.</i></p> <p>Target/Effect/Area: <i>15 ft radius eman.</i></p> <p>Area inflicts 1d4/L damage (max 5d4) to Cold creatures.</p> <p align="right">DF 85</p> <p>Duration: 1/L r CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES</p> <p>FORT HALF <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>DIVINE ZEPHIR</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p align="center">Range: <i>15 ft.</i></p> <p>Target/Effect/Area: <i>15 ft radius eman.</i></p> <p>Area inflicts 1d4/L damage (max 5d4) to Fire creatures.</p> <p align="right">DF 85</p> <p>Duration: 1/L r CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES</p> <p>FORT HALF <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>EAGLE SPLENDOR</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject gains 1d4+1 Enhancement bonus to Cha.</p> <p align="right">TB 87</p> <p>Duration: 1/L h CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(H)</p> <p>WILL NEG(H) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>ENDURANCE</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject gains 1d4+1 Enhancement bonus to Con.</p> <p align="right">PHB199</p> <p>Duration: 1/L h CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(H)</p> <p>WILL NEG(H) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>ENTHRALL</b></p> <p align="center"><i>Enchantment (Charm) [LD, MA, Sonic]</i> <small>spell</small></p> <p>V,S</p> <p align="center">Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Creat. within range</i></p> <p>Captivates all within range.</p> <p align="right">PHB200</p> <p>Duration: Up to 1 h CT: 1 f r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES</p> <p>WILL NEG(*) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:
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<p align="center"><b>FILTER</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Protects from noxious or toxic air</p> <p align="right">TB 89</p> <p>Duration: 10/L m CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(H)</p> <p>WILL NEG(H) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>FIND TRAPS</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S</p> <p align="center">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Notice traps as a rogue does.</p> <p align="right">PHB203</p> <p>Duration: 1/L m CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: -</p> <p>- <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>FOX CUNNING</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject gains 1d4+1 Enhancement bonus to Int.</p> <p align="right">TB 89</p> <p>Duration: 1/L h CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(H)</p> <p>WILL NEG(H) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>GAZE SCREEN</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V;S</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Mirrorlike grants 50% fail gaze attack. Averting eyes has no use</p> <p align="right">TB 90</p> <p>Duration: 10/L m CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(H)</p> <p>WILL NEG(H) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>GENTLE REPOSE</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p>V,S,DF</p> <p align="center">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Corpse touched</i></p> <p>Preserves one corpse.</p> <p align="right">PHB208</p> <p>Duration: 1/L d CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(O)</p> <p>WILL NEG(O) <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:	<p align="center"><b>HOLD PERSON</b></p> <p align="center"><i>Enchantment (Comp.) [MA]</i> <small>spell</small></p> <p>V,S,DF</p> <p align="center">Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>1 medium sized humanoid</i></p> <p>Holds one person helpless.</p> <p align="right">PHB214</p> <p>Duration: 1/L r (D) CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES</p> <p>WILL NEG <table border="1"><tr><td>Used:</td></tr></table></p>	Prep:	Used:	Used:
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<p><b>INFLECT MODERATE WOUNDS</b></p> <p><i>Necromancy</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Touch, 2d8 +1/L damage (max 10L).</p> <p>PHB217</p> <p>Duration: Instantaneous    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES</p> <p>WILL HALF</p>	Prep:	Used:	<p><b>KNIFE SPRAY</b></p> <p><i>Evocation</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Cone</i></p> <p>Cone of droplets, 1d6 +1/L damage (max 5L).</p> <p>DF 87</p> <p>Duration: Instantaneous    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES</p> <p>REFL HALF</p>	Prep:	Used:	<p><b>LESSER RESTORATION</b></p> <p><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Dispels magic / cures 1d4 temporary ability damage.</p> <p>PHB222</p> <p>Duration: Instantaneous    CT: 3 r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES(H)</p> <p>WILL NEG(H)</p>	Prep:	Used:	<p><b>MAKE WHOLE</b></p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 object up to 10/L ft^3</i></p> <p>Fully repairs an object; cures 1d2 damage to magical objects.</p> <p>PHB225</p> <p>Duration: Instantaneous    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES(HO)</p> <p>WILL NEG(HO)</p>	Prep:	Used:	<p><b>OWL'S WISDOM</b></p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject gains 1d4+1 Enhancement bonus to Wis.</p> <p>TB 94</p> <p>Duration: 1/L h    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES(H)</p> <p>WILL NEG(H)</p>	Prep:	Used:	<p><b>REMOVE PARALYSIS</b></p> <p><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Up to 4 creat. in 30 ft diam.</i></p> <p>Frees 1 or more creatures from paralysis, hold, slow.</p> <p>PHB245</p> <p>Duration: Instantaneous    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES(H)</p> <p>WILL NEG(H)</p>	Prep:	Used:
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<p><b>RESIST ELEMENTS</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Ignores 12/round damage from one energy type.</p> <p>PHB246</p> <p>Duration: 1/L m    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES</p> <p>NONE</p>	Prep:	Used:	<p><b>SHATTER</b></p> <p><i>Evocation [Sonic]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>3 ft. spread/1 obj./1 creat.</i></p> <p>Destroy object(s) / 1d6/L damage (max 10L) to crystalline creature.</p> <p>PHB250</p> <p>Duration: Instantaneous    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: (*)</p> <p>(*)</p>	Prep:	Used:	<p><b>SHIELD OTHER</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,F</p> <p>F: pair platinum rings (100_MO)</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 creature</i></p> <p>You take half of subject's damage.</p> <p>PHB251</p> <p>Duration: 1/L h (D)    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES(H)</p> <p>WILL NEG(H)</p>	Prep:	Used:	<p><b>SILENCE</b></p> <p><i>Illusion (Glamer)</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Long</i></p> <p>Target/Effect/Area: <i>15 ft radius eman.</i></p> <p>Negates sound in 15-ft. radius.</p> <p>PHB252</p> <p>Duration: 1/L m    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: (*)</p> <p>(*)</p>	Prep:	Used:	<p><b>SOUND BURST</b></p> <p><i>Evocation [Sonic]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>15 ft radius spread</i></p> <p>Deals 1d8 sonic damage to subjects; may stun them per 1 round.</p> <p>PHB254</p> <p>Duration: Instantaneous    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES</p> <p>WILL PART</p>	Prep:	Used:	<p><b>SPEAK WITH ANIMALS</b></p> <p><i>Divination</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can communicate with natural animals.</p> <p>PHB254</p> <p>Duration: 1/L m    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: -</p> <p>-</p>	Prep:	Used:
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<p><b>SPIRITUAL WEAPON</b></p> <p><i>Evocation [Force]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Weapon of force</i></p> <p>Magical weapon attacks on its own.</p> <p>PHB256</p> <p>Duration: 1/L r (D)    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES</p> <p>NONE</p>	Prep:	Used:	<p><b>SUMMON MONSTER II</b></p> <p><i>Conjuration (Summoning) [*]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 or more summoned creat.</i></p> <p>Calls outsider(s) to fight for you.</p> <p>PHB258</p> <p>Duration: 1/L r (D)    CT: 1 f r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: No</p> <p>NONE</p>	Prep:	Used:	<p><b>UNDETECTABLE ALIGNMENT</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 creat. or obj.</i></p> <p>Conceals alignment from divination.</p> <p>PHB267</p> <p>Duration: 24 h    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES(O)</p> <p>WILL NEG(O)</p>	Prep:	Used:	<p><b>WEATHER EYE</b></p> <p><i>Divination</i> <small>spell</small></p> <p>V,S,M,DF</p> <p>M: incense</p> <p>Range: <i>1+1/L m</i></p> <p>Target/Effect/Area: <i>1 + 1/L miles</i></p> <p>Forecast natural weather for one week.</p> <p>Detect magical forces.</p> <p>DF 92</p> <p>Duration: Instantaneous    CT: 1 h</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: No</p> <p>NONE</p>	Prep:	Used:	<p><b>ZONE OF TRUTH</b></p> <p><i>Enchantment (Comp.) [MA]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>5/L ft radius eman.</i></p> <p>Subjects within range cannot lie.</p> <p>PHB274</p> <p>Duration: 1/L m    CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: YES</p> <p>WILL NEG</p>	Prep:	Used:	<p><b>UNUSED SLOT</b></p> <p><i>Universal</i> <small>spell</small></p> <p>-</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can prepare a spell of this level or below later.</p> <p>PHB156</p> <p>Duration: Until used    CT: 15 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>    SR: -</p> <p>-</p>	Prep:	Used:
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<b>ANIMATE DEAD</b> <i>Necromancy [Evil]</i> <small>spell</small> V,S,M M: black onyx gem (50-MO) per un-dead Range: <i>Touch</i> Target/Effect/Area: <i>1 or more corpses touched</i> Creates undead skeletons and zombies up to 1/L HD. Duration: <b>Instantaneous</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>No</td></tr></table>	Prep:	Used:	No	<b>BESTOW CURSE</b> <i>Transmutation</i> <small>spell</small> V,S Range: <i>Touch</i> Target/Effect/Area: <i>Creature touched</i> You place an heavy curse on the creature touched. <small>Counters Remove curse.</small> Duration: <b>Permanent</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>WILL NEG</td></tr></table> YES	Prep:	Used:	WILL NEG	<b>BEASTMASK</b> <i>Illusion (Glamer)</i> <small>spell</small> V,S Range: <i>Touch</i> Target/Effect/Area: <i>Living creat. touched</i> Animals and beasts think subject as one of them. Duration: <b>5 + 1/L m</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>WILL DISB</td></tr></table> YES	Prep:	Used:	WILL DISB	<b>BLESSED AIM</b> <i>Divination</i> <small>spell</small> V,S Range: <i>60 ft.</i> Target/Effect/Area: <i>60 ft. radius spread</i> Allies receive +2 Morale bonus to ranged attacks. Duration: <b>Concentration</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>WILL NEG(H)</td></tr></table> No	Prep:	Used:	WILL NEG(H)	<b>BLINDNESS/DEAFNESS</b> <i>Transmutation</i> <small>spell</small> V Range: <i>Medium</i> Target/Effect/Area: <i>1 living creat.</i> Makes subject blind or deaf. Duration: <b>Permanent (D)</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>FORT NEG</td></tr></table> YES	Prep:	Used:	FORT NEG	<b>BRIAR WEB</b> <i>Transmutation</i> <small>spell</small> V,S,DF Range: <i>Medium</i> Target/Effect/Area: <i>Plants in 40 ft. rad. spread</i> Entangles and deal damage each round. Duration: <b>1/L m</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>(*)</td></tr></table> No	Prep:	Used:	(*)
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<b>CHAIN OF EYES</b> <i>Divination</i> <small>spell</small> V,S Range: <i>Touch</i> Target/Effect/Area: <i>Living creat. touched</i> Scrying sensor passed along by touch. <small>Saving throw each pass.</small> Duration: <b>1/L h</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>WILL NEG</td></tr></table> YES	Prep:	Used:	WILL NEG	<b>CONTAGION</b> <i>Necromancy</i> <small>spell</small> V,S Range: <i>Touch</i> Target/Effect/Area: <i>Living creat. touched</i> Immediately infects subject with chosen non-magical disease. <small>See DM 75</small> Duration: <b>Instantaneous</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>FORT NEG</td></tr></table> YES	Prep:	Used:	FORT NEG	<b>CONTINUAL FLAME</b> <i>Evocation [Light]</i> <small>spell</small> V,S,M M: ruby dust (50 MO) Range: <i>0 ft.</i> Target/Effect/Area: <i>20 ft. rad. spread light</i> Makes a permanent, heatless torch. Duration: <b>Permanent</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>NONE</td></tr></table> No	Prep:	Used:	NONE	<b>CREATE FOOD AND WATER</b> <i>Conjuration (Creation)</i> <small>spell</small> V,S Range: <i>Close</i> Target/Effect/Area: <i>Food&amp;water per 3/L humans</i> Feeds creatures with basic food. <small>A horse uses 3 human rations.</small> Duration: <b>24 h</b> CT: <b>10 m</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>NONE</td></tr></table> No	Prep:	Used:	NONE	<b>CURE SERIOUS WOUNDS</b> <i>Conjuration (Healing)</i> <small>spell</small> V,S Range: <i>Touch</i> Target/Effect/Area: <i>Creature touched</i> Cures 3d8 +1/L hp (max 15L). <small>Ignores 3 memom. for 10 m.</small> Duration: <b>Instantaneous</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>WILL HALF(H)</td></tr></table> YES(H)	Prep:	Used:	WILL HALF(H)	<b>CURSE OF THE BRUTE</b> <i>Transmutation</i> <small>spell</small> V,S Range: <i>Touch</i> Target/Effect/Area: <i>Creature touched</i> Enhancement bonus X to Str/Dex/Con, malus -X to Int&Cha (max X = L). Duration: <b>1/L r</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>FORT NEG</td></tr></table> YES	Prep:	Used:	FORT NEG
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<b>DAYLIGHT</b> <i>Evocation [Light]</i> <small>spell</small> V,S Range: <i>Touch</i> Target/Effect/Area: <i>Object touched</i> 60 ft. radius of bright light. <small>Counters or dispels any j= Dark. spell.</small> Duration: <b>10/L m</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>NONE</td></tr></table> No	Prep:	Used:	NONE	<b>DEEPER DARKNESS</b> <i>Evocation [Darkness]</i> <small>spell</small> V,S Range: <i>Touch</i> Target/Effect/Area: <i>Object touched</i> Absolute darkness in 60 ft. spread. <small>Counters or dispels any j= Light spell.</small> Duration: <b>1/L d</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>NONE</td></tr></table> No	Prep:	Used:	NONE	<b>DISPEL MAGIC</b> <i>Abjuration</i> <small>spell</small> V,S Range: <i>Medium</i> Target/Effect/Area: <i>1 creat./obj / 30 ft. rad. burst</i> Cancels magical spells and effects or counter a spell. <small>Max +10 on caster level check.</small> Duration: <b>Instantaneous</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>NONE</td></tr></table> No	Prep:	Used:	NONE	<b>FLAME OF FAITH</b> <i>Evocation [Fire]</i> <small>spell</small> V,S,M Range: <i>Touch</i> Target/Effect/Area: <i>Weapon touched</i> Weapon becomes aligned and temporary flaming burst. Duration: <b>1/L r</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>NONE</td></tr></table> No	Prep:	Used:	NONE	<b>GLYPH OF WARDING</b> <i>Abjuration</i> <small>spell</small> V,S,M M: diamond dust (400-MO) Range: <i>Touch</i> Target/Effect/Area: <i>Obj. touched / 5/L ft~2</i> Inscription harms those who pass it: blast 5d8 damage or 3rd lvl. spell. Duration: <b>Perm. until disch.</b> CT: <b>10 m</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>Yes(O)</td></tr></table>	Prep:	Used:	Yes(O)	<b>HELPING HAND</b> <i>Evocation</i> <small>spell</small> V,S,DF Range: <i>5 miles</i> Target/Effect/Area: <i>Ghostly hand</i> Ghostly hand leads subject to you. Duration: <b>1/L h</b> CT: <b>1 a</b> ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: <table border="1"><tr><td>NONE</td></tr></table> No	Prep:	Used:	NONE
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INFLECT SERIOUS WOUNDS	INVISIBILITY PURGE	LESSER REGENERATE	LESSER TELEPATHIC BOND	LOCATE OBJECT	MAGIC CIRCLE AGAINST CHAOS												
<p><i>Necromancy</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Touch, 3d8 +1/L damage (max 15L).</p> <p>PHB217</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL HALF      Yes</p>	Prep:	Used:	<p><i>Evocation</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Dispels invisibility within 5/L ft from you.</p> <p>PHB218</p> <p>Duration: 1/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>-      -</p>	Prep:	Used:	<p><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Creature recovers 1 menomation point after long casting.</p> <p>In house</p> <p>Duration: Instantaneous      CT: (*)</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>FORT NEG(H)      Yes(H)</p>	Prep:	Used:	<p><i>Divination [MA]</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>30 ft.</i></p> <p>Target/Effect/Area: <i>You and 1 willing creat.</i></p> <p>Link with subject within 30 ft.</p> <p>DF 87</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>NONE      No</p>	Prep:	Used:	<p><i>Divination</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Long</i></p> <p>Target/Effect/Area: <i>Circle up to range</i></p> <p>Senses direction toward object (specific or type).</p> <p>PHB223</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>NONE      No</p>	Prep:	Used:	<p><i>Abjuration [Law]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>10 ft. rad eman. around creat.</i></p> <p>+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outsideers.</p> <p>Can be used hold outsideers.</p> <p>PHB223</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL NEG(H)      No(*)</p>	Prep:	Used:
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<p><i>Abjuration [Good]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>10 ft. rad eman. around creat.</i></p> <p>+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outsideers.</p> <p>Can be used hold outsideers.</p> <p>PHB223</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL NEG(H)      No(*)</p>	Prep:	Used:	<p><i>Abjuration [Evil]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>10 ft. rad eman. around creat.</i></p> <p>+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outsideers.</p> <p>Can be used hold outsideers.</p> <p>PHB223</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL NEG(H)      No(*)</p>	Prep:	Used:	<p><i>Abjuration [Chaos]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>10 ft. rad eman. around creat.</i></p> <p>+2 Deflection AC/Resistance saves, counter mind control, hedge out elementals/outsideers.</p> <p>Can be used hold outsideers.</p> <p>PHB223</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL NEG(H)      No(*)</p>	Prep:	Used:	<p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Armor/shield touched</i></p> <p>Armor or shield gains +1/3L Enhancement bonus (max +5).</p> <p>PHB225</p> <p>Duration: 1/L h      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL NEG(HO)      Yes(HO)</p>	Prep:	Used:	<p><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>1/L touched creat.</i></p> <p>Subjects ignore 5/round damage from one energy type.</p> <p>In house</p> <p>PHB225</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>NONE      Yes</p>	Prep:	Used:	<p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You and your gear merge with stone.</p> <p>PHB226</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>-      -</p>	Prep:	Used:
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<p><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Subject resists level and ability drains.</p> <p>PHB231</p> <p>Duration: 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL NEG(H)      Yes(H)</p>	Prep:	Used:	<p><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Touched obj. up to 100/L lb.</i></p> <p>Masks object against divination.</p> <p>PHB232</p> <p>Duration: 8 h      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL NEG(O)      Yes(O)</p>	Prep:	Used:	<p><i>Conjuration (Creation)</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>30 ft.</i></p> <p>Target/Effect/Area: <i>Creat. in 30 ft. rad. burst</i></p> <p>Allies gain +1 Luck bonus on most rolls; enemies suffer -1.</p> <p>PHB238</p> <p>Duration: 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>NONE      Yes</p>	Prep:	Used:	<p><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Absorbs 12/L damage from one kind of energy.</p> <p>PHB240</p> <p>Duration: 10/L m or until disch.      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>NONE      Yes</p>	Prep:	Used:	<p><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Fast healing 2 on new damage.</p> <p>MW 93</p> <p>Duration: 10 + 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>WILL NEG(H)      Yes(H)</p>	Prep:	Used:	<p><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Cures normal or magical affliction.</p> <p>Counter and dispels Blindness/Deafness</p> <p>PHB244</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr></table>      SR: <table border="1"><tr><td>Used:</td></tr></table></p> <p>FORT NEG(H)      Yes(H)</p>	Prep:	Used:
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<p align="center"><b>REMOVE CURSE</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature or item touched</i></p> <p>Frees object or person from curse.</p> <p>Counter and dispels Bestow Curse</p> <p>PHB244</p> <p>Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES(H) WILL NEG(H)      Used: YES(H)</p>	Prep:	<p align="center"><b>REMOVE DISEASE</b></p> <p align="center"><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Cures all diseases affecting subject.</p> <p>PHB244</p> <p>Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES(H) FORT NEG(H)      Used: YES(H)</p>	Prep:	<p align="center"><b>REPAIR</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 object up to 10/L ft^3</i></p> <p>Fully repairs an object up to 5%/2L mass loss; cures 1d4 damage to magical object.</p> <p>In house</p> <p>PHB248</p> <p>Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES(HO) WILL NEG(HO)      Used: YES(HO)</p>	Prep:	<p align="center"><b>SEARING LIGHT</b></p> <p align="center"><i>Evocation [Light]</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Ray</i></p> <p>Ray deals 1/2L d8 (max 5d8) damage. Inflicted damage varies on creature type.</p> <p>PHB248</p> <p>Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES NONE      Used: YES</p>	Prep:	<p align="center"><b>SPEAK WITH DEAD</b></p> <p align="center"><i>Necromancy [LD]</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>10 ft.</i></p> <p>Target/Effect/Area: <i>1 dead creat.</i></p> <p>Corpse answers 1/2L questions.</p> <p>PHB254</p> <p>Duration: 1/L m      CT: 10 m ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: No (*)      Used: No</p>	Prep:	<p align="center"><b>SPEAK WITH PLANTS</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can talk to normal plants and plant creatures.</p> <p>PHB254</p> <p>Duration: 1/L m      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: - -      Used: -</p>	Prep:
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<p align="center"><b>SPIKES</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,M M: a small thorn</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <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>DF 90</p> <p>Duration: 1/L r      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES(HO) WILL NEG(HO)      Used: YES(HO)</p>	Prep:	<p align="center"><b>STONE SHAPE</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Stone up to 10 + 1/L ft^3</i></p> <p>Sculpts stone into any shape.</p> <p>PHB257</p> <p>Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: No NONE      Used: No</p>	Prep:	<p align="center"><b>SUMMON MONSTER III</b></p> <p align="center"><i>Conjuration (Summoning) [*]</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 or more summoned creat.</i></p> <p>Calls outsider(s) to fight for you.</p> <p>PHB259</p> <p>Duration: 1/L r (D)      CT: 1 f r ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: No NONE      Used: No</p>	Prep:	<p align="center"><b>SWEET WATER</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S,M M: a shovel or a spade</p> <p align="right">Range: <i>Long</i></p> <p>Target/Effect/Area: <i>Well shaft 10ft. diam 100 ft. deep</i></p> <p>Creates a well to fresh water up to 100 ft. down if water is found.</p> <p>DF 90</p> <p>Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: No NONE      Used: No</p>	Prep:	<p align="center"><b>SWORD STREAM</b></p> <p align="center"><i>Evocation</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Area 5ft. wide up to range.</i></p> <p>Area of droplets, 1d8 +1/L damage. (max 10L)</p> <p>DF 90</p> <p>Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES REFL HALF      Used: YES</p>	Prep:	<p align="center"><b>WATER BREATHING</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Subjects can breathe underwater. Duration can be shared.</p> <p>PHB271</p> <p>Duration: 2/L h (*)      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES(H) WILL NEG(H)      Used: YES(H)</p>	Prep:
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<p align="center"><b>WATER WALK</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>1/L touched creat.</i></p> <p>Subject treads on water as if solid.</p> <p>PHB271</p> <p>Duration: 10/L m      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES(H) WILL NEG(H)      Used: YES(H)</p>	Prep:	<p align="center"><b>WIND WALL</b></p> <p align="center"><i>Evocation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Wall 5/L ft. high, 10/L ft. wide (S)</i></p> <p>Deflects arrows, smaller creatures, and gases.</p> <p>PHB273</p> <p>Duration: 1/L r      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES NONE      Used: YES</p>	Prep:	<p align="center"><b>UNUSED SLOT</b></p> <p align="center"><i>Universal</i> <small>spell</small></p> <p>-</p> <p align="right">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can prepare a spell of this level or below later.</p> <p>PHB156</p> <p>Duration: Until used      CT: 15 m ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: - -      Used: -</p>	Prep:	<p align="center"><b>AIR WALK</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creat. touched up to Garg.</i></p> <p>Subject treads on air as if solid (climb at 45° angle).</p> <p>PHB172</p> <p>Duration: 10/L m      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES(H) NONE      Used: YES(H)</p>	Prep:	<p align="center"><b>BEAST CLAWS</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S,M M: bird claw</p> <p align="right">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Your hands became slashing weapon [1d6, 19-20x2]</p> <p>DF 81</p> <p>Duration: 1/L r      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: - -      Used: -</p>	Prep:	<p align="center"><b>CASTIGATE</b></p> <p align="center"><i>Evocation [Sonic]</i> <small>spell</small></p> <p>V</p> <p align="right">Range: <i>10 ft.</i></p> <p>Target/Effect/Area: <i>10 ft. radius eman.</i></p> <p>Rebuke miscreants; deafens or 1/L[d4] damage (max 10L).</p> <p>DF 83</p> <p>Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr></table> SR: YES FORT HALF      Used: YES</p>	Prep:
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<p><b>CONTROL WATER</b></p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Long</i></p> <p>Target/Effect/Area: <i>Water in [10x10x2]/L ft. (S)</i></p> <p>Raises or lowers bodies of water.</p> <p>Duration: 10/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p style="text-align: right;">PHB188</p>	Prep:	Used:	<p><b>CURE CRITICAL WOUNDS</b></p> <p><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Cures 4d8 +1/L hp (max 20L). Ignores 4 memom. for 10 m.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p style="text-align: right;">PHB190</p>	Prep:	Used:	<p><b>DEATH WARD</b></p> <p><i>Necromancy</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Grants immunity to death spells and effects.</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p style="text-align: right;">PHB191</p>	Prep:	Used:	<p><b>DIMENSIONAL ANCHOR</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Ray</i></p> <p>Bars extradimensional movement of creature or object.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(O)</p> <p style="text-align: right;">PHB195</p>	Prep:	Used:	<p><b>DISCERN LIES</b></p> <p><i>Divination</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1/L creat. in 30 ft diam.</i></p> <p>Reveals deliberate falsehoods.</p> <p>Duration: Conc. up to 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p style="text-align: right;">PHB195</p>	Prep:	Used:	<p><b>DISMISSAL</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 extraplanar creat.</i></p> <p>Forces a creature to return to native plane.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p style="text-align: right;">PHB196</p>	Prep:	Used:
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<p><b>DIVINATION</b></p> <p><i>Divination</i> <small>spell</small></p> <p>V,S,M</p> <p>M: incense and offerings (25_MO)</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Provides useful advice for specific proposed actions.</p> <p>Duration: Instantaneous      CT: 10 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p style="text-align: right;">PHB197</p>	Prep:	Used:	<p><b>DIVINE POWER</b></p> <p><i>Evocation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You gain base attack bonus, Enhancement bonus to 18 Str, and 1/L temporary hp.</p> <p>Duration: 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p style="text-align: right;">PHB197</p>	Prep:	Used:	<p><b>DIVINE STORM</b></p> <p><i>Evocation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Disk of weap. up to 30 ft. rad.</i></p> <p>Spinning disk of weapons deals 1d6 + 2/L damage (max 10L).</p> <p>Duration: Concentration      CT: 1 f r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: REFL NEG</p> <p style="text-align: right;">DF 85</p>	Prep:	Used:	<p><b>FREEDOM OF MOVEMENT</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,M,DF</p> <p>M: leather thong</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject moves normally despite impediments.</p> <p>Target can be "You"</p> <p>Duration: 10/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p style="text-align: right;">PHB207</p>	Prep:	Used:	<p><b>GIANT VERMIN</b></p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1-3 vermin in 30 ft. diam.</i></p> <p>Turns insects into giant vermin.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p style="text-align: right;">PHB209</p>	Prep:	Used:	<p><b>GREATER MAGIC WEAPON</b></p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 weapon</i></p> <p>Gives +1/3L Enhancement bonus (max +5) to weapon.</p> <p>If you are good is weapon is blessed</p> <p>Duration: 1/L h      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG(HO)</p> <p style="text-align: right;">PHB210</p>	Prep:	Used:
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<p><b>HARRIER</b></p> <p><i>Conjuration (Creation)</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Creature created</i></p> <p>Summons an incorporeal bird of prey to fight for you.</p> <p>Duration: 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p style="text-align: right;">DF 87</p>	Prep:	Used:	<p><b>IMBUE WITH SPELL ABILITY</b></p> <p><i>Evocation</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Transfer spells to subject.</p> <p>Duration: Perm. until disch.      CT: 10 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p style="text-align: right;">PHB216</p>	Prep:	Used:	<p><b>INFLECT CRITICAL WOUNDS</b></p> <p><i>Necromancy</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Touch, 4d8 +1/L damage (max 20L).</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p style="text-align: right;">PHB217</p>	Prep:	Used:	<p><b>LESSER PLANAR ALLY</b></p> <p><i>Conjuration (Calling) [*]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 outsider up to 8 HD</i></p> <p>Exchange services with called outsider.</p> <p>Duration: Instantaneous      CT: 10 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p style="text-align: right;">PHB221</p>	Prep:	Used:	<p><b>NEUTRALIZE POISON</b></p> <p><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>1 creat./obj up to 1/L ft^3</i></p> <p>Detoxifies venom in or on subject.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(HO)</p> <p style="text-align: right;">PHB232</p>	Prep:	Used:	<p><b>OBSCURE CREATURE</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Masks creature against divination.</p> <p>Duration: 8 h      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p style="text-align: right;">In house</p>	Prep:	Used:
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<p align="center"><b>POISON</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Touch deals 1d10 temporary Con damage; repeats after 1 minute.</p> <p>DC 10 + half caster level + Wis mod.</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p align="right">PHB2366</p>	Prep:	Used:	<p align="center"><b>RECITATION</b></p> <p align="center"><i>Conjuration (Creation)</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>60 ft.</i></p> <p>Target/Effect/Area: <i>Creat. in 60 ft. rad. burst</i></p> <p>Allies gain +2 Luck bonus on attacks and saves; enemies suffer -2.</p> <p>Bonus is +3 if worship same deity.</p> <p>Duration: <b>1/L r</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p align="right">PHB245</p>	Prep:	Used:	<p align="center"><b>REPEL VERMIN</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>10 ft.</i></p> <p>Target/Effect/Area: <i>10 ft. rad. eman.</i></p> <p>Insects stay 10 ft. away.</p> <p>Bigger ones can pass after Will save with 2d6 dmg.</p> <p>Duration: <b>10/L m</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p align="right">PHB245</p>	Prep:	Used:	<p align="center"><b>RESTORATION</b></p> <p align="center"><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S,M M: diamond dust (100_MO)</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Restores level and ability score drains.</p> <p>Duration: <b>Instantaneous</b>      CT: <b>3 r</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p align="right">PHB246</p>	Prep:	Used:	<p align="center"><b>SENDING</b></p> <p align="center"><i>Evocation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>(*)</i></p> <p>Target/Effect/Area: <i>1 known creature</i></p> <p>Delivers short message anywhere, instantly to known creature.</p> <p>Duration: <b>1 r</b>      CT: <b>10 m</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NO</p> <p align="right">PHB248</p>	Prep:	Used:	<p align="center"><b>SPELL IMMUNITY</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject is immune to 1/4L spells.</p> <p>Duration: <b>10/L m</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p align="right">PHB254</p>	Prep:	Used:
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<p align="center"><b>STATUS</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>1/3L creat. touched</i></p> <p>Monitors condition, position of allies.</p> <p>Duration: <b>1/L h</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p align="right">PHB256</p>	Prep:	Used:	<p align="center"><b>SUMMON MONSTER IV</b></p> <p align="center"><i>Conjuration (Summoning) [*]</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 or more summoned creat.</i></p> <p>Calls outsider(s) to fight for you.</p> <p>Duration: <b>1/L r (D)</b>      CT: <b>1 f r</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NO</p> <p align="right">PHB259</p>	Prep:	Used:	<p align="center"><b>TONGUES</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,DF</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Creature can understand and speak any language.</p> <p>Duration: <b>10/L m</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NO</p> <p align="right">PHB265</p>	Prep:	Used:	<p align="center"><b>UNFAILING ENDURANCE</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>1/L creat. touched</i></p> <p>Endurance, +4 Morale bonus, extended activity.</p> <p>Bonus applies to saves too.</p> <p>Duration: <b>1/L d</b>      CT: <b>1 f r</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p align="right">DF 91</p>	Prep:	Used:	<p align="center"><b>WEAPON OF THE DEITY</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,F,DF F: a small holy text parchment</p> <p align="right">Range: <i>0 ft.</i></p> <p>Target/Effect/Area: <i>Your weapon</i></p> <p>Proficiency, +(1/3L-1) Enhancement bonus and a special ability.</p> <p>Repair 1d4 + 1 weapon damage.</p> <p>Duration: <b>1/L r</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(HO)</p> <p align="right">DF 92</p>	Prep:	Used:	<p align="center"><b>UNUSED SLOT</b></p> <p align="center"><i>Universal</i> <small>spell</small></p> <p>-</p> <p align="right">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can prepare a spell of this level or below later.</p> <p>Duration: <b>Until used</b>      CT: <b>15 m</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p align="right">PHB156</p>	Prep:	Used:
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<p align="center"><b>ATONEMENT</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S,M,F,DF,XP M: incense; F: payer beads (500_MO); XP: 0 or 500</p> <p align="right">Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Removes burden of misdeeds from subject.</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 h</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p align="right">PHB176</p>	Prep:	Used:	<p align="center"><b>BEAR'S HEART</b></p> <p align="center"><i>Transmutation</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>20 ft.</i></p> <p>Target/Effect/Area: <i>Living allies within 20 ft.</i></p> <p>1/L allies gets +4 Str and 1/L d4 temporary hp.</p> <p>Allies suffer 1/L subdual dmg at the end.</p> <p>Duration: <b>1/L r</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NO</p> <p align="right">DF 81</p>	Prep:	Used:	<p align="center"><b>BLIGHT</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">Range: <i>(*)</i></p> <p>Target/Effect/Area: <i>100 ft. rad. spread/1 plant creat.</i></p> <p>Deal 1/L d6 (max 15L) to a plant creature or blight in area.</p> <p>Plant creature can half dmg with Fort save.</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p align="right">DF 81</p>	Prep:	Used:	<p align="center"><b>BREAK ENCHANTMENT</b></p> <p align="center"><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1/L creat. in 30 ft. diam.</i></p> <p>Frees subjects from enchantments/alterations/curses/petrification.</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 m</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NO</p> <p align="right">PHB181</p>	Prep:	Used:	<p align="center"><b>CIRCLE OF DOOM</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p>V,S</p> <p align="right">Range: <i>20 ft.</i></p> <p>Target/Effect/Area: <i>Living enemies within 20 ft.</i></p> <p>Deals 1d8 +1/L damage (max 20L) in all directions.</p> <p>All undeads are cured.</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p align="right">PHB184</p>	Prep:	Used:	<p align="center"><b>COMMUNE</b></p> <p align="center"><i>Divination</i> <small>spell</small></p> <p>V,S,M,DF,XP</p> <p align="right">Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>Deity answers 1/L yes/no questions.</p> <p>"Unclear" is legitimate answer.</p> <p>Duration: <b>1/L r</b>      CT: <b>10 m</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p align="right">PHB186</p>	Prep:	Used:
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<b>DIVINE AGILITY</b> <i>Transmutation</i> spell V,S Range: <i>Touch</i> Target/Effect/Area: <i>Living creat. touched</i> Subject gains Reflex save bonus, Enhan. bonus to 18 Dex and Spring Attack. Duration: 1/L r      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: No WILL NEG(H)	Prep:	Used:	<b>DISPEL CHAOS</b> <i>Abjuration [Law]</i> spell V,S,DF Range: <i>Touch</i> Target/Effect/Area: <i>You and touched creat. or obj.</i> You gain +4 Defl. bonus against attacks plus on touch banish/dispel Chaos. Banish have ST and SR. Dispel is automatic. Duration: 1/L r or until disch.      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: (*) (*)	Prep:	Used:	<b>DISPEL EVIL</b> <i>Abjuration [Good]</i> spell V,S,DF Range: <i>Touch</i> Target/Effect/Area: <i>You and touched creat. or obj.</i> You gain +4 Defl. bonus against attacks plus on touch banish/dispel Evil. Banish have ST and SR. Dispel is automatic. Duration: 1/L r or until disch.      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: (*) (*)	Prep:	Used:	<b>DISPEL GOOD</b> <i>Abjuration [Evil]</i> spell V,S,DF Range: <i>Touch</i> Target/Effect/Area: <i>You and touched creat. or obj.</i> You gain +4 Defl. bonus against attacks plus on touch banish/dispel Good. Banish have ST and SR. Dispel is automatic. Duration: 1/L r or until disch.      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: (*) (*)	Prep:	Used:	<b>DISPEL LAW</b> <i>Abjuration [Chaos]</i> spell V,S,DF Range: <i>Touch</i> Target/Effect/Area: <i>You and touched creat. or obj.</i> You gain +4 Defl. bonus against attacks plus on touch banish/dispel Law. Banish have ST and SR. Dispel is automatic. Duration: 1/L r or until disch.      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: (*) (*)	Prep:	Used:	<b>ETHEREAL JAUNT</b> <i>Transmutation</i> spell V,S Range: <i>Pers.</i> Target/Effect/Area: <i>You</i> You become ethereal. Duration: 1/L r (D)      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: - -	Prep:	Used:
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<b>FLAME STRIKE</b> <i>Evocation [Fire]</i> spell V,S,DF Range: <i>Medium</i> Target/Effect/Area: <i>Cylinder, 40 ft. high 10ft. rad.</i> Smites foes with divine fire, 1/L d6 damage. Half damage is from divine power. Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES REFL HALF	Prep:	Used:	<b>GREATER COMMAND</b> <i>Enchantment (Comp.) [LD, MA]</i> spell V Range: <i>Close</i> Target/Effect/Area: <i>1/L creat. in 30 ft. diam.</i> Subjects obey one-word command. Subjects have a new save each new round. Duration: 1/L r      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES WILL NEG(*)	Prep:	Used:	<b>HALLOW</b> <i>Evocation [Good]</i> spell V,S,M,DF,XP M: rare incences (1000+1000/SL-MO) Range: <i>Touch</i> Target/Effect/Area: <i>10/L ft. rad. eman.</i> Designates location as holy. Hallow counters but does not dispel Unhallow. Duration: Instantaneous      CT: 1 d ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: NONE NONE	Prep:	Used:	<b>HEALING CIRCLE</b> <i>Conjuration (Healing)</i> spell V,S Range: <i>20 ft.</i> Target/Effect/Area: <i>Living allies within 20 ft.</i> Heals 1d8 +1/L hp (max 20L) in all directions. Subjects ignore 1 memom. for 10 m. Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: FORT HALF(H) FORT HALF(H)	Prep:	Used:	<b>INSECT PLAGUE</b> <i>Conjuration (Summoning)</i> spell V,S,DF Range: <i>Long</i> Target/Effect/Area: <i>Insect cloud 180ft. diam</i> Insect horde limits vision to 10 ft., inflicts 1 damage per round, creatures flee. Duration: Instantaneous      CT: 1 f r ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: No (*)	Prep:	Used:	<b>MARK OF JUSTICE</b> <i>Transmutation</i> spell V,S,DF Range: <i>Touch</i> Target/Effect/Area: <i>Creature touched</i> Designates action that will trigger curse on subject. Duration: Permanent      CT: 10 m ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES NONE	Prep:	Used:
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<b>MASS RESIST ELEMENTS</b> <i>Abjuration</i> spell V,S,DF Range: <i>Touch</i> Target/Effect/Area: <i>1/L touched creat.</i> Subjects ignore 12/round damage from one energy type. Duration: 1/L m      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES NONE	Prep:	Used:	<b>PLANE SHIFT</b> <i>Transmutation</i> spell V,S,F F: small forked rod of appropriate metal Range: <i>Touch</i> Target/Effect/Area: <i>1 unwilling/1-8 willing creat.</i> Up to eight subjects travel to another plane. Duration: Instantaneous      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES WILL NEG	Prep:	Used:	<b>RAISE DEAD</b> <i>Conjuration (Healing)</i> spell V,S,M,DF M: diamond (500-MO) Range: <i>Touch</i> Target/Effect/Area: <i>Dead creat. touched</i> Restores life to willing subject who died up to 1/L days ago. Spell regenerate all mp lost in the last 1/L days. Duration: Instantaneous      CT: 1 m ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES NONE	Prep:	Used:	<b>REGENERATE SERIOUS WOUNDS</b> <i>Conjuration (Healing)</i> spell V,S Range: <i>Touch</i> Target/Effect/Area: <i>Living creat. touched</i> Fast healing 3 on new damage. Duration: 10 + 1/L r      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: YES(H) WILL NEG(H)	Prep:	Used:	<b>RIGHTEOUS MIGHT</b> <i>Transmutation</i> spell V,S,DF Range: <i>Pers.</i> Target/Effect/Area: <i>You</i> You and your gear increase in size. Duration: 1/L r      CT: 1 a ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: - -	Prep:	Used:	<b>SCRYING</b> <i>Divination</i> spell V,S,F,DF F: holy water font (100-MO) Range: <i>(*)</i> Target/Effect/Area: <i>Magical sensor</i> Spies on subject from a distance. Duration: 1/L m      CT: 1 h ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table> SR: No NONE	Prep:	Used:
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<p><b>SLAY LIVING</b></p> <p><i>Necromancy [Death]</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Touch attack kills subject or deal 3d6 + 1/L damage.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>PHB252</p>	Prep:	Used:	<p><b>SPELL RESISTANCE</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject gains 12 +1/L SR.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>PHB255</p>	Prep:	Used:	<p><b>SUMMON MONSTER V</b></p> <p><i>Conjuration (Summoning) [*]</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 or more summoned creat.</i></p> <p>Calls outsider(s) to fight for you.</p> <p>Duration: 1/L r (D)      CT: 1 f r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>PHB259</p>	Prep:	Used:	<p><b>TRUE SEEING</b></p> <p><i>Divination</i> <small>spell</small></p> <p>V,S,M</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject sees all things as they really are within 120 ft. also in darkness.</p> <p>Cleric spell allows to see also alignmet auras.</p> <p>Duration: 1/L m      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>PHB267</p>	Prep:	Used:	<p><b>WALL OF STONE</b></p> <p><i>Conjuration (Creation)</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Stone wall, 5 ft. square/L (S)</i></p> <p>Creates a stone wall of any shape. Stone wall is 1/4L inches thick.</p> <p>Half thickness to double area. Must rest on existing stone.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>PHB270</p>	Prep:	Used:	<p><b>UNUSED SLOT</b></p> <p><i>Universal</i> <small>spell</small></p> <p>-</p> <p>Range: <i>Pers.</i></p> <p>Target/Effect/Area: <i>You</i></p> <p>You can prepare a spell of this level or below later.</p> <p>Duration: Until used      CT: 15 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: -</p> <p>PHB156</p>	Prep:	Used:
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<p><b>ANIMATE OBJECTS</b></p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Objects or matter up to 1/L ft^3</i></p> <p>Objects animate and attack your foes.</p> <p>See MM17 for animated objects statistics</p> <p>Duration: 1/L r      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>PHB174</p>	Prep:	Used:	<p><b>ANTILIFE SHELL</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,DF</p> <p>Range: <i>10 ft.</i></p> <p>Target/Effect/Area: <i>10 ft. rad. emanation</i></p> <p>Field hedges out living creatures around you. You cannot push (see page 157).</p> <p>Constructs, elementals, outsiders, undead are unaffected.</p> <p>Duration: 10/L m (D)      CT: 1 f r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>PHB174</p>	Prep:	Used:	<p><b>BANISHMENT</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,F</p> <p>F: 1 or more hateful objects for subjects</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Extraplanar creat. in 30 ft. diam.</i></p> <p>Banishes 2/L HD worth of extraplanar creatures.</p> <p>Each focus gives +1 to SR check and +2 to DC.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>PHB177</p>	Prep:	Used:	<p><b>BLADE BARRIER</b></p> <p><i>Evocation</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Up to 30 ft. radius.</i></p> <p>Spinning disk of blades deal 1/L d6 damage when crossed.</p> <p>Duration: 10/L m      CT: 1 f r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>REFL NEG(*)</p> <p>PHB179</p>	Prep:	Used:	<p><b>CREATE UNDEAD</b></p> <p><i>Necromancy [Evil]</i> <small>spell</small></p> <p>V,S,M</p> <p>M: grave dirt... plus black onyx gem (50/HD_MO)</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 corpse.</i></p> <p>Creates Ghouls, shadows, ghosts, wights, or wraiths.</p> <p>Duration: Instantaneous      CT: 1 h</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>PHB189</p>	Prep:	Used:	<p><b>ENERGY IMMUNITY</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject is immune to damage from one kind of energy.</p> <p>Duration: 24 h      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>TB 88</p>	Prep:	Used:
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<p><b>ETHEREALNESS</b></p> <p><i>Transmutation</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>You and 1/3L willing creat.</i></p> <p>Travel to Ethereal Plane with companions.</p> <p>Duration: 1/L m (D)      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>PHB201</p>	Prep:	Used:	<p><b>FIND THE PATH</b></p> <p><i>Divination</i> <small>spell</small></p> <p>V,S,F</p> <p>F: favoured divination counters</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Shows most direct way to a location.</p> <p>Target can be "You".</p> <p>Duration: 10/L m      CT: 3 r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p> <p>PHB203</p>	Prep:	Used:	<p><b>FORBIDDANCE</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,M,DF</p> <p>M: rare incenses (1500 or 6500_MO/cube)</p> <p>Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>60 ft.cube/L</i></p> <p>Denies area to creatures of another alignment and avoids planar travel.</p> <p>Setting password costs more.</p> <p>Duration: Permanent      CT: 6 r</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>PHB206</p>	Prep:	Used:	<p><b>QUEST</b></p> <p><i>Enchantment (Comp.) [LD, MA]</i> <small>spell</small></p> <p>V</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 living creat.</i></p> <p>Command task to creature.</p> <p>Duration: 1/L d or until disch.      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p> <p>PHB208</p>	Prep:	Used:	<p><b>GREATER DISPEL MAGIC</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S</p> <p>Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>1 creat./obj / 30 ft. rad. burst</i></p> <p>Cancels magical spells and effects or counter a spell, but up to +20 on check.</p> <p>Also dispels what "Remove curse" dispels.</p> <p>Duration: Instantaneous      CT: 1 a</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: No</p> <p>PHB210</p>	Prep:	Used:	<p><b>GREATER GLYPH OF warding</b></p> <p><i>Abjuration</i> <small>spell</small></p> <p>V,S,M</p> <p>M: diamond dust (400_MO)</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Obj. touched / 5/L ft^2</i></p> <p>Inscription harms those who pass it: blast 10d8 damage or 6th lvl. spell.</p> <p>Duration: Perm. until disch.      CT: 10 m</p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(O)</p> <p>PHB210</p>	Prep:	Used:
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<p align="center"><b>HARM</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p>V,S</p> <p align="right">LVL 6</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Subject loses all but 1d4 hp.</p> <p><small>On undeads works as "Heal".</small></p> <p>PHB212</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p>	Prep:	Used:	<p align="center"><b>HEAL</b></p> <p align="center"><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p align="right">LVL 6</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Creature touched</i></p> <p>Cures all dmg., diseases and mental conditions.</p> <p><small>On undeads works as "Harm".</small></p> <p>PHB213</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p>	Prep:	Used:	<p align="center"><b>HEROES' FEAST</b></p> <p align="center"><i>Evocation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">LVL 6</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Feast for 1/L creat.</i></p> <p>Food for 1/L creat. Creat. are cured 1d4+4 dmg, blessed, immune to poison, fear.</p> <p>PHB213</p> <p>Duration: <b>1h + 12h (*)</b>      CT: <b>10 m</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p>	Prep:	Used:	<p align="center"><b>PLANAR ALLY</b></p> <p align="center"><i>Conjuration (Calling) [*]</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">LVL 6</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>Outsider(s) up to 16 HD</i></p> <p>Exchange services with called outsider(s).</p> <p>PHB235</p> <p>Duration: <b>Instantaneous</b>      CT: <b>10 m</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NO</p>	Prep:	Used:	<p align="center"><b>REGEN. CRITICAL WOUNDS</b></p> <p align="center"><i>Conjuration (Healing)</i> <small>spell</small></p> <p>V,S</p> <p align="right">LVL 6</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>Living creat. touched</i></p> <p>Fast healing 4 on new damage.</p> <p>MTW 92</p> <p>Duration: <b>10 + 1/L r</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES(H)</p>	Prep:	Used:	<p align="center"><b>SUMMON MONSTER VI</b></p> <p align="center"><i>Conjuration (Summoning) [*]</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">LVL 6</p> <p>Range: <i>Close</i></p> <p>Target/Effect/Area: <i>1 or more summoned creat.</i></p> <p>Calls outsider(s) to fight for you.</p> <p>PHB259</p> <p>Duration: <b>1/L r (D)</b>      CT: <b>1 f r</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: NONE</p>	Prep:	Used:
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<p align="center"><b>UNDEATH TO DEATH</b></p> <p align="center"><i>Necromancy</i> <small>spell</small></p> <p>V,S,DF</p> <p><small>M: diamond powder (500-MO)</small></p> <p align="right">LVL 6</p> <p>Range: <i>Medium</i></p> <p>Target/Effect/Area: <i>Undeads within 50 ft. rad. burst</i></p> <p>Destroys 1/L d4 HD woth of undeads (max 20L).</p> <p>TB 96</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: YES</p>	Prep:	Used:	<p align="center"><b>WIND WALK</b></p> <p align="center"><i>Trasmutation</i> <small>spell</small></p> <p>V,S,DF</p> <p align="right">LVL 6</p> <p>Range: <i>Touch</i></p> <p>Target/Effect/Area: <i>You and 1/3L willing creat.</i></p> <p>Subjects turn vaporous, gain 20/+1 damage reduction and travel fast.</p> <p><small>Speed is 5-600 ft. per round. 1 m. = 5280 ft.</small></p> <p>PHB272</p> <p>Duration: <b>1/L h (D)</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG(H)</p>	Prep:	Used:	<p align="center"><b>WORD OF RECALL</b></p> <p align="center"><i>Trasmutation [Teleportation]</i> <small>spell</small></p> <p>V</p> <p align="right">LVL 6</p> <p>Range: <i>Unlim.</i></p> <p>Target/Effect/Area: <i>You and creat/obj. up to 50/L lb.</i></p> <p>Teleports you and others back to designated place.</p> <p><small>Place is designated at preparation.</small></p> <p>PHB274</p> <p>Duration: <b>Instantaneous</b>      CT: <b>1 a</b></p> <p>ST: <table border="1"><tr><td>Prep:</td></tr><tr><td>Used:</td></tr></table>      SR: WILL NEG(HO)</p>	Prep:	Used:									
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**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

Duration: **Instantaneous**      CT: **1 a**

ST: 

Prep:
Used:

      SR: YES

**WIND WALK**

*Trasmutation* 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

Duration: **1/L h (D)**      CT: **1 a**

ST: 

Prep:
Used:

      SR: WILL NEG(H)

**WORD OF RECALL**

*Trasmutation [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

Duration: **Instantaneous**      CT: **1 a**

ST: 

Prep:
Used:

      SR: WILL NEG(HO)