

Memorized	Scroll	Spell
1ST-LEVEL BLACKGUARD SPELLS		
		Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
		Corrupt Weapon: the opposing counterpart of <i>bless weapon</i> . Makes a weapon more effective against good foes.
		Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
		Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
		Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
		Magic Weapon: Weapon gains +1 bonus.
		Summon Monster I: Calls extraplanar creature to fight for you. (evil only)
2ND-LEVEL BLACKGUARD SPELLS		
		Bull's Strength: Subject gains +4 to Str for 1 min./level.
		Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
		Darkness: 20-ft. radius of supernatural shadow.
		Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
		Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
		Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).
		Shatter: Sonic vibration damages objects or crystalline creatures.
		Summon Monster II: Calls extraplanar creature to fight for you. (evil only)
3RD-LEVEL BLACKGUARD SPELLS		
		Contagion: Infects subject with chosen disease.
		Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
		Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
		Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).
		Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
		Summon Monster III: Calls extraplanar creature to fight for you. (evil only)
4TH-LEVEL BLACKGUARD SPELLS		
		Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
		Freedom of Movement: Subject moves normally despite impediments.
		Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).
		Poison: Touch deals 1d10 Con damage, repeats in 1 min.
		Summon Monster IV: Calls extraplanar creature to fight for you. (evil only)