

Blackguard Spells

3.5

SPELLS PER DAY				
BONUS SPELLS				
LEVEL	1	2	3	4
SPELL SAVE DC				

RANGES

CLOSE	MEDIUM	LONG
25 ft + 5 ft / 2 LVLS	100 ft + 10 ft / LVL	400 ft + 40 ft / LVL

LEVEL 1

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>	Cause Fear	Creature frightened or shaken 1 rnd	Necro	V,S	1 a	Close	One living creature	1d4 rnds	Will part	Yes	208
<input type="checkbox"/>	Corrupt Weapon	Corrupts weapon against good foes	Trans	V,S	1 a	Touch	Weapon	1 min/lvl	-	-	205
<input type="checkbox"/>	Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
<input type="checkbox"/>	Doom	-2 on attacks, dmg, saves, skills	Necro	V,S,DF	1 a	Medium	One living creature	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/>	Inflict Light Wounds	Deal 1d8+1/lvl dmg (+5)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Magic Weapon	Weapon gets +1 att/dmg	Trans	V,S,F,DF	1 a	Touch	Weapon	1 min/lvl	Will negs	Yes	251
<input type="checkbox"/>	Summon Monster I	Calls evil outsider to fight for you	Conj	V,S,F/DF	Round	Close	One creature	1 rnd/lvl (D)	-	-	285

LEVEL 2

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>	Bull's Strength	+4 Str	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	207
<input type="checkbox"/>	Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
<input type="checkbox"/>	Darkness	Supernatural darkness	Evoc	V,M/DF	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	216
<input type="checkbox"/>	Death Knell	Gain 1d8 temp hp, +2 Str, +1 level	Necro	V,S	1 a	Touch	One living creature	10 min / creat HD	Will negs	Yes	217
<input type="checkbox"/>	Eagle's Splendor	+4 Cha	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/>	Inflict Moderate Wounds	Deal 2d8+1/lvl dmg (+10)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Shatter	Sonic vibration damages items	Evoc	V,S,M/DF	1 a	Close	5-ft radius, 1 lb/lvl	Instantaneous	Special	Yes	278
<input type="checkbox"/>	Summon Monster II	Calls evil outsider to fight for you	Conj	V,S,F/DF	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	286

LEVEL 3

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>	Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	213
<input type="checkbox"/>	Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
<input type="checkbox"/>	Deeper Darkness	Supernatural darkness	Evoc	V,M/DF	1 a	Touch	Item 60-ft radius	1 day/lvl	-	-	217
<input type="checkbox"/>	Inflict Serious Wounds	Deal 3d8+1/lvl dmg (+15)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Protection from Energy	Absorbs 12 energy dmg/lvl (120)	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl or till used	Fort negs	Yes	266
<input type="checkbox"/>	Summon Monster III	Calls evil outsider to fight for you	Conj	V,S,F/DF	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	286

LEVEL 4

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>	Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
<input type="checkbox"/>	Freedom of Movement	Target moves and attacks normally	Abjur	V,S,M,DF	1 a	Prsl,touch	One creature	10 min/lvl	Will negs	Yes	233
<input type="checkbox"/>	Inflict Critical Wounds	Deal 4d8+1/lvl dmg (+20)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Poison	Touch 1d10 Con dmg, repeats 1min	Necro	V,S,DF	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	262
<input type="checkbox"/>	Summon Monster IV	Calls evil outsider to fight for you	Conj	V,S,F/DF	Round	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl (D)	-	-	286