Dungeons & Dragons 3.5 Edition Index – Sported Spell List

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# Sorted Spell List

*Ablative Armor*(MoE p93) [Art1] – Reduce damage from next attack by 4 + Caster level (max 15).

*Abolish Shadows*(UE p47) [Sor/Wiz3] – All shadow creatures within 30’ take 1d6/lvl (max 10d6). All shadow spells within 30’ have a chance to be dispelled.

*Absorb Weapon*(CAdv p142) [pAsn3] – Hide a weapon, gain a Bluff check with a +4 bonus to Feint when you draw it.

*Absorption*(Spell p6)(PGF p96) [Sor/Wiz9] – You absorb targeted spell energy to power spells of your own.

*Abyssal Army*(Spell p7) [Clr9 Sor/Wiz9] – Summons demons to fight for you.

*Accelerated Movement*(Spell p7)~~(CAdv p142)~~ [Brd1 Rgr1 Sor/Wiz1] – Swift. Balance, Climb, or Move Silently at normal speed with no penalty on skill check.

*Acid Breath*(Spell p7)(MoF p108) [Sor/Wiz3] – 15’ Cone of acid deals 1d6 damage per level (max 10d6). Used to be called *Mestil’s Acid Breath*.

*Acid Fog*(PH p196) [Sor/Wiz6 dWater7] – Fog deals acid damage.

*Acid Sheath*(Spell p7)~~(MoF p108)~~ [Sor/Wiz5] – Sheath of acid damage those who attack you and enhances acid spells. Was *Mestil’s Acid Sheath*.

*Acid Splash*(PH p196) [Sor/Wiz0] – Orb deals 1d3 acid damage.

*Acid Storm*(Spell p7)~~(PGF p99)~~ [Sor/Wiz6] – 1d6 acid damage per level (max 15d6), 20’ radius.

*Adamantine Weapon*(MoE p93) [Art3] – Transform weapon into adamantine.

*Aerial Alacrity*(RotW p174) [Sor/Wiz4 dSky4] – +30’ Fly speed, +1 AC and Reflex saves while flying, Maneuverability improves by one category.

*Aerial Summoning Dance*(RoF p189) [Clr4] – A flying caster plus at least 4 Aarakocra (i.e., bird-men) summon a Large Air Elemental to fight for them.

*Affliction*(BoED p89) [Clr3 Drd3 Sor/Wiz4 dWrath’3] – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).

*Aganazzar’s Scorcher*(FR p66) [Sor/Wiz2] – Path of fire deals 1d8 per 2 levels (max 5d8).

*Aging Touch*(DR350 p77) [Sor/Wiz3] – You deal 1 point of Strength, Dexterity, & Constitution damage, plus change the target’s Age Category.

*Aid*(PH p196) [Clr2 dCharity2 dCourage2 dGood2 dHope2 dLuck2 dReveredAncestor2] – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

*Aid, Mass*(Spell p8) [Clr3] – Allies gain +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +15).

*Aiming at the Target*(Spell p8)~~(CArc p96)~~ [Sor/Wiz2] – Immediate. +10 bonus on Concentration checks for previously cast spell.

*Air Breathing*(Spell p8)~~(Sav p63)~~ [Clr3 Drd3 Sor/Wiz3] – Subjects can breate air freely.

*Air Walk*(PH p196) [Clr4 Drd4 dAir4] – Subject treads on air as if solid (climb at 45 degree angle).

*Airbubble*(DR314 p45) [Clr1 Sor/Wiz1] – If underwater, the caster’s head is surrounded by air for 1 minute per level.

*Alamanther’s Return*(MoF p76) [Sor/Wiz9] – Duplicate observed spell or spell-like ability.

*Alarm*(PH p197) [Brd1 Rgr1 Sor/Wiz1 dWealth1 iFharlanghn1] – Wards an area for 2 hours per level.

*Alarm, Greater*(Spell p8) [Brd2 Sor/Wiz2] – As *Alarm*, and it works on coexistent planes.

*Align Fang*(Spell p9) [Drd2 Rgr2] – Natural Weapon becomes good, evil, lawful, or chaotic.

*Align Fang, Mass*(Spell p9) [Drd3 Rgr3] – Allies’ natural weapons become good, evil, lawful, or chaotic.

*Align Weapon*(PH p197) [Clr2] – Weapon becomes good, evil, lawful, or chaotic.

*Align Weapon, Mass*(Spell p8) [Clr3] – Allies’ weapons become good, evil, lawful, or chaotic.

*Allegro*(Spell p9)~~(CAdv p142)~~ [Brd3] – Swift. You and your allies gain +30’ speed for 1 minute per level.

*Alter Fortune*(PH2 p101) [Brd3 Clr3 Drd3 Sor/Wiz3] – Cause one creature to reroll any die roll.

*Alter Self*(PH p197) [Brd2 Sor/Wiz2 dTransformation2] – Assume the form of a similar creature.

*Amanuensis*(Spell p9)MoF p77) [Clr0 Sor/Wiz0] – Copy nonmagical text.

*Amber Sarcophagus*(BoED p90) [Sor/Wiz7] – Target is trapped in stasis inside amber.

*Amorphous Form*(Spell 8)(Und p56) [Sor/Wiz3 pAsn3] – Subject becomes puddle-like and can slip through cracks quickly.

*Amplify*(Spell p10) ~~(MoF p77)(MoFe)+~~ [Brd1] – Lowers Listen DC by 20.

*Analyze Dweomer*(PH p197) [Brd6 Sor/Wiz6 dCommerce8] – Reveals magical aspects of subject.

*Analyze Portal*(Spell p10) ~~(FR p66)~~ [Brd3 Sor/Wiz3 dPortal2] – Find a nearby portal and discover its properties.

*Anarchic Storm*(Spell p11) [Clr3] – Chaotic-aligned rain falls in a 20’ radius.

*Anarchic Water*(Spell p11) [Clr1] – Makes chaotic-aligned anarchic water.

*Angelskin*(Spell p11) [Pal2] – Lawful good creature gains DR 5/evil.

*Anger of the Noonday Sun*(Spell p11)~~(CDiv p150)~~ [Drd6] – Blinds creatures within 20’, damages Undead and Oozes.

*Animal Growth*(PH p198) [Drd5 Rgr4 Sor/Wiz5 dScaleykind5] – One animal per two levels doubles in size.

*Animal Messenger*(PH p198) [Brd2 Drd2 Rgr1] – Sends a Tiny animal to a specific place.

*Animal Shapes*(PH p198) [Drd8 dAnimal7 dMoon8 dScaleykind8 iEhlonna8] – One ally per level polymorphs into chosen animal.

*Animal Trance*(PH p198) [Brd2 Drd2 dScaleykind2] – Fascinates 2d6 HD of animals.

*Animalistic Power*(PH2 p101) [Clr2 Drd2 Rgr2 Sor/Wiz2 bDusk2] – Subject gains +2 bonus to Strength, Dexterity, and Constitution.

*Animalistic Power, Mass*(PH2 p101) [Clr7 Drd7 Sor/Wiz7] – One subject per level gains +2 bonus to Strength, Dexterity, and Constitution.

*Animate Breath*(Spell p11) [Sor/Wiz7] – Your breath weapon becomes an Elemental.

*Animate City*(RoD p164) [City9] – City structures attack, slow down enemies.

*Animate Dead*(PH p198) [Clr3 Sor/Wiz4 dDeath3 dUndead3 dUndeath3] – Creates undead skeletons and zombies.

*Animate Fire*(Spell p12) ~~(CArc p96)~~ [Drd1] – Turns a campfire into a Small Fire Elemental.

*Animate Objects*(PH p199) [Brd6 Clr6 dChaos6 dLife6] – Objects attack your foes.

*Animate Plants*(PH p199) [Drd7 dLife8 dPlant7] – One or more trees animate and fight for you.

*Animate Rope*(PH p199) [Brd1 Sor/Wiz1 dArtifice1 dCraft1] – Makes a rope move at your command.

*Animate Snow*(Spell p12) [Drd6] – You animate snow to attack foes.

*Animate Water*(Spell p13) ~~(CArc p96)~~ [Drd1] – Turn a small quantity of water into a Small Water Elemental.

*Animate Wood*(Spell p13)(CArc p96) [Drd1] – Turn Small or smaller wooden item into an animated object.

*Anticipate Teleportation*(Spell p13)~~(CArc p97)~~ [Sor/Wiz3] – Predict and delay the arrival of creatures teleporting into range by 1 round.

*Anticipate Teleportation, Greater*(Spell p13)~~(CArc p97)~~ [Sor/Wiz6] – Predict and delay the arrival of creatures teleporting into range by 3 rounds.

*Anticold Sphere*(Spell p13) [Drd5 Sor/Wiz5] – Sphere hedges out cold creatures and protect you from cold.

*Antidragon Aura*(Spell p13) [Clr3 Sor/Wiz3] – Allies gain bonus to AC and saves against Dragons.

*Antilife Shell*(PH p199) [Clr6 Drd6 dAnimal6 dDecay6] – 10’ radius field hedges out living creatures.

*Antimagic Field*(PH p200) [Clr8 Sor/Wiz6 dChastity8 dMagic6 dProtection6 dSpell8] – Negates magic within 10’.

*Antimagic Ray*(Spell p14) [Spell7] – Target looses all magical powers.

*Antipathy*(PH p200) [Drd9 Sor/Wiz9 dElf9 dHatred8 dMentalism7 dWealth9] – Object of location affect by spell repels certain creatures.

*Antiplant Shell*(PH p200) [Drd4] – Keeps animated plants at bay.

*Anyspell*(Spell p14)(FR p67) [dSpell3] – Prepare an Arcane spell of up to 2nd Level.

*Anyspell, Greater*(Spell p15)(FR p70) [dSpell6] – Prepare an Arcane spell of up to 5th Level.

*Appraising Touch*(Spell p15)~~(DR325 p70)~~ [Brd1 Sor/Wiz1] – Grants a bonus on Appraise checks.

*Arc of Lightning*(Spell p15)(CArc p97) [Drd4 Sor/Wiz5 dWindstorm5] – Line of electricity between two creatures (1d6/level damage).

*Arcane Eye*(PH p200) [Sor/Wiz4 iVecna4] – Invisible floating eye moves 30’ per round.

*Arcane Lock*(PH p200) [Sor/Wiz2] – Magically locks a portal or chest.

*Arcane Mark*(PH201 p201) [Sor/Wiz0] – Inscribes a personal rune (visible or invisible).

*Arcane Seal*(DR344 p82) [Sor/Wiz3 Magewright3] – Permanently locks and alarms a portal, chest, etc.

*Arcane Sight*(PH p201) [Sor/Wiz3] – Magical auras become visible to you.

*Arcane Sight, Greater*(PH p201) [Sor/Wiz7] – As *Arcane Sight*, but also reveals magic effects on creatures and objects.

*Armor of Darkness*(Spell p15) ~~(FR p67)(D&D p216)~~ [dDarkness4] – Shroud grants deflection bonus, darkvision, and other effects.

*Arrow Mind*(Spell p15)(CAdv p143) [Rgr1 Sor/Wiz1] – Immediate. You threaten nearby squares with your bow and fire without provoking attacks of opportunity.

*Arrow of Bone*(Spell p16)~~(CArc p97)~~ [Sor/Wiz7] – Missile or thrown weapon gains +4 bonus, target takes 3d6+1/lvl damage (max +20) or is slain.

*Arrow Storm*(Spell p16)~~(CAdv p143)~~ [Rgr3] – Swift. You make one ranged attack against each foe within one range increment.

*As the Frost*(PH2 p101) [Drd7 Sor/Wiz7] – Transforms the caster into a creature of cold.

*Aspect of the Deity, Lesser*(BoED p91) [Pal4] – Your form becomes more like your deity’s.

*Aspect of the Earth Hunter*(Spell p16) ~~(DR320 p90)~~ [Drd6 Rgr4] – Caster polymorphs into a Bulette.

*Aspect of the Werebeast*(RoE p183) [Drd4 Rgr4] – Gain bonuses from hybrid animal form.

*Aspect of the Wolf*(Spell p16) ~~(DR320 p91)~~ [Drd1 Rgr1] – Caster polymorphs into a Wolf.

*Assay Spell Resistance*(Spell p17)(CArc p120) [Clr4 Sor/Wiz4] – +10 bonus on caster level checks to defeat one creature’s Spell Resistance.

*Astral Hospice*(Spell p17) [Clr4] – While on the Astral Plane, open a portal to a Demiplane so natural healing can occur.

*Astral Projection*(PH p201) [Clr9 Sor/Wiz9 dMeditation9 dMentalism9 dSloth9 dTravel9] – Projects you and companions into the Astral Plane.

*Atonement*(PH p201) [Clr5 Drd5 dHope5 dRenewal5 dTemperance4] – Removes burden of misdeeds from subject.

*Attune Form*(Spell p17) [Clr3 Drd3 Sor/Wiz4] – Grant creature temporary protection against overly damaging planar traits.

*Augment Familiar*(Spell p17)(CWar p116) [Sor/Wiz2] – Your familiar becomes more powerful.

*Augury*(PH p202) [Clr2 dDestiny2 dDream2 dFate2 dOracle2 dPlanning2] – Learn whether an action will be good or bad.

*Aura against Flame*(Spell p18)~~(MoF p78)~~ [Clr2 Drd1] – Ignore 10 flame damage/round and extinguish fires.

*Aura of Evasion*(Spell p18) [Clr5 Sor/Wiz6] – All within 10’ gain Evasion against Breath Weapons.

*Aura of Glory*(Spell p18)~~(MoF p78)~~ [Pal2] – Remove any fear effect from allies.

*Aura of Terror*(Spell p18) [Sor/Wiz6] – You gain an aura of fear, or your frightful presence becomes more effective.

*Aura of Vitality*(MoF p78) [Drd7] – Subjects gain a +4 Morale bonus to Strength, Dexterity, and Constitution.

*Auril’s Flowers*(DR312 p62) [Clr6 Drd5] – 30’ radius of non-dry ground explodes with rocks and ice.

*Avascular, Mass*(Spell p19) [Sor/Wiz8 dDeathbound8] – Reduces foe to half hp and stun, entangle in a 20’ radius from victim.

*Avasculate*(Spell p19) [Sor/Wiz7 dDeathbound7] – Reduce foe to half hp and stun.

*Awaken Construct*(Spell p21)(Sav p63) [Clr9 Sor/Wiz9] – Construct gains human intellect.

*Awaken Sin*(Spell p21)~~(DR315 p30)~~ [Clr3 Pal2] – Subject faces its sins, takes 1d6 nonlethal damage per level (max 10d6).

*Awaken Undead*(Spell p21) [Sor/Wiz7 dDeathbound6] – Grant sentience to otherwise mindless Undead.

*Awaken*(PH p202)(DR330 p81)+ [Drd5] – Animal or tree gains human intellect.

*Awaken, Mass*(Spell p21)(CDiv p151) [Drd8] – As *Awaken*, but multiple creatures.

*Axiomatic Storm*(Spell p22) [Clr3 Pal2] – Lawful-aligned rain falls in a 20’ radius.

*Axiomatic Water*(Spell p11) [Clr1 Pal1] – Makes lawful-aligned axiomatic water.

*Azuth’s Exalted Triad*(MoF p78) [Clr6] – Cast a prepared spell three times.

*Azuth’s Spell Shield*(MoF p79) [Clr7] – Subjects gain +12 +1/level SR.

*Babau Slime*(Spell p22) [Drd1 Sor/Wiz1 dAbyss3] – Secrete a body-covering acid that damages foes’ weapons.

*Backbiter*(Spell p23)~~(CArc p98)~~ [Sor/Wiz1] – Melee weapon strikes wielder.

*Backlash*(Spell p23)~~(MoF p79)~~ [Sor/Wiz4] – Target cursed if it uses spells against another creature.

*Balagarn’s Iron Horn*(MoF p79) [Brd1 Sor/Wiz2] – Intense vibrations trip those in the area.

*Balancing Lorecall*(Spell p23)(CAdv p143) [Drd2 Rgr2 Sor/Wiz2] – You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.

*Baleful Blink*(PH2 p102) [Drd4 Sor/Wiz4] – Subject has a 50% chance of failure on attacks and spells.

*Baleful Polymorph*(PH p202) [Drd5 Sor/Wiz5 dGluttony5 dTransformation6] – Transforms subject into a harmless animal.

*Ball Lightning*(Spell p23)~~(PGF p99)~~ [Sor/Wiz5] – Energy balls deal 1d6 per level electricity damage.

*Balor Nimbus*(Spell p24) [Clr2 Sor/Wiz2 dAbyss4] – Subject’s flaming body damages foes in grapple.

*Bands of Steel*(Spell p24)(CArc p98) [Sor/Wiz3] – Metallic bands immobilize or entangle target for 1 round per level.

*Bane Bow*(CDiv p151) [Rgr4] – Weapon becomes a +5 Bane against one of your favored enemies.

*Bane*(PH p203) [Clr1 dSpirit1 dSuffering1] – Enemies take –1 on attack rolls and saves against fear.

*Bane, Greater*(DR342 p52) [iHextor4] – Enemies gain –1 per 4 levels on attack rolls and saves against fear.

*Banishment*(PH p202) [Clr6 Sor/Wiz7 dBalanc6 dExorcism6 dPortal6 dRetribution6] – Banishes 2 HD per level of extraplanar creatures.

*Barghest’s Feast*(Spell p24) [Clr6 Sor/Wiz7] – Destroy corpse, potentially preventing its return to life.

*Barkskin*(PH p202) [Drd2 Rgr2 dPlant2] – Grants +2 (or higher) enhancement to natural armor.

*Bastion of Good*(BoED p92) [Clr7] – Acts as *Minor Glob of Invulnerability* and a double-strength *Magic Circle against Evil*.

*Battering Ram*(Spell p24)~~(MoF p80)~~ [Sor/Wiz2] – Deals 1d6 damage plus bull rush.

*Battle Hymn*(Spell p24) [Brd2 Sor/Wiz4] – Allies can reroll one Will save per round.

*Battle Tentacles*(DR344 p60) [Sor/Wiz5] – A 20’ radius of tentacles attacks all within.

*Bear’s Endurance*(PH p203) [Clr2 Drd2 Rgr2 Sor/Wiz2 dDwarf2 dEndurance2 dHunt2 dRetribution2 dSuffering2] – Subject gains +4 Constitution for 1 minute per level.

*Bear’s Endurance, Mass*(PH p203) [Clr6 Drd6 Sor/Wiz6 dEndurance6 dPatience6] – As *Bear’s Endurance*, affects one subject per level.

*Beast Claws*(Spell p25)~~(CDiv p151)~~ [Drd1] – Your hands become weapons that deal 1d4 damage for one hour per level.

*Beastland Ferocity*(Spell p25) [Brd1 Drd1] – Subject fights without penalty while disabled or dying.

*Beget Bogun*(Spell p26)(CDiv p152) [Drd1] – You create a Tiny nature servant.

*Belker Claws*(Spell p26) [Sor/Wiz2] – Touch attack deals 2d12 damage and lingers +1 round per 3 levels.

*Benign Transposition*(Spell p27) [Sor/Wiz1] – Two willing subjects switch places.

*Bestow Curse*(PH p203) [Clr3 Sor/Wiz4 dDestiny4 dDragonBelow3 dFate3 dHatred3 dHumility3 dSpirit3 dSuffering3] – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

*Bestow Curse, Greater*(Spell p27)~~(RoD p164)(CDiv p153) (CDivErrata)+~~ [Brd6 Sor/Wiz8 dClr7 dDestiny7] – As *Bestow Curse*, but more severe penalties.

*Bigby’s Clenched Fist*(PH p203) [Sor/Wiz8 dStrength8] – Large hand provides cover, pushes, or attacks your foes.

*Bigby’s Crushing Hand*(PH p203) [Sor/Wiz9 dForce9 dStrength9] – Large hand provides cover, pushes, or crushes your foes.

*Bigby’s Disrupting Hand*(PH2 p102) [Sor/Wiz3] – Hand disrupts opponent’s spellcasting.

*Bigby’s Forceful Hand*(PH p204) [Sor/Wiz6] – Hand pushes creatures away.

*Bigby’s Grasping Hand*(PH p204) [Sor/Wiz7 dStrength7 dTyrant7] – Hand provides cover, pushes, or grapples.

*Bigby’s Helping Hand*(PH2 p102) [Sor/Wiz1] – Hand hold an item for the caster.

*Bigby’s Interposing Hand*(PH p204) [Sor/Wiz5 dChastity5] – Hand provides cover against one opponent.

*Bigby’s Striking Fist*(PH2 p103) [Sor/Wiz2 bDusk2] – Hand deals 1d6 nonleathal damage per 2 levels (max 5d6) and knocks subject back.

*Bigby’s Tripping Hand*(PH2 p103) [Sor/Wiz1 bDusk1] – Hand trips subject.

*Bigby’s Warding Hand*(PH2 p103) [Sor/Wiz2] – Hand of force slows opponent.

*Binding Winds*(Spell p27) ~~(CDiv p153)(MoF p80)~~ [Drd2 dWeather5 dWindstorm2] – Air prevents target from moving, hinders ranged attacks.

*Binding*(PH p204) [Sor/Wiz8] – Utilizes an array of techniques to imprison a creature.

*Bite of the King*(Spell p28) [dGluttony8 dHunger8] – Swallow enemies whole.

*Bite of the Werebear*(Spell p28) [Drd6 Sor/Wiz7] – You gain the Strength and attacks of a werebear.

*Bite of the Wereboar*(Spell p28) [Drd4 Sor/Wiz5] – You gain the Strength and attacks of a wereboar.

*Bite of the Wererat*(Spell p28) [Drd2 Sor/Wiz3] – You gain the Dexterity and attacks of a wererat.

*Bite of the Weretiger*(Spell p28) [Drd5 Sor/Wiz6] – You gain the Strength and attacks of a weretiger.

*Bite of the Werewolf*(Spell p29) [Drd3 Sor/Wiz4] – You gain the Strength and attacks of a werewolf.

*Black Blade of Disaster*(Spell p29~~)(MoF p81)~~ [Sor/Wiz8] – Floating magic weapon *Disintegrate* targets.

*Black Karma Curse*(PH2 p103) [Clr2 Sor/Wiz2] – Subject damages self with melee attack.

*Black Stench of Laogzed*(DR342 p74) [Clr4 Sor/Wiz5] – Creates a cloud of opaque, acidic, nauseating gas.

*Blackfire*(Spell p29)(CArc p99) [Sor/Wiz8] – Target is engulfed in black flame, takes 1d4 Constitution damage and becomes nauseated; flames and effects can spread to adjacent living creatures.

*Blacklight*(Spell p30)(FR p67) (D&D p216) [Sor/Wiz3 dDarkness3] – Create a 20’ radius area of darkness that even darkvision can’t see through, but you can.

*Blackstaff*(MoF p81) [Sor/Wiz8] – Greatly enhances staff or quarterstaff.

*Blade Barrier*(PH p205) [Clr6 dGood6 dMetal6 dWar6] – Wall of blades deals 1d6 per level damage.

*Blade Brothers*(PH2 p103) [Brd2 Clr2] – Use higher saving throw result between two creatures, but both suffer effects if the saves fail.

*Blade of Blood*(PH2 p103) [Clr1 Sor/Wiz1 pAsn1 pBlk1] – Swift. Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage.

*Blade of Pain and Fear*(Spell p30) [Clr3 Sor/Wiz3 dDeathbound2 pAsn2 pBlkGd2] – Creates blade of gnashing teeth.

*Blade Storm*(Spell p30)(CAdv p144) [Rgr3] – Swift. You make melee attacks against every foe you threaten.

*Blade Thirst*(Spell p31)(MoF p82) [Rgr3] – Slashing weapon glows and gains +3 enhancement bonus.

*Bladebane*(UE p48) [Clr3 Pal2 Sor/Wiz4] – Slashing weapon becomes a bane weapon.

*Blades of Fire*(Spell p31)(CArc p99) [Rgr2 Sor/Wiz2] – Your melee weapons deal +1d6 Fire damage for 1 round.

*Bladeweave*(Spell p31)~~(CAdv p144)~~ [Brd2 Sor/Wiz2] – Swift. Your melee attacks Daze your opponent.

*Blasphemy*(PH p205)(PH3.5e)+ [Clr7 dDragonBelow7 dEvil7 dHatred7 dMysticism7 dOrc7] – Kills, paralyzes, weakens, or dazes non-evil subjects.

*Blast of Flame*(Spell p31)(CArc p99) [Sor/Wiz4] – 60’ cone of Fire (1d6 per level damage, max 10d6).

*Blast of Force*(Spell p31)(CDiv p153) [Sor/Wiz2 dForce3] – Ray deals 1d6 force damage per two caster levels (max 5d6).

*Blast Rod*(MoE p94) [Art3] – Infused rod stores 1d8/level destructive energy.

*Blaze Bones*(DR347 p76) [Clr2 Sor/Wiz2] – Enhance an undead with flames that also damage it.

*Bleakness*(PH2 p104) [Clr4 Sor/Wiz4] – 1d6 damage per round to living creatures, grants undead turn resistance and fast healing.

*Bless Water*(PH p205) [Clr1 Pal1] – Makes Holy Water.

*Bless Weapon*(PH p205) [Pal1 dGlory2] – Weapon strikes true against evil foes.

*Bless Weapon, Swift*(Spell p31) [Pal1] – Swift. Weapon strikes true against evil foes for 1 round.

*Bless*(PH p205) [Clr1 Pal1 dArmy1 dCommunity1 dFamily1 dHope1 dZeal1] – Allies gain+1 morale bonus to attacks & saves vs. fear.

*Bless, Greater*(DR342 p52) [iHeironeous3 iPelor3] – Allies gain +1 per 4 levels on attack rolls and saves against fear.

*Blessed Aim*(Spell p31)~~(CDiv p154)~~ [Clr1 Pal1] – +2 bonus of allies’ ranged attacks.

*Blessed Sight*(BoED p92) [Clr3 Pal3 dCelestial3] – Evil auras become visible to you.

*Blessing of Bahamut*(Spell p31)(CDiv p154) [Pal3] – You gain damage reduction 10 / magic.

*Blessing of the Righteous*(PH2 p104) [Clr4 Pal4] – Weapons deal +1d6 Holy damage and become good-aligned.

*Blight*(PH p206) [Drd4 Sor/Wiz5 dDecay5] – Withers one plant or deals 1d6 per level damage to a plant creature.

*Blinding Beauty*(BoED p92) [Brd4 Drd4 Rgr4 dFey4] – You become as beautiful as a nymph, and can blind humanoids who look at you.

*Blinding Breath*(Spell p31) [Sor/Wiz4] – Your breath weapon blinds subjects.

*Blinding Color Surge*(PH2 p104) [Sor/Wiz2 bBeguil2] – Blind subject for 1 round, gain *Invisibility*.

*Blinding Glory*(BoED p92) [Sor/Wiz9] – 100’ per level radius of light that blinds Evil creatures.

*Blinding Spittle*(Spell p32)(PGF p100)(MoF p82) [Drd2] – Ranged touch attack makes subject blind.

*Blindness/Deafness*(PH p206) [Brd2 Clr3 Sor/Wiz2 dDarkness2] – Makes subject blind or deaf.

*Blindsight*(Spell p32)(PGF p100)(Und p56) [Clr3 Drd3] – Subject gains blindsight 30’ for 1min/lvl.

*Blindsight, Greater*(Spell p32) [Clr4 Drd4] – Subject gains blindsight 60’ for 1min/lvl.

*Blink*(PH p206) [Brd3 Sor/Wiz3] – You randomly vanish and reappear for 1 round per level.

*Blink, Greater* (Spell p32)(CArc p99)(UE p50)(CDiv p154) [Brd5 Sor/Wiz5 dCelerity8] – Controlled blinking between the Material and Ethereal Planes grants defenses for 1 rnd / lvl.

*Blistering Radiance*(Spell p33)(CArc p99) [Clr5 Sor/Wiz4] – Sphere of light blinds creatures, deals 2d6 Fire damage in a 50’ radius spread. Lasts for 1 round per level.

*Blood Creepers*(PH2 p104) [Drd5] – Vines deal 1 hp per level damage for multiple rounds and entangle one creature.

*Blood Frenzy*(Spell p33)~~(MoF p82)~~ [Drd2] – Grants extra use of Rage.

*Blood of the Martyr*(BoED p92) [Clr4 Pal4] – You heal a target at range and take a like amount of damage.

*Blood Sirocco*(Spell p33) [Drd6] – Wind bowls over foes and draws away their blood.

*Blood to Water*(Spell p33)~~(DR314 p45)~~ [Clr7] – Changes some of the blood in up to five creatures into water, causing Constitution damage.

*Bloodhound*(Spell p34)(CAdv p144) [Rgr1] – You gain an immediate retry if you fail a Survival check while tracking.

*Bloodstar*(Spell p33) [Sor/Wiz4] – Hovering construct does Constitution damage each time foe is damaged.

*Bloodstone’s Frightful Joining*(DR348 p74) [Sor/Wiz4] – Enables possession of an undead creature.

*Bloodwind*(Spell p33) [Clr1 Sor/Wiz1] – Subject uses natural weaons at range.

*Blur*(PH p206) [Brd2 Sor/Wiz2 dCelerity3] – Attacks miss subject 20% of the time.

*Bodak’s Glare*(Spell p34) [Clr8 dAbyss8] – You slay a creature, which turns into a Bodak 24 hours later.

*Body Blades*(Spell p35)~~(MoF p82)~~ [Clr2] – You attack as if armed, deal bonus damage, harm grapples.

*Body Harmonics*(Spell p35)~~(DR314 p45)~~ [Brd5] – Target creature’s body vibrates, causing ability damage each round.

*Body of the Sun*(Spell p35)~~(CDiv p155)~~ [Drd2 Sor/Wiz2] – Your body emanates fire, dealing 1d4 per 2 levels damage.

*Body of War*(Spell p35)~~(DR320 p90)~~ [Sor/Wiz 7] – You change into a Warforged Titan, gain some abilities.

*Bolt of Glory*(DR354 p30) [Clr3] – Ray deals 1d8 per two levels, more against evil outsiders & creatures from the negative energy plane.

*Bolt of Glory*(Spell p35)~~(CDiv p155)~~ [Clr6 dGlory6] – Positive energy ray deals extra damage to Evil Outsiders & Undead.

*Bolts of Bedevilment*(Spell p37)(CDiv p155) (Eb p109)(EbErrata)+[Brd5 dMadness5] – 1 ray per round dazes its target for 1d3 rnds.

*Bombardment*(MoF p82) [Drd8] – Falling rocks deal 1d8 damage/level and bury targets.

*Bonefiddle*(Spell p37)~~(DR328 p72)~~ [Brd2 Sor/Wiz2] – A spectral bow plays upon the target’s bones, dealing sonic damage.

*Bones of the Earth*(PH2 p104) [Drd6] – Create pillars of stone.

*Bottle of Smoke*(Spell p37)(CDiv p155) [Drd3 Rgr3] – Uncorking a bottle creates a fast horse made of smoke.

*Brain Slave of Ilsensine*(DR342 p75) [Clr6 Sor/Wiz6] – Summons disembodied brains that can extract an opponent’s brain.

*Brain Spider*(Spell p38)(CDiv p156) [Clr7 dMind7] – Listen to thoughts of up to eight other creatures.

*Brambles*(Spell p38)(CDiv p156) [Clr2 Drd2] – Wood weapon grows spikes that deal +1 damage per caster level (max +10).

*Branch to Branch*(Spell p38)~~(CAdv p144)(MoF p83)~~ [Drd1 Rgr1] – You gain +10 Competence bonus on Climb checks in trees and can brachiate through forest.

*Break Enchantment*(PH p207) [Brd4 Clr5 Pal4 Sor/Wiz5 dChastity5 dLiberation5 dLuck5 dSpell5] – Frees subject from enchantments, alterations, curses, & petrifaction.

*Breath Flare*(Spell p38) [Sor/Wiz1] – Your breath weapon dazzles subjects.

*Breath of the Jungle*(Spell p39) [Drd1] – Mist makes Poison and Disease harder to resist.

*Breath Weapon Admixture*(Spell p39) [Sor/Wiz9] – Add a second kind of energy to your breath weaon.

*Breath Weapon Substituion*(Spell p39) [Sor/Wiz5] – Your breath weapon deals a different type of energy than usual.

*Briar Web*(Spell p39)~~(CDiv p156)~~ [Drd2 Rgr2] – Area slows creatures and thorns deal 1 hp of damage per 5’ moved.

*Bright Worms*(PH2 p105) [Sor/Wiz4] – Fiery worms damage enemies within a 20’ spread.

*Brilliant Aura*(Spell p39)~~(CDiv p157) (MoF p83)(MoFe)+~~ [Clr8 Drd8 Sor/Wiz7] – Allies’ weapons become brilliant energy, ignoring armor.

*Brilliant Blade*(Spell p40)(CArc p100) [Clr7 Drd7 Sor/Wiz6] – Weapon of projectiles shed light, ignore armor.

*Bristle*(Spell p40) [Sor/Wiz2] – Touched armor grows spikes that “attack” the same opponent as the wearer.

*Bull’s Strength*(PH p207) [Clr2 Drd2 Pal2 Sor/Wiz2 Strength2 dWrath2] – Subject gains +4 Strength for 1 minute per level.

*Bull’s Strength, Mass*(PH p207) [Clr6 Drd6 Sor/Wiz6] – As *Bull’s Strength*, affects one subject per level.

*Buoyant Lifting*(Spell p40) [Drd1] – Creatures that are underwater rise to the surface.

*Burning Blood*(Spell p40)(CArc p100) [Sor/Wiz4] – Target takes 1d8 Acid damage plus 1d8 Fire damage per round.

*Burning Hands*(PH p207) [Sor/Wiz1 dFire1] – 1d4 fire damage per level (max 5d4).

*Burning Hate*(DR347 p77) [Clr2 Sor/Wiz3] – Deals 1d6 Fire damage per two levels and inspires hate toward your target.

*Burning Rage*(PH2 p105) [Sor/Wiz1] – Subject takes 4 points of damage per round, gains attack bonus and DR.

*Burning Sword*(Spell p41) [Sor/Wiz2] – Weapon gains the ‘flaming burst’ special ability.

*Burrow*(Spell p41)~~(Und p56)~~ [Drd2 Rgr2] – Subject gains a Burrowing speed of 30’.

*Burrow, Mass*(Spell p41)~~(Und p56)~~ [Drd 4 Rgr3] – As *Burrow*, but affects one subject per level.

*Buzzing Bee*(Spell p41) [Sor/Wiz1] – Bee gives subject –10 penalty on Move Silently and hinders Concentration check.

*Cacophonic Burst*(Spell p41) [Brd5 Sor/Wiz5] – Noise deals 1d6 per level sonic damage to all within a 20’ radius.

*Cacophonic Shield*(Spell p41)(CAdv p144) ~~(MoF p83)~~ [Brd4 Sor/Wiz5] – Shield 10’ from you blocks sound, deals 1d6+1 per level Sonic damage, and deafens creatures passing through.

*Caligarde’s Claw*(PGF p100) [Sor/Wiz4] – Claw of force attacks opponent or guards area.

*Call Faithful Servants*(BoED p93) [dCelestial6] – Summons 1d4 Lantern Archons, Coure, Eladrins, or Musteval Guardinals.

*Call Kolyarut*(Spell p41) [Clr7 Sor/Wiz7] – A Kolyarut Inevitable performs one duty for you.

*Call Lightning Storm*(PH p207) [Drd5 dWeather6 dWeather’5] – As *Call Lightning*, but 5d6 damage per bolt.

*Call Lightning*(PH p207) [Drd3 dStorm3 dWeather3 dWeather’3] – Calls down lightning bolts (3d6 per bolt) from the sky.

*Call Marut*(Spell p41) [Clr9 Sor/Wiz9 dMechanus9] – A Marut Inevitable performs one duty for you.

*Call Mount*(BoED p93) [Pal2] – Call your special mount, even if you have already called it today.

*Call to Stone*(PH2 p105) [Drd4 Sor/Wiz4] – Slowly turn subject to stone.

*Call Zelekhut*(Spell p41) [Clr5 Sor/Wiz5] – A Zelekhut Inevitable performs one duty for you.

*Calm Animals*(PH p207) [Drd1 Rgr1 dAnimal1] – Calms (2d4 + level) HD of animals.

*Calm Emotions*(PH p207) [Brd2 Clr2 dBalance2 dCharm2 dLaw2 dTemperance2] – Calms creatures, negating emotion effects.

*Caltrops*(Spell p42) [Sor/Wiz1] – Creates caltrops in a 5’ by 5’ square + 5’ square per 2 levels beyond 1st (max 5 squares).

*Camel’s Tenacity*(DR331 p71) [Clr4 Drd3] – Travel without food or water.

*Camouflage*(Spell p43)(CDiv p157)(Und p56) [Drd1 Rgr1] – Subject gains a +10 bonus on Hide checks.

*Camouflage, Mass*(Spell p43)(CDiv p157) (MoF p106)(MoFe)+ [Drd2 Rgr2] – As *Camouflage*, but multiple targets.

*Capricious Zephyr*(Spell p43)~~(DR314 p38)~~ [Drd3 Sor/Wiz3] – Creates a ball of spinning wind that the caster can move around. Any creature touched by it receives a Bull Rush.

*Cast in Stone*(Spell p43)~~(MoF p83)~~ [Drd9] – Petrifying gaze attack.

*Castigate*(Spell p44)~~(CDiv p158)~~ [Clr4 Pal4 dPurification4] – Verbal rebuke damages those whose alignment differs from yours.

*Cat’s Grace*(PH p208) [Brd2 Drd2 Rgr2 Sor/Wiz2 dCelerity2 dElf2 dHalfling2] – Subject gains +4 Dexterity for 1 minute per level.

*Cat’s Grace, Mass*(PH p208) [Brd6 Drd6 Sor/Wiz6 dCelerity7] – As *Cat’s Grace*, affects one subject per level.

*Cause Fear*(PH p208) [Brd1 Clr1 Sor/Wiz1 dDeath1 dDragonBelow1 dOrc1 dPassion1] – One creature of 5HD or less flees for 1d4 rounds.

*Cause Fear, Greater*(DR342 p52) [iErythnul2 iNerull2] – As *Cause Fear*, but affects creatures up to 15 HD.

*Caustic Disdain*(DR347 p77) [Clr4 Sor/Wiz4] – Deal 1d6 acid damage per round to target and make others less willing to aid it.

*Celebration*(Spell p44)~~(MoF p84)~~ [Brd4] – Intoxicate subjects.

*Celerity*(PH2 p105) [Brd4 Sor/Wiz4] – Take a standard action immediately, but be dazed for 1 round.

*Celerity, Greater*(PH2 p105) [Sor/Wiz8] – Take a full-round action immediately, but be dazed for 1 round.

*Celerity, Lesser*(PH2 p105) [Brd2 Sor/Wiz2] – Take a move action immediately, but be dazed for 1 round.

*Celestial Blood*(BoED p94) [Clr6 dPleasure6] – Grant energy resistance, +4 on saves against poison, and Damage Reduction 10 / evil.

*Celestial Brilliance*(BoED p94) [Clr4 Sor/Wiz4] – Object sheds brilliant light to 120’, hurts Undead and Evil Outsiders.

*Censure Elementals*(MoE p94) [Art4] – Deals 2d4 + 1/lvl damage each round to elementals.

*Chaav’s Laugh*(BoED p94) [Clr5 dJoy5] – Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hp + 1 per level (max +20). Evil creatures receive a –2 penalty on attack rolls and saves against fear.

*Chain Dispel*(PH2 p105) [Clr8 Sor/Wiz8] – Dispel multiple magical effects on multiple creatures.

*Chain Lightning*(PH p208) [Sor/Wiz6 dAir6] – 1d6 damage per level; 1 secondary bolt per level each deal half damage

*Chain Missile*(Spell p44)~~(DR323 p78)~~ [Sor/Wiz4] – Multiple missiles deal 1d4+1 damage each, then strike secondary targets.

*Chain of Eyes*(Spell p45)(CDiv p158) [Clr3 Drd4 Sor/Wiz2] – You attach a magical sensor to a target, who can unwittingly pass it on to anyone he/she touches, and so on.

*Chalkboard*(DR324 p70) [Sor/Wiz0] – Creates opaque plane you can write on.

*Chameleon*(CArc p100) [Drd2] – Subject gets +10 on Hide checks.

*Champion of Kord*(DR342 p53) [iKord4] – Receive bonuses on acts of strength.

*Changestaff*(PH p207) [Drd7] – Your staff becomes a treant on command.

*Changestones*(Und p57) [Drd7 Sor/Wiz7] – Prepared stones become Liths (a CR6 Magical Beast) (Und p93).

*Channeled Divine Health*(PH2 p106) [Clr4] – Heal a creature, amount and ranged based on casting time.

*Channeled Divine Shield*(PH2 p106) [Clr3] – Gain DR, amount based on casting time.

*Channeled Pyroburst*(PH2 p106) [Sor/Wiz4 bDusk4] – Deal fire damage, amount and radius based on casting time.

*Chaos Hammer*(PH p208)(PH3.5e)+ [dChaos4] – Damages and staggers lawful creatures.

*Charge of the Triceratops*(Spell p45)~~(DR318 p72)~~ [Drd3 Rgr3] – Subject grows horns and a skull plate, gains a gore attack.

*Charm Animal*(PH p208) [Drd1 Rgr1] – Makes one animal your friend.

*Charm Monster*(PH p209) [Brd3 Charm5 Sor/Wiz4] – Makes monster believe it is your ally.

*Charm Monster, Mass*(PH p206) [Sor/Wiz8 dPride9 dTyrant8] – As *Charm Monster*, but all within 30’.

*Charm Person*(PH p209) [Brd1 Sor/Wiz1 dCharm1 dFey2 dLust1 dRenewal1] – Make one person your friend.

*Charm Person, Mass*(RoD p164)(DR312 p51) [Brd4 Sor/Wiz5] – As *Charm Person*, but up to 2 \* Caster level of HD.

*Chasing Perfection*(PH2 p106) [Clr6 Drd6 Sor/Wiz6] – Subject gains +4 to all abilities.

*Cheat*(Spell p46) [Brd1 Sor/Wiz1 dGreed1] – Caster rerolls when determining the success of a game of chance.

*Checkmate’s Light*(Spell p46) [Clr3 Pal2] – Your weapon gains an enhancement bonus, does lawful damage, and bolsters allies.

*Chill Metal*(PH p209) [Drd2 dCold2] – Cold metal damages those who touch it.

*Chill of the Grave*(Spell p46) [dDeathbound1] – Ray causes cold damage.

*Chill Touch*(PH p209) [Sor/Wiz1 dCold1 dUndead1] – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.

*Choose Destiny*(RoD p164) [dDestiny9] – Gain two chances for success for every action.

*Circle Dance*(Spell p46)(MoF p84) [Brd2 Clr3 Drd3 Sor/Wiz3] – Indicates direction to known target.

*Circle of Cold*(DR317 p70) [Sor/Wiz4] – Creatures in a 10’ radius take 1d6 Cold damage per level (max 10d6) and are Paralyzed for 1 round.

*Circle of Death*(PH p209) [Sor/Wiz6 dUndeath5 iWeeJas6] – Kills 1d4 HD per level of creatures.

*City Lights*(RoD p164) [City2 Sor/Wiz2] – Absorb nearby light to release as blinding flare.

*City Stride*(RoD p164) [Brd6 dCity6] – Teleport between two cities.

*City’s Might*(RoD p165) [dCity8] – Gain enhancement to Strength & Constitution, and Damage Reduction, while in a city.

*Clairaudience/Clairvoyance*(PH p209) [Brd3 Sor/Wiz3 dDrow2 dKnowledge3 dLust3 dMentalism3 dPlanning3] – Hear or see at a distance for 1 minute per level.

*Clarity of Mind*(Spell p46)(Und p57) [Pal2 dBalance3 pBlackguard2] – Grants +4 bonus on saves involving charm, compulsion, and glamer spells; reduces glamer miss chance by 10%.

*Claws of Darkness*(Spell p47)~~(FR p67)~~ [Sor/Wiz2] – Your hands become reach melee touch attacks that deal 1d4 cold damage plus *Slow*.

*Claws of the Bear*(Spell p47)~~(PGF p101)~~ [Drd1 Rgr1] – Your hands become weapons that deal 1d8 damage for 1rnd/lvl.

*Clear Mind*(Spell p47) [Pal1] – +4 on saves against mind-affecting spells and abilities.

*Climb Walls*(Spell p47) [Drd1 Rgr1] – Touched creature gains increased climbing ability.

*Cloak of Bravery*(Spell p47)CWar p117) [Clr3 Pal2 dCourage3] – You and your allies gain a bonus on saves against fear.

*Cloak of Bravery, Greater*(Spell p48)(CWar p117) [dCourage9] – You and your allies within 1 mile become immune to fear and get +2 bonus on attacks.

*Cloak of Chaos*(PH p210) [Clr8 dChaos8 dOrc8] – +4 to AC, +4 resistance, SR 25 vs. lawful spells.

*Cloak of Dark Power*(Spell p48)(FR p68) [dDrow1] – Protection from sunlight, +4 resistance bonus on saves vs. light and darkness spells.

*Cloak of Khyber*(DR337 p59) [Sor/Wiz3] – The caster is protected from having his/her alignment determined and is protected against *True Seeing*.

*Cloak of the Sea*(Spell p48)(CAdv p144) [Drd5 Sor/Wiz6] – Gain *Blur, Freedom of Movement,* and *Water Breathing* while in the water.

*Cloak Pool*(Spell p48) [Brd2 Sor/Wiz2] – Hides a color pool on the Astral Plane from view.

*Clone*(PH p210) [Sor/Wiz8] – Duplicate awakens when original dies.

*Close Wounds*(Spell p48) [Clr2] – Immediate. Cures 1d4 + 1/lvl (max 1d4+5), even on another’s turn.

*Cloud of Bewilderment*(Spell p48)~~(PGF p101)~~ [Brd2 Sor/Wiz2] – Generates a nauseating 10’ cube.

*Cloud of Knives*(PH2 p107) [Clr2 Sor/Wiz2] – Release one knife per round, 1d6 +1/3 lvls damage (max 1d6+5).

*Cloud Wings*(Spell p49) [Drd2] – +30’ to subject’s fly speed.

*Cloudburst*(Spell p49)(CDiv p158)(MoF p84)(MoFe)+ [Drd1] – Rain obscures vision, extinguishes fires, and hampers missiles.

*Cloudkill*(PH p210) [Sor/Wiz5] – Kills up to 3 HD; 4-6 HD save or die; 6+ HD take Constitution damage.

*Cloud-Walkers*(Spell p49) ~~(CDiv p159)~~ [Drd7 dWeather7 dWindstorm6] – Subjects can fly outdoors at speed of 60’.

*Clutch of Orcus*(Spell p49) [Clr3] – Deals 1d12 damage per round and paralyzes foe.

*Cocoon*(Spell p49)~~(MoF p85)~~ [Drd8] – Preserves a corpse and reincarnates with no loss of level.

*Cold Fire*(Spell p50)(DR312 p62) [Clr1 Drd1] – Fire becomes blue & white, emits cold –or– damages a creature with the ‘fire’ subtype / cold vulnerability.

*Cold of the Grave*(DR347 p77) [Clr2 Sor/Wiz2] – Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.

*Cold Snap*(Spell p50)~~(DR312 p62)~~ [Clr6 Drd5] – You lower the temperature in a 1 mile radius.

*Color Spray*(PH p210) [Clr6 Drd5 Sor/Wiz1 dRadiance1] – Knocks unconscious, blinds, or stuns weak creatures.

*Combust*(MoF p85) [Sor/Wiz2] – Target takes 2d6 fire damage +1 per level.

*Cometfall*(Spell p50)~~(CDiv p159)(CDivErrata)+~~ [Clr6 Drd6] – Comet falls atop foes, damaging them and knocking them prone.

*Command Plants*(PH p211) [Drd4 Rgr3 dPlant4] – Sway the actions of one or more plant creatures.

*Command Undead*(PH p211) [dNecromancy2 dUndead2 Sor/Wiz2] – An undead creature obeys your commands.

*Command*(PH p211) [Clr1 dDominion1 dPact1 dTyrant1] – One subject obeys selected command for 1 round.

*Command, Greater*(PH p211) [Clr5 dDominion5 dHerald5 dNobility5 dPassion5 dTyrant5] – As *Command*, but affects one subject per level.

*Commune with City*(RoD p165) [dCity4] – Learn about the current city.

*Commune with Earth*(RoF p189) [Clr5 Drd5] – Learn about hills, mountains, and/or underground for ½ mile per level radius & ¼ mile per level depth.

*Commune with Nature*(PH p211) [Drd5 Rgr4 dAnimal5 dElf5 dHunt5 iEhlonna4] – Learn about terrain for one mile per level.

*Commune*(PH p211) [Clr5 dOracle5 dZeal5] – Deity answers one yes-or-no question per level.

*Comprehend Languages*(PH p212) [Brd1 Clr1 Sor/Wiz1 dCommerce1 dHerald1 dMeditation1 dMind1] – You understand all spoken and written languages.

*Concurrent Infusions*(MoE p94) [Art4] – Cast three 1st level infusions simultaneously.

*Condemnation*(PH2 p107) [Clr5 Sor/Wiz4] – Lowers subject outsider’s SR and stuns for 1 round.

*Cone of Cold*(PH p212) [Sor/Wiz5 dCold6 dWater6] – 1d6 cold damage per level (max 15d6).

*Cone of Dimness*(Spell p50) [Sor/Wiz3] – Subjects believe they are engulfed in magical darkness.

*Confusion*(PH p212) [Brd3 Sor/Wiz4 dMadness4 dPassion3 dTrickery4] – Makes subject behave oddly for 1 round per level.

*Confusion, Lesser*(PH p212) [Brd1 dMadness1 dMentalism1] – One creature acts randomly for 1 round.

*Consecrate*(PH p212) [Clr2 dCelestial2 dDeathless2 dZeal2] – Fills area with positive energy, making undead weaker.

*Construct Energy Ward, Greater*(Eb p109) [Warforged5] – Construct gains immunity to specified energy type.

*Construct Essence*(RoE p183) [Sor/Wiz5] – As *Lesser Construct Essence*, but grants more qualities of the Construct type.

*Construct Essence, Greater*(RoE p183) [Sor/Wiz9] – Grants a Living Construct all the benefits of the Construct creature type.

*Construct Essence, Lesser*(RoE p184)(FoE p150) [Sor/Wiz2 dWarforged2] – Grants a Living Construct qualities of the Construct type.

*Construct Essence, Mass Lesser*(FoE p150) [Sor/Wiz6 Warforged7] – Grants many Living Constructs qualities of the Construct type.

*Consumptive Field*(Spell p50) [Clr4] – Draw life from all creatures in 30’ radius with –1 or fewer hp.

*Consumptive Field, Greater*(Spell p50) [Clr7] – Draw life from all creatures in 30’ radius with 10 or fewer hp.

*Contact Other Plane*(PH p212) [Sor/Wiz5] – Lets you ask question of an extraplanar entity.

*Contagion*(PH p213) [Clr3 Drd3 Sor/Wiz4 dDecay3 dDestruction3 dPestilence3] – Infects subject with chosen disease.

*Contagion, Mass*(Spell p50)~~(RoF p190)~~ [Clr5 Drd5 Sor/Wiz6] – As *Contagion*, but 20’ radius.

*Contagious Fog*(Spell p52)(Und p57) [Sor/Wiz3 dWateryDeath7] – 30’ radius cloud of fog inflicts disease.

*Contagious Touch*(Spell p52)(CDiv p159) [Drd4] – You infect one creature per round with a chosen disease.

*Contingency*(PH p213) [Sor/Wiz6 dPatience7 dTime6] – Sets trigger condition for another spell.

*Contingent Energy Resistance*(Spell p52) [Clr4 Drd4 Sor/Wiz5] – Energy damage triggers *Resist Energy* spell.

*Continual Flame*(PH p213) [Clr3 Sor/Wiz2] – Makes a permanent, heatless torch.

*Control Deathless*(Eb p109) [dDeathless7] – Deathless don’t attack you while under your command.

*Control Plants*(PH p213) [Drd8 dPlant8] – Control actions of one or more plant creatures.

*Control Undead*(PH p214) [Sor/Wiz7 dNecromancy7 dUndeath7] – Undead don’t attack you while under your command.

*Control Water*(PH p214) [Clr4 Drd4 Sor/Wiz6 dWater4 dWateryDeath3] – Raises, lowers bodies of water.

*Control Weather*(PH p214) [Clr7 Drd7 Sor/Wiz7 dAir7 dCold7 dHunt7 Storm7 Weather’7] – Changes weather in local area.

*Control Winds*(PH p214) [Drd5 dAir5 dSky5 Weather’6] – Change wind direction and speed.

*Convert Wand*(BoED p95) [Clr5] – Transforms a magic wand into a heal wand for 1 minute per level.

*Conviction*(Spell p52) [Clr1] – Subject gains +2 or higher save bonus.

*Conviction, Mass*(Spell p52) [Clr3] – Allies gains +2 or higher save bonus.

*Corona of Cold*(Spell p52)~~(DR312 p63)~~ [Clr3 Drd3] – Aura of cold protects you, damages others.

*Corporeal Instability*(Spell p53)~~(MoF p118)~~ [Sor/Wiz4] – Transforms a creature into an amorphous mass.

*Corpse Candle*(Spell p53)~~(CArc p101)~~ [Sor/Wiz3] – Ghostly hand and candle sheds light, affects incorporeal creatures.

*Corrosive Grasp*(Spell p53)~~(MoF p85)~~ [Sor/Wiz1] – 1 touch per level deals 1d8 acid damage.

*Countermoon*(Spell p53) [Drd2] – Forces a lycanthrope into its natural form.

*Crabwalk*(Spell p53) [Brd1 Drd1 Rgr1] – Touched creature gains a bonus while charging.

*Crawling Darkness*(Spell p55)~~(MoF p86)(Sav p64)~~ [Clr5] – Shroud of tentacles conceals and protects you.

*Creaking Cacophony*(Spell p55) [Brd3 Drd3] – Sound distracts and makes foes vulnerable to sonic damage.

*Create Chosen One*(MoF p28) [Sor/Wiz5] – Hour-long ritual to change a helpless target into a slavish Chosen One(MoF p27).

*Create Crossroads and Backroad*(MoF p86) [Drd7] – Links two locations by magical path.

*Create Darkenbeast*(MoF p31) [Sor/Wiz5] – Hour-long ritual to change a Small or Medium-sized animal into a flying Darkenbeast(MoF p30).

*Create Deathless*(Eb p109) [dDeathless6] – Create an Undying Soldier.

*Create Food and Water*(PH p214) [Clr3 dCharity3 dCreation3 dFeast3 dGluttony3] – Feeds 3 humans (or 1 horse) per level.

*Create Greater Deathless*(Eb p110) [dDeathless8] – Create an Undying Councilor.

*Create Greater Undead*(PH p215) [Clr8 Sor/Wiz8 dDeath8 dPestilence8 dUndead8 dUndeath8] – Creates shadows, wraiths, spectres, or devourers.

*Create Magic Tattoo*(Spell p55)(PGF p101) [Sor/Wiz2] – Subject receives a magic tattoo with various effects.

*Create Undead*(PH p215) [Clr6 Sor/Wiz6 dDeath6 dEvil6 dUndead6 dUndeath6] – Create ghouls, ghasts, mummies, or mohrgs.

*Create Water*(PH p215) [Clr0 Drd0 Pal1 dCreation1] – Creates 2 gallons per level of pure water.

*Creeping Cold*(Spell p55)(CDiv p159) [Drd2] – Creature feels chill that increases with each round.

*Creeping Cold, Greater*(Spell p56)(CDiv p160) [Drd4] – As *Creeping Cold*, but longer duration and more damage.

*Creeping Doom*(PH p214) [Drd7 dScalykind7 dSpider8] – Swarms of centipedes attack at your command.

*Critical Strike*(Spell p56)(CAdv p145) [Brd1 Hex2 Sor/Wiz1 pAsn1] – Swift. For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical hits.

*Crown of Clarity*(PH2 p107) [Drd3 Rgr2 Sor/Wiz3] – +2 to Listen and Spot, discharge spell to gain +8.

*Crown of Despair*(DR331 p72) [Sor/Wiz7] – All creatures that see you must save or be paralyzed.

*Crown of Flame*(BoED p95) [Clr5] – Aura burns evil outsiders, undead, and fey for 2d6 points of damage per round.

*Crown of Glory*(Spell p56)~~(BoED p95)~~ [dHerald8 dGlory8] – You gain +4 Charisma and inspire your allies.

*Crown of Might*(PH2 p108) [Clr3 Sor/Wiz3 bDusk3] – Gain +2 Strength, discharge to gain +8 bonus for 1 round.

*Crown of Protection*(PH2 p108) [Clr3 Sor/Wiz3 bDusk3] – +1 deflection bonus to AC, +1 resistance bonus to saves; discharge to gain +4 for 1 round.

*Crown of Smiting*(PH2 p108) [Clr3 Pal2] – +2 damage bonus, discharge to gain +8 damage on one attack.

*Crown of the Grave*(PH2 p107) [Clr3 Sor/Wiz3] – Command undead, discharge to gain +4 on turn or rebuke.

*Crown of Veils*(PH2 p108) [Brd2 Sor/Wiz3 bBeguil3] – Gain +2 to Disguise and Hide, discharge to gain +8.

*Crumble*(Spell p56)~~(CDiv p160)(MoF p86)~~ [Drd3] – You erode a building or other structure.

*Crushing Coils*(DR330 p70) [Drd3 Sor/Wiz4] – Teleport constrictor to crush opponent.

*Crushing Despair*(PH p215) [Brd3 Sor/Wiz4 dPassion4] – Subjects take –2 on attack rolls, damage rolls, saves, and checks.

*Crushing Grip*(PH2 p109) [Sor/Wiz4] – Subject takes –2 on attacks, checks, saves, and AC and –20’ penalty to speed, might be paralyzed.

*Cure Critical Wounds*(PH p215) [Brd4 Clr4 Drd5 Healing4] – Cures 4d8 + 1 per level (max. +20).

*Cure Critical Wounds, Mass*(PH p215) [Clr8 Drd9 Healing8] – Cures 4d8 damage +1 per level (max +40) for many creatures.

*Cure Light Wounds*(PH p215) [Brd1 Clr1 Drd1 Pal1 Rgr2 dHealing1] – Cures 1d8 + 1 per level damage (max +5).

*Cure Light Wounds, Mass*(PH p216) [Brd5 Clr5 Drd6 dCharity5 dHealing5] – Cures 1d8 damage +1 per level for many creatures.

*Cure Minor Wounds*(PH p216) [Clr0 Drd0] – Cures 1 point of damage.

*Cure Moderate Wounds*(PH p216) [Brd2 Clr2 Drd3 Pal3 Rgr3 dHealing2] – Cures 2d8 damage +1 per level (max +10).

*Cure Moderate Wounds, Mass*(PH p216) [Brd6 Clr6 Drd7] – Cures 2d8 damage + 1 per level for many creatures.

*Cure Serious Wounds*(PH p216) [Brd3 Clr3 Drd4 Pal4 Rgr4 dHealing3] – Cures 3d8 damage + 1 per level (max +15).

*Cure Serious Wounds, Mass*(PH p216) [Clr7 Drd8] – Cures 3d8 damage +1 per level for many creatures.

*Curse of Arrow Attraction*(PH2 p109) [Clr3 Rgr2 Sor/Wiz3] – Subject takes a –5 penalty to AC against ranged attacks & ranged threatened criticals are always confirmed.

*Curse of Ill Fortune*(Spell p56)(CDiv p160) (MoF p86)(MoFe)+ [Clr2 pBlkGrd2] – Subject suffers –3 penalty on attacks, saves, and checks.

*Curse of Ill Fortune, Mass*(Spell p56) [Clr5] – Enemies take a –3 penalty on attacks, saves, and checks.

*Curse of Impending Blades*(Spell p56) [Brd2 Rgr2 Sor/Wiz2] – Subject takes a –2 penalty to AC.

*Curse of Impending Blades, Mass*(Spell p57) [Brd3 Rgr3 Sor/Wiz3] – Enemies takes a –2 penalty to AC.

*Curse of Lycanthropy*(Spell p57)~~(CDiv p160)~~ [dPestilence6] – Kills subject and summons wererats.

*Curse of Spilt Water*(DR334 p74) [Drd6 Sor/Wiz6] – Transforms an enemy into water.

*Curse of the Gypsies*(DR348 p75) [Brd2 Clr2 Drd2 Sor/Wiz3] – Afflict a target with back luck, an invisible mark, or an unnatural aura.

*Curse Water*(PH p216) [Clr1] – Makes Unholy Water.

*Cursed Blade*(Spell p57)~~(CWar p117)~~ [pAsn4] – Swift. Wounds dealt by weapon can’t be healed without *Remove Curse*.

*Cutting Hand*(Spell p57) [Sor/Wiz1] – Your hand gains a +2 enhancement bonus and is considered armed.

*Cyclonic Blast*(Spell p57)~~(DR314 p38)~~ [Sor/Wiz5] – Deals 1d6 damage per level, knocks down creatures.

*Daggerspell Stance*(Spell p57)(CAdv p145) [Drd2 Sor/Wiz2] – Swift. You gain +2 Insight bonus on attack and damage if you make a Full Attack, Spell Resistance 5 + caster level if you Fight Defensively, and Damage Reduction 5 / magic if you use the Total Defense action.

*Dance of the Unicorn*(Spell p58)~~(CDiv p161)~~ [Clr5 dPurification5] – Purifying mist washes the air clean of smoke, dust, and poisons.

*Dancing Blade*(PH2 p109) [Brd5 Sor/Wiz5] – A weapon attacks on its own.

*Dancing Lights*(PH p216) [Brd0 Sor/Wiz0] – Creates torches or other lights.

*Dancing Web*(BoED p96) [Clr5 Drd5 Sor/Wiz4] – Creatures in a 20’ radius take 1d6 nonlethal damage per level (max 10d6) and Evil creatures are Entangled for 1d6 rounds.

*Dark Way*(Spell p58)~~(MoF p87)~~ [Clr3] – Creates unbreakable bridge supporting up to 200 pounds per level.

*Darkbolt*(Spell p58)(FR p68) [dDarkness5] – Ranged touch, 2d8 damage and daze, 1 bolt per 2 levels (max 7).

*Darkfire*(Spell p59)~~(MoF p86) (LoD p186)~~ [Clr3] – Dark flames deal 1d6 damage per 2 levels, touch or thrown. Only visible to darkvision.

*Darkness*(PH p216) [Brd2 Sor/Wiz2 dCavern2 dClr2 dShadow2] – 20’ radius of supernatural shadow.

*Darkvision*(PH p216) [Rgr3 Sor/Wiz2] – See 60’ in total darkness.

*Darkvision, Mass*(Spell p59)(CArc p102) [Sor/Wiz4] – Creatures in a 10’ radius gain the ability to see 50’ in total darkness.

*Darkvision, Superior*(UE p53) [Rgr4 Sor/Wiz4] – See normally in total darkness.

*Darsson’s Potion*(MoF p87) [Sor/Wiz4] – Creates a potion that must be used within 1 hour per level.

*Dawn*(Spell p59) [Drd0 Rgr1] – Swift. Sleeping / unconscious creatures in area awaken.

*Daylight*(PH p216) [Brd3 Clr3 Drd3 Pal3 Sor/Wiz3] – 60’ radius of bright light.

*Daze Monster*(PH3.5 217) [Sor/Wiz2] – Living creature up to 6HD or less looses next action.

*Daze*(PH p217) [Brd0 Sor/Wiz0] – Humanoid creature of 4HD or less loses next action.

*Dead End*(Spell p59)~~(DR325 p71)~~ [Brd1 Sor/Wiz1 aAsn1] – Illusions conceal the targets’ trail.

*Deadfall*(Spell p59) [Drd8] – Falling wood causes damage and knocks foes prone.

*Deafening Clang*(Spell p59)~~(MoF p87)~~ [Pal1] – Weapon deals sonic damage, deafens.

*Death Armor*(Spell p60)~~(MoF p87)~~ [Sor/Wiz2] – Black aura does 1d4 + 1 per 2 levels (max 1d4+10) damage to creatures attacking you.

*Death Dragon*(MoF p88) [Clr7] – You gain +4 natural armor, +4 deflection, and natural attacks.

*Death Knell*(PH p217) [Clr2 dDeath2 dDragonBelow2 Gdluttony2] – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, & 1 lvl

*Death Pact*(CDiv p161)(MoF p88) [Clr8 dPact8] – Deity brings you back from the dead automatically.

*Death Ward*(PH p217) [Clr4 Drd5 Pal4 dDeath4 dLife4 dRepose4 dSpirit4 dUndeath4] – Grants immunity to death spells and negative energy effects.

*Deathwatch*(PH p217) [Clr1 dGenerosity1 dPlanning1] – Reveals how near death subjects within 30’ are.

*Decastave*(UE p49) [Sor/Wiz2] – Create a quarterstaff of force for 1rnd/lvl, that does 1d6 damage on a touch attack & an extra +1d8 sonic & deafen on a critical hit.

*Decomposition*(CDiv p161) [Drd2] – Wounds deal 1 extra point of damage each round.

*Decoy Image*(MoF p88) [Rgr3] – Figment mimics you and allies.

*Deep Breath*(DR314 p46) [Drd1 Sor/Wiz1] – Caster’s lungs constantly refill with air.

*Deep Slumber*(PH p217) [Brd3 Sor/Wiz3 dDream3 dNight3 dSloth3] – Puts 10HD of creatures to sleep.

*Deeper Darkness*(PH p217) [Clr3 dNight3 dShadow3] – Object sheds supernatural shadow in 60’ radius.

*Deeper Darkvision*(Und p58) [Rgr4 Sor/Wiz3] – Subject can see 60’ in magical darkness.

*Defenstrating Sphere*(CArc p103) [Sor/Wiz4] – Cloudy gray sphere knocks enemies prone, hurls them upward for subsequent falling damage.

*Deflect, Lesser*(PH2 p109) [Sor/Wiz1] – Immediate. Gain a Deflection bonus of +1/3 levels (max +5) against one attack.

*Dehydrate*(Und p58) [dWateryDeath5] – Deals Constitution damage to subject.

*Deific Vengeance*(CDiv p161) [Clr2 dPurification2] – God’s punishment deals 1d6 damage per two levels (max 5d6).

*Delay Death*(RoD p165) [Clr3 dDestiny3] – Losing hit points doesn’t kill the subject.

*Delay Poison*(PH p217) [Brd2 Clr2 Drd2 Pal2 Rgr1 dFeast2 dPatience2] – Stops poison from harming subject for 1 hour per level.

*Delayed Blast Fireball*(PH p217) [Sor/Wiz7] – 1d6 per level fire damage; you can postpone the blast for up to 5 rounds.

*Delusions of Grandeur*(DR324 p71) [Brd2 Sor/Wiz2] – Subject becomes overconfident and careless.

*Demand*(PH p217) [Sor/Wiz8 dCharm8 dNobility8] – As *Sending*, plus you can send *Suggestion*.

*Depression*(DR339 p77) [Brd3 Sor/Wiz3] – Enemies around you become fatigued and take penalties on Will saves.

*Desecrate*(PH p218) [Clr2 dEvil2 dUndeath2] – Fills area with negative energy, making undead stronger.

*Desert Burial*(DR331 p71) [Drd4 Sor/Wiz4] – Buries targets up to their necks in sand.

*Destruction*(PH p218) [Clr7 dDeath7 dRepose7 dSlime7] – Kills subject and destroys remains.

*Detect Animals or Plants*(PH p218) [Drd1 Rgr1] – Detects species of animals or plants.

*Detect Chaos*(PH p218) [Clr1 dInquisition1] – Reveals chaotic creatures, spells, or objects.

*Detect Crossroads*(MoF p88) [Brd0 Drd0] – Detect fey crossroads within 60’.

*Detect Evil*(PH p218) [Clr1] – Reveals evil creatures, spells, or objects.

*Detect Favored Enemy*(CDiv p162) [Rgr3] – You know if your favored enemies are within 60’.

*Detect Good*(PH p219) [Clr1] – Reveals good creatures, spells, or objects.

*Detect Law*(PH p219) [Clr1] – Reveals lawful creatures, spells, or objects.

*Detect Magic*(PH p219) [Brd0 Clr0 Drd0 Sor/Wiz0] – Detects spells and magic items within 60’.

*Detect Manifest Zone*(FoE p150) [Clr1 Pal1 Sor/Wiz1] – Locates dimensional overlaps within 120’.

*Detect Metal and Minerals*(RoF p189) [Clr3 Sor/Wiz3] – Reveals metal & minerals within 60’.

*Detect Night Creature*(DR340 p49) [Clr1 Pal1] – Reveals undead, evil outsiders, & creatures that are harmed / hindered by sunlight within 60’.

*Detect Poison*(PH p219) [Clr0 Drd0 Pal1 Rgr1 Sor/Wiz0] – Detects poison in one creature or small object.

*Detect Scrying*(PH p219) [Brd4 Sor/Wiz4 dPlanning5 dWealth4] – Alerts you to magical eavesdropping.

*Detect Secret Doors*(PH p220) [Brd1 Sor/Wiz1 dCavern1 dKnowledge1] – Reveals hidden doors within 60’.

*Detect Snares and Pits*(PH p220) [Drd1 Rgr1] – Reveals natural or primitive traps.

*Detect Thoughts*(PH p220) [Brd2 Sor/Wiz2 dGenerosity2 dInquisition3 dKnowledge2 dMentalism2 dMind2 dTruth1] – Allows “listening” to surface thoughts.

*Detect Undead*(PH p220) [Clr1 Pal1 Sor/Wiz1 dDeathless1 dUndeath1] – Reveals undead within 60’.

*Detonate*(PH2 p109) [Sor/Wiz9] – Slays subject and creates a 20’ radius explosion that deals 1d6 damage per level (max 20d6).

*Detoxify*(Eb p110) [dFeast8] – Neutralize poison in a 30’ radius (including creatures with poison attacks).

*Devastate Undead*(LoD p186) [Sor/Wiz8] – Target undead must save or be destroyed; caster takes (or heals) 5 points of damage per HD of destroyed undead.

*Dhulark’s Glasstrike*(MoF p89) [Sor/Wiz6] – Turns subject into glass for 1 hour per level.

*Dictum*(PH p220) [Clr7 dDwarf7 dInquisition7 dLaw7] – Kills, paralyzes, slows, or deafens non-lawful subjects.

*Dimension Door*(PH p221) [Brd4 Sor/Wiz4 dPortal4 dTravel4 iFharlanghn4] – Teleports you a short distance.

*Dimension Hop*(PH2 p110) [Sor/Wiz2 bDusk2] – Teleport subject short distance.

*Dimension Shuffle*(PH2 p110) [Sor/Wiz5] – Teleport multiple creatures short distances within line of sight.

*Dimension Step*(PH2 p110) [Sor/Wiz3] – Allies can immediately teleport a distance equal to their speed.

*Dimensional Anchor*(PH p221)(PH p250)+ [Clr4 Sor/Wiz4 dPortal3] – Bars extradimensional movement.

*Dimensional Lock*(PH p221) [Clr8 Sor/Wiz8] – Teleportation and interplanar travel are blocked for 1 day per level.

*Diminish Plants*(PH p221) [Drd3 Rgr3] – Reduces size or blights growth of normal plants.

*Dirge of Discord*(CAdv p145) [Brd3] – All within 20’ take –4 on attack rolls, Concentration checks, and Dexterity, and reduce speed by 50%.

*Dirge*(MoF p89) [Brd6] – Enemies suffer 2 points of Strength & Dexterity damage per round.

*Discern Bloodline*(RoD p165) [Brd1 Sor/Wiz1] – Know the race of one creature per level.

*Discern Lies*(PH p221) [Clr4 Drow4 dGenerosity4 Inquisition4 Mind4 Nobility4 Pal3 Truth4 Tyrant3] – Reveals deliberate falsehoods.

*Discern Location*(PH p222) [Clr8 Sor/Wiz8 dHunt8 dKnowledge8 dOracle8 dPlanning8 dRetribution8 dTrade9 dTruth8 dWealth8] – Reveals the exact location of a creature or object.

*Discern Shapechanger*(CArc p103)(RoE p184) [Sor/Wiz3] – Penetrates disguises and identifies shapchanging creatures.

*Disguise Self*(PH p222) [Brd1 Sor/Wiz1 dTrickery1] – Changes your appearance

*Disguise Undead*(MoF p89)(T&B p87) [Sor/Wiz2 iWeeJas2] – Change appearance of one corporeal undead for 10 minutes per level.

*Disintegrate*(PH p222) [Sor/Wiz6 dDestruction7] – Makes one creature or object vanish.

*Dismissal*(PH p222) [Clr4 Sor/Wiz5 dBalance4 dExorcism4 dZeal4] – Forces a creature to return to native plane.

*Dispel Chaos*(PH p222) [Clr5 Pal4 dLaw5] – +4 bonus against attacks by chaotic creatures.

*Dispel Evil*(PH p222) [Clr5 Pal4 dExorcism5 dGood5] – +4 bonus against attacks by evil creatures.

*Dispel Good*(PH p222) [Clr5 dEvil5] – +4 bonus against attacks by good creatures.

*Dispel Law*(PH p222) [Clr5 dChaos5] – +4 bonus against attacks by lawful creatures.

*Dispel Magic*(PH p223)(PH3.5e)+ [Brd3 Clr3 Drd4 Pal3 Sor/Wiz3 dMagic3 dTemperance3] – Cancels magical spells and effects.

*Dispel Magic, Greater*(PH p210)(PH3.5e)+ [Brd5 Clr6 Drd6 Sor/Wiz6 dLiberation6 dTemperance6 dZeal6] – As *Dispel Magic*, but up to +20 on the check.

*Dispel Ward*(DR313 p90) [Clr2 Sor/Wiz2] – As *Dispel Magic,* but only dispels Abjuration spells cast on objects and/or areas.

*Dispelling Touch*(PH2 p110) [Sor/Wiz2 bDusk3] – Dispel one magical effect on touched subject.

*Displacement*(PH p223) [Brd3 Sor/Wiz3 dIllusion3] – Attacks miss subject 50% of the time.

*Disquietude*(MoF p90) [Brd1] – Target avoids physical contact with others.

*Disrupt Undead*(PH p223) [dGlory1 Sor/Wiz0] – Deals 1d6 damage to one undead.

*Disrupting Weapon*(PH p223) [Clr5 dLife5] – Melee weapon destroys undead.

*Dissonant Chord*(CAdv p145) [Brd3] – Deals 1d8 per two levels of Sonic damage in a 10’ burst.

*Distilled Joy*(BoED p96) [Sor/Wiz3 dJoy3] – Creates Ambrosia.

*Distort Speech*(CAdv p145) [Brd1] – Subject’s speech is 50% unintelligible; subject may miscast spells.

*Distract Assailant*(CAdv p146) [Sor/Wiz1 bHex1 pAsn1] – Swift. One creature is flat-footed for 1 round.

*Distract*(DR314 p20) [Brd1 Sor/Wiz1] – One creature per level has trouble concentrating & receives a  
–4 penalty on Concentration, Search, Spot, & Listen checks.

*Divination*(PH p224) [Clr4 dArmy4 dKnowledge4 dOracle3 dPact4] – Provides useful advice for specific proposed actions.

*Divine Agility*(CDiv p162) [Clr5] – You improve a creature’s Reflex save, Dexterity, and maneuverability in combat.

*Divine Favor*(PH p224) [Clr1 Pal1 dMysticism1 dNobility1] – You gain +1 per three levels on attack and damage rolls.

*Divine Insight*(CAdv p147) [Clr2 Pal2] – You gain Insight bonus of 5 + caster level on one single skill check.

*Divine Power*(PH p224) [Clr4 dCompetition4 dOrc4 dPride1 dWar4] – You gain attack bonus, +6 to Str, and 1 hp per level.

*Divine Retaliation*(PH2 p110) [Clr3 Pal4] – Weapon appears and strikes those who attack you.

*Divine Sacrifice*(CDiv p163) [Pal1] – Sacrifice hit points for a damage bonus.

*Dolor*(DR336 p78) [Sor/Wiz5] – Cause a creature trapped in a *Planar Binding* pain, compelling it to agree to some service.

*Dolorous Motes*(BoED p97) [Brd4 Sor/Wiz3] – Creates clouds of flickering light (one 10’ cube per level) that dazes creatures.

*Dominate Animal*(PH p224) [Drd3 dAnimal3] – Subject animal obeys silent mental commands.

*Dominate Monster*(PH p224) [Sor/Wiz9 dCharm9 dPassion9 dTyrant9] – As *Dominate* *Person*, but any creature.

*Dominate Person*(PH p224) [Brd4 Sor/Wiz5 dDominion4] – Controls humanoid telepathically.

*Dominate Person, Mass*(DR312 p51) [Brd6 Sor/Wiz8] – As *Dominate Person*, but up to 2 \* Caster level of HD.

*Doom Scarabs*(PH2 p110) [Sor/Wiz4 bDusk3] – Scarab swarm deals 1d6 per 2 levels, gives you temporary hit points.

*Doom*(PH p225) [Clr1 dDecay1 dHatred1 dPestilence1 dWrath’1] – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

*Doomtide*(CDiv p163)(MoF p90) [Clr4] – Black mist obscures vision, dazes creatures.

*Doppelganger Transformation*(RoE p184) [dTransformation7] – You gain the physical and mental bonuses of a Doppelganger.

*Downdraft*(DR314 p40) [Clr5 Drd5] – A 20’ radius column of air forces creatures towards the ground.

*Dragon Ally*(Spell p72) [Sor/Wiz7 dDragon7] – As *Lesser Dragon Ally*, but up to 18 HD.

*Dragon Ally, Greater*(Spell p72) [Sor/Wiz9] – Exchange services it a 22 HD Dragon.

*Dragon Ally, Lesser*(Spell p72) [Sor/Wiz5] – Exchange services it a 15 HD Dragon.

*Dragon Breath*(CDiv p164) [Clr5 Sor/Wiz5] – You choose a dragon type and mimic its breath weapon.

*Dragonshape*(PH2 p111) [Sor/Wiz9] – You take on the form and abilities of a Huge Red Dragon.

*Drawmij’s Instant Summons*(PH p225) [Sor/Wiz7 dRune7] – Prepared object appears in your hand.

*Dream Sight*(CDiv p164) [dDream6] – Your spirit can hear and see at a distance for 1 minute per level.

*Dream*(PH p225) [Brd5 Sor/Wiz5 dHerald6] – Sends message to anyone sleeping.

*Drifts of the Shalm*(PH2 p111) [Drd2] – Create difficult terrain made of snow, leaves, or ash.

*Drown*(Und p58) [Drd6 dWateryDeath6] – Target immediately begins to drown.

*Drown, Mass*(Und p58) [Drd9 dWateryDeath9] – As *Drown*, but affects one target per level.

*Duelward*(CArc p103) [Sor/Wiz5] – +4 on Spellcraft checks, counterspell as an Immediate Action.

*Dust to Dust*(RotW p174) [Clr4] – Disintegreate Undead with your ray attack.

*Eagle’s Splendor*(PH p225) [Brd2 Clr2 Pal2 Sor/Wiz2 Trade3 dPride2] – Subject gains +4 Charisma for 1 minute per level.

*Eagle’s Splendor, Mass*(PH p225) [Brd6 Clr6 Sor/Wiz6 dPleasure5] – As *Eagle’s Splendor*, affects one subject per level.

*Earth Glide*(RoS p162) [Drd8 Sor/Wiz8] – Touched creature can “swim” through earth and stone like an Earth Elemental.

*Earth Hammer*(RoS p162) [Clr5 Pal3] – Touched weapon has its damage increased, is treated as Adamantine, and only does Bludgeoning damage. Swift.

*Earthen Grace*(DR314 p28) [Drd2 Sor/Wiz3] – The subject only take nonlethal damage from stone & earth attacks.

*Earthen Grasp*(CArc p104) [Sor/Wiz2] – Arm made of earth and soil grapples foes.

*Earthfast*(MoF p90) [Drd2] – Double hardness and hit points for stone structures or rock formation.

*Earthquake*(PH p225) [Clr8 Drd8 dCavern8 dDestruction8 dEarth7 dReveredAncestor8] – Intense tremor shakes 5’ per level radius.

*Ease Pain*(BoED p97) [Clr2] – Remove lingering effects of pain.

*Easy Climb*(CAdv p147) [Rgr2] – You make a vertical surface easy to Climb (i.e., DC 10).

*Easy Climb*(MoF p91) [Rgr3] – Changes vertical surface Climb DC to 10.

*Easy March*(DR317 p78) [Clr5 dArmy5] – Subjects may travel at an accelerated rate without taking damage.

*Easy Trail*(CAdv p147) [Drd2 Rgr1] – You make a temporary trail through any kind of undergrowth.

*Easy Trail*(MoF p91) [Drd2 Rgr2] – Makes a trail easier to track.

*Echo Skull*(MoF p91) [Drd5] – See, hear, and speak through a prepared animal skull for 1 hour/level.

*Eladrin Form*(BoED p97) [Sor/Wiz7] – You become an incorporeal globe.

*Elation*(BoED p98) [Brd2 Clr2 Sor/Wiz3 dJoy2] – Allies gain +2 Morale bonus to Strength & Dexterity, and +5’ movement.

*Electric Jolt*(MoF p91) [Sor/Wiz0] – Ranged touch attack deals 1d3 electricity damage.

*Electric Vengeance*(PH2 p111) [Sor/Wiz2] – 2d8 damage +1/level (max +10) to an opponent who damages you in melee. Immediate.

*Electric Vengeance, Greater*(PH2 p111) [Sor/Wiz5] – 5d8 damage +1/level (max +15) and dazes an opponent who damages you in melee. Immediate.

*Elemental Guardian*(DR347 p71) [Clr5 Drd4 Sor/Wiz5] – Summon a Lesser Elemental Weird to guard a location for 1 day per level.

*Elemental Prod*(MoE p96) [Art2] – Move an Elemental creature a short distance.

*Elemental Swarm*(PH p226) [Drd9 dAir9 dDwarf9 dEarth9 dFire9 dOcean9 dWater9] – Summons multiple elementals.

*Elminster’s Effulgent Epuration*(PGF p102) [Sor/Wiz9] – Creates one sphere per level that negate hostile magic.

*Elminster’s Evasion*(FR p69) [Sor/Wiz9] – Enhanced *Contingency* spell that teleports you under 6 possible conditions.

*Embrace of Endless Day*(FoE p150) [Clr4 Pal3] – Touched creature can heal others or self for (3 x caster level) hp –or– harm Undead.

*Embrace the Wild*(CAdv p147) [Drd2 Rgr1] – You gain an animal’s sense for 10 minutes per level.

*Emerald Burst*(BoED p98) [Sor/Wiz5] – 20’ radius burst dazes neutral creatures for 1 round, stuns evil creatures for 1d4 rounds.

*Emerald Flame Fist*(CArc p105) [Sor/Wiz7] – Touch attack deals 3d6 + 1/lvl Fire damage (max +20); target can be engulfed by flame for additional damage

*Empathy*(DR313 p93) [Brd1 Sor/Wiz1] – Read the emotions of one living creature; gain a +2 Competence bonus on Charisma-based skill checks against the target.

*Empyreal Ecstasy*(BoED p98) [Brd6 dPleasure7] – Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; –4 to skill checks.

*End to Strife*(BoED p98) [Clr9] – Any attack made within 80’ of the caser causes attacker to take 1d6 points of lethal or non-lethal damage per caster level (max 20d6).

*Endure Elements*(PH p226) [Clr1 Drd1 Pal1 Sor/Wiz1 dEndurance1 dOcean1 dSun1] – Exist comfortably in hot or cold environments.

*Enduring Flight*(RotW p175) [Sor/Wiz4 dSky3] – Carry medium loads at full fly speed, flight duration doubles.

*Energetic Healing*(BoED p98) [Clr5 Drd5] – Target is immune to one energy type and gain 10% of the energy damage as healing.

*Energize Potion*(BoED p98) [Clr3 Drd3 dWrath’2] – Transforms a potion into a grenade that deals energy damage in a 10’ radius burst.

*Energy Aegis*(PH2 p111) [Clr3 Sor/Wiz3 bDusk3] – Subject gains resistance 20 against one energy type for one attack. Immediate.

*Energy Drain*(PH p226) [Clr9 Sor/Wiz9 dDecay9 dHumility9 dHunger9 dNecromancy9 dUndeath9] – Subject gains 2d4 negative levels.

*Energy Immunity*(CArc p105) [Clr6 Drd6 Sor/Wiz7] – Subject and equipment gain immunity to damage of a specified energy type.

*Energy Surge*(PH2 p112) [Sor/Wiz3 bDusk3] – Swift. Weapon does +2d6 energy damage.

*Energy Surge, Greater*(PH2 p112) [Sor/Wiz6] – Swift. Weapon does +3d6 energy damage.

*Energy Surge, Lesser*(PH2 p112) [Sor/Wiz2] – Swift. Weapon does +1d6 energy damage.

*Energy Transformation Field*(MoF p92) [Sor/Wiz6] – Area absorbs magic energy to power a predetermined spell.

*Energy Vortex*(CDiv p164) [Clr4 Drd4] – Burst of energy centered on you damages nearby creatures.

*Energy Vulnerability*(PH2 p112) [Clr3 Sor/Wiz3] – Subjects gain vulnerability to the specified energy.

*Enervation*(PH p226) [Sor/Wiz4 dDecay4 dHumility5 dHunger4 dNecromancy4 dSpirit5 dSuffering4] – Subject gains 1d4 negative levels.

*Enhance Familiar*(CArc p105) [Sor/Wiz3] – Your familiar receives +2 bonus on saves, combat rolls, and AC for 1 hour per level.

*Enhanced Shifting*(RoE p184) [Drd3] – Gain bonuses for the duration of the current use of your racial Shifting ability.

*Enlarge Person*(PH p226) [Sor/Wiz1 dStrength1 dTransformation1] – Humanoid creature doubles in size.

*Enlarge Person, Mass*(PH p226) [Sor/Wiz4] – Enlarges several creatures.

*Ensnarement*(DR336 p78) [Sor/Wiz6] – Augment the effectiveness of a *Magic Circle* prior to casting *Planar Binding*.

*Entangle*(PH p227) [Drd1 Rgr1 dPlant1 dWateryDeath1] – Plants entangle everyone in a 40’ radius.

*Entangling Staff*(CAdv p147) [Drd3 Sor/Wiz4] – Swift. Quarterstaff gains improved grab and can constrict grappled foes.

*Enthrall*(PH p227) [Brd2 Clr2 dDominion2 dHerald2 dNobility2 dTyrant2] – Captivates all within 100’ + 10’ per level.

*Entice Gift*(Spell p83) [Brd2 Sor/Wiz2 dGreed2] – Subject gives caster what it’s holding.

*Entropic Shield*(PH p227) [Clr1 dLuck1 dStorm1] – Ranged attacks against you suffer 20% miss chance.

*Enveloping Cocoon*(CDiv p164) [Drd6] – Entraps target creature and denies save for attached spell.

*Eradicate Earth*(Und p58) [Sor/Wiz3] – Deals 1d8 per level damage (max 10d8) to earth creatures.

*Erase*(PH p227) [Brd1 Sor/Wiz1 dRune1] – Mundane or magical writing vanishes.

*Erythnul’s Slaughter*(DR342 p53) [iErythnul5] – Doubles critical threat ranges and prevents stabilization.

*Estanna’s Stew*(BoED p99) [Clr2 Drd2 Pal2] – Conjures stew the heals 1d6+1 per serving (one serving per two levels).

*Ethereal Jaunt*(PH p227) [Clr7 Sor/Wiz7] – You become ethereal for 1 round per level.

*Etherealness*(PH p228) [Clr9 Sor/Wiz9 dPortal7] – Travel to Ethereal Plane with companions.

*Etherealness, Swift*(PH2 p113) [Clr5 Sor/Wiz5 bBeguil5] – Swift. Subject momentarily becomes ethereal.

*Evard’s All-Seeing Worm*(DU107 p37) [Sor/Wiz5] – Creates a magic worm than can be implanted in a creature, allowing the caster to track him/her.

*Evard’s Black Tentacles*(PH p228) [Sor/Wiz4 dSlime5] – Tentacles grapple all within a 15’ spread.

*Evard’s Menacing Tentacles*(PH2 p113) [Drd3 Sor/Wiz3] – Grow two tentacles with 10’ reach that deal 1d8 damage each.

*Exacting Shot*(CAdv p148) [Rgr1] – Your ranged weapon automatically confirms critical hits against your favored enemies.

*Exaction*(DR336 p80) [Sor/Wiz7] – Make a sacrifice to gain bonuses when trying to compel service from a creature in a *Planar Binding*.

*Excavate*(Und p58) [Sor/Wiz8] – Creates a permanent passage in earth and walls.

*Expeditious Retreat*(PH p228) [Brd1 Sor/Wiz1 dCelerity1 iFharlanghn1] – Your land speed increases by 30’.

*Expeditious Retreat, Swift*(CAdv p149) [Brd1 Sor/Wiz1] – Swift. Your speed increases by 30’ for 1 round.

*Explosive Cascade*(MoF p93) [Sor/Wiz4] – Bouncing flame ball deals 1d6 per level fire damage (max 10d6).

*Explosive Rune Field*(PH2 p113) [Sor/Wiz4] – Area is covered with runes that explode on contact with creatures.

*Explosive Runes*(PH p228) [Sor/Wiz3 dRune4] – Deals 6d6 damage when read.

*Extend Shifting*(RoE p185) [Drd1 Rgr1 Sor/Wiz1] – Extend duration of Shifting racial ability by 4 rounds.

*Extract Water Elemental*(DR314 p46) [Drd6 Sor/Wiz6] – Pulls water out of the target’s body, causing 1d6/lvl damage (max 20d6). If the damage slays the target, the extracted water becomes a free-willed water elemental.

*Eye of Power*(PGF p121) [Sor/Wiz9] – As *Arcane Eye*, but you can cast spells of 7th level or lower through it.

*Eye of Stone*(RoS p162) [Sor/Wiz6] – As *Arcane Eye*, but able to pass through solid stone.

*Eye of the Hurricane*(DR314 p38) [Drd4] – The caster is surrounded by a 40’ radius sphere of hurricane-force winds, with a 10’ radius “eye” in the center. The effect moves with the caster.

*Eyebite*(PH p228) [Brd6 Sor/Wiz6 dNecromancy6 dOrc6 dScaleykind6 dSpirit7 dSuffering7 iVecna6] – Target becomes panics, sickened, and comatose.

*Eyes of the Avoral*(BoED p99) [Clr1 Drd1 Rgr1 Sor/Wiz1] – Subject gets +8 on Spot checks.

*Eyes of the King*(Spell p87) [dHunger6] – Summon Fiendish Dire Bats and look through their eyes.

*Fabricate*(PH p229) [Sor/Wiz5 dArtifice5 dDwarf5 dTrade5] – Transforms raw materials into finished items.

*Faerie Fire*(PH p229) [Drd1 dFey1 dMoon1] – Outline subjects with light, canceling *Blur*, concealment, etc.

*Faerie Fire, Widened*(PH p229) [dRadiance4] – Outline subjects in a 10’ radius Burst with light, canceling *Blur*, concealment, etc.

*Faerinaal’s Hymn*(BoED p99) [Brd2] – Up to one creature per level cannot take attacks of opportunity.

*Faith Healing*(MoF p93) [Clr1 Pal1] – Cures 8 hp +1/level damage (max +5) to worshiper of your patron.

*Fallen Soul*(DR312 p22) [Clr5] – Touch creatures is marked as having the potential to become evil. Any evil act he/she commits is rewarded by a temporary bonus to Strength, Constitution, & Charisma. If the target becomes evil, then any good acts he/she commits are punished.

*False Life*(PH p229) [Sor/Wiz2] – Gain 1d10 +1 per level (max +10) temporary hit points.

*False Vision*(PH p229) [Brd5 Sor/Wiz5 dTrickery5] – Fools scrying with an illusion.

*Familiar Pocket*(CArc p106) [Sor/Wiz2] – Garment of container becomes extradimensional safe haven for your familiar.

*Fang Blade*(DR330 p71) [Clr4 Drd3 Rgr3 Sor/Wiz4] – Transforms a snake into a sword t hat can bite and poison targets.

*Fangs of the Vampire King*(Spell p88) [dDeathbound3 pAsn3 pBlkGd3] – Grow vampire fangs.

*Fantastic Machine*(FR p69) [dCraft6 dGnome6] – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.

*Favor of Ilmater*(PGF p102) [Pal4] – Subject gains Endurance, plus immunity to nonlethal damage, charm and compulsion effects, pain attacks, and other adverse conditions; subject can function at –1 to –9 hp.

*Fear*(PH p229) [Brd3 Sor/Wiz4 dTyrant4] – Subjects within cone flee for 1 round per level.

*Feast of Champions*(Eb p111) [Clr9 dFeast9] – Food for one creature per level heals and grants comprehensive bonuses.

*Feather Fall*(PH p229) [Brd1 Sor/Wiz1] – Objects or creatures fall slowly.

*Feeblemind*(PH p229) [Sor/Wiz5 dSuffering5] – Subject’s Intelligence and Charisma drop to 1.

*Festival Feast*(DR342 p41) [Brd2 iOlidammara2] – Creates delicious food for 3 humans per level.

*Field of Ghouls*(Spell p90) [dHunger7] – Transform dying creatures into Ghouls.

*Field of Resistance*(PH2 p113) [Sor/Wiz5] – Zone provides SR 11 + caster level.

*Fiendform*(PGF p102)(CArc p106) [Sor/Wiz6] – As *Polymorph*, except you can gain the form and power of an Evil Outsider

*Find the Path*(PH p230) [Brd6 Clr6 Drd6 dCavern6 dElf6 dHunt6 dKnowledge6 dMeditation6 dTravel6] – Shows most direct way to a location.

*Find Traps*(PH p230) [Clr2] – Notice traps as a rogue does.

*Finger of Death*(PH p230) [Drd8 Sor/Wiz7 dSpirit8] – Kills one subject.

*Fire Burst*(CArc p107) [Sor/Wiz2] – Subjects adjacent to the caster take 1d8/level Fire damage.

*Fire Seeds*(PH p230) [Drd6 dFire6 dSun6] – Acorns and berries become grenades and bombs.

*Fire Shield*(PH p230) [Sor/Wiz4 dFire5 dRetribution4 dSun4] – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).

*Fire Shield, Mass*(CArc p106) [Sor/Wiz5] – Creatures attacking allies take damage; allies are protected from fire or cold.

*Fire Spiders*(MoF p94) [Sor/Wiz6] – Swarm of 240 Fine-sized fire elementals attacks targets.

*Fire Storm*(PH p231) [Clr8 Drd7 dFire7] – Deals 1d6 per level fire damage.

*Fire Stride*(FR p69) [Sor/Wiz4] – Multiple-use *Dimension Door* that works only through large fires.

*Fire Trap*(PH p231) [Drd2 Sor/Wiz4] – Opened object deals 1d4 + 1 per level fire damage.

*Fire Wings*(CDiv p165) [Drd3] – Your arms become wings that enable flight & deal 2d6 fire damage.

*Fireball*(PH p231) [Sor/Wiz3] – 1d6 fire damage per level, 20’ radius.

*Firebrand*(MoF p94) [Sor/Wiz5] – One 5’ radius burst per level deals 1d6 fire damage per level (max 15d6).

*Fireburst, Greater*(CArc p107) [Sor/Wiz5] – Subjecs within10’ take 1d8/level fire damage.

*Fires of Purity*(CDiv p165) [Drd6 Sor/Wiz6 dPurification6] – Target bursts into magical flame, becoming a dangerous weapon.

*Fireward*(PGF p102) [Drd5] – As *Quench*, but also suppresses magical fire effects in affected area.

*Fist of Stone*(CArc p107) [Sor/Wiz1] – Gain +6 Strength and Natural Slam Attack.

*Flame Arrow*(PH p231) [Sor/Wiz3] – Arrows deal +1d6 fire.

*Flame Blade*(PH p231) [Drd2] – Touch attack deals 1d8 + 1 per 2 levels damage.

*Flame Dagger*(MoF p94) [Sor/Wiz2] – As *Flame Blade*, but 1d4 +1 per level (max +10).

*Flame of Faith*(CDiv p166) [Clr3] – Gives a weapon the Flaming Burst quality.

*Flame Strike*(PH p231) [Clr5 Drd4 dSun5 dWar5] – Smites foes with divine fire (1d6 / level).

*Flaming Sphere*(PH p232) [Drd2 Sor/Wiz2] – Creates a ball of fire, 2d6 damage, lasts 1 round per level.

*Flare*(PH p232) [Brd0 Drd0 Sor/Wiz0] – Dazzles one creature (–1 on attack rolls).

*Flashburst*(FR p70) [Sor/Wiz3] – Flash of light dazzles and blinds in a 20’ burst.

*Fleeting Flame*(DR326 p73) [Brd0 Clr0 Sor/Wiz0] – Gives you a +2 bonus on one Bluff, Diplomacy, or Intimidate check.

*Flensing*(CArc p108) [Sor/Wiz8] – Pain and trauma deal 2d6 damage, 1d6 Constitution damage, & 1d6 Charisma damage for up to 4 rounds.

*Flesh to Stone*(PH p232) [Sor/Wiz6] – Turns subject creature into a statue.

*Fleshshiver*(PGF p103) [Sor/Wiz5] – Target is stunned for 1 round, takes 1d6 per level damage, and is nauseated for 1d4+2 rounds.

*Float*(DR334 p74) [Clr1 Sor/Wiz1] – Makes a willing creature or object buoyant.

*Fly*(PH p232) [Sor/Wiz3 dTravel3] – Subject flies at a speed of 60’.

*Fly, Mass*(CArc p108) [Sor/Wiz5] – One creature per level flies at a speed of 60’.

*Fly, Swift*(CAdv p149) [Brd2 Drd3 Sor/Wiz2] – Swift. Gain Fly speed of 60’ for 1 round.

*Focusing Chant*(CAdv p149) [Brd1] – Gain +1 on attack rolls, skill checks, and ability checks, so long as you don’t speak or cast other spells.

*Foebane*(CAdv p149) [Rgr4] – Your weapon becomes +5 and deals +2d6 damage against any of your favored enemies.

*Fog Cloud*(PH p232) [Drd2 Sor/Wiz2 dWater2 dWeather’2] – Fog obscures vision.

*Forbiddance*(PH p232) [Clr6 dHatred6 dPride6 dWealth6] – Blocks planar travel, damages creatures of different alignment.

*Force Ladder*(MoF p95) [Sor/Wiz2] – Creates a movable ladder of force.

*Force Orb*(UE p49) [Sor/Wiz4] – Globes of force deal 1d6 per level damage, divided among multiple targets.

*Force Shapechange*(RoE p185) [dTruth6] – Forces shapechangers into natural form.

*Force Whip*(CArc p108) [Brd2] – Whip of magical force keeps animals at bay and can frighten animals as a ranged touch attack.

*Forcecage*(PH p232) [Sor/Wiz7 dCraft8 dForce7] – Cube or cage of force imprisons all inside.

*Forcewave*(MoF p95) [Pal3 Sor/Wiz1] – Deals 1d4+1 damage plus bull rush.

*Foresight*(PH p207) [Drd9 Sor/Wiz9 dFate9 dGenerosity9 dHalfling9 dHunt9 dKnowledge9 dOracle9 dTime8] – “Sixth sense” warns of impending danger.

*Forestfold*(CAdv p149) [Drd4 Rgr3] – Gain +20 Competence bonus on Hide and Move Silently checks in one type of terrain.

*Forestfold*(CDiv p166) [Drd4 Rgr3] – You gain +20 on Hide and Move silently checks as long as you don’t move.

*Fortify Familiar*(CArc p108) [Sor/Wiz4] – Your familiar gains 2d8 temporary hit points, +2 to armor, 25% chance to avoid extra sneak attack and critical hit damage.

*Fortunate Fate*(MoF p95) [Clr7] – Target immediately receives a *Heal* if killed by damage.

*Fox’s Cunning*(PH p233) [Brd2 Sor/Wiz2] – Subject gains +4 Intelligence for 1 minute per level.

*Fox’s Cunning, Mass*(PH p233) [Brd6 Sor/Wiz6] – As *Fox’s Cunning*, affects one subject per level.

*Freedom of Movement*(PH p233) [Brd4 Clr4 Drd4 Rgr4 dHalfling4 dLiberation4 dLuck4 dOcean4 dTime4] – Subject moves normally despite impediments.

*Freedom*(PH p233) [Sor/Wiz9 dExorcism9 dRenewal9] – Releases creature suffering from the spell *Imprisonment*.

*Freeze*(DR312 p63) [Clr5 Drd4] – Ray encases the target in a block of ice for 1 round per 2 levels.

*Freezing Fog*(CArc p108) [Sor/Wiz5] – Fog slows creatures, obscures vision, hinders movement.

*Friend to Foe*(PH2 p114) [Brd5 Sor/Wiz5 dBeguil5] – Make subject creatures believe allies are enemies.

*Friendly Face*(RoD p166) [Brd1 Sor/Wiz1] – Gain a +5 Circumstance bonus on Diplomacy and Gather Information checks.

*Frost Breath*(DR312 p64) [Clr3 Drd3] – Everyone in the cone takes 1d4 per 2 levels (max 5d4) cold damage.

*Frostbite*(DR312 p64) [Clr4 Drd3] – One creature immediately takes cold & subdual damage from frostbite.

*Fugue of Tvash-Prull*(DR328 p71) [Brd4] – Targets in a 30’ radius are hindered or harmed in a manner dictated by the caster’s Perform check.

*Furnace WIthin*(RoE p185) [Clr3 Sor/Wiz2] – Flames burst from your body, dealing 1d8 per level damage in a 10’ radius. Dwarf only.

*G’elsewhere Chant*(MoF p96) [Brd3] – Teleport target to random safe place within 100’.

*Gaseous Form*(PH p234) [Brd3 Sor/Wiz3 dAir3 dTransformation3] – Subject becomes insubstantial and can fly slowly.

*Gate Seal*(FR p70) [Brd6 Clr6 Drd6 Sor/Wiz6] – Permanently seals a *Gate* or *Portal*.

*Gate*(PH p234) [Clr9 Sor/Wiz9 dCelestial9 dDragonBelow9 dDrow9 dGlory9 dPact9 dPortal9 dSummoner9] – Connects two planes for travel or summoning.

*Geas, Lesser*(PH p235) [Brd3 Sor/Wiz4] – Commands subject of 7 HD or less.

*Geas, Mass Lesser*(DR312 p51) [Brd6 Sor/Wiz7] – As *Lesser Geas*, but affects one subject per level.

*Geas/Quest*(PH p234) [Brd6 Clr6 Sor/Wiz6 dCharm6 dDominion6 dFate6 dInquisition6 dNobility6 dTyrant6] – As *Lesser Geas*, plus it affects any creature.

*Gedlee’s Electric Loop*(PGF p103) [Sor/Wiz2] – 5’ radius burst deals 1d6 electricity damage per 2 levels (max 5d6) plus stunning.

*Gembomb*(Spell p101)~~(FR p70)~~ [dGnome2 dTrade2] – Gem becomes a bomb that deals 1d8 Force damage per 2 levels.

*Gemjump*(MoF p96) [Sor/Wiz7] – Teleport to the location of a specially prepared gem.

*General of Undeath*(MoF p96) [Clr8] – Increases your maximum HD of controlled undead by 10 times your level.

*Gentle Repose*(PH p234) [Clr2 Sor/Wiz3 dRepose2 dTime2] – Preserves one corpse.

*Geyser*(DR334 p75) [Drd3 Sor/Wiz2] – Creates a line of water that deals d6 nonlethal damage +1d6/2 additional levels.

*Ghorus Toth’s Magnetism*(UE p49) [Sor/Wiz6] – Turn one metal object or all the metal on one creature magnetic, causing all other metal to move towards the target.

*Ghorus Toth’s Metal Melt*(MoF p96) [Sor/Wiz4] – Melts metal objects without heat.

*Ghost Sound*(PH p235) [Brd0 Sor/Wiz0] – Figment sounds.

*Ghostform*(CArc p109) [Sor/Wiz7] – You assume incorporeal form and gain some incorporeal traits & bonuses

*Ghostharp*(MoF p97) [Brd0] – Object records, plays a song at your command.

*Ghoul Gauntlet*(Spell 104) [Sor/Wiz6 dHunger5] – Convert victim to a Ghoul under your control.

*Ghoul Gesture*(Spell p104) [dHunger3] – Ray paralyzes subject.

*Ghoul Glyph*(Spell p105) [Sor/Wiz2 dHunger2] – Glyph guards area, paralyzes victims.

*Ghoul Light*(Spell p105) [dHunger1] – Light provides turn resistance.

*Ghoul Touch*(PH p235) [Sor/Wiz2] – Paralyzes one subject, who exudes stench that sickens those nearby.

*Giant Vermin*(PH p235) [Clr4 Drd4 dSpider4] – Turns centipedes, scorpions, or spiders into giant vermin.

*Glamour Costume*(DR350 p29) [Clr1 Sor/Wiz1] – Changes the caster’s clothes & makeup.

*Glibness*(PH p235)(PH3.5e)+ [Brd3 dCommerce4] – You gain +30 bonus on Bluff checks, and your lies can escape

*Glimpse of Eternity*(FoE p151) [Brd5 Sor/Wiz5 dReveredAncestor5] – Target takes 1d6 nonlethal damage per level and is Confused.

*Glimpse of Fear*(DR333 p71) [Brd0 Clr1 Sor/Wiz1] – A flash of horror causes the target to become shaken.

*Glitterdust*(PH p236) [Brd2 Sor/Wiz2] – Blinds creatures, outlines invisible creatures.

*Globe of Invulnerability*(PH p236) [Sor/Wiz6 dEndurance7] – As *Lesser Globe of Invulnerability*, plus 4th level spell effects.

*Globe of Invulnerability, Lesser*(PH p236) [Sor/Wiz4] – Stops 1st – 3rd level spell effects.

*Globe of Radiant Invulnerability, Greater*(DR350 p30) [Clr7] – Stops 1st – 4th level spell effects and can ‘explode’ with harmful light.

*Globe of Radiant Invulnerability, Lesser*(DR350 p30) [Clr5] – Stops 1st – 3rd level spell effects and can ‘explode’ with harmful light.

*Glory of the Martyr*(BoED p99) [Pal4] – As *Shield Other*, but with multiple targets.

*Glyph of Warding*(PH p236) [Clr3 dDwarf3 dRune3 dWealth3] – Inscription harms those who pass it.

*Glyph of Warding, Greater*(PH p237) [Clr6 dRune6] – As *Glyph of Warding*, but up to 10d8 damage or a 6th level spell.

*Golden Barding*(CDiv p166) [Pal1] – Your mount gets force armor.

*Golem Immunity*(RoE p186) [Clr8 Sor/Wiz8] – Grants a Construct the ‘magic immunity special quality’ of a particular golem.

*Golem Strike*(CAdv p149) [Sor/Wiz1] – Swift. You can Sneak Attack Constructs for 1 round.

*Good Hope*(PH p237) [Brd3 dCharm4 dHope4 dJoy4 dMoon4] – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

*Goodberry*(PH p237) [Drd1 dCharity1 dFeast1 dGluttony1] – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).

*Grave Strike*(CAdv p150) [Clr1 Pal1] – Swift. You can Sneak Attack Undead for 1 round.

*Grease*(PH p237) [Brd1 Sor/Wiz1 dSlime1] – Makes 10’ square or 1 object slippery.

*Great Thunderclap*(MoF p98) [Sor/Wiz7] – Loud noise causes stunning, deafness, and knocks prone in a large area.

*Greater Fantas­tic Ma­chine*(FR p71) [dCraft9] – As *Fantastic Machine*, but even more powerful & durable.

*Greenfire*(UE p50) [Drd3] – 2d6 + 1/lvl (max 2d6 +10) acid damage to one contiguous 5’ cube per level. Caster can cause plants to ignore the damage.

*Grimwald’s Graymantle*(FR p71) [Sor/Wiz5] – Target cannot regain hit points by any means.

*Ground Smoke*(DR326 p73) [Drd0 Rgr1 Sor/Wiz0] – Prevents smoke from rising from a small fire.

*Guards and Wards*(PH p237) [Sor/Wiz6 dGenerosity7] – Array of magic effects protect area.

*Guidance*(PH p238) [Clr0 Drd0] – +1 on one attack roll, saving throw, or skill check.

*Guided Shot*(CAdv p150) [Rgr1 Sor/Wiz1] – Swift. You ignore distance penalties with your ranged attacks for 1 round.

*Guiding Star*(DR340 p73) [Drd1 Sor/Wiz1] – Creates a light that guides you somewhere you’ve been before.

*Gust of Wind*(PH p238) [Drd2 Sor/Wiz2 dStorm2 dWeather2] – Blows away or knocks down smaller creatures.

*Gutsnake*(MoF p98) [Sor/Wiz4] – 15’ tentacle grows from your stomach and attacks your enemies.

*Hail of Stone*(Und p58) [Sor/Wiz1] – Stones deal 1d4/level (max 5d4) damage to creatures in the area.

*Hallow*(PH p238) [Clr5 Drd5 dDeathless5] – Designates location as Holy.

*Hallucinatory Terrain*(PH p238) [Brd4 Sor/Wiz4 dGnome5] – Makes one type of terrain appear like another (field into forest, or the like).

*Halt Deathless*(Eb p111) [dDeathless3] – Immobilizes deathless for 1 round per level.

*Halt Undead*(PH p238) [Sor/Wiz3 dUndead4] – Immobilizes undead for 1 round per level.

*Halt*(PH2 p114) [Brd3 Sor/Wiz3 dBeguil3 dDusk3] – Immediate. Subject’s feet become stuck to ground.

*Hand of Divinity*(MoF p98) [Clr2 Pal2] – Gives +2 sacred or profane bonus to worshipers of your patron.

*Hand of Torm*(MoF p99) [Clr4 Pal4] – Immobile zone of warding stuns those of different patrons.

*Handfang*(LoD p187)(RoF p190) [Clr3 Sor/Wiz3] – Biting mouth in your palm deals 1d8 damage and start a grapple.

*Hardening*(MoF p99)(Eb p112) [Sor/Wiz6 dArtifice7] – Permanently increases target object’s hardness by 1 per 2 levels.

*Harm*(PH p239) [Clr6 dDestruction6 dSuffering6] – Deals 10 hp per level to target

*Harmonic Chorus*(CAdv p150) [Brd3] – Give another caster +2 caster levels and a +2 on save DC’s as long as you concentrate.

*Harmonize*(RoS p162) [Brd2] – Bardic Music can be started as a Move Action, instead of a Standard Action.

*Harmonize, Greater*(RoS p162) [Brd4] – Bardic Music can be started as a Move Action, instead of a Standard Action. Also, maintaining Bardic Music is only a Move Action.

*Harmony*(PGF p104) [Brd1] – Increases *Inspire Courage* ability to +4/+2.

*Haste*(PH p239) [Brd3 Sor/Wiz3 dCelerity4 dTime3] – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.

*Haste, Swift*(CAdv p151) [Rgr2] – Swift. Move faster, +1 on attacks, AC, and Reflex saves.

*Haunting Tune*(MoF p99) [Brd3] – 1 target per level becomes shaken.

*Hawkeye*(CAdv p151)(CDiv p166) [Drd1 Rgr1] – Increase range increments by 50%, +5 on Spot checks.

*Heal Mount*(PH p239) [Pal3] – As *Heal* on warhorse or other special mount.

*Heal*(PH p239) [Clr6 Drd7 dHealing6] – Cures 10 points per level, all diseases and mental conditions.

*Heal, Mass*(PH p239) [Clr9 dArmy8 dCharity9 dCommunity9 dHealing9 dLife9] – As *Heal*, but with several subjects.

*Healing Lorecall*(CAdv p151) [Clr2 Drd2 Rgr1] – If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjuration (healing) spells.

*Healing Spirit*(PH2 p114) [Brd4 Clr4 Drd4 Pal3] – Ball of light heals 1d8 per round.

*Healing Touch*(BoED p100)(MoF p100) [Sor/Wiz3] – You take up to 1d6 points of damage per two levels and heal a target the same amount.

*Healthful Rest*(CAdv p151) [Brd1 Drd1] – Subjects heal at twice the normal rate.

*Heart of Stone*(CArc p110) [Sor/Wiz8] – Exchange your heart with a stone heart to gain Damage Reduction and resistance to energy for 1 year.

*Heart’s Ease*(BoED p100) [Clr3 dPleasure3] – Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.

*Heartfire*(DR314 p20) [Brd2 Drd2] – Intelligent creatures in a 5’ burst are covered with flames, which cause damage and negate *Blur, Invisibility*, etc.

*Heat Leech*(DR312 p64) [Clr8] – Living creatures in a 30’ area loose hp due to cold & the caster gains them as healing & temporary hp.

*Heat Metal*(PH p239) [Drd2 dMetal2 dSun2] – Makes metal so hot it damages those who touch it.

*Heavenly Lightning Storm*(BoED p100) [dCelestial7] – Arcs of radiant lightning deal 5d6 damage to one target per level.

*Heavenly Lightning*(BoED p100) [dCelestial5] – Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.

*Helping Hand*(PH p239) [Clr3 dFamily3 dZeal3] – Ghostly hand leads subject to you.

*Herald’s Call*(CAdv p151) [Brd1] – Swift. Creatures of 5HD or less within 20’ are *Slow*’d for 1 round.

*Herald’s Call*(MoF p100) [Brd1] – Shout dazes those within 30’.

*Hero’s Blade*(Eb p112) [dDeathless9 dReveredAncestor9] – Channel the spirit of a great hero into a melee weapon.

*Heroes’ Feast*(PH p240) [Brd6 Clr6 dArmy6 dCharity6 dCommunity6 dCourage6 dCreation6 dFamily6 dFeast6 dFey6 dGluttony6 dPlanning6 dRenewal6] – Ford for one creature per level, cures, and grants combat bonuses.

*Heroism*(PH p240) [Brd2 Sor/Wiz3 dCourage4 dHope3 dPride3 dReveredAncestor3] – Gives +2 bonus on attack rolls, saves, skill checks.

*Heroism, Greater*(PH p240) [Brd5 Sor/Wiz6 dCourage7 dHope6 dJoy6 dPassion6 dPride7 dReveredAncestor6] – Gives a +4 on attack rolls, saves, & skill checks; immunity to fear; temporary hp.

*Hesitate*(PH2 p114) [Brd3 Clr3 Sor/Wiz3 dBeguil3] – Immediate. Force subject to lose actions.

*Hide from Animals*(PH p241) [Drd1 Rgr1 dHunt1] – Animals can’t perceive one subject per level.

*Hide from Undead*(PH p241) [Clr1 dLife1 dRepose1] – Undead can’t perceive one subject per level.

*Hindsight*(CAdv p151) [Brd6 Sor/Wiz9] – You see into the past.

*Hold Animal*(PH p241) [Drd2 Rgr2 dAnimal2] – Paralyzes one animal for 1 round per level.

*Hold Monster*(PH p241) [Brd4 Sor/Wiz5 dLaw6 dPatience5] – As *Hold Person*, but can effect any creature.

*Hold Monster, Mass*(PH p241) [Sor/Wiz9] – AS *Hold Monster*, but all within 30’.

*Hold Person*(PH p241) [Brd2 Clr2 Sor/Wiz3 dHumility2] – Paralyzes one person for up to 1 round per level.

*Hold Person, Mass*(PH p241) [Sor/Wiz7] – As *Hold Person*, but all within 30’.

*Hold Portal*(PH p241) [Sor/Wiz1] – Holds one door shut.

*Holy Aura*(PH p241) [Clr8 dCelestial8 dExorcism8 dGood8 dMysticism8 dZeal8] – +4 to AC, +4 resistance, SR25 against evil spells.

*Holy Smite*(PH p241) [dGlory4 dGood4] – Damages and blinds evil creatures.

*Holy Sword*(PH p215) [Pal4 dGlory5] – Weapon becomes +5, deals +2d6 damage against evil.

*Holy Word*(PH p242) [Clr7 dExorcism7 dGood7 dMysticism7 dZeal7] – Kills, paralyzes, blinds, or deafens non-good subjects.

*Horizikaul’s Boom*(MoF p100) [Sor/Wiz1] – Target takes 1d4 sonic damage per 2 levels (max 5d4), plus deafness.

*Horizikaul’s Cough*(MoF p101) [Sor/Wiz0] – Target takes 1 point of sonic damage and are deafened for 1 round.

*Horizikaul’s Versatile Vibration*(MoF p101) [Sor/Wiz5] – Cone of sound deals damage or moves objects.

*Horrid Wilting*(PH p242) [Sor/Wiz8 dDecay8 dNecromancy8 dSuffering9 dWater8 dWateryDeath8] – Deals 1d6 damage per level within 30’.

*Howling Chain*(PGF p104) [Sor/Wiz6] – Chain of force entangles and attacks opponent.

*Humanoid Essence*(RoE p186) [Clr5] – Imposes upon a Construct some of the weakness of the Humanoid type.

*Humanoid Essence, Greater*(RoE p186) [Clr7] – Gives a Construct the Humanoid type.

*Humanoid Essence, Lesser*(RoE p187) [Clr3] – Imposes upon a Construct some of the weakness of the Humanoid type.

*Hunter’s Eye*(PH2 p114) [Rgr2] – Swift. Gain +1d6 sneak attack damage per 3 caster levels for 1 round.

*Hunter’s Mercy*(MoF p101) [Rgr1] – Your next hit with a bow automatically threatens a critical hit.

*Hymn of Praise*(CAdv p152) [Brd3] – Add +2 caster levels to all Good Divine casters within range.

*Hypnotic Pattern*(PH p242) [Brd2 Sor/Wiz2 dRadiance2] – Fascinates (2d4 + level) HD of creatures.

*Hypnotism*(PH p242) [Brd1 Sor/Wiz1 dPride1] – Fascinates 2d4 HD of creatures.

*Ice Axe*(DR312 p64) [Clr3] – Creates a shard of ice shaped like a battleaxe blade that does slashing & cold damage, with which the caster has proficiency.

*Ice Dagger*(MoF p101) [Sor/Wiz1] – Grenade-like weapon deals target 1d4 cold damage per caster level (max 5d4), plus area damage.

*Ice Gauntlet*(DR312 p65) [Clr1] – One hand covered with ice, which acts like a +1 Spiked Gauntlet that does +1 Cold damage.

*Ice Storm*(PH p243) [Drd4 Sor/Wiz4 dCold4 dStorm4 dWater5 dWeather5] – Hail deals 5d6 damage in cylinder 40’ across.

*Icefane Corpse*(DU109 p51) [Sor/Wiz3] – Target Undead becomes supernaturally cold, doing extra damage, gaining protection from fire, etc.

*Icelance*(PGF p105) [Drd4 Sor/Wiz3] – Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.

*Icy Sphere*(DR317 p70) [Sor/Wiz5] – Line of Cold deals 1d6 damage per level and paralyzes.

*Identify*(PH p243) [Brd1 Sor/Wiz1 dMagic2 dOracle1 iBoccob2] – Determines properties of a magic item.

*Igedrazaar’s Miasma*(MoF p101) [Sor/Wiz2] – Cloud of fog deals 1d4 subdual damage per level (max 5d4).

*Illusion Purge*(RoE p187) [Clr8 Sor/Wiz8 dTruth7] – Dispels illusions within 5’/level radius.

*Illusory Pit*(CArc p112) [Sor/Wiz6] – Creatures in area are stunned or knocked prone, while believing they’re falling.

*Illusory Script*(PH p243) [Brd3 Sor/Wiz3] – Only intended reader can decipher.

*Illusory Wall*(PH p243) [Sor/Wiz4] – Wall, floor, or ceiling looks real, but anything can pass through.

*Ilyykur’s Mantle*(UE p50) [Sor/Wiz4] – Caster gains Electricity Resistance 10 & a Luck bonus against spells & spell-like abilities of +1 per 3 levels (max +5).

*Imbrue*(DR336 p81) [Sor/Wiz9] – Bind a creature from a *Planar Binding* into a living host.

*Imbue Familiar with Spell Ability*(CArc p112) [Sor/Wiz6] – You transfer spells and casting ability onto your familiar.

*Imbue with Spell Ability*(PH p243) [Clr4 dCharity4 dFamily4 dMagic4] – Transfer spells to subject.

*Immolate the Wicked*(DR342 p54) [iPelor4] – Undead you have turned burst into flames.

*Implacable Pursuer*(CDiv p166) [Rgr4] – You know where your prey is, as long as it’s moving.

*Implore*(DR336 p82) [Sor/Wiz9] – Call and trap an Elemental or Outsider of up to 22 HD using its true name.

*Implosion*(PH p243) [Clr9 dDestruction9 dSlime9] – Kills one creature per round.

*Imprisonment*(PH p244) [Sor/Wiz9 dCavern9 dInquisition9] – Entombs subject beneath the earth.

*Improvisation*(CAdv p152) [Brd5] – You gain a pool of Luck bonus points equal to twice your caster level and can spend them to improve attack rolls, skill checks, and ability checks.

*Incarnation of Set*(DR313 p90) [Clr5] – The caster becomes an animal or vermin that is sacred to Set, including Snakes, Monstrous Scorpions, Crocodiles, Jackals, etc.

*Incendiary Cloud*(PH p244) [Sor/Wiz8 dFire8] – Cloud deals 4d6 fire damage per round.

*Incite Riot*(PH2 p115) [Brd5 Sor/Wiz4 bBeguil5] – Subjects attack nearest creature.

*Increase Virulence*(PH2 p115) [Brd2 Sor/Wiz2 pAsn2 pBlack2] – Poison’s DC increased by 2.

*Indisputable Possession*(MoE p97) [Art1] – Call an item back to your hand if it leaves your possession.

*Inescapable Swarm*(DR333 p72) [Brd5 Sor/Wiz4] – Targets feel as though they are covered by an invisible swarm of insects.

*Inevitable Defeat*(PH2 p115) [Sor/Wiz3 bBeguil3] – Subject takes 3d6 nonlethal damage per round.

*Infernal Threnody*(CAdv p152) [Brd3] – Add +2 cater levels to all Evil Divine casters within range.

*Inferno*(MoF p102) [Drd5] – Creature bursts into flames and suffers 2d6 fire damage per round.

*Infestation of Maggots*(CDiv p166)(MoF p102) [Drd3] – Maggot-like creatures deal 1d4 Constitution damage every round.

*Inflict Critical Wounds*(PH p244) [Clr4 dDestruction4] – Touch attack, 4d8 + 1 per level (max +20).

*Inflict Critical Wounds, Mass*(PH p244) [Clr8] – Deals 3d8 + 1 / level to many creatures.

*Inflict Light Wounds*(PH p244) [Clr1 dDestruction1] – Touch deals 1d8 damage +1 per level (max +5).

*Inflict Light Wounds, Mass*(PH p244) [Clr5 dDestruction5] – Deals 1d8 + 1 / level to many creatures.

*Inflict Minor Wounds*(PH p244) [Clr0] – Touch attack, 1 point of damage.

*Inflict Moderate Wounds*(PH p244) [Clr2] – Touch attack, 2d8 +1 per level (max +10).

*Inflict Moderate Wounds, Mass*(PH p244) [Clr6] – Deals 2d8 + 1 / level to many creatures.

*Inflict Serious Wounds*(PH p244) [Clr3] – Touch attack, 3d8 +1 per level (max +15).

*Inflict Serious Wounds, Mass*(PH p244) [Clr7] – Deals 3d8 + 1 / level to many creatures.

*Insanity*(PH p244) [Sor/Wiz7 dCharm7 dMadness7 dMoon7] – Subject suffers continuous *Confusion*.

*Insect Plague*(PH p244) [Clr5 Drd5 dSpider5] – Locust swarms attack creatures.

*Insidious Insight*(RoE p187) [Brd2 Sor/Wiz2] – Gain Insight bonus on Bluff, Diplomacy, Intimidate, & Sense Motive checks against a target creature.

*Insidious Rhythm*(CAdv p152) [Brd2] – Subject has –4 penalty on Intelligence-based skill checks and Concentration checks, and must make Concentration check to cast spells.

*Insidious Suggestion*(RoE p187) [Brd4 Sor/Wiz5] – *Suggestion* respeats over and over in the target creature’s mind.

*Insight of Good Fortune*(PH2 p115) [Brd2 Clr2 Sor/Wiz2] – Subject rolls twice, takes best result.

*Insightful Feint*(CAdv p153) [Sor/Wiz1 pAsn1] – Swift. Gain +10 on your next Bluff check to Feint in combat.

*Insignia of Alarm*(RoD p166) [Brd2 Clr2 Pal2] – Alert the bearers of a special insignia.

*Insignia of Blessing*(RoD p166) [Clr3 Pal3] – Bearers of a special insignia gain +1 Morale bonus on attacks and saves against fear.

*Insignia of Healing*(RoD p166) [Brd3 Clr3] – Bearers of a special insignia are healed 1d8 + 1/lvl hit-points (max 1d8+10).

*Insignia of Warding*(RoD p166) [Clr3 Pal3] – Bearers of a special insignia gain +1 Divine bonus to AC and Fortitude saves.

*Inspirational Boost*(CAdv p153) [Brd1] – Swift. The bonuses granted by you Inspire Courage ability are increased by 1.

*Inspired Aim*(BoED p101) [Brd4 Clr3 Rgr3 dFey3] – Allies within 40’ gain +2 Insight bonus on ranged attack rolls.

*Instant Locksmith*(CAdv p153) [Sor/Wiz1 pAsn1] – Swift. Make Disable Device or Open Lock check at +2 as a Free Action.

*Instant Search*(CAdv p153) [Rgr1 Sor/Wiz1 pAsn1] – Swift. Make Search check at +2 as a Free Action.

*Intensify Manifest Zone*(FoE p151) [Clr7 Drd7] – Permanently increases the effect of a dimensional overlap.

*Invest Heavy Protection*(PH2 p115) [Clr5] – Heal 5d4 damage + ½ level, grant DR 5 / evil.

*Invest Light Protection*(PH2 p115) [Clr1] – Heal 1d4 damage + ½ level, grant DR 1 / evil.

*Invest Moderate Protection*(PH2 p115) [Clr3] – Heal 3d4 damage + ½ level, grant DR 3 / evil.

*Invisibility Purge*(PH p245) [Clr3] – Dispels invisibility within 5’ per level.

*Invisibility Sphere*(PH p245) [Brd3 Sor/Wiz3] – Makes everyone within 10’ invisible.

*Invisibility*(PH p245) [Brd2 Sor/Wiz2 dLust2 dTrickery2] – Subject is invisible for 1 minute per level or until it attacks.

*Invisibility, Greater*(PH p245) [Brd4 Sor/Wiz4] – As *Invisibility*, but subject can attack and stay invisible.

*Invisibility, Mass*(PH p245) [Sor/Wiz7] – As *Invisibility*, but affects all in range.

*Invisibility, Superior*(CArc p125) [Sor/Wiz9] – Subject is invisible to sight, hearing, and scent for 1 minute per level, and can attack.

*Invisibility, Swift*(CAdv p153) [Brd2 bHex2 pAsn2] – Swift. You are invisible for 1 round or until you attack.

*Invoke Elemental*(ExpHb p75) [Art5] – Temporarily free an elemental bound into a vehicle and give it orders.

*Involuntary Shapeshifting*(RoE p188) [Sor/Wiz5 dTransformation4] – If able to do so, target creature must change shape.

*Irian’s Light*(RoE p188) [Clr3] – Ranged touch attack heals 2d8 damage, +1 ray per four levels (max 3).

*Iron Body*(PH p245) [Sor/Wiz8 dEarth8 dEndurance9 dMetal8 dTemperance9] – You body becomes living iron.

*Iron Bones*(MoF p102) [Clr4 Sor/Wiz4] – Corporeal undead gain +5 natural armor bonus.

*Iron Construct*(Eb p113) [Warforged6] – Construct gains DR 15 / adamantine & takes half damage from acid and fire.

*Iron Silence*(CAdv p153) [Brd2 Clr2 pAsn2] – Armor touched has no Armor Check penalty on Hide and Move Silently checks for 1 hour per level.

*Ironguard, Greater*(MoF p97) [Sor/Wiz7] – Subject becomes immune to metal.

*Ironguard, Lesser*(FR p71) [Sor/Wiz5] – Subject becomes immune to nonmagical metal.

*Ironguts*(MoF p102) [Sor/Wiz1] – Target gains +4 circumstance bonus on saving throws vs. poison.

*Ironwood*(PH p246) [Drd6] – Magical wood is a strong as steel.

*Jaws of the Wolf*(MoF p102) [Drd4] – One carving/2 levels turns into a wolf with SR 13 and frightful presence.

*Joyful Noise*(CAdv p154) [Brd1] – You negate *Silence* in a 10’ radius Emanation for as long as you concentrate.

*Jump*(PH p246) [Drd1 Rgr1 Sor/Wiz1] – Subject gains bonus on Jump checks.

*Kaupaer’s Skittish Nerves*(MoF p103) [Sor/Wiz1] – Target gains +5 bonus on initiative checks.

*Keen Edge*(PH p245) [Sor/Wiz3 dMetal3] – Doubles normal weapon’s threat range.

*Kelgore’s Fire Bolt*(PH2 p116) [Sor/Wiz1] – 1d6 fire damage per level (max5d6), partially ignores SR.

*Kelgore’s Grave Mist*(PH2 p116) [Sor/Wiz2] – 1d6 cold damage per round, causes fatigue, partially ignores SR.

*Khelben’s Suspended Silence*(MoF p103) [Sor/Wiz3] – Object becomes programmed to create an area of silence at your command.

*Kiss of the Vampire*(MoF p103) [Sor/Wiz5] – You gain vampire-like supernatural abilities, but are vulnerable to attacks that harm undead.

*Knock*(PH p246) [Sor/Wiz2] – Opens locked or magically sealed door.

*Knock, Greater*(DR316 p62) [Sor/Wiz4] – Opens all locked or magically sealed doors, boxes, etc., in a 20’ area.

*Know Direction*(PH p246) [Brd0 Drd0] – You discern north.

*Know Greatest Enemy*(MoF p103) [Pal3] – Determines relative power level of creatures within the area.

*Know Protections*(MoF p104) [Brd1 Sor/Wiz1] – Determine target’s defenses.

*Know Vulnerabilities*(MoF p104) [Brd4 Clr4] – Determine target’s vulnerabilities and resistances.

*Kord’s Greeting*(DR342 p54) [iKord2] – Bonuses for charging double and penalties reduce to half.

*Kord’s Power Surge*(DR342 p54) [iKord1] – Receive a bonus on Strength-based ability checks and skills.

*Land Womb*(MoF p104) [Drd4 Rgr4] – You and one creature/level hide within the earth.

*Languor*(CDiv p167) [Drd4] – Ray slows target and diminishes its Strength.

*Lantern Light*(BoED p101) [Clr1 Pal1 Sor/Wiz1] – Ranged touch attacks deal 1d6 points of damage.

*Lash of the Kraken*(DR334 p75) [Drd3 Sor/Wiz3] – Transforms the caster’s arm into a constricting tentacle.

*Last Judgment*(BoED p102) [dWrath’8] – Evil creatures are struck dead and sent to the Lower Planes.

*Lastai’s Caress*(BoED p102) [Clr2 dPleasure2] – Intense feelings of good leave Evil subject cowering, frightened, nauseated, or shaken.

*Launch Bolt*(MoF p105) [Sor/Wiz0] – Launches a crossbow bolt as if from a light crossbow up to 100’ + 10’ per level.

*Launch Item*(MoF p105) [Sor/Wiz1] – Hurls Fine-sized item (10 pounds or less) up to 400’ + 40’ per level.

*Lawful Sword*(PGF p105) [Pal4] – Weapon becomes +5 Axiomatic and emits *Magic Circle against Chaos*.

*Legend Lore*(PH p246) [Brd4 Sor/Wiz6 dKnowledge7 dOracle6 dTime7] – Lets you learn tales about a person, place, or thing.

*Legion of Sentinels*(PH2 p116) [Sor/Wiz3 bBeguil3] – Ghostly swordsmen threaten a 10’ radius, deal 1d8 damage +1 per 3 levels (max 1d8+5).

*Leomund’s Hidden Lodge*(CArc p113) [Brd5] – Creates a sturdy cottage camouflaged to blend into natural surroundings.

*Leomund’s Hidden Lodge*(CArc p113) [Sor/Wiz5] – Creates sturdy cottage camouflaged to blend into natural surroundings.

*Leomund’s Secret Chest*(PH p247) [Sor/Wiz5 dCommerce6 dWealth5] – Hides expensive chest on Ethereal Plane; you retrieve it at will.

*Leomund’s Secure Shelter*(PH p247) [Brd4 Sor/Wiz4 dCavern4 dFeast5] – Creates a sturdy cottage.

*Leomund’s Tiny Hut*(PH p247) [Brd3 Sor/Wiz3] – Creates shelter for ten creatures.

*Leomund’s Trap*(PH p247) [Sor/Wiz2] – Makes one item seem trapped.

*Leonal’s Roar*(BoED p102) [Drd8] – Kills, paralyzes, weakens, or dazes non-good subjects, and deals 2d6 sonic damage.

*Levitate*(PH p248) [Sor/Wiz2] – Subject moves up and down at your direction.

*Life Bolt*(MoF p105) [Sor/Wiz2] – 1 ray per 2 levels (max 5) draws 1 hp from you to deal 2d4 damage to undead.

*Liferot*(DR347 p77) [Clr3 Sor/Wiz4] – Cover target in fungi, making it unable to benefit from magical healing.

*Light*(PH p248) [Brd0 Clr0 Drd0 Sor/Wiz0] – Object shines like a torch.

*Lighten Load*(DR317 p78) [Clr2 dArmy2] – The touched creature can carry more than usual.

*Lightning Bolt*(PH p248) [Sor/Wiz3] – Electricity deals 1d6 damage per level.

*Lightning Ring*(PGF p105) [Sor/Wiz8] – Ring of lightning gives you resistance to electricity 20, emits two *Lighting Bolts* per round –or– eight at once.

*Limited Wish*(PH p248) [Sor/Wiz7 dSpell7] – Alters reality, within spell limits.

*Linked Perception*(PH2 p117) [Drd2 Rgr1] – Allies gain +2 bonus per ally in spell area on Listen & Spot checks.

*Lion’s Roar*(CWar p118) [dCourage8] – Deals 1d8 points of damage per two levels to enemies; allies get +1 on attacks and saves against fear, plus temporary hp.

*Listening Coin*(CAdv p154) [Brd4] – You can eavesdrop through a magic coin.

*Listening Lorecall*(CAdv p154) [Drd2 Rgr2 Sor/Wiz2] – You gain a +4 bonus on Listen checks, plus Blindsense or Blindsight if you 5 or more ranks in Listen.

*Lively Step*(PGF p106) [Brd2 Sor/Wiz2] – You and you allies gain a +10’ increase to speed and can ‘hustle’ for an extra hour per day per level.

*Liveoak*(PH p248) [Drd6 dElf7 dFey7] – Oak becomes a treant guardian

*Living Prints*(MoF p106) [Rgr3] – You perceive tracks as if they had just been made.

*Lobotomize*(DR339 p77) [Sor/Wiz5] – You cause a target to forget how to use a level of spells, two skills, or weapons for the spell’s duration.

*Locate City*(RoD p166) [Brd1 Rgr1 Sor/Wiz1] – Find nearest city.

*Locate Creature*(PH p249) [Brd4 Sor/Wiz4 dHunt4] – Indicates direction to familiar creature.

*Locate Node*(Und p58) [Clr3 Drd2 Sor/Wiz2] – Finds closet earth node in a 1 mile per level radius.

*Locate Object*(PH p249) [Brd2 Clr3 Sor/Wiz2 dMeditation3 dTravel2] – Senses direction toward object (specific or type).

*Longstrider*(PH p249) [Drd1 Rgr1 dTravel1 iEhlonna1] – Increases your speed.

*Longstrider, Mass*(PH2 p117) [Drd5 Rgr4] – Swift. Allies within 60’ gain +10’ bonus to speed.

*Love’s Lament*(DR328 p70) [Brd3] – A cone of disheartening music deals 1d6 Wisdom damage and Nauseates those affected.

*Low-Light Vision*(CArc p113) [Rgr1 Sor/Wiz1] – See twice as far as a Human in poor illumination.

*Loyal Vassal*(MoF p106) [Pal3] – Ally gains +3 against mind-affecting effects and cannot be compelled to harm you.

*Lucky Blade*(MoE p98) [Art2] – Weapon grants a single reroll of an attack.

*Lucky Cape*(MoE p98) [Art3] – Cape grants a single reroll of a saving throw.

*Lullaby*(PH p249) [Brd0] – Makes subject drowsy; –5 on Spot & Listen checks, –2 Will saves against *Sleep*.

*Luminous Assassin*(PH2 p117) [Sor/Wiz5] – Summons an extraplanar 3rd level Rogue to attack a target.

*Luminous Assassin, Greater*(PH2 p117) [Sor/Wiz7] – Summons an extraplanar 5th level Rogue to attack a target.

*Luminous Assassin, Lesser*(PH2 p117) [Sor/Wiz3] – Summons an extraplanar 1st level Rogue to attack a target.

*Lunacy*(DR340 p73) [Drd6 Sor/Wiz6] – Curses a victim with madness tied to the moon.

*Luzaen’s Frequent Jaunt*(MoF p106) [Sor/Wiz5] – Short-range, multiple-use *Dimension Door*.

*Maddening Scream*(CDiv p168)(Eb p113) [Sor/Wiz8 dMadness8] – Subject has –4 AC, no shield, Reflex save on natural 20 only.

*Maelstrom*(FR p72) [dOcean8] – Create a 120’ wide whirlpool, which pulls down anything that gets close.

*Mage Armor*(PH p249) [Sor/Wiz1 dForce1 dSpell1] – Gives subject +4 armor bonus.

*Mage Armor, Greater*(CArc p114) [Sor/Wiz3] – Gives subject +6 armor bonus.

*Mage Hand*(PH p249) [Brd0 Sor/Wiz0] – 5 pound telekinesis.

*Mage Hand, Greater*(MoF p97) [Sor/Wiz3] – As *Mage Hand*, but medium range and 10 pounds per level.

*Magecraft*(Eb p113) [Sor/Wiz1] – +5 Competence bonus on one Craft check.

*Magic Circle against Chaos*(PH p249) [Clr3 Pal3 Sor/Wiz3 dLaw3] – As *Protection from Chaos*, but 10’ radius and 10 minutes per level.

*Magic Circle against Evil*(PH p249) [Clr3 Pal3 Sor/Wiz3 dExorcism2 dGood3] – As *Protection from Evil*, but 10’ radius and 10 minutes per level.

*Magic Circle against Good*(PH p250) [Clr3 Sor/Wiz3 dEvil3] – As *Protection from Good*, but 10’ radius and 10 minutes per level.

*Magic Circle against Law*(PH p250) [Clr3 Sor/Wiz3 dChaos3] – As *Protection from Law*, but 10’ radius and 10 minutes per level.

*Magic Convalescence*(PH2 p118) [Brd5 Clr5 Drd5] – Spells cast nearby heal you 1 hp per spell level.

*Magic Fang*(PH p250) [Drd1 Rgr1 dScaleykind1] – One natural weapon of subject creature gets +1 on attack and damage.

*Magic Fang, Greater*(PH p250) [Drd3 Rgr3 dScaleykind3] – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject’s natural weapons get a +1 bonus.

*Magic Jar*(PH p250) [Sor/Wiz5 pSpirit6 iWeeJas5] – Enables possession of another creature.

*Magic Missile*(PH p251) [Sor/Wiz1 dForce2] – 1d4+1 force damage; +1 missile per two levels above 1st (max 5 missiles)

*Magic Mouth*(PH p251) [Brd1 Sor/Wiz2] – Speaks once when triggered.

*Magic Stone*(PH p251) [Clr1 Drd1 dEarth1 dHalfling1] – Three stones become +1 projectiles, 1d6+1 damage.

*Magic Vestment*(PH p251) [Clr3 dChastity3 dHalfling3 dNobility3 dStrength3 dWar3] – Armor, shield, or clothes gain +1 enhancement per four levels.

*Magic Weapon*(PH p251) [Clr1 Pal1 Sor/Wiz1 dDwarf1 dMetal1 dReveredAncestor1 dWar1] – Weapon gains +1 enhancement bonus.

*Magic Weapon, Greater*(PH p251) [Clr4 Pal3 Sor/Wiz3 dDwarf4] – +1 bonus per four levels (max +5).

*Mailed Might*(DR344 p60) [Sor/Wiz8] – Transform two pieces of armor into two Helmed Horrors for 1 round per level.

*Major Creation*(PH p252) [Sor/Wiz5 dArtifice6 dCraft7 dCreation5] – As *Minor Creation*, plus stone and metal.

*Major Image*(PH p252) [Brd3 Sor/Wiz3] – As *Silent Image*, but sound, smell, and thermal effects.

*Make Whole*(PH p252) [Clr2 dBalance1] – Repairs an object.

*Mana Flux*(PH2 p119) [Clr5 Sor/Wiz5] – Magic in area has a 20% failure chance.

*Manyjaws*(PGF p106) [Sor/Wiz3] – One set of jaws per level attacks enemies for 1d4 damage.

*Mark of Doom*(PH2 p119) [Clr3 Pal2] – Subject takes 1d6 damage for each hostile action.

*Mark of Judgment*(PH2 p119) [Clr2] – Creatures that attack the subjects heal 2 points of damage for each successful hit.

*Mark of Justice*(PH p252) [Clr5 Pal4 dFate5 dRetribution5] – Designates action that will trigger cure on subject.

*Mark of Justice, Lesser*(DR342 p54) [iHeironeous2 iStCuthbert2] – Designates action that will trigger curse on subject.

*Mark of the Hunter*(CDiv p168) [Rgr3] – Rune on creature makes it easier to track and attack.

*Mark of the Outcast*(Und p59) [Clr2 Drd2 dWateryDeath2] – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

*Marked Man*(DR325 p71) [Rgr1 Sor/Wiz2] – Helps track a subject.

*Master Air*(MoF p107) [Drd2] – You sprout insubstantial wings and can fly.

*Master Earth*(MoF p107) [Drd7] – Travel through the earth to any location.

*Master of the Sky*(RotW p175) [dSky8] – Gain +2 on attack rolls and damage rolls while airborne; maneuverability becomes perfect; foes incur penalties against you.

*Master’s Touch*(CAdv p154) [Brd1 Sor/Wiz1] – Swift. You gain proficiency in a touched weapon or shield for 1 minute per level.

*Master’s Touch’*(PH2 p119) [Brd2 Clr2 Sor/Wiz2] – Immediate. Subject gains a +4 Insight bonus on one skill check.

*Maw of Chaos*(MoF p107)(Sav p68) [Sor/Wiz9] – Area of energy damages creatures and disrupts concentration.

*Maw of Stone*(FR p72) [dCavern7] – Animate a natural opening or cavern to attack someone going through it when a triggering event occurs.

*Maze*(PH p252) [Sor/Wiz8 dPortal2] – Traps subject in an extradimensional maze.

*Meersalm Skin*(DR354 p30) [Clr6] – Ignore 10 points of damage per attack & chance of the weapon being destroyed.

*Meld into Stone*(PH p252) [Clr3 Drd3 dCavern3] – You and your gear merge with stone.

*Melf’s Acid Arrow*(PH p253) [Sor/Wiz2 dSlime2] – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).

*Melf’s Unicorn Arrow*(PH2 p119) [Sor/Wiz3] – 1d8+8 damage and bull rush; +1 unicorn arrow per 3 levels above 5th (max 5).

*Memory Jar*(DR342 p54) [iBoccob1] – The target gains a bonus on Knowledge checks.

*Memory Rot*(MoF p108) [Drd5] – Spores deal 1d6 Intelligence drain to target, plus 1 Intelligence/round.

*Mending*(PH p253) [Brd0 Clr0 Drd0 Sor/Wiz0] – Makes minor repairs on an object.

*Merrshaulk’s Kiss*(DR330 p71) [Clr4 Drd3] – Enhances a number of living snakes.

*Message*(PH p253) [Brd0 Sor/Wiz0 dTrade1] – Whispered conversation at distance.

*Metamatic Scroll*(MoE p99) [Art1] – Imbue spell completion item with a metamagic feat you know.

*Meteor Swarm*(PH p253) [Sor/Wiz9] – Four exploding spheres each deal 6d6 fire damage.

*Meteoric Strike*(PH2 p120) [Clr5 Drd4 Pal4] – Swift. Melee attack deals an extra 1d6 damage +1d6/4 levels Fire damage; adjacent creatures take half damage.

*Miasma*(CDiv p168)(CDivErrata)+ [Drd6] – Gas fills creature’s mouth, suffocating it.

*Mind Blank*(PH p253) [Sor/Wiz8 dChastity9 dFate8 dLiberation8 dMeditation8 dMentalism8 dMind8 dProtection8 dTrade8] – Subject is immune to mental/emotional magic and scrying.

*Mind Bond*(BoED p102) [Pal3] – You and your mount gain +4 flanking bonus when flanking the same opponent; mount gains bonus on attack rolls.

*Mind Fog*(PH p253) [Brd5 Sor/Wiz5 dMentalism5] – Subjects in fog get a –10 on Will saves & Wisdom checks.

*Mindless Rage*(CAdv p155) [Brd2 Sor/Wiz2] – Target compelled to attack you physically for 1 round per level.

*Mineralize Warrior*(Und p59) [Sor/Wiz6] – Grants willing subject the mineral warrior template.

*Minimus Containment*(DR336 p82) [Sor/Wiz8] – Bind a creature from a *Planar Binding* into a gem.

*Minor Creation*(PH p253) [Sor/Wiz4 dArtifice4 dCraft4 dCreation4 dGnome4] – Creates one cloth or wood object.

*Minor Disguise*(MoF p108) [Brd0] – Makes slight changes to your appearance.

*Minor Image*(PH p254) [Brd2 Sor/Wiz2 dCreation2 dGnome3 dIllusion2] – As *Silent Image*, plus some sound.

*Miracle*(PH p254) [Clr9 dHope9 dLuck9] – Requests a deity’s intercession.

*Mirage Arcana*(PH p254) [Brd5 Sor/Wiz5] – As *Hallucinatory Terrain*, plus structures.

*Mirror Image*(PH p254) [Brd2 Sor/Wiz2] – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).

*Mirror Image, Greater*(PH2 p120) [Brd4 Sor/Wiz4 bBeguil4] – Immediate. As *Mirror Image*, but gain an addditional image each round.

*Misdirection*(PH p254) [Brd2 Sor/Wiz2] – Misleads divinations for one creature or object.

*Mislead*(PH p255) [Brd5 Sor/Wiz6 dIllusion6 dLuck6 dTrickery6] – Turns you invisible and creates illusory double.

*Misrepresent Alignment*(RoE p188) [Brd2 Clr3 Sor/Wiz2] – Projects a false alignment for an object or creature.

*Modify Memory*(PH p255) [Brd4 dMentalism4] – Changes 5 minutes of subject’s memories.

*Moment of Clarity*(BoED p103) [Pal2] – Target immediately makes a new saving throw to resist a mind-affecting spell or effect.

*Moment of Prescience*(PH p255) [Sor/Wiz8 dCompetition8 dDestiny8 dLuck8] – You gain insight bonus on a single attack roll, check , or save.

*Monstrous Regeneration*(MoF p109) [Clr5] – Grants the regeneration ability for 1 round/2 levels.

*Monstrous Thrall*(CDiv p169) [dDominion9] – As *True Domination*, but permanent and affects any creature.

*Moon Blade*(Spell p143) ~~(FR p72)~~ [dMoon3] – Touch attack deals 1d8 +1 per 2 levels, more to undead, plus scrambles spellcasting.

*Moon Path*(Spell p143)(FR p72) [dMoon5] – Form a bridge of moonlight.

*Moon’s Change*(DR340 p57) [Drd3 Sor/Wiz3] – Increase the strength, dexterity, & constitution of the touched creature by +2 the first round, +4 the second round, +6 the middle rounds, and finally +4 and +2 on the last two rounds.

*Moonbeam*(Spell p144) ~~(FR p73)~~ [dMoon2] – Forces lycanthropes to regain human shape.

*Moonbridge*(DR340 p74) [Clr3 Drd3] – Solidified moonlight into a bridge.

*Moonfire*(Spell p144)~~(FR p73)~~ [dMoon9] – Cone of light damages creatures, reveals hidden things, negates electricity damage.

*Mordenkainen’s Disjunction*(PH p255) [Sor/Wiz9 dMagic9 dSpell9] – Dispels magic, disenchants magic items.

*Mordenkainen’s Faithful Hound*(PH p255) [Sor/Wiz5 dHalfling5] – Phantom dog can guard, attack.

*Mordenkainen’s Lucubration*(PH p256) [Sor/Wiz6] – Recalls spell of 5th level or lower. Wizards only.

*Mordenkainen’s Magnificent Mansion*(PH p256) [Sor/Wiz7 dCharity8 dCommunity8 dFeast7 dTrade7] – Door leads to extradimensional mansion.

*Mordenkainen’s Private Sanctum*(PH p256) [Sor/Wiz5] – Prevents anyone from viewing or scrying an area for 24 hours.

*Mordenkainen’s Sword*(PH p256) [Sor/Wiz7] – Floating magic blade strikes opponents.

*Motes of Moonlight*(DR340 p74) [Clr1 Drd1] – Creates an illuminating beam of moonlight.

*Mount*(PH p256) [Sor/Wiz1] – Summons riding horse for 2 hours per level.

*Mountain Stance*(DR314 p28) [Drd2 Sor/Wiz2] – The subject can root himself to the ground, making him must harder to Bull Rush, Overrun, Trip, etc.

*Move Earth*(PH p257) [Drd6 Sor/Wiz6 dHalfling6] – Digs trenches and builds hills.

*Murderous Mist*(CDiv p169) (MoF p109)(MoFe)+ [Drd4] – Steam deals 2d6 damage & blinds creatures.

*Mystic Aegis*(PH2 p120) [Clr4] – Immediate. You gain SR 12 + caster level against one spell.

*Mystic Surge*(PH2 p120) [Sor/Wiz4] – Ally’s spell gains +2 DC and +1 caster level.

*Mystra’s Miasma*(PGF p107) [Sor/Wiz9] – *Solid Fog* reduces caster level by –4.

*Nails of Luthic*(DR342 p75) [Clr5] – Your hands grow nails that exude poison.

*Nature’s Avatar*(CDiv p170) [Drd9] – Animal gains +10 on attack and damage, an extra attack, and 1d8hp per caster level.

*Nature’s Balance*(PGF p107) [Drd4] – You transfer 4 ability score points to the target for 10 minutes/level.

*Nature’s Favor*(CAdv p155) [Drd2 Rgr2] – A touched animal gains a Luck bonus on attack and damage rolls of +1 per three levels.

*Nature’s Favor*(CDiv p170) (CDivErrata)+ [Drd3 Rgr2] – Target animal gains an attack and damage bonus of +1 per two levels.

*Naturewatch*(CDiv p170)(MoF p110) [Drd0 Rgr1] – See how wound level of animals and plants within 30’.

*Nchaser’s Glowing Orb*(PGF p107) [Clr4 Sor/Wiz3] – Creates permanent magical light; you control brightness.

*Necrosurgery*(DR326 p73) [Sor/Wiz0] – Grants a +2 bonus to resisting a disease.

*Necrotic Mist*(DU109 p51) [Sor/Wiz6] – Mist obscures vision, damages the living, and heals undead.

*Nerull’s Scythe*(DR342 p54) [iNerull3] – You bring a magical scythe into existence.

*Net of Shadows*(MoF p110) [Sor/Wiz1] – Ordinary shadows that provide 90% concealment to all in the area.

*Neutralize Poison*(PH p257) [Brd4 Clr4 Drd3 Pal4 Rgr3 dFeast4 dTemperance4] – Immunizes subject against poison, detoxifies venom in or on subject.

*Night’s Mantle*(LoD p187) [Clr4] – Invisible shield protects target from sunlight.

*Nightmare*(PH p257) [Brd5 Sor/Wiz5 dDarkness7 dDream5 dNight5] – Send vision dealing 1d10 damage, fatigue.

*Nightstalker’s Transformation*(CAdv p155) [Sor/Wiz5] – Gain +4 Dex, +3 Luck bonus to AC, +5 Luck bonus on Reflex saves, +3d6 Sneak Attack damage, and Evasion.

*Nimbus of Light*(CDiv p170) [Clr1 dPurification1] – Sunlight illuminates you until released as an attack for 1d8 +1/lvl damage.

*Nixie’s Grace*(DR314 p46) [Brd6] – Caster gains attributes of a Nixie, including enhancements to Charisma, Dexterity, & Wisdom, the ability to breath water, and Damage Reduction 5 / cold iron.

*Nondetection*(PH p257) [Rgr4 Sor/Wiz3 dTrickery3] – Hides subject from divination and scrying.

*Nosy Neighbor*(DR326 p74) [Sor/Wiz0] – Provides you with a +1 bonus on Listen checks.

*Nybor’s Gentle Reminder*(PGF p107) [Sor/Wiz2] – Target is dazed for 1 round, –2 on attacks, saves, and checks for 1rnd/lvl.

*Nybor’s Mild Admonishment*(PGF p107) [Sor/Wiz3] – Target is dazed for 1d4 rounds, then –2 on attacks, saves, and check, and is distracted.

*Nybor’s Stern Reproof*(PGF p107) [Sor/Wiz7] – As *Nybor’s Mild Admonishment*, except the target must save or die.

*Nybor’s Wrathful Castigation*(MoF p111) [Sor/Wiz8] – Target dies or may be dazed and –4 on all saves for 1 round per level.

*Nystul’s Magic Aura*(PH p257) [Brd1 Sor/Wiz1 dMagic1] – Alters object’s magic aura.

*Obedient Avalanche*(PGF p108) [dCold9] – Creates an avalanche to bury or bull rush foes, deals varying cold damage.

*Obscure Object*(PH p258) [Brd1 Clr3 Sor/Wiz2 dWealth2] – Masks object against scrying.

*Obscuring Mist*(PH p258) [Clr1 Drd1 Sor/Wiz1 dAir1 dDarkness1 dShadow1 dWater1 dWeather1 dWeather’1] – Fog surrounds you.

*Olidammara’s Bard Spell*(DR342 p42) [iOlidammara4] – You can prepare spell from the Bard spell list.

*Olidammara’s Carapace*(DR342 p42) [iOlidammara5] – Creates a protective shell around you, which you can teleport out of secretly.

*Omen of Peril*(CDiv p171) [Clr1 Drd1 dLiberation1] – You know how dangerous the future will be.

*Omen of Peril*(CDiv p171)(RoD p166) [Clr1 Drd1 dDestiny1 dLiberation1] – You know how dangerous the future will be.

*One with the Land*(MoF p111) [Drd2 Rgr2] – Link with nature gives a +2 bonus on nature-related skill checks.

*Open/Close*(PH p258) [Brd0 Sor/Wiz0] – Opens or closes small or light things.

*Orb of Acid*(CArc p115) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Acid damage (max 15d6) and the target may be Sickened for 1 round.

*Orb of Acid, Lesser*(CArc p115) [Sor/Wiz1] – Ranged touch attack deals 1d8 Acid damage + 1d8 per two levels beyond 1st (max 5d8).

*Orb of Cold*(CArc p115) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Cold damage (max 15d6) and the target may be Blinded for 1 round.

*Orb of Cold, Lesser*(CArc p116) [Sor/Wiz1] – Ranged touch attack deals 1d8 Cold damage + 1d8 per two levels beyond 1st (max 5d8).

*Orb of Electricity*(CArc p116) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Electricity damage (max 15d6) and the target may be Entangled for 1 round.

*Orb of Electricity, Lesser*(CArc p116) [Sor/Wiz1] – Ranged touch attack deals 1d8 Electricity damage + 1d8 per two levels beyond 1st (max 5d8).

*Orb of Fire*(CArc p116) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Fire damage (max 15d6) and the target may be Dazed for 1 round.

*Orb of Fire, Lesser*(CArc p116) [Sor/Wiz1] – Ranged touch attack deals 1d8 Fire damage + 1d8 per two levels beyond 1st (max 5d8).

*Orb of Force*(CArc p116) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Force damage (max 10d6).

*Orb of Sound*(CArc p116) [Sor/Wiz4] – Ranged touch attack deals 1d4 per level Sonic damage (max 15d4) and the target may be Deafened for 1 round.

*Orb of Sound, Lesser*(CArc p116) [Sor/Wiz1] – Ranged touch attack deals 1d6 Sonic damage + 1d6 per two levels beyond 1st (max 5d6).

*Order’s Wrath*(PH p258) [dLaw4] – Damages and dazes chaotic creatures.

*Otiluke’s Dispelling Screen*(CArc p116) [Sor/Wiz4] – Targeted *Dispel Magic* on any creatures and unattended items, +10 max on caster level check.

*Otiluke’s Freezing Sphere*(PH p258) [Sor/Wiz6 dOcean6] – Freezes water or deals cold damage.

*Otiluke’s Greater Dispelling Screen*(CArc p117) [Sor/Wiz7 dDrow6] – Targeted *Dispel Magic* on any creatures and unattended items, +20 max on caster level check.

*Otiluke’s Resilient Sphere*(PH p258) [Sor/Wiz4 dForce4] – Force globe protects but traps one subject.

*Otiluke’s Telekinetic Sphere*(PH p258) [Sor/Wiz8 dForce8] – As *Otiluke’s Resilient Sphere*, but you move the sphere telekinetically.

*Otto’s Irresistible Dance*(PH p259) [Brd6 Sor/Wiz8 dGnome8 dJoy9 dPassion8] – Forces subject to dance.

*Otyugh Swarm*(CDiv p172) [dPestilence9] – Creates 3d4 Large Otyughs or 1d3+1 Huge Otyughs.

*Overland Flight*(PH p259) [Sor/Wiz5] – You fly at a speed of 40’ and can ‘hustle’ over long distances.

*Overwhelm*(PH2 p120) [Sor/Wiz6 dBeguil6] – Nonlethal damage knocks out subject.

*Owl’s Insight*(MoF p111) [Drd5] – Subject gains 1d4+1 Wisdom for 1 hour/level.

*Owl’s Wisdom*(PH p259) [Clr2 Drd2 Pal2 Rgr2 Sor/Wiz2 dMeditation2] – Subject gains +4 Wisdom for 1 minute per level.

*Owl’s Wisdom, Mass*(PH p259) [Clr6 Drd6 Sor/Wiz6] – As *Owl’s Wisdom*, affects one subject per level.

*Pass without Trace*(PH p259) [Drd1 Rgr1] – One subject per level leaves no tracks or scent trail for 1 hour per level.

*Passwall*(PH p259) [Sor/Wiz5 dCavern5] – Creates a passage through wood or stone walls.

*Pavilion of Grandeur*(CDiv p172) [dCreation9] – A feast and a great pavilion are created.

*Pending Potion*(MoE p100) [Art1] – Target potion or oil takes effect at a later time.

*Permanency*(PH p259) [Sor/Wiz5 Time5] – Makes certain spells permanent.

*Permanent Image*(PH p260) [Brd6 Sor/Wiz6 dCreation7 dMoon6] – Includes sight, sound, and smell.

*Persistent Image*(PH p260) [Brd5 Sor/Wiz5 dIllusion5] – As *Major Image*, but no concentration required.

*Phade’s Fearsome Aspect*(DR333 p72) [Brd1 Clr2 Sor/Wiz2] – The target looks like a demon, gaining a +5 bonus on Intimidate checks and can Demoralize as a Swift Action.

*Phantasmal Assailants*(CArc p117) [Sor/Wiz2] – Nightmare creatures strike target for 4 Wisdom damage and 4 Dexterity damage.

*Phantasmal Decoy*(CDiv p172) [Rgr3] – Creates illusory enemy for a foe to chase.

*Phantasmal Disorientation*(CDiv p172) [Drd6] – Fools creature’s sense of direction, making movement difficult.

*Phantasmal Killer*(PH p260) [Sor/Wiz4 dDream4 dIllusion4 dMadness6] – Fearsome illusion kill subject or deals 3d6 damage.

*Phantasmal Thief*(Spell p155) [Sor/Wiz5 dGreed8] – Create an unseen force that steals from others.

*Phantom Battle*(PH2 p120) [Brd3 Sor/Wiz4 bBeguil4] – Illusion of battle flanks creatures and denies attacks of opportunity.

*Phantom Bear*(CDiv p173) [Drd9] – Incorporeal bear fights for you.

*Phantom Foe*(DR324 p71) [Sor/Wiz2] – Phantasm flanks subject.

*Phantom Guardians*(RoD p167) [Sor/Wiz3] – Create illusion of a group of guards.

*Phantom Objects*(DR316 p62) [Sor/Wiz3] – Makes a number of allies appear to be furnature or statues.

*Phantom Plow*(LoD p187) [Clr3 Drd3] – “Plow” a furrow 20’ long per level. Anyone standing in its path must make a Balance check to avoid falling. Underground creatures take 4d4 damage.

*Phantom Stag*(CDiv p174) [Drd5] – Magic stag appears for one hour per level.

*Phantom Steed*(PH p260) [Brd3 Sor/Wiz3 dNight dSpider3] – Magical horse appears for 1 hour per level.

*Phantom Threat*(CWar p118) [Brd2] – Subject thinks it’s flanked.

*Phantom Wolf*(CDiv p174) [Drd8] – Incorporeal wolf fights for you.

*Phase Door*(PH p261) [Sor/Wiz7 dTravel8 iFharlanghn7] – Invisible passage through wood or stone.

*Pillar of Sand*(DR351 p30) [Drd2 Sor/Wiz2] – Raises a 10’ radius pillar from the available sand, up to 10’ per level. Can be directed to move and get taller/shorter.

*Plague Carrier*(RoF p190) [Clr3 Drd3 Sor/Wiz4] – As *Contagion*, but target is contagious during incubation period.

*Plague of Rats*(CDiv p174)(CDivErrata)+ [dPestilence5] – Summons horde of diseased rats.

*Plague*(PH2 p121) [Clr7 Drd7 Sor/Wiz8] – One creature per level contracts a quickly terminal disease.

*Planar Ally*(PH p261) [Clr6 dDragonBelow6 dSummoner6] – As *Planar Ally, Lesser*, but up to 12 HD.

*Planar Ally, Greater*(PH p261) [Clr8 dDragonBelow8 dDrow8 dHope8 dSummoner8] – As *Lesser Planar Ally*, but up to 18 HD.

*Planar Ally, Lesser*(PH p261) [Clr4 dCelestial4 dDragonBelow4 dLust4 dSummoner4] – Exchange services with a 6 HD extraplanar creature.

*Planar Binding*(PH p261) [Sor/Wiz6] – As *Lesser Planar Binding*, but up to 12 HD.

*Planar Binding, Greater*(PH p261) [Sor/Wiz8] – As *Lesser Planar Binding*, but up to 18 HD.

*Planar Binding, Lesser*(PH p261) [Sor/Wiz5 dRune5] – Traps an extraplanar creature of 6 HD or less until it performs a task.

*Plane Shift*(PH p262) [Clr5 Sor/Wiz7] – As many as eight subjects travel to another plane.

*Plant Growth*(PH p262) [Drd3 Rgr3 dLife3 dPlant3] – Grows vegetation, improves crops.

*Poison Thorns*(CDiv p175) [Drd5] – You grow thorns that poison your attackers.

*Poison Vines*(CDiv p175)(CDivErrata)+ [Drd7] – Vines grow and poisons creatures stuck within them.

*Poison*(PH p262) [Clr4 Drd3 dPestilence4 dScaleykind4 dSlime3] – Touch deals 1d10 Constitution damage, repeats in 1 minute.

*Polar Ray*(PH p262) [Sor/Wiz8 dCold8] – Ranged touch attack deals 1d6 per level cold damage.

*Polymorph Any Object*(PH p263)(PH3.5e)+ [Sor/Wiz8 dCommerc9 dRenewal8 dTransformation8 dTrickery8] – Changes any subject into anything else.

*Polymorph*(PH p263) [Sor/Wiz4 dTransformation5] – Gives one willing subject a new form.

*Portal View*(Und p60) [Brd4 Sor/Wiz4] – Turns target *Portal* transparent.

*Power Word Blind*(PH p263) [Sor/Wiz7 dDarkness8 dSlime8 dWar7] – Blinds creatures with 200 hp or less.

*Power Word Kill*(PH p263) [Sor/Wiz9 dDarkness9 dOrc9 dWar9] – Kills one creature with 100 hp or less.

*Power Word Stun*(PH p263) [Sor/Wiz8 dDream8 dWar8] – Stuns creatures with 150 hp or less.

*Prayer*(PH p264) [Clr3 Pal3 dArmy3 dCommunity3 dCompetition3 dOrc3] – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

*Presper’s Moonbow*(PGF p108) [Sor/Wiz5] – Creates 1d4 motes of light that attack enemies.

*Prestidigitation*(PH p264) [Brd0 Sor/Wiz0] – Performs minor tricks.

*Prismatic Eye*(PGF p109) [Sor/Wiz6] – Orb produces individual prismatic rays as touch attacks.

*Prismatic Mist*(PH2 p121) [Sor/Wiz3] – Multicolored mist has random effect.

*Prismatic Ray*(CArc p118) [Sor/Wiz5] – Ray of light blinds target, deals random effect.

*Prismatic Sphere*(PH p264) [Sor/Wiz9 dArtifice9 dFamily9 dProtection9 dSun9] – As *Prismatic Wall*, but surrounds on all sides.

*Prismatic Spray*(PH p264) [Sor/Wiz7 dRadiance7] – Rays hit subjects with a variety of effects.

*Prismatic Wall*(PH p264) [Sor/Wiz8 dRadiance9] – Wall’s colors have array of effects.

*Probe Thoughts*(CDiv p176)(CDivErrata)+ [Sor/Wiz6 dMind6] – You sift through thoughts, learning the answer to one question per round.

*Produce Flame*(PH p265) [Drd1 dFire2 dOrc2] – 1d6 damage + 1 per level, touch or thrown.

*Programmed Amnesia*(CArc p118) [Sor/Wiz9] – Destroy, alter, or replace memories in target creature.

*Programmed Image*(PH p265) [Brd6 Sor/Wiz6] – As *Major Image*, plus triggered by an event.

*Project Image*(PH p265) [Brd6 Sor/Wiz7 dIllusion7] – Illusory double can talk and cast spells.

*Protection from Arrows*(PH p266) [Sor/Wiz2] – Subject immune to most ranged attacks.

*Protection from Chaos*(PH p266) [Clr1 Pal1 Sor/Wiz1 dLaw1] – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

*Protection from Energy*(PH p266) [Clr3 Drd3 Rgr2 Sor/Wiz3 dLuck3 dPatience3 dProtection3] – Absorb 12 damage per level from one kind of energy.

*Protection from Evil*(PH p266) [Clr1 Exorcism1 Good1 Pal1 Sor/Wiz1] – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

*Protection from Good*(PH p266) [Clr1 Sor/Wiz1 dEvil1] – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

*Protection from Law*(PH p266) [Clr1 Sor/Wiz1 dChaos1] – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

*Protection from Spells*(PH p266) [Sor/Wiz8 dBalance8 dDwarf8 dFamily8 dMagic8] – Confers +8 resistance bonus.

*Protégé*(CAdv p155) [Brd6] – Subject can use Bardic Music and Bardic Knowledge as a Bard of half your level.

*Proud Arrogance*(RoD p167) [Brd2 Sor/Wiz2] – Targets (who must be the same race as the caster) gain +4 Resistance bonus on saves against charm, compulsion, and fear.

*Prying Eyes*(PH p267) [Sor/Wiz5 dDarkness6 dGenerosity6 dOrc5] – 1d4 floating eyes + 1 per level scout for you.

*Prying Eyes, Greater*(PH p267) [Sor/Wiz8] – As *Prying Eyes*, but eyes have *True Seeing*.

*Pulse of Hate*(PH2 p122) [Clr7 Sor/Wiz7] – Nearby enemies take 2d6 damage per round.

*Puppeteer*(MoF p112) [Brd3] – Target mimics your actions.

*Purify Food and Drink*(PH p267) [Clr0 Drd0] – Purifies 1 cubic foot per level of food or water.

*Pyrotechnics*(PH p267) [Brd2 Sor/Wiz2] – Turns fire into blinding light or choking smoke.

*Quench*(PH p267) [Drd3] – Extinguishes nonmagical fires or one magic item.

*Quicksand*(DR342 p54) [iObad-Hai3] – Creates an area of quicksand.

*Quill Blast*(CDiv p176) [Drd5] – You fling quills in a spread, dealing 1d6 damage and imposing penalties.

*Quillfire*(MoF p112) [Drd3] – Your hand sprouts poisonous quills useful for melee or ranged attacks.

*Radiance*(PH2 p122) [Clr5 Drd5 Sor/Wiz5] – Creates *Daylight* that dazzles Undead.

*Radiant Fog*(BoED p104) [Sor/Wiz4] – As *Solid Fog*, but dazzles or blinds creatures within.

*Radiant Shield*(BoED p104) [Sor/Wiz4 dWrath’4] – Creatures attacking you take Electricity damage; you are protected from Electricity.

*Rage*(PH p268) [Brd2 Sor/Wiz3 dHatred4 dLiberation3 dMadness3 dWrath3] – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.

*Rage, Mass*(DR342 p55) [iErythnul6] – As *Rage*, but affects one subject per level.

*Raging Flame*(DR314 p21) [Drd1 Sor/Wiz1] – A non-magical fire burns twice as bright, twice as hot, but half as long.

*Rain of Black Tulips*(BoED p104) [Drd9] – Black tulips fall from the sky, evil creatures take 5d6 damage per round and are Nauseated.

*Rain of Roses*(BoED p104) [Drd7] – Roses fall from the sky, evil creatures take 1d4 Wisdom damage per round and are Sickened.

*Rain of Terror*(DR348 p76) [Clr3 Drd3 Sor/Wiz3] – An unnatural rain makes those within it more susceptible to fear effects.

*Rainbow Pattern*(PH p268) [Brd4 Sor/Wiz4 dRadiance5] – Lights fascinate 24 HD of creatures.

*Rainbow*(DR321 p68) [dRadiance6] – Conjures a longbow that you (and only you) can use, along with an endless quantity of magic arrows.

*Raise Dead*(PH p268) [Clr5] – Restores life to subject who died up to 1 day per level ago.

*Raise from the Deep*(DR314 p46) [Clr9 Sor/Wiz9] – Target object (usually a sunken ship) rises to the surface of the water and floats for 1 hour per level, allowing salvage or repair.

*Ram’s Might*(MoF p112) [Drd0 Rgr1] – Your hands become harder and your unarmed attacks inflict normal damage.

*Raptor’s Sight*(RotW p175) [Drd1 Rgr1 dSky1] – Gain +4 on Spot checks; range increment penalty is halved.

*Rary’s Mnemonic Enhancer*(PH p268) [Wiz4 dSpell4] – Prepares extra spells or retains one just cast.

*Rary’s Telepathic Bond*(PH p268) [Sor/Wiz5 dCommunity5 dFamily5 dMentalism6 dMind5] – Link lets allies communicate.

*Ray of Enfeeblement*(PH p260) [Sor/Wiz1 dDecay2 dNecromancy1] – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

*Ray of Exhaustion*(PH p269) [Sor/Wiz3 dHumility4] – Ray makes subject exhausted.

*Ray of Frost*(PH p269) [Sor/Wiz0] – Ray deals 1d3 Cold damage.

*Ray of Hope*(BoED p105) [Brd1 Clr1] – Subject gains +2 Morale bonus on attacks, saves, & checks.

*Ray of the Python*(PH2 p122) [Brd2 Sor/Wiz3] – Creature can only attack once per round, cannot make attacks of opportunity, 10’ penalty to speed.

*Reachwalker’s Wariness*(RoE p189) [Drd2 Rgr2] – Automatically locate Aberrations within 30’.

*Read Magic*(PH p269) [Brd0 Clr0 Drd0 Pal1 Rgr1 Sor/Wiz0] – Reads scrolls and spellbooks.

*Reaving Dispel*(PGF p119) [Sor/Wiz9] – On a targeted dispel, steal spell power and effects for yourself.

*Reciprocal Gyre*(CArc p119) [Sor/Wiz5] – Creature of object takes 1d6 damage per level of spells currently affecting it (max 25d6).

*Recitation*(CDiv p176)(UE p52) [dPurification3 Clr4] – Allies gain +2 or +3 Luck bonus on attacks and saves, while enemies suffer –2 penalty on attacks & saves.

*Reduce Animal*(PH p269) [Drd2 Rgr3] – Shrinks one willing animal.

*Reduce Person*(PH p269) [Sor/Wiz1 dHumility1] – Humanoid creature is halved in size.

*Reduce Person, Mass*(PH p269) [Sor/Wiz4 dPride5] – Reduces several creatures.

*Reflective Disguise*(Und p60) [Brd2 Sor/Wiz2] – Viewers see you as their own species and gender.

*Reflective Disguise, Mass*(Und p61) [Brd5 Sor/Wiz6] – Viewers see subjects as their own species and gender.

*Refreshment*(BoED p105) [Brd3 Clr3 dEndurance3] – Cures creatures of all non-lethal damage

*Refuge*(PH p270) [Clr7 Sor/Wiz9 dCharity7 dCommerce7 dCommunity7 dFamily7 dLiberation7 dLust7] – Alters item to transport its possessor to you.

*Refusal*(CArc p120) [Sor/Wiz5] – Spellcasters and creatures wit h spell-like abilities are prevented from entering an area.

*Regenerate*(PH p270) [Clr7 Drd9 dCompetition7 dHealing7 dLife7] – Subject’s severed limbs grow back, cures 4d8 dmg +1 per lvl (max +35).

*Regroup*(PH2 p122) [Sor/Wiz3 dDusk3] – Teleports nearby allies to your side.

*Reincarnate*(PH p270) [Drd4 dRenewal4] – Brings dead subject back in a random humanoid body.

*Reinforce Construct*(MoE p100) [bArt2] – Construct gains 1d6+1/lvl temporary hit points.

*Rejuvenation Cocoon*(CDiv p177) [Drd5] – Energy cocoon shields create, then heals it.

*Remedy Moderate Wounds*(MoF p113) [Clr3 Drd2] – Target gains fast healing 2 for 10 rounds +1 rounds/2 levels.

*Remove Addiction*(BoED p105) [Clr2 Drd2] – Cures target of drug addiction.

*Remove Blindness/Deafness*(PH p270) [Clr3 Pal3] – Cures normal or magical conditions.

*Remove Curse*(PH p270) [Brd3 Clr3 Pal3 Sor/Wiz4 dExorcism3] – Frees person or object from a curse.

*Remove Disease*(PH p271) [Clr3 Drd3 Rgr3 dRenewal3] – Cures all diseases affecting subject.

*Remove Fatigue*(BoED p105) [Clr4 dPleasure4] – Removes effects of fatigue as 8 hours of sleep.

*Remove Fear*(PH p271) [Brd1 Clr1 dCompetition1 dCourage1 dPleasure1 dTemperance1] – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

*Remove Nausea*(BoED p105) [Clr3] – Cure a nauseated or sickened character.

*Remove Paralysis*(PH p271) [Clr2 Pal2] – Frees one or more creatures from paralysis, hold, or *Slow*.

*Renewal Pact*(CDiv p177) [Clr7 dPact7] – Creature is automatically healed if adverse condition affects it.

*Repair Critical Damage*(CArc p120)(Eb p114)(DR317 p36) [Sor/Wiz4 Warforged4] – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.

*Repair Light Damage*(CArc p120)(Eb p114)(DR317 p35) [Sor/Wiz1 dWarforged1] – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.

*Repair Minor Damage*(CArc p120) [Sor/Wiz0] – Repairs 1 point of damage to any Construct.

*Repair Moderate Damage*(CArc p120)(Eb p114)(DR317 p36) [Sor/Wiz2] – Restores 2d8 + 1/lvl (max +10) points of damage to a Construct.

*Repair Serious Damage*(CArc p120)(Eb p114)(DR317 p36) [Sor/Wiz3] – Restores 3d8 + 1/lvl (max +15) points of damage to a Construct.

*Repel Metal or Stone*(PH p271) [Drd8 dMetal9] – Pushes away metal and stone.

*Repel Vermin*(PH p271) [Brd4 Clr4 Drd4 Rgr3] – Insects, spiders, and other vermin stay 10’ away.

*Repel Wood*(PH p271) [Drd6 dPlant6] – Pushes away wooden objects.

*Repulsion*(PH p271) [Clr7 Sor/Wiz6 dChastity7 dForce6 dNobility7 dProtection7] – Creatures can’t approach you.

*Research Aid*(DR342 p55) [iBoccob4] – Get assistance when performing research.

*Resist Energy*(PH p246) [Clr2 Drd2 Pal2 Rgr1 Sor/Wiz2 dFire3] – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Resist Energy, Mass*(CArc p120) [Clr3 Drd3 Sor/Wiz4] – Targeted creatures ignore damage from specified energy type.

*Resistance*(PH p272) [Brd0 Clr0 Drd0 Pal1 Sor/Wiz0] – Subject gains +1 resistance bonus on all saving throws.

*Resonating Bolt*(CArc p121) [Brd4 Sor/Wiz3] – Sonic energy deals 1d4 damage per level (max 10d4).

*Restoration*(PH p272) [Clr4 Pal4] – Restores level and ability score drains.

*Restoration, Greater*(PH p272) [Clr7 dHope7 dRenewal7] – As *Restoration*, plus restores all levels and ability scores.

*Restoration, Lesser*(PH p272) [Clr2 Drd2 Pal1 dChastity2 dLife2 dRenewal2] – Dispels magic ability penalty or repairs 1d4 ability damage.

*Resurgence*(CDiv p177) [Clr1 Pal1] – You grant a subject a second chance at a saving throw.

*Resurgence, Mass*(CDiv p177) [Clr4 Pal3] – As *Resurgence*, but multiple targets.

*Resurrection*(PH p273) [Clr7] – Fully restore dead subject.

*Retributive Strike*(DR342 p54) [iStCuthbert3] – You gain an attack of opportunity when attacked.

*Returning Weapon*(RotW p175) [Sor/Wiz2 pAsn2] – Thrown weapon returns to thrower.

*Revenance*(CDiv p178)(MoF p113) [Clr4 Pal4] – Restores dead creature to life for 1 minute per level.

*Reverse Arrows*(MoF p114) [Sor/Wiz3] – As *Protection from Arrows*, but negated arrows turn back on their source.

*Reverse Gravity*(PH p273) [Drd8 Sor/Wiz7 dSky7] – Objects and creatures fall upward.

*Revive Undead*(Spell p175) [Sor/Wiz6 dDeathbound5] – Restores undeath to an Undead that was destroyed up to 1day per level ago.

*Revivify*(DR342 p31) [Clr5] – Restores life to subject who died 1 round ago, with no loss of level.

*Rhino’s Rush*(Spell p176) [Pal1 Rgr1 dWrath1] – Next charge deals double damage.

*Ride of the Valenar*(RoE p189) [Drd1 Rgr1] – Gain +5 Competence bonus on Ride checks for 10 minuite per level.

*Righteous Fury*(MoF p114) [Pal3] – Gain temporary hp, +2 natural armor, +2 to Strength and Dexterity. Undead that strike you take 1 point.

*Righteous Glare*(BoED p105) [Clr7 Sor/Wiz7] – Your gaze attack kills evil creatures with less than 5HD, causes *Fear* in others.

*Righteous Might*(PH p273) [Clr5 dCompetition5 dHatred5 dMysticism5 dStrength5 dWrath5 dWrath’5] – Your size increases and you gain combat bonuses.

*Righteous Smite*(BoED p106) [Clr7 dWrath’7] – Deals 1d6 damage per level (1d8 damage per level to Evil Outsiders) in a 20’ radius and blinds Evil foes.

*Righteous Wrath of the Faithful*(CDiv p178)(CDivErrata)+ [Clr7 dPurification7] – Your allies get bonuses, especially if they worship your deity.

*Righteousness of Heironeous*(DR342 p55) [iHeironeous4] – You deal extra damage against evil targets.

*Rime*(DU109 p50) [Sor/Wiz1] – Target receives a –4 on Dexterity & Fortitude saves for 1 round per level.

*Ring of Blades*(CArc p121) [Clr3] – Blades surround you, damaging other creatures (1d6+1/lvl damage).

*Rogue Wave*(DR314 p46) [Clr4 Drd3 Sor/Wiz4] – Creates a wave of water on dry land or at sea which knocks down anyone in its path.

*Rooftop Strider*(RoD p167) [pAsn1 dCity1] – Move across uneven surfaces with ease.

*Rope Trick*(PH p273) [Sor/Wiz2] – As many as eight creatures hide in an extradimensional space.

*Rouse*(PH2 p123) [Sor/Wiz1 dBeguil1 dDusk1] – Awakens creatures in area.

*Ruby Ray of Reversal*(PGF p110) [Sor/Wiz7] – Ray negates magical or mundane hazards.

*Rushing Waters*(Und p61) [Drd5 dWateryDeath4] – Wave makes bull rush attack.

*Rusting Grasp*(PH p273) [Drd4 dMetal4 dSlime4] – Your touch corrodes iron and alloys.

*Sacred Circle*(DR314 p73) [Clr5] – All creatures standing in an immobile 10’ radius circle receive a +2 Enhancement bonus on their melee and ranged weapon attacks.

*Sacred Haven*(CDiv p178)(BoED p106) [Pal4] – Creature gains AC bonus, and you can monitor & heal it magically.

*Safe Clearing*(MoF p114) [Rgr3] – As *Sanctuary*, but protects an area and lasts 1 hour/level.

*Sanctuary*(PH p274) [Clr1 dPatience1 dProtection1] – Opponents can’t attack you and you can’t attack.

*Sanctuary, Mass*(Und p61) [dBalance5] – One touched creature per two levels can’t be attacked and can’t attack.

*Sand Spiral*(DR331 p72) [Sor/Wiz6] – Cone deals 1d6 damage per level, –2 penalty on attacks, checks, and saves.

*Sandblast*(CDiv p178) [Drd1] – You fire hot sand that deals 1d6 nonlethal damage & stuns enemies.

*Sarcophagus of Stone*(DR313 p91) [Clr6] – Creates an air-tight stone sarcophagus around one target of up to Medium-size. The sarcophagus is permanent, so the target must either be freed or will suffocate.

*Scare*(PH p274) [Brd2 Sor/Wiz2 dHatred2 dSpirit2 iHextor2] – Panics creatures up to 5HD.

*Scatterspray*(FR p73)(DR317 p36) [Sor/Wiz1] – A collection of small objects (stones, apples, etc.) fly in a 10’ radius burst, doing lethal or nonlethal damage, as appropriate.

*Scent of the Monarch*(DU127 p30) [Sor/Wiz3] – Charms Vermin and Insect-like creatures.

*Scent*(CDiv p178)(CDivErrata)+ [Drd2 Rgr2 Sor/Wiz2] – Grants the scent ability for 1 hour/level.

*Scholar’s Touch*(RoD p167) [Brd1 Clr1 Sor/Wiz1] – Read book in seconds.

*Scintillating Pattern*(PH p274) [Sor/Wiz8 dRadiance8] – Twisting colors confuse, stun, or render unconscious.

*Scintillating Sphere*(MoF p115) [Sor/Wiz3] – 20’ radius spread deals 1d6 electricity damage per level (max 10d6).

*Scorching Ray*(PH p274) [Sor/Wiz2] – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).

*Scorpion Tail*(RoE p190) [Sor/Wiz3] – Target grows a scorpion tail that strikes for 2d6 damage (plus Strength modifier) and possibly stuns the target.

*Scourge*(CDiv p179) [dPestilence7] – Inflicts a disease that must be magically cured, one subject per level.

*Screen of Heat*(DR331 p73) [Clr3 Drd3] – Shimmering illusion causes 25% miss chance to all attacks through it.

*Screen*(PH p274) [Gnome7 dIllusion8 dTrickery7 Sor/Wiz8] – Illusion hides area from vision, scrying.

*Scrying*(PH p274)(PH3.5e)+ [Brd3 Clr5 Drd4 Sor/Wiz4 dLust5 dOracle4] – Spies on subject from a distance.

*Scrying, Greater*(PH p275)(PH3.5e)+ [Brd6 Clr7 Drd7 Sor/Wiz7 dArmy7 dDream7 dOracle7 dPlanning7] – As *Scrying*, but faster and longer.

*Sculpt Sound*(PH p275) [Brd3] – Creates new sounds or changes existing ones.

*Searing Light*(PH p275) [Clr3 dGlory3 dRadiance3 dSun3] – Ray deals 1d8 per two levels, more against undead.

*Second Wind*(BoED p106) [Pal1] – Target gains the equivalent of the Endurance feat for 1hr/lvl.

*Secret Page*(PH p275) [Brd3 Sor/Wiz3 dRune2 ] – Changes one page to hide its real contents.

*Secure Corpse*(BoED p106) [Clr6] – Traps corpse inside holy symbol.

*See Invisibility*(PH p275) [Brd3 Sor/Wiz2 dTruth3] – Reveals invisible creatures or objects.

*Seek Eternal Rest*(MoF p115) [Pal4] – Turn undead as a paladin two levels higher.

*Seeker’s Chant*(DR326 p74) [Brd0 Sor/Wiz0] – Gives you a +1 bonus on Search checks, but a –2 penalty on Move Silently checks.

*Seeking Ray*(PH2 p124) [Sor/Wiz2 bDusk2] – Ray deals 4d6 Electricity damage, ignores Concealment and Cover; you gain +4 on atatcks with rays against the subject.

*Seeming*(PH p275) [Brd5 Sor/Wiz5] – Changes the appearance of one person per two levels.

*Sending*(PH p275) [Clr4 Sor/Wiz5 dHerald4 dTrade4] – Delivers a short message anywhere, instantly.

*Sensory Depravation*(DR324 p72) [Sor/Wiz3] – Subject cannot perceive the world around it.

*Sepia Snake Sigil*(PH p276) [Brd3 Sor/Wiz3] – Creates text symbol that immobilizes reader.

*Sequester*(PH p276) [Sor/Wiz7 dPatience8 dWealth7] – Subject is invisible to sight and scrying.

*Serene Visage*(DR325 p72) [Brd1 Sor/Wiz1] – Grants a bonus on Bluff checks.

*Serpent Storm*(DR330 p71) [Clr6 Drd5] – Creates a hail of deadly serpents that bite and poison everyone in the area.

*Servant Horde*(CArc p97) [Sor/Wiz5] – Create 2d6 *Unseen Servants* + 1/level (max +15).

*Seven Ties of the Moon*(DR340 p75) [Clr3 Drd3 Sor/Wiz3] – Gives a lycanthrope increased control over its shape, but fatigues it.

*Shade*(PH p276) [Sor/Wiz9 dNight9 dShadow9] – As *Shadow Conjuration*, but up to 8th level and 80% real.

*Shadow Binding*(CArc p122) [Sor/Wiz3] – Ribbon-like shadows daze & entangle creatures in a 10’ radius burst.

*Shadow Canopy*(LoD p188)(RoF p190) [Sor/Wiz6] – Dome of shadow is impenetrable to vision and is dark inside.

*Shadow Conjuration*(PH p276) [Brd4 Shadow4 Sor/Wiz4] – Mimics conjuring below 4th level, but only 20% real.

*Shadow Conjuration, Greater*(PH p276) [Sor/Wiz7 dShadow7] – As *Shadow Conjuration*, but up to 6th level spells and 60% real

*Shadow Curse*(DR322 p67) [Sor/Wiz4] – Target cannot heal except in bright light.

*Shadow Dagger*(DU115 p82) [Sor/Wiz3] – Creates a dagger that does +1d6 per level (max +10d6).

*Shadow Evocation*(PH p277) [Brd5 Sor/Wiz5 dShadow5] – Mimics evocation of lower than 5th level, but only 20% real.

*Shadow Evocation, Greater*(PH p277) [Sor/Wiz8 dNight8 dShadow8] – As *Shadow Evocation*, but up to 7th level and 60% real.

*Shadow Form*(CAdv p156) [Sor/Wiz5 pAsn4 bHex4] – Gain +4 on Hide, Move Silently, and Escape Artist checks, and concealment; you can move through obstacles if you have ranks in Escape Artist.

*Shadow Guardians*(RoD p168) [Sor/Wiz5] – Create group of shadowy warriors.

*Shadow Hand*(MoF p115) [Sor/Wiz5] – Medium-size hand attacks, blocks opponents, or carries items.

*Shadow Landscape*(CDiv p178) [Drd9] – Makes natural terrain more dangerous, creates guardians that you command.

*Shadow Mask*(FR p73) [Sor/Wiz2] – Shadows hide your face and protect against darkness, light, and gazes.

*Shadow Puppeteer*(DU115 p82) [Sor/Wiz4] – Creatures within 20’ are attacked by shadow monsters for 1 round per level.

*Shadow Shield*(DR322 p67) [Sor/Wiz6] – Any creature that attacks the caster in melee becomes Blind for 1 round per level.

*Shadow Spray*(FR p74) [Sor/Wiz2] – Shadows daze targets and deal 2 points of Strength damage.

*Shadow Tentacle, Greater*(LoD p186) [Sor/Wiz5] – As *Lesser Shadow Tentacle*, but longer and stronger.

*Shadow Tentacle, Lesser*(LoD p187) [Sor/Wiz3] – For up to 1 round per level, a shadow within Medium-range can be animated. It can grapple a target within 5’ per level (max 50’) of its anchor point.

*Shadow Walk*(PH p277) [Brd5 Sor/Wiz6 dHalfling7 dNight6 dShadow6 dSloth7] – Step into shadow to travel rapidly.

*Shadow Well*(MoF p116) [Sor/Wiz4] – Target enters gloomy pocket plane and emerges frightened.

*Shadowplay*(DR326 p74) [Sor/Wiz0] – Manipulates the shape and movement of an existing shadow.

*Shadowslip*(DR337 p74) [Sor/Wiz3] – Touched creature gains partial concealment due to a layer of shadows and does not generate attacks of opportunity while moving.

*Shadowy Grappler*(DR324 p71) [Sor/Wiz6] – Shadowy force grapples subject.

*Shambler*(PH p277) [Drd9 dPlant9] – Summons 1d4+2 shambling mounds to fight for you.

*Shape Metal*(RoF p191) [Clr4 Sor/Wiz5] – As *Stone Shape*, but affect metal instead of stone

*Shapechange*(PH p277)(PH3.5e)+ [Drd9 Sor/Wiz9 dAnimal9 dScaleykind9 dTransformation9] – Transforms you into any creature, and change forms once per round.

*Share Husk*(MoF p116) [Drd2] – See and hear through the sense of a touched animal.

*Shark Bolt*(DR334 p76) [Clr4 Sor/Wiz3] – Summons sharks made of water to attack your enemies.

*Shatter*(PH p278) [Brd2 Clr2 Sor/Wiz2 dChaos2 dDestruction2] – Sonic vibration damages objects or crystalline creatures.

*Shelgarn’s Persistent Blade*(MoF p117) [Sor/Wiz1] – Blade of force attacks target, automatically flanks.

*Shield of Faith*(PH p278) [Clr1 dChastity1 dRetribution1] – Aura grants +2 (or higher) deflection bonus.

*Shield of Faith, Legion’s*(Eb p115) [Clr4] – Allies gain +3 or higher AC bonus.

*Shield of Heironeous*(DR354 p30) [Clr2 Pal2] – Transparent disc gives +4 Shield bonus to AC and blocks *Magic Missiles*.

*Shield of Law*(PH p278) [Clr8 dInquisition8 dLaw8 dTemperance8] – +4 to AC, +4 resistance, SR25 against chaotic spells.

*Shield Other*(PH p278) [Clr2 Pal2 dFamily2 dGenerosity2 dPact2 dProtection2] – You take half of subject’s damage.

*Shield*(PH p278) [Sor/Wiz1] – Invisible disc gives +4 Shield bonus to AC and blocks *Magic Missiles*.

*Shifter Prowess*(RoE p190) [Drd1 Rgr1 Sor/Wiz1] – Shifter racial bonuses to skills increase to +8 while shifting.

*Shillelagh*(PH p278) [Drd1] – Cudgel or quarterstaff becomes a +1 weapon for 1 minute per level.

*Shock and Awe*(DR325 p72) [Brd1 Sor/Wiz1] – Reduces a surprised creature’s initiative roll.

*Shock Treatment*(DR339 p78) [Sor/Wiz2] – A jolt of electricity damages and potentially stuns an opponent.

*Shocking Grasp*(PH p279) [Sor/Wiz1] – Touch delivers 1d6 per level (max 5d6) of electricity damage.

*Shockwave*(DR344 p82) [Sor/Wiz3] – 1d4 nonleathal damage per level (max 10d4) in a 20’ radius burst.

*Shooting Star*(DR340 p75) [Drd3 Sor/Wiz2] – Rains burning stars down upon your enemies.

*Shout*(PH p279) [Brd4 Sor/Wiz4 dWrath4] – Deafens all within cone and deals 5d6 damage.

*Shout, Greater*(PH p279) [Brd6 Sor/Wiz8 dWrath8] – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

*Shrink Item*(PH p279) [Sor/Wiz3] – Object shrinks to 1/16th its normal size.

*Shroud of Flame*(PGF p110) [Sor/Wiz5] – Target bursts into flames, taking 2d6 Fire damage per round and shooting gouts of flame that deal 1d4 fire damage to creatures within 10’.

*Shroud of Undeath*(MoF p117) [Sor/Wiz2] – Negative energy shroud makes undead perceive you as undead.

*Sign of Sealing*(CArc p122) [Sor/Wiz3] – Magic sigil protects door or chest, deals 1d4/level damage (max 10d4) if opened.

*Sign of Sealing, Greater*(CArc p122) [Sor/Wiz6] – Magic sigil protects door, chest, or open space; deals 1d6/level damage (max 20d4) if opened.

*Silence*(PH p279)(Spell p10)+ [Brd2 Clr2 dSpell2] – Negate sound in a 20’ radius.

*Silent Image*(PH p279) [Brd1 Sor/Wiz1 dGnome1 dIllusion1] – Creates a minor illusion of your design.

*Silent Portal*(MoF p117) [Sor/Wiz0] – Negates sound from door or window.

*Silverbeard*(MoF p117) [Pal1] – You grow a hard silver beard that gives +2 bonus to armor.

*Silvered Claws*(BoED p107) [Drd1 Rgr1] – One creature’s natural attacks are treated as silvered weapons.

*Silvered Weapon*(BoED p107) [Pal1 Rgr2] – Transforms one weapon into a silvered weapon. FIX!!!

*Silvered Weapon*(DR340 p57) [Clr1 Rgr1 Sor/Wiz1] – Touched weapon treated as silver & does extra damage to shapechangers. FIX!!!

*Simbul’s Spell Matrix*(PGF p110) [Sor/Wiz5] – Magical matrix stores a 3rd level spell or lower to be cast later as quickened spells.

*Simbul’s Spell Sequencer*(PGF p111) [Sor/Wiz7] – Store up to 2 spells of 3rd level or lower to be released later.

*Simbul’s Spell Trigger*(PGF p111) [Sor/Wiz9] – Store up to three spells of 3rd level or lower to be released later.

*Simbul’s Synostodweomer*(MoF p119) [Sor/Wiz7] – Channel a spell into positive energy to cure 1d6/spell level.

*Simulacrum*(PH p279) [Sor/Wiz7] – Creates partially real double of a creature.

*Sinsabur’s Baleful Bolt*(UE p52) [Sor/Wiz4] – Bolt of dark energy deals 1d3 Strength and Constitution damage +1 per four levels.

*Skeletal Guard*(MoF p119)(Sav p69) [Sor/Wiz8] – Creates one skeleton per level that is resistant to turning.

*Skeletal Hand*(DR348 p28) [Clr3 Sor/Wiz3] – Creates a skeletal hand to deliver touch attacks and make slashing attacks.

*Skillful Moment*(DR350 p78) [Brd1 Sor/Wiz1] – Take 20 on your next skill check.

*Skull Watch*(PGF p111) [Clr3 Sor/Wiz3] – Skull shrieks when creature enters warded area.

*Skyline Runner*(RoD p168) [dCity5] – You can walk normally on any city surface.

*Slay Living*(PH p280) [Clr5 dDeath5 dDragonBelow5 dRepose5 dUndead5] – Touch attack kills target.

*Slaying Arrow*(MoE p102) [Art5] – Creates a projectile deadly to a specific creature type.

*Sleep*(PH p280) [Brd1 Sor/Wiz1 dDream2 dNight1] – Puts 4HD of creatures into magical slumber.

*Sleet Storm*(PH p280) [Drd3 Sor/Wiz3 dCold3 dStorm4 dWeather’4] – Hampers vision and movement.

*Slime Wave*(CDiv p180)(CDivErrata)+ [Clr7 Drd7] – Creates a 15’ spread of Green Slime.

*Slow Burn*(DR314 p21) [Drd1 Sor/Wiz1] – A non-magical fire burns twice as long with the same amount of fuel, & is hard to put out.

*Slow*(PH p280) [Brd3 Sor/Wiz3 dPatience4 dSloth4] – One subject per level takes only one action per round, –1 AC and attack rolls.

*Smell of Fear*(MoF p119) [Rgr1] – Target’s aroma triples the chance of wandering encounters.

*Smite Heretic*(BoED p107) [Pal3] – You gain a +2 Sacred bonus on attack roll and deal extra damage with your ‘Smite Evil’ call ability when used against an evil creature that can cast divine spells.

*Snake Shield*(DR330 p72) [Clr3 Drd3] – Serpentine force surrounds you and protects you from attack.

*Snakebite*(MoF p120) [Drd3 Rgr4] – Your arm turns into poisonous snake you cause to attack.

*Snare*(PH p280) [Drd3 Rgr2 dElf3 dHunt3 iEhlonna2] – Creates a magical booby trap.

*Snilloc’s Snowball Swarm*(FR p74) [Sor/Wiz2] – Deals 1d6 cold damage per 2 levels (max 5d6) to a 10’ radius.

*Snilloc’s Snowball*(UE p52) [Sor/Wiz1] – Creates an orb of cold that can be used for a touch attack or thrown once per level (up to 5). Does 1d6 +1/lvl cold damage (max 1d6+5).

*Sniper’s Eye*(CAdv p156) [pAsn4] – Gain +10 Spot, Darkvision, 60’ range for Sneak Attacks, and Death Attacks with ranged weapons.

*Sniper’s Shot*(CAdv p157) [Rgr1 Sor/Wiz1 pAsn1] – Swift. No range limit on next ranged sneak attack.

*Snowshoes*(DR312 p65) [Clr1 Drd0 Rgr1] – Subject can walk on ice & snow without falling and not leaving an obvious trail.

*Snowshoes, Mass*(DR312 p65) [Clr3 Drd2 Rgr3] – One subject per level can walk on ice & snow without falling and not leaving an obvious trail.

*Soften Earth and Stone*(PH p280) [Drd2 dEarth2] – Turns stone to clay or dirt to sand or mud.

*Solid Fog*(PH p281) [Sor/Wiz4] – Blocks vision and slows movement.

*Solipsism*(DR324 p71) [Sor/Wiz6] – Subject is convinced the world is fake.

*Song of Discord*(PH p281) [Brd5 dPassion7 dWrath6] – Forces targets to attack each other.

*Songbird*(MoF p120) [Brd0] – Perform and gain +1 Competence bonus on your next Charisma check.

*Sonic Weapon*(CAdv p157) [Brd2 Sor/Wiz2] – Touched weapon deal +1d6 Sonic damage with each hit.

*Soul Bind*(PH p226) [Clr9 Sor/Wiz9 dSpirit9] – Traps newly dead soul to prevent *Resurrection*.

*Soul Scour*(UE p52) [Clr5] – Touch attack causes 2d6 Charisma & 1d6 Wisdom damage immediately, and then 1d6 Charisma damage in 1 minute.

*Sound Burst*(PH p281) [Brd2 Clr2 dOcean2] – Deals 1d8 sonic damage to subjects; may stun them.

*Speak with Animals*(PH p281) [Brd3 Drd1 Rgr1] – You can communicate with animals.

*Speak with Dead*(PH p281) [Clr3 dPact3 dRepose3 dRetribution3] – Corpse answer one question per two levels.

*Speak with Plants*(PH p282) [Brd4 Drd3 Rgr2] – You can talk to normal plants and plant creatures.

*Spear of Valarian*(BoED p107) [Drd5 Rgr4] – Transforms a non-magical weapon into a +1 Silvered Spear (+3 against Magical Beasts, which take +2d6 points of damage).

*Spectral Hand*(PH p282) [Sor/Wiz2] – Creates disembodied glowing hand to deliver touch attacks.

*Spectral Weapon*(CAdv p157) [Brd4 Hex3 Sor/Wiz3 pAsn3] – Swift. Use quasi-real weapon to make touch attacks.

*Speechlink*(CAdv p157) [Brd3] – You and one other creature can talk, no matter how far apart. FIX!!!

*Speechlink*(MoF p121) [Brd4] – You and the target can verbally communicate at any distance. FIX!!!

*Speed Swim*(MoF p121) [Drd1 Rgr1 Sor/Wiz1] – Target gains swim speed 30.

*Spell Engine*(MoF p121) [Sor/Wiz8] – Magical energy disk absorbs incoming spells.

*Spell Enhancer*(PGF p112) [Sor/Wiz4] – Cast as a free action and gives +2 to the DC of the next spell you casts.

*Spell Immunity*(PH p281) [Clr4 pChastity4 pProtection4 pStrength4] – Subject is immune to one spell per four levels.

*Spell Immunity, Greater*(PH p281) [Clr8 dPride8] – As *Spell Immunity*, but up to 8th level spells.

*Spell Resistance*(PH p282) [Clr5 pMagic5 pMeditation5 pProtection5] – Subject gains Spell Resistance of 12 + 1 per level.

*Spell Resistance, Mass*(CDiv p181) [Clr7] – As *Spell Resistance*, but multiple targets.

*Spell Snare*(MoE p102) [Sor/Wiz4 pArt3] – Dragonshard absorbs a spell or spell-like ability of up to 3rd.

*Spell Snare, Greater*(MoE p102) [Sor/Wiz7 pArt6] – Dragonshard absorbs a spell or spell-like ability of up to 6th.

*Spell Turning*(PH p282)(PH3.5e)+ [Sor/Wiz7 dEndurance8 dHumility8 dLuck7 dMagic7 dMeditation7 dRetribution7 iStCuthbert7] – Reflects 1d4+6 spell levels back at caster.

*Spellstaff*(PH p282) [Drd6] – Stores one spell in wooden quarterstaff.

*Sphere of Terror*(DR333 p72) [Sor/Wiz4] – Creates a 30’ radius of supernatural shadow filled with deadly shadowy illusions.

*Sphere of Ultimate Destruction*(CArc p123) [Sor/Wiz9] – Featureless black sphere moves 30’ per rounds, disintegrates on ranged touch attack.

*Spider Climb*(PH p283) [Drd2 Sor/Wiz2 pSpider1] – Grants ability to walk on walls & ceilings.

*Spider Curse*(Spell p200)~~(FR p74)~~ [dSpider6] – Transform a target into a drider-like creature that you dominate.

*Spider Hand*(DR343 p71) [Clr1 Drd1] – Transforms the caster’s hand into a Small Monstrous Spider, whose eyes the caster can see through.

*Spider Poison*(MoF p123) [Sor/Wiz3] – Touch deals 1d6 Str damage, repeats in 1 minute.

*Spider Shapes*(Spell p201)(FR p74) [dSpider9] – Polymorph one creature per level into a Monstrous Spider.

*Spiderform*(FR p74) [Drow5] – Polymorph into a drider or monstrous spider of size Tiny to Large.

*Spiderskin*(Und p61) [Drd3 Sor/Wiz3] – Subject gains increasing bonus of natural armor bonus, saves against poison, and Hide checks.

*Spike Growth*(PH p283) [Drd3 Rgr2] – Creatures in area take 1d4 damage, may be slowed.

*Spike Stones*(PH p283) [Drd4 pEarth4] – Creatures in area take 1d8 damage, may be slowed.

*Spikes*(CDiv p181) [Clr3 Drd3] – As *Brambles*, but weapon gains a +2 Enhancement bonus on attacks and has a double threat range .

*Spirit Steed*(Eb p115) [pDeathless4 dReveredAncestor4] – Channels an ancient spirit into your steed, increasing its speed and granting other benefits.

*Spirit Worm*(MoF p123) [Sor/Wiz1] – Target takes 1 point of Constitution damage every round for 1 round per level (max 5).

*Spiritual Chariot*(CDiv p181) [Pal4] – Creates ghostly chariot behind your mount.

*Spiritual Weapon*(PH p283) [Clr2 dMysticism2 dWar2] – Magical weapon attacks on its own.

*Spiritwall*(CArc p124) [Sor/Wiz5] – Wall of spirit-forms causes panic, deals 1d10 damage if touched, can bestow negative levels if passed through.

*Spitting Cobra*(DR330 p73) [Drd4 Sor/Wiz5] – You make ranged attacks with a snake’s venom.

*Spontaneous Combustion*(DR342 p56) [iObad-Hai2] – Target touched catches fire.

*Spontaneous Search*(DR325 p72) [Sor/Wiz1] – Searches a 30’ cube area in 1 round.

*Spore Cloak*(RoF p191) [Drd5 Sor/Wiz6] – Cloud of yellow mold spores gives you concealment, deals 1d6 Constitution damage to creatures that enter your square.

*Spread of Contentment*(BoED p107) [Clr8 dPleasure8] – Calms hostile creatures within 10’ per level radius.

*Stalking Brand*(MoF p123) [Rgr1] – Target marked with symbol you can see despite disguises.

*Stalwart Pact*(CDiv p181) (RoD p168) [Clr5 dDestiny5 dPact5] – You gain combat bonuses automatically when reduced to half hit points or lower.

*Stand*(PH2 p125) [Sor/Wiz1] – Immediate. Subject stands up from prone.

*Standing Wave*(CDiv p182) [Drd3] – Magically propels boat or swimming creature.

*Starmantle*(BoED p108) [Sor/Wiz6 dJoy7] – Cloak of stars destroys non-magical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magic weapons by half.

*Stars of Arvandor*(BoED p108) [Clr4 Drd4 Rgr4 Sor/Wiz3] – Tiny starbursts each deal 1d8 damage (half non-lethal) or 1d8 (all lethal) to evil creatures.

*Stasis Clone*(LoD p189) [Sor/Wiz9] – As *Clone*, but if the caster is still alive, the new clone goes into stasis until needed.

*Statue*(PH p284) [Sor/Wiz7] – Subject can become a statue at will.

*Status*(PH p284) [Clr2 dCommunity2 dFate4 dPlanning4] – Monitors condition & position of allies.

*Status, Greater*(BoED p100) [Clr4] – As *Status*, but you cast some spells through the bond.

*Steeldance*(MoF p123) [Sor/Wiz3] – Daggers become Medium-sized flying animated objects that attack foes.

*Stick*(Und p61) [Brd0 Sor/Wiz0] – Glues an object weighting 5 pounds or less to a larger object.

*Sticks to Snakes*(DR317 p71) [Clr3 Drd3] – Transforms 1 stick per 4 levels into a snake that obeys the caster’s mental instructions.

*Stinking Cloud*(PH p284) [Sor/Wiz3] – Nauseating vapors, 1 round per level.

*Stolen Breath*(DR314 p40) [Sor/Wiz2] – Target living creature has its breath taken away, leaving it gasping.

*Stone Body*(PGF p113) [Clr6 Sor/Wiz6] – Your body becomes living stone.

*Stone Bones*(MoF p123) [Clr2 Sor/Wiz2] – Corporeal undead gain +3 natural armor bonus.

*Stone Construct*(Eb p116) [dWarforged3] – Construct gains DR 10 / adamantine.

*Stone Fist*(RoS p163) [Clr2 Pal2] – Caster’s fists have their damage increased, are treated as ‘armed’, and do Bludgeoning damage. Dwarves and Goliaths have their fists treated as Cold Iron.

*Stone Metamorphosis*(Und p61) [Clr4 Drd4 Sor/Wiz6] – Changes type of stone.

*Stone Metamorphosis, Greater*(Und p61) [Clr6 Drd6 Sor/Wiz8] – Changes 10 cubic feet + 10 cubic feet per level of stone into another type of stone.

*Stone Shape*(PH p284)(PH3.5e)+ [Clr3 Drd3 Sor/Wiz4 dCraft3 dEarth3 dArtifice3] – Sculpts stone into any shape.

*Stone Shape, Greater*(Und p62) [Clr5 Drd5 Sor/Wiz7] – Sculpts 10 cubic feet + 10 cubic feet per level of stone to any shape.

*Stone Sphere*(Und p62) [Brd4 Sor/Wiz5] – A 5’ diameter stone sphere rolls over your enemies.

*Stone Spider*(Spell p208)~~(FR p75)~~ [dSpider7] – Transforms pebbles into Monstrous Spider Constructs.

*Stone Tell*(PH p284) [Drd6 dDwarf6] – Talk to natural or worked stone.

*Stone to Flesh*(PH p285) [Sor/Wiz6 dGluttony7] – Restores a petrified creature.

*Stonehold*(MoF p124) [Drd6] – Stony arm trap grapples and damages creatures.

*Stonemantle*(DR314 p29) [Clr2 Drd1 Sor/Wiz2] – Target object becomes as hard as stone.

*Stoneskin*(PH p284) [Drd5 Sor/Wiz4 dEarth6 dEndurance5 dStrength6] – Ignore 10 points of damage per attack.

*Stony Grasp*(CArc p124) [Sor/Wiz3] – Arm made of soil and rock grapples foes.

*Storm of Elemental Fury*(CDiv p182) [Drd8] – Magic cloud creates a wind storm, then hail of stones, t hen a rainstorm, then flames.

*Storm of Vengeance*(PH p285) [Clr9 Drd9 dNobility9 dRetribution9 dStorm9 dWeather’9 dWrath9 dWrath’9] – Storm rains acid, lightning, and hail.

*Storm Slave*(DR347 p77) [Clr6 Sor/Wiz6] – Entangle target in lightning and possibly cause it to accept a *Charm Monster* effect.

*Storm Tower*(CDiv p182)(MoF p125) [Drd7] – Tower of swirling clouds absorbs electricity, gives concealment, and prevents movement.

*Stormrage*(CDiv p182)(MoF p125) [Clr8 Drd8] – *Fly*, *Wind Wall*, protection from strong winds, and make electrical attacks.

*Strahd’s Baneful Attractor*(DR348 p76) [Sor/Wiz4] – Diverts spell from their original target to one of your choosing.

*Strategic Charge*(MoF p125) [Pal1] – You gain the benefits of the Mobility feat.

*Strength of Stone*(MoF p125) [Pal2] – *Bull’s Strength* that ends if you lose contact with the ground.

*Stretch Weapon*(PH2 p126) [Brd2 Clr2 Sor/Wiz2 bDusk2] – Swift. Melee weapon gains 5’ of reach for one attack.

*Sublime Revelry*(BoED p109) [Clr9 Pleasure9] – Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.

*Submerge Ship*(DR314 p47) [Sor/Wiz7] – Makes a ship water-tight and able to be piloted underwater.

*Submersion Treatment*(DR339 p78) [Drd7 Sor/Wiz7] – A column of water paralyzes and potentially drowns one target.

*Subvert Planar Essence*(CDiv p183) [Clr5 Sor/Wiz6] – Reduces target’s Damage Reduction & Spell Resistance.

*Suggestion*(PH p285) [Brd2 Sor/Wiz3 dCharm3 dDominion3 dDrow3] – Compels subject to follow stated course of action.

*Suggestion, Mass*(PH p285) [Brd5 Sor/Wiz6 dDominion7] – As *Suggestion*, plus one subject per level.

*Summer Breezes*(DR342 p56) [iObad-Hai1] – Cools you in uncomfortable environments.

*Summon Avatar of Elemental Evil*(DR347 p78) [Clr8] – Call powerful being of elemental evil to fight for you.

*Summon Devoted Roc*(RotW p175) [dSky9] – Summons powerful Roc to serve you.

*Summon Dire Hawk*(RotW p175) [Drd2 dSky2] – Summons a Dire Hawk to serve you.

*Summon Elemental Monolith*(CArc p124) [Clr9 Drd9 Sor/Wiz9] – Calls a powerful elemental creature to fight for you.

*Summon Instrument*(PH p285) [Brd0] – Summons one instrument of the caster’s choice.

*Summon Monster I*(PH p285) [Brd1 Clr1 Sor/Wiz1 dPortal1 dSummoner1] – Summons an extraplanar creature to fight for you.

*Summon Monster II*(PH p286) [Brd2 Clr2 Sor/Wiz2 dSummoner2] – Summons an extraplanar creature to fight for you.

*Summon Monster III*(PH p286) [Brd3 Clr3 Sor/Wiz3 dSummoner3] – Summons an extraplanar creature to fight for you.

*Summon Monster IV*(PH p286) [Brd4 Clr4 Sor/Wiz4] – Calls an extraplanar creature to fight for you.

*Summon Monster V*(PH p287) [Brd5 Clr5 Sor/Wiz5 dSummoner5] – Summons an extraplanar creature to fight for you.

*Summon Monster VI*(PH p287) [Brd6 Clr6 Sor/Wiz6 dStorm6] – Summons an extraplanar creature to fight for you.

*Summon Monster VII*(PH p287) [Clr7 Sor/Wiz7 dSummoner7] – Summons an extraplanar creature to fight for you.

*Summon Monster VIII*(PH p287) [Clr8 Sor/Wiz8] – Summons an extraplanar creature to fight for you.

*Summon Monster zIX*(PH p288) [Clr9 Sor/Wiz9 dChaos9 dEvil9 dGood9 dLaw9] – Summons an extraplanar creature to fight for you.

*Summon Nature’s Ally I*(PH p288) [Drd1 Rgr1] – Calls creature to fight.

*Summon Nature’s Ally II*(PH p288) [Drd2 Rgr2] – Calls creature to fight.

*Summon Nature’s Ally III*(PH p288) [Drd3 Rgr3] – Calls creature to fight.

*Summon Nature’s Ally IV*(PH p288) [Drd4 Rgr4 dAnimal4] – Calls creature to fight.

*Summon Nature’s Ally V*(PH p289) [Drd5] – Calls creature to fight.

*Summon Nature’s Ally VI*(PH p289) [Drd6] – Calls creature to fight.

*Summon Nature’s Ally VII*(PH p289) [Drd7] – Calls creature to fight.

*Summon Nature’s Ally VIII*(PH p289) [Drd8 dAnimal8] – Carpet of insects attacks at your command.

*Summon Nature’s Ally zIX*(PH p289) [Drd9 dFey9 dGnome9] – Calls creature to fight.

*Summon Swarm*(PH p289) [Brd2 Drd2 Sor/Wiz2 dPestilence2 dSpider2] – Summons a swarm of bats, rats, or spiders.

*Summon Undead I*(PGF p114) [Clr1 Sor/Wiz1] – Summons undead to fight for you.

*Summon Undead II*(PGF p114) [Clr2 Sor/Wiz2] – Summons undead to fight for you.

*Summon Undead III*(PGF p114) [Clr3 Sor/Wiz3] – Summons undead to fight for you.

*Summon Undead IV*(PGF p114) [Clr4 Sor/Wiz4] – Summons undead to fight for you.

*Summon Undead V*(PGF p114) [Clr5 Sor/Wiz5] – Summons undead to fight for you.

*Summon Warforged Champion*(FoE p151) [Warforged9] – Summons a mighty Warforged Titan.

*Sun Father’s Face*(DR346 p30) [Clr1 Drd1 Pal1 Rgr1] – Caster glows and gains a +4 Sacred bonus on one Turn check or Wild Empathy check.

*Sunbeam*(PH p289) [Drd7 dGlory7 dSun7] – Beam blinds and deals 4d6 damage.

*Sunburst*(PH p289) [Drd8 Sor/Wiz8 dElf8 dPurification8 dSun8] – Blinds all within 10’, deals 6d6 damage.

*Sunlight*(DR340 p49) [Brd5 Clr3 Drd5 Pal4 Sor/Wiz5] – 60’ radius of sunlight, which can destroy some creatures.

*Sunmace*(DR346 p30) [Clr2 Drd2] – Magical weapon of light attacks on its own. Undead take extra damage.

*Suppress Dragonmark*(MoE p103) [Sor/Wiz2 bArt2] – Suppress the spell-like abilities of the target’s Dragonmark.

*Suppress Glyph*(MoF p126) [Clr6] – You notice but do not trigger magical writing traps.

*Sure Strike*(PH2 p126) [Sor/Wiz2 bDusk2] – Swift. Gain +1 bonus per 3 levels on next attack.

*Surefoot*(MoF p127) [Rgr1] – +10 bonus on Balance checks.

*Surelife*(PGF p115) [dRepose8] – Protect yourself from a named natural condition that would kill you, such as an avalanche or boiling oil.

*Sustain*(BoED p109) [dEndurance4] – Recipients need no food or drink for 6 hours per level.

*Swim*(CArc p125) [Drd2 Sor/Wiz2] – Subject gains Swim speed, +8 bonus on Swim checks.

*Sword of Conscience*(BoED p109) [Clr4 Pal4] – Evil creature confesses crime, takes Wisdom damage.

*Sword of Darkness*(CArc p126) [Sor/Wiz7] – Blade of negative energy attack independently, deals 1d4 damage, bestows one Negative Level.

*Sword of Deception*(CArc p126) [Sor/Wiz5] – Blade of energy attacks independently, deals 1d4 damage, penalizes subsequent saving throw.

*Symbol of Death*(PH p289) [Clr8 Sor/Wiz8 dRune8] – Triggered rune slays nearby creatures.

*Symbol of Fear*(PH p290) [Clr6 Sor/Wiz6] – Triggered rune panics nearby creatures.

*Symbol of Insanity*(PH p290) [Clr8 Sor/Wiz8] – Triggered rune renders nearby creatures insane.

*Symbol of Pain*(PH p290) [Clr5 Sor/Wiz5 dSuffering8] – Triggered rune wracks nearby creatures with pain.

*Symbol of Persuasion*(PH p290) [Clr6 Sor/Wiz6 dLust6] – Triggered rune charms nearby creatures.

*Symbol of Sleep*(PH p291) [Clr5 Sor/Wiz5 dSloth5] – Triggered rune puts nearby creatures into a catatonic slumber.

*Symbol of Stunning*(PH p291) [Clr7 Sor/Wiz7 dTemperance7] – Triggered rune stuns nearby creatures.

*Symbol of Weakness*(PH p291) [Clr7 Sor/Wiz7 dHumility7] – Triggered rune weakens nearby creatures.

*Symbol, Death Symbol of Bane*(MoF p127) [Clr8 Sor/Wiz8] – Functions like a *Symbol of Death*, plus 1d12 Cold damage and *Doom* effect.

*Symbol, Symbol of Spell Loss*(MoF p127) [Clr8 Sor/Wiz8] – Spellcasters in the area loose highest-level spell.

*Sympathetic Vibration*(PH p291) [Brd6] – Inflicts 2d10 damage per round on a free-standing structure.

*Sympathy*(PH p292) [Drd9 Sor/Wiz8 dJoy8 dLust8 ] – Object or location attracts certain creatures.

*Symphonic Nightmare*(DR328 p72) [Brd6] – Disruptive music fills the target’s sleep, preventing him from resting, regaining spells, etc.

*Tactical Precision*(CAdv p157) [Brd2] – Allies gain an additional +2 bonus on attack rolls and +1d6 additional damage against flanked foes.

*Tasha’s Hideous Laughter*(PH p292) [Brd1 Sor/Wiz2 dPassion2] – Subject loses actions for 1 round per level.

*Telekinesis*(PH p292) [Sor/Wiz5] – Moves object, attacks creature, or hurls object or creature.

*Telepathic Bond, Lesser*(CDiv p158) [Clr3 Sor/Wiz3 dMind3] – As *Rary’s Telepathic Bond*, but you and one other creature.

*Telepathy Block*(BoED p109) [Brd5 Sor/Wiz5] – Blocks all telepathic communication within an 80’ radius.

*Teleport Object*(PH p293) [Sor/Wiz7 dGenerosity8] – As *Teleport*, but affects a touched object.

*Teleport*(PH p292) [Sor/Wiz5 dPortal5 dTravel5] – Instantly transports you as far as 100 miles per level.

*Teleport, Greater*(PH p292) [Sor/Wiz7 dTravel7] – As *Teleport*, but no range limit and off-target arrival.

*Teleport, Mass*(MoF p107)(T&B p93) [Sor/Wiz7] – As *Teleport*, but more weight and you don’t have to go.

*Teleportation Circle*(PH p293) [Sor/Wiz9 dArmy9 dRune9] – Circle teleports any creature inside to designated spot.

*Temporal Jolt*(DR350 p78) [Sor/Wiz4] – Unstable time deals 1d6/three caster levels damage and destroys non-magical items.

*Temporal Repair*(DR350 p78) [Sor/Wiz5] – Dispels time-affecting spells in the area around you.

*Temporal Stasis*(PH p293) [Sor/Wiz8] – Puts subject into suspended animation.

*Tenser’s Floating Disk*(PH p294) [Sor/Wiz1] – 3’ diameter horizontal disk that holds 100 pounds per level.

*Tenser’s Transformation*(PH p298) [Sor/Wiz6 dWrath7] – You gain combat bonuses.

*Thornskin*(CArc p127) [Drd3] – Your Unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage.

*Throwing Arm of Iallanis*(DR342 p75) [Clr4 Drd5] – Target can throw rocks as a giant one size category larger.

*Thunderlance*(FR p72) [Sor/Wiz4] – Lance of force deals 2d6 damage with a reach of up to 20’, plus can dispel force effects.

*Tidal Surge*(CDiv p183)(CDivErrata)+ [Drd6] – Wave of water deals 1d8 per 2 levels damage and bull rushes.

*Time Shield*(DR350 p79) [Brd4 Sor/Wiz4] – Spells are consumed at double the normal rate in the area around you.

*Time Stop*(PH p294) [Sor/Wiz9 dCelerity9 dPatience9 dPlanning9 dTime9 dTrickery9] – You act freely for 1d4+1 rounds.

*Tomb of Light*(BoED p110) [Clr7 Sor/Wiz7] – Entraps and harms evil extraplanar creatures.

*Tongues*(PH p294) [Brd2 Clr4 Sor/Wiz3 dCommerce3 dCommunity4 dHerald3 dMeditation4] – Speak any language.

*Torment*(DR336 p84) [Sor/Wiz7] – Cause a creature trapped in a *Planar Binding* pain (more than *Dolor*), compelling it to agree to some service.

*Tortoise Shell*(CDiv p184) [Drd6] – Creature gains +6 Natural Armor, +1 per 3 caster levels above 11th.

*Torture*(DR348 p28) [Clr4 Sor/Wiz5] – If the target does not answer truthfully, he/she takes 1d6 Constitution damage.

*Total Repair*(Eb p116) [Warforged8] – Repairs 10 per level damage to a Construct.

*Touch of Adamantine*(BoED p110) [Clr6 Drd6 Sor/Wiz5] – Weapon gains the properties of an adamantine weapon.

*Touch of Blibdoolpoolp*(DR342 p76) [Clr3 Drd3] – Transforms one of your hands into an oversized claw.

*Touch of Fatigue*(PH p294) [Sor/Wiz0 dSloth1] – Touch attack fatigues target.

*Touch of Idiocy*(PH p294) [Sor/Wiz2] – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.

*Touch of Jorasco*(RoE p190) [Clr1] – Touch heals up to 2hp/level, divided amoung multiple targets.

*Touch of Madness*(CDiv p184)(Eb p116) [dMadness2] – Dazes one creature for 1 round per level.

*Touch of the Pharaoh*(DR331 p73) [Clr5] – Afflicts a creature with Mummy Rot.

*Towering Oak*(MoF p128) [Rgr1] – +10 on Intimidate checks.

*Toxic Weapon*(PH2 p126) [Sor/Wiz5 dDusk4] – Coats weapon with poison.

*Train Animal*(CAdv p157) [Drd2 Rgr2] – Affected animal gains additional tricks equal to ½ caster level for 1 hour per level.

*Transcribe Symbol*(PGF p116) [Sor/Wiz8] – Safely move an untriggered magical symbol to another location.

*Transfix*(CArc p127) [Sor/Wiz6] – Humanoids freeze in place until condition you specify is met.

*Transfusion*(DR339 p78) [Sor/Wiz5] – You damage one of a target’s ability scores to increase your own.

*Translocation Trick*(MoF p128) [Sor/Wiz6] – You and target switch places and appear as each other.

*Transmute Metal to Wood*(PH p294) [Drd7 dMetal7] – Metal within 40’ becomes wood.

*Transmute Mud to Rock*(PH p295) [Drd5 Sor/Wiz5] – Transforms two 10’ cubes per level.

*Transmute Rock to Lava*(CArc p127) [Drd9 Sor/Wiz9] – Transforms one 10’ cube with subsequent fire damage and effects.

*Transmute Rock to Mud*(PH p295) [Drd5 Sor/Wiz5 dSlime6] – Transforms two 10’ cubes per level.

*Transport via Plants*(PH p295)(PH3.5e)+ [Drd6] – Move instantly from one plant to another of the same species.

*Trap the Soul*(PH p296) [Sor/Wiz8 dGluttony9 dLust9] – Imprisons subject within gem.

*Traveler’s Mount*(CDiv p184) [Drd1 Pal1 Rgr1] – Creature moves faster but can’t attack.

*Tree Shape*(PH p296) [Drd2 Rgr3] – You look exactly like a tree for 1 hour per level.

*Tree Stride*(PH p296) [Drd5 Rgr4 dCelerity5 dElf4 dFey5] – Step from one tree to another far away.

*Tremor*(DR314 p29) [Clr3] – The ground shakes in a 40’ radius.

*Tremor*(DR314 p29) [Drd3] – The ground shakes in a 40’ radius.

*Tremorsense*(Und p62) [Rgr3 Sor/Wiz3] – Grants tremorsense out to 30’.

*True Creation*(CDiv p184) (Eb p117) [dArtifice8 dCreation8] – As *Major Creation*, but permanent.

*True Domination*(CDiv p185) [dDominion8] – As *Dominate Person*, but save it as –4.

*True Resurrection*(PH p296) [Clr9] – As *Resurrection*, plus remains aren’t needed.

*True Seeing*(PH p296) [Clr5 Drd7 Sor/Wiz6 dCommerce5 dGenerosity5 dInquisition5 dKnowledge5 dTrade6 dTruth5] – See all things as they really are.

*True Seeing, Mass*(RoE p190) [dTruth9] – As *True Seeing*, but affects multiple creatures.

*True Strike*(PH p296) [Sor/Wiz1 dElf1 dFate1 dTime1] – Add +20 insight bonus to your next attack roll.

*True Turning*(DR342 p56) [iPelor1] – You gain bonuses on your next Turn Undead attempt.

*Tsunami*(DR314 p47) [Drd9] – Creates a wave of water on dry land or at sea which knocks down anyone in its path.

*Tunnel Swallow*(Und p62) [Sor/Wiz6] – Tunnel’s peristaltic convulsions deal 1d6 per level damage (max 15d6).

*Unbinding*(CDiv p185) [Sor/Wiz9 dLiberation9] – Frees everyone in range from spells that constrain or bind.

*Undead Bane Weapon*(MoF p128) [Pal3] – Weapon gains the *Bane* property and is considered blessed.

*Undead Lieutenant*(MoF p129) [Sor/Wiz3] – Targeted undead can give orders to undead in your control.

*Undead Torch*(MoF p129) [Sor/Wiz3] – Undead creature gains blue aura that gives +2d4 against living creatures.

*Undeath to Death*(PH p297) [Clr6 Sor/Wiz6 dRepose6 dUndead7] – Destroys 1d4 per level HD of undead (max 20d4).

*Undermaster*(Und p62) [Drd9 Sor/Wiz9] – You gain earth-related spell-like abilities.

*Undersong*(DR328 p72) [Brd1] – You may make Perform checks in place of Concentration checks.

*Undetectable Alignment*(PH p297) [Brd1 Clr2 Pal2 dLiberation2] – Conceals alignment for 24 hours.

*Unearthly Beauty*(BoED p110) [Drd8 dFey8] – As *Blinding Beauty*, but creatures must save or die.

*Unfettered Heroism*(RoE p190) [Brd5 Sor/Wiz5] – Spend more than one Action Point per round, plus gain one free Action Point per round.

*Unhallow*(PH p297) [Clr5 Drd5] – Designates location as Unholy.

*Unholy Aura*(PH p297) [Clr8 dEvil8 dMysticism8] – +4 to AC, +4 resistance, SR25 against good spells.

*Unholy Blight*(PH p297) [dEvil4] – Damages and sickens good creatures.

*Unluck*(CArc p128) [Brd4 Sor/Wiz4] – Target remakes all rolls, uses worst result for 1 round per level.

*Unseen Crafter*(RoE p191) [Brd2 Clr2 Sor/Wiz2] – Invisible force obeys your command and can use the Craft skill.

*Unseen Servant*(PH p297) [Brd1 Sor/Wiz1 dSloth2] – Invisible force obeys your commands.

*Unseen Servant, Mass*(RoD p168) [Sor/Wiz4] – As *Unseen Servant* except it creates one servant per level.

*Unyielding Roots*(CDiv p185)(DR324 p103)+ [Drd9] – Creature grows roots that keep it stationary and heal it every round.

*Updraft*(DR314 p40) [Clr3 Drd3] – Caster is held up by a column of air, which can be used to negate falling or to awkwardly fly.

*Urban Shield*(RoD p168) [dCity7] – City grants cover to you, not to enemies.

*Valiant Fury*(CWar p118) [dCourage5] – +4 Str, +4 Con, +2 Will saves; extra attack; cures 1d8+1/level (max +20).

*Vampiric Drain*(DR317 p71) [Sor/Wiz8] – All living creatures in the area of effect loose hp for 1 rnd per 3 lvls and the caster gains ½ it in Temporary HP. Undead targets heal & the caster looses hp.

*Vampiric Touch*(PH p298) [Sor/Wiz3 dGluttony4 dNecromancy3] – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

*Vanishing Weapon*(BoED p111) [Sor/Wiz5] – Weapons’ touch dispels summoned or quasi-real creatures.

*Vecna’s Courier*(DR342 p56) [iVecna3] – Deliver secrets without fear of having them revealed.

*Veil*(PH p298) [Brd6 Sor/Wiz6] – Changes appearance of group of creatures.

*Vengeance Halo*(BoED p111) [Clr6 dWrath’6] – Any creature that slays the spell’s recipient takes 1d6 per level damage.

*Vengeful Mount*(DR326 p74) [Drd0 Rgr1 Sor/Wiz0] – Makes an animal more difficult to ride or handle.

*Venomous Volley*(DR330 p73) [Clr2 Drd2 Sor/Wiz2] – Cone of fanges damages and weakens targets.

*Ventriloquism*(PH p298) [Brd1 Sor/Wiz1] – Throws voice for 1 minute per level.

*Verraketh’s Shadow Crown*(RoF p191) [Brd3] – +4 Competence bonus on Perform checks that doesn’t stack with Feat: Shadow Weave Magic.

*Vigor*(CDiv p186) (DR324 p103)+ [Clr3 Drd3] – Creature heals 2hp per round (max 25 rounds).

*Vigor, Greater*(CDiv p186) (DR324 p103)+ [Clr5 Drd5] – Creature heals 4hp per round (max 35 rounds).

*Vigor, Lesser*(CDiv p186) (DR324 p103)+ [Clr1 Drd1] – Creature heals 1hp per round (max 15 rounds).

*Vigor, Mass Lesser*(CDiv p186) (DR324 p103)+ [Clr3 Drd3] – As *Lesser Vigor*, but multiple targets (max 25 rnds).

*Vigorous Circle*(CDiv p187) (DR324 p103)+ [Clr6 Drd6] – As *Mass Lesser Vigor*, but 3hp per round (max 40 rnds).

*Vine Strike*(CAdv p158) [Drd1 Rgr1] – Swift. You can Sneak Attack Plant Creatures for 1 round.

*Vipergout*(PGF p117) [Sor/Wiz7] – You spit forth celestial or fiendish vipers that attack your foes.

*Virtue*(PH p289) [Clr0 Drd0 Pal1] – Subject gains 1 temporary hp.

*Visage of the Deity*(CDiv p187) [Clr6 dHerald7 dMysticism6] – As *Lesser Visage of the Deity*, but you become Celestial or Fiendish.

*Visage of the Deity, Greater*(CDiv p187) [Clr9 dCompetition9 dHerald9 dMysticism9 dPurification9] – As *Less Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

*Visage of the Deity, Lesser*(CDiv p187) [Clr3 Pal4 dMysticism3] – You gain +4 Charisma & resistance 10 to certain energy types.

*Viscid Glob*(Und p63) [Sor/Wiz4] – Ranged touch attack hurls 5’ diameter glob of glue at target.

*Vision of Fear*(DR333 p73) [Brd3 Clr3 Sor/Wiz2] – You gain knowledge of the target’s greatest or most recent fear.

*Vision of Glory*(MoF p131) [Clr1] – Target gains +1 morale bonus on next saving throw.

*Vision of Heaven*(BoED p111) [Clr1 dCelestial1 dJoy1] – Evil creature is dazed for 1 round.

*Vision*(PH p298) [Sor/Wiz7 dFate7 dReveredAncestor7] – As *Legend Lore*, but quicker and strenuous.

*Vitriolic Sphere*(CArc p128) [Sor/Wiz5] – Potent acid deals 1d4/level damage (max 15d4) plus possible damage in following two rounds.

*Voice of the Dragon*(Spell p232) [Brd4 Sor/Wiz4 dDragon4] – +10 on Bluff, Diplomacy, and Intimidate checks; can use one *Suggestion*.

*Wages of Sin*(BoED p111) [Sor/Wiz6] – Evil creatures attack other evil creatures.

*Wail of Doom*(CAdv p158) [Brd5] – Deal 1d4 per level damage in a 30’ cone, plus targets are panicked or shaken.

*Wail of the Banshee*(PH p298) [Sor/Wiz9 dDeath9 dHatred9 dRepose9 dUndead9 iNerull9] – Kills one creature per level.

*Walk the Mountain’s Path*(RoS p163) [Drd3 Sor/Wiz3] – Touched creature can go up slopes without slowing down, gains a Climb speed, and receives a +10 on Balance and Jump checks.

*Wall of Chaos*(MoF p131) [Clr4 Sor/Wiz4] – As *Magic Circle against Law*, except as a one-sided wall.

*Wall of Dispel Magic*(Und p63) [Brd4 Clr5 Drd5 Sor/Wiz5] – Creatures passing through a transparent wall become subjects of targeted *Dispel Magic*.

*Wall of Evil*(MoF p131) [Clr4 Sor/Wiz4] – As *Magic Circle against Good*, except as a one-sided wall.

*Wall of Fire*(PH p298) [Drd5 Sor/Wiz4 dFire4] – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.

*Wall of Force*(PH p298) [Sor/Wiz5 dForce5] – Wall is immune to damage.

*Wall of Gloom*(CArc p129) [Sor/Wiz2] – Shadow barrier obscures vision and deters passage.

*Wall of Good*(MoF p131) [Clr4 Sor/Wiz4] – As *Magic Circle against Evil*, except as a one-sided wall.

*Wall of Greater Dispel Magic*(Und p63) [Brd5 Clr8 Drd8 Sor/Wiz8] – Creatures passing through a transparent wall become subjects of targeted *Greater Dispel Magic*.

*Wall of Ice*(PH p299) [Sor/Wiz4 dCold5 dOcean5] – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

*Wall of Iron*(PH p299) [Sor/Wiz6 dMetal5] – 30 hp per 4 levels; can topple onto foes.

*Wall of Law*(MoF p132) [Clr4 Sor/Wiz4] – As *Magic Circle against Chaos*, except as a one-sided wall.

*Wall of Sand*(PGF p118) [Drd5 Sor/Wiz4] – Swirling sand blocks ranged attacks, slows movement through it.

*Wall of Stone*(PH p299) [Clr5 Drd6 Sor/Wiz5 dCraft5 dEarth5] – Creates a stone wall that can be shaped.

*Wall of Thorns*(PH p300) [Drd5 dPlant5] – Thorns damage anyone who tries to pass.

*Wall of Water*(DR314 p47) [Drd4 Sor/Wiz4] – Creates a wall of water that creatures must swim through to cross.

*War Cry*(CAdv p158) [Brd4] – Swift. Gain +2 Morale bonus on attack and damage rolls, or +4 if you Charge, for 1 round per level. Any opponent you damage must save or become panicked for 1 round.

*War Cry*(MoF p132) [Brd4] – You gain +2 morale bonus on attacks and damage, plus panic melee opponents.

*Warcry*(BoED p111) [Brd3 Sor/Wiz3] – Creatures within a 30’ cone cower for 1d4 rounds.

*Warding Gems*(BoED p111) [Clr5] – Creates gems that store healing energy, encircle the target, and release their healing power on command.

*Warning Shout*(MoF p132) [Pal1] – All living creatures within half a mile hear your shout.

*Warp Destiny*(RoD p169) [dDestiny6] – Reverse failed save or hit in combat.

*Warp Wood*(PH p300) [Drd2] – Bends wood (shaft, handle, door, plank).

*Watchware*(UE p53) [Sor/Wiz5] – You know when target object is touched.

*Water Breathing*(PH p300) [Clr3 Drd3 Sor/Wiz3 dOcean3 dWater3] – Subject can breathe underwater.

*Water Walk*(PH p300) [Clr3 Rgr3] – Subject treads on water as if solid.

*Waterspout*(FR p75) [dOcean7] – Create a 10’ wide waterspout under your direction.

*Wave of Grief*(CDiv p188) [Brd2 Clr2] – All in cone receive a –3 penalty on attacks, checks, and saves.

*Waves of Destruction*(DR342 p56) [iObad-Hai5] – Seawater crashes down upon your targets.

*Waves of Exhaustion*(PH p301) [Sor/Wiz7 dNight7 dSloth8 dSuffering7] – Several targets become exhausted.

*Waves of Fatigue*(PH p301) [Sor/Wiz5 dHumility6 dNecromancy5 dSloth6] – Several targets become fatigued.

*Weapon of Impact*(MoF p134) [Clr3 Sor/Wiz3] – As *Keen Edge*, but aids blunt weapons.

*Weapon of the Deity*(CDiv p188) [Clr4 dMysticism4 Pal4] – Gives your weapon magical powers appropriate to your patron deity.

*Weather Eye*(CDiv p189) [Clr4 Drd3] – You accurately predict weather up to one week ahead.

*Web*(PH p301) [Sor/Wiz2] – Fills 20’ radius spread with sticky spider webs.

*Weighed in the Balance*(Und p63) [dBalance9] – Harms or heals creatures within 30’ of the caster.

*Weird*(PH p301) [Sor/Wiz9 dDream9 dIllusion9 dMadness9 dMind9] – As *Phantasmal Killer*, but affects all within 30’.

*Whelm*(PH2 p128) [Sor/Wiz1 dBeguil1] – Deal d6 nonlethal damage +1d6/2 levels above 1st (max 5d6).

*Whelm, Mass*(PH2 p128) [Sor/Wiz4 dBeguil4] – 1d6 nonlethal damage per level (max 10d6) to 1 creature per level.

*Whelming Blast*(PH2 p128) [Sor/Wiz2 dBeguil2] – 30’ cone deals 1d6 nonlethal damage per 2 levels (max 5d6).

*Whirling Blade*(CArc p129) [Brd2 Sor/Wiz2] – Hurled slashing weapon magically attacks all foes in a 60’ line.

*Whirlwind*(PH p301) [Drd8 dAir8 dStorm8 dWeather8 dWeather’8] – Cyclone inflicts damage and can pick up creatures.

*Whirlwind, Greater*(Spell p49) ~~(CDiv p189)~~ [Drd9 dWeather9 dWindstorm9] – As *Whirlwind*, but larger and more destructive.

*Whispering Wind*(PH p301) [Brd2 Sor/Wiz2] – Sends a short message one mile per level.

*Wild Instincts*(RoE p191) [Drd2 Rgr3] – You gain a +10 Insight bonus on Listen & Spot checks   
–and– do not loose your Dex bonus to AC when flat-footed or fighting an unseen opponent.

*Wind at Back*(MoF p134) [Drd4] – Doubles overland speed for targets for 1 day.

*Wind Tunnel*(MoF p134) [Drd5] – Ranged weapons gain +10 bonus and double range increment.

*Wind Walk*(PH p302) [Clr6 Drd7 dCelerity6 dSky6] – You and your allies turn vaporous and travel fast.

*Wind Wall*(PH p302) [Clr3 Drd3 Rgr2 Sor/Wiz3 dAir2] – Deflects arrows, smaller creatures, and gases.

*Winding Alleys*(RoD p169) [Brd3 dCity3] – Trap foe in phantasmal maze.

*Winged Mount*(CDiv p190)(BoED p112) [Pal4] – Your mount sprouts wings and gains a fly speed of 60’ (good).

*Wish*(PH p302) [Sor/Wiz9] – As *Limited Wish*, but with fewer limits.

*Wither Limb*(Spell p241) [dDeathbound4] – Causes enemy’s limbs to wither.

*Withering Palm*(Eb p117)(CArc p130) [Clr7 dDecay7] – Touch attack deals 1 point of Strength and 1 point of Constitution damage per two caster levels.

*Wood Rot*(CArc p130) [Drd5] – Destroy wood items or deal 3d6+1/lvl damage (max +15) to Plant creatures.

*Wood Shape*(PH p303) [Drd2 dArtifice2 dCraft2] – Rearranges wooden objects to suit you.

*Wood Wose*(CDiv p186) [Drd1] – Nature spirit does simple tasks for you.

*Woodland Veil*(RotW p176) [Drd2 Rgr2] – Blend unobtrusively into natural surroundings, along with your friends.

*Word of Balance*(Und p63) [Drd7 dBalance7] – Kills, paralyzes, weakens, or nauseates non-neutral creatures.

*Word of Chaos*(PH p2303 [Clr7 dChaos7 dDrow7] – Kills, confuses, stuns, or deafens non-chaotic subjects.

*Word of Recall*(PH p303) [Clr6 Drd8 dHalfling8] – Teleports you back to a designated place.

*Wounding Whispers*(MoF p134) [Brd3] – Sonic aura damages foes that strike you.

*Wrack*(CDiv p190) [Clr3 Sor/Wiz4] – Renders a creature helpless with pain.

*Wracking Touch*(CAdv p158) [Drd2 Sor/Wiz2] – Deal 1d6 + 1 per level damage; you also deal Sneak Attack damage if you have any.

*Wraithform*(DR348 p77) [Sor/Wiz4] – Subject is disguise and can move as a Wraith.

*Wraithstrike*(CAdv p158) [Sor/Wiz2 pAsn2] – Swift. Your melee attacks strike as touch attacks for 1 round.

*Wrath of Hextor*(DR342 p56) [iHextor4] – You deal extra damage against good.

*Wyrmcone*(DR344 p61) [Sor/Wiz6] – 60’ Cone that does ½ Slashing damage & ½ energy damage matching the breath weapon of the dragon scale used as a material component.

*Yoke of Mercy*(BoED p112) [Sor/Wiz2] – Target deals non-lethal damage.

*Zajimarn’s Avalanche*(MoF p134) [Sor/Wiz9] – Wave of slush deals 1d4 cold damage per level (max 25d4) and moves targets.

*Zajimarn’s Field of Icy Razors*(MoF p135) [Sor/Wiz8] – Creatures in area take 2d4 normal damage and 1d6 +1/level cold damage, may be *Slow*’d.

*Zajimarn’s Ice Claw Prison*(MoF p135) [Sor/Wiz7] – Ice claw grapples and deals normal and cold damage.

*Zeal*(CDiv p191) [Pal2 dCompetition2] – You move through foes to attack the enemy you want.

*Zealot Pact*(CDiv p191) [Clr6 dCompetition6 dPact6] – You automatically gain combat bonuses when you attack someone of opposite alignment.

*Wall of Tentacles*(DR359 p60) [Clr6] – Creates a wall that can be shaped & has 30’ long tentacles that attack creatures that come too close.

*Zone of Silence*(PH p303) [Brd4] – Keeps eavesdroppers from overhearing conversations.

*Zone of Truth*(PH p303) [Clr2 Pal2 dCommerce2 dInquisition2 dTruth2] – Subjects within range cannot lie.

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# Skipped Spells

## War Spells

The following spells have long casting times, large area of effects, expensive Material Components, & require a special feat.

*Animate Undead Legion*(DR309 p50)

*Battle Fright*(DR309 p50)

*Battle Fury*(DR309 p48)

*Burned to Bare Rock*(DR309 p49)

*Cavalry Call*(DR309 p48)

*Dispel War Spell*(DR309 p47)

*Enhance Armors*(DR309 p50)

*Enhance Weapons*(DR309 p51)

*Feed the Many*(DR309 p47)

*Field of Blurs*(DR309 p49)

*Force Missile Storm*(DR309 p49)

*Friendsight*(DR309 p49)

*Greater Electric Bolt*(DR309 p49)

*Mire*(DR309 p51)

*Morning Mists*(DR309 p48)

*Plague Cloud*(DR309 p50)

*Rolling Fire*(DR309 p49)

*Small Stronghold*(DR309 p48)

*Summon Monstrous Horde*(DR309 p48)

*Summon the Pack and Herd*(DR309p48)

*Teleport Legion*(DR309 p51)

## Sanctified Spells

The following spells can only be cast by the righteous

*Armageddon*(BoED p90)

*Ayailla’s Radiant Burst*(BoED p91)

*Celestial Aspect*(BoED p93)

*Channel Celestial*(BoED p94)

*Greater Channel Celestial*(BoED p94)

*Constricting Chains*(BoED p94)

*Cry of Ysgard*(BoED p95)

*Curtain of Light*(BoED p96)

*Diamond Spray*(BoED p96)

*Divine Inspiration*(BoED p96)

*Dragon Cloud*(BoED p97)

*Exalted Fury*(BoED p99)

*Exalted Raiment*(BoED p99)

*Hammer of Righteousness*(BoED p100)

*Inquisition*(BoED p101)

*Luminous Armor*(BoED p102)

*Path of the Exalted*(BoED p103)

*Phieran’s Resolve*(BoED p103)

*Phoenix Fire*(BoED p103)

*Rain of Embers*(BoED p104)

*Restore Soul’s Treasure*(BoED p105)

*Sanctify the Wicked*(BoED p106)

*Sicken Evil*(BoED p107)

*Storm of Shards*(BoED p108)

*Sunmantle*(BoED p109)

*Telepathy Tap*(BoED p110)

*Twilight Luck*(BoED p110)

## Spells for Celestials

*Call Faithful Servants*(BoED p93)

*Last Judgment*(BoED p102)

*Quickshift*(BoED p104)

*Sacred Guardian*(BoED p106)

## Spells for Archons

*Axiomatic Creature*(BoED p91)

*Crown of Brilliance*(BoED p95)

*Heaven’s Trumpet*(BoED p101)

*Shield of the Archons*(BoED p107)

## Earth Node Spells

The following spells require Feat: Node Spellcasting and only are usable with Earth Nodes (which occur deep underground).

*Node Door*(Und p59)

*Node Genesis*(Und p59)

*Node Lock*(Und p60)

## Cerebrotic Spells

The following spells require Feat: Cerebrosis.

*Aching Dread*(DR330 p28)

*Call Amoebic Crawler*(DR330 p28)

*Call Cranial Encyster*(DR330 p28)

*Call Kaortic Hulk*(DR330 p30)

*Call Nightseed*(DR330 p30)

*Dimensional Rift*(DR330 p30)

*Far Realm Visitation*(DR330 p30)

*Finger of Expulsion*(DR330 p31)

*Living Raver*(DR330 p31)

*Soul Blasting Dread*(DR330 p32)

*Welcome the Amoebic Sea*(DR330 p32)

# Appendix

## Revision History

October 1, 2003 – Start of D&D 3.5 Edition

Includes Player’s Handbook v3.5

March 12, 2004 – Added Dragon #309 – Dragon #313.

Added Complete Warrior & the Book of Exalted Deeds.

August 12, 2004 – Added Dragon #314.

Added Player’s Guide to Faerûn.

October 12, 2004 – Added Complete Divine.

November 12, 2004 – Added Eberron Campaign Setting.

Added Dragon #325.

April 1, 2005 – Added Complete Arcane.

Added Dragon #324, #326 – #329.

Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.

Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

June 22, 2005 – Added Races of Eberron.

Added Dragon #330, #333.

Added Dragon #315 – #323.

## Key to Sourcebooks

|  |  |  |
| --- | --- | --- |
| PH | – | Player’s Handbook v.3.5 |
| DMG | – | Dungeon Master’s Guide v.3.5 |
| MM | – | Monster Manual v.3.5 |
| MM3 | – | Monster Manual 3 |
|  |  |  |
| CWar | – | Complete Warrior |
| CDiv | – | Complete Divine |
| BoED | – | Book of Exalted Deeds |
| UA | – | Unearthed Arcana |
|  |  |  |
| FR | – | Forgotten Realms Campaign Setting |
| MoF | – | Magic of Faerûn |
| UE | – | Unapproachable East |
| LoD | – | Lords of Darkness |
| RoF | – | Races of Faerûn |
| SM | – | Silver Marches |
| Und | – | Underdark |
| PGF | – | Player’s Guide to Faerûn |
|  |  |  |
| Eb | – | Eberron Campaign Setting |
|  |  |  |
| DR### | – | Dragon Magazine (with issue number) |
| DU## | – | Dungeon Magazine (with issue number) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 3.5up | – | D&D v.3.5 Accessory Update | – | <http://www.wizards.com/dnd/files/DnD35_update_booklet.zip> |
| PH3.5e | – | Player’s Handbook v.3.5 Errata | – | <http://www.wizards.com/dnd/files/PHB_Errata09242003.zip> |
| PGFe | – | Player’s Guide to Faerûn Errata | – | <http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip> |
| CDivErrata | – | Complete Divine Errata | – | <http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip> |
| EbErrata | – | Eberron Errata | – | http://www.wizards.com/dnd/files/Eberron\_Errata10222004.zip |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.