Dungeons & Dragons 3.5 Edition Index – Full Spell List

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#### April 17, 2007

[Bard Spell List 3](#_Toc164591521)

[0th Level 3](#_Toc164591522)

[1st Level 3](#_Toc164591523)

[2nd Level 4](#_Toc164591524)

[3rd Level 5](#_Toc164591525)

[4th Level 5](#_Toc164591526)

[5th Level 7](#_Toc164591527)

[6th Level 7](#_Toc164591528)

[Sorcerer / Wizard Spell List 8](#_Toc164591529)

[0th Level 8](#_Toc164591530)

[1st Level 9](#_Toc164591531)

[2nd Level 11](#_Toc164591532)

[3rd Level 13](#_Toc164591533)

[4th Level 15](#_Toc164591534)

[5th Level 17](#_Toc164591535)

[6th Level 19](#_Toc164591536)

[7th Level 21](#_Toc164591537)

[8th Level 22](#_Toc164591538)

[9th Level 23](#_Toc164591539)

[Cleric Spell List 24](#_Toc164591540)

[0th Level 24](#_Toc164591541)

[1st Level 24](#_Toc164591542)

[2nd Level 25](#_Toc164591543)

[3rd Level 26](#_Toc164591544)

[4th Level 28](#_Toc164591545)

[5th Level 29](#_Toc164591546)

[6th Level 30](#_Toc164591547)

[7th Level 31](#_Toc164591548)

[8th Level 31](#_Toc164591549)

[9th Level 31](#_Toc164591550)

[Druid Spell List 33](#_Toc164591551)

[0th Level 33](#_Toc164591552)

[1st Level 33](#_Toc164591553)

[2nd Level 34](#_Toc164591554)

[3rd Level 35](#_Toc164591555)

[4th Level 36](#_Toc164591556)

[5th Level 37](#_Toc164591557)

[6th Level 38](#_Toc164591558)

[7th Level 38](#_Toc164591559)

[8th Level 39](#_Toc164591560)

[9th Level 39](#_Toc164591561)

[Paladin Spell List 40](#_Toc164591562)

[1st Level 40](#_Toc164591563)

[2nd Level 40](#_Toc164591564)

[3rd Level 41](#_Toc164591565)

[4th Level 42](#_Toc164591566)

[Ranger Spell List 43](#_Toc164591567)

[1st Level 43](#_Toc164591568)

[2nd Level 44](#_Toc164591569)

[3rd Level 45](#_Toc164591570)

[4th Level 45](#_Toc164591571)

[Artificer Infusion List 46](#_Toc164591572)

[1st Level 46](#_Toc164591573)

[2nd Level 46](#_Toc164591574)

[3rd Level 46](#_Toc164591575)

[4th Level 47](#_Toc164591576)

[5th Level 47](#_Toc164591577)

[6th Level 47](#_Toc164591578)

[Assassin spell list 48](#_Toc164591579)

[1st Level 48](#_Toc164591580)

[2nd Level 48](#_Toc164591581)

[3rd Level 48](#_Toc164591582)

[4th Level 48](#_Toc164591583)

[Blackguard spell list 49](#_Toc164591584)

[1st Level 49](#_Toc164591585)

[2nd Level 49](#_Toc164591586)

[3rd Level 49](#_Toc164591587)

[4th Level 49](#_Toc164591588)

[Clerical Domains 50](#_Toc164591589)

[Air 50](#_Toc164591590)

[Animal 50](#_Toc164591591)

[Army 50](#_Toc164591592)

[Artifice 50](#_Toc164591593)

[Balance 50](#_Toc164591594)

[Blackwater 50](#_Toc164591595)

[Cavern 50](#_Toc164591596)

[Celerity 50](#_Toc164591597)

[Celestial 50](#_Toc164591598)

[Charity 51](#_Toc164591599)

[Chaos 51](#_Toc164591600)

[Charm 51](#_Toc164591601)

[Chastity 51](#_Toc164591602)

[City 51](#_Toc164591603)

[Cold 51](#_Toc164591604)

[Commerce 51](#_Toc164591605)

[Community 51](#_Toc164591606)

[Competition 51](#_Toc164591607)

[Courage 52](#_Toc164591608)

[Craft 52](#_Toc164591609)

[Creation 52](#_Toc164591610)

[Darkness 52](#_Toc164591611)

[Death 52](#_Toc164591612)

[Deathbound 52](#_Toc164591613)

[Deathless 52](#_Toc164591614)

[Decay 52](#_Toc164591615)

[Destiny 52](#_Toc164591616)

[Destruction 53](#_Toc164591617)

[Dominion 53](#_Toc164591618)

[Dragon 53](#_Toc164591619)

[Dragon, Chromatic 53](#_Toc164591620)

[Dragon, Gem 53](#_Toc164591621)

[Dragon, Lung 53](#_Toc164591622)

[Dragon, Metallic 53](#_Toc164591623)

[Dragon Below 53](#_Toc164591624)

[Dream 53](#_Toc164591625)

[Drow 54](#_Toc164591626)

[Dwarf 54](#_Toc164591627)

[Earth 54](#_Toc164591628)

[Elf 54](#_Toc164591629)

[Envy 54](#_Toc164591630)

[Endurance 54](#_Toc164591631)

[Evil 54](#_Toc164591632)

[Exorcism 54](#_Toc164591633)

[Family 54](#_Toc164591634)

[Fate 55](#_Toc164591635)

[Feast 55](#_Toc164591636)

[Fey 55](#_Toc164591637)

[Fire 55](#_Toc164591638)

[Force 55](#_Toc164591639)

[Generosity 55](#_Toc164591640)

[Glory 55](#_Toc164591641)

[Gluttony 55](#_Toc164591642)

[Gnome 56](#_Toc164591643)

[Good 56](#_Toc164591644)

[Greed 56](#_Toc164591645)

[Halfling 56](#_Toc164591646)

[Hatred 56](#_Toc164591647)

[Healing 56](#_Toc164591648)

[Herald 56](#_Toc164591649)

[Hope 56](#_Toc164591650)

[Humility 56](#_Toc164591651)

[Hunger 57](#_Toc164591652)

[Hunt 57](#_Toc164591653)

[Illusion 57](#_Toc164591654)

[Inquisition 57](#_Toc164591655)

[Joy 57](#_Toc164591656)

[Knowledge 57](#_Toc164591657)

[Kobold 57](#_Toc164591658)

[Law 57](#_Toc164591659)

[Liberation 57](#_Toc164591660)

[Life 57](#_Toc164591661)

[Luck 58](#_Toc164591662)

[Lust 58](#_Toc164591663)

[Madness 58](#_Toc164591664)

[Magic 58](#_Toc164591665)

[Meditation 58](#_Toc164591666)

[Mentalism 58](#_Toc164591667)

[Metal 58](#_Toc164591668)

[Mind 58](#_Toc164591669)

[Moon 58](#_Toc164591670)

[Mysticism 59](#_Toc164591671)

[Necromancy 59](#_Toc164591672)

[Night 59](#_Toc164591673)

[Nobility 59](#_Toc164591674)

[Ocean 59](#_Toc164591675)

[Oracle 59](#_Toc164591676)

[Orc 59](#_Toc164591677)

[Pact 59](#_Toc164591678)

[Passion 60](#_Toc164591679)

[Patience 60](#_Toc164591680)

[Pestilence 60](#_Toc164591681)

[Planning 60](#_Toc164591682)

[Plant 60](#_Toc164591683)

[Pleasure 60](#_Toc164591684)

[Portal 60](#_Toc164591685)

[Pride 60](#_Toc164591686)

[Protection 60](#_Toc164591687)

[Purification 61](#_Toc164591688)

[Radiance 61](#_Toc164591689)

[Renewal 61](#_Toc164591690)

[Repose 61](#_Toc164591691)

[Retribution 61](#_Toc164591692)

[Revered Ancestor 61](#_Toc164591693)

[Rune 61](#_Toc164591694)

[Sand 61](#_Toc164591695)

[Scalykind 62](#_Toc164591696)

[Seafolk 62](#_Toc164591697)

[Shadow 62](#_Toc164591698)

[Sky 62](#_Toc164591699)

[Slime 62](#_Toc164591700)

[Sloth 62](#_Toc164591701)

[Spell 62](#_Toc164591702)

[Spider 62](#_Toc164591703)

[Spirit 62](#_Toc164591704)

[Storm 63](#_Toc164591705)

[Strength 63](#_Toc164591706)

[Suffering 63](#_Toc164591707)

[Summer 63](#_Toc164591708)

[Summoner 63](#_Toc164591709)

[Sun 63](#_Toc164591710)

[Temperance 63](#_Toc164591711)

[Time 63](#_Toc164591712)

[Thirst 63](#_Toc164591713)

[Trade 64](#_Toc164591714)

[Transformation 64](#_Toc164591715)

[Travel 64](#_Toc164591716)

[Trickery 64](#_Toc164591717)

[Truth 64](#_Toc164591718)

[Tyrant 64](#_Toc164591719)

[Undead 64](#_Toc164591720)

[Undeath 64](#_Toc164591721)

[War 64](#_Toc164591722)

[Warforged 65](#_Toc164591723)

[Water 65](#_Toc164591724)

[Watery Death 65](#_Toc164591725)

[Wealth 65](#_Toc164591726)

[Weather 65](#_Toc164591727)

[Weather’ 65](#_Toc164591728)

[Windstorm 65](#_Toc164591729)

[Winter 65](#_Toc164591730)

[Wrath 65](#_Toc164591731)

[Wrath’ 66](#_Toc164591732)

[Zeal 66](#_Toc164591733)

[Planar Domains 67](#_Toc164591734)

[Abyss 67](#_Toc164591735)

[Arborea 67](#_Toc164591736)

[Baator 67](#_Toc164591737)

[Celestia 68](#_Toc164591738)

[Elysium 68](#_Toc164591739)

[Hades 68](#_Toc164591740)

[Limbo 69](#_Toc164591741)

[Mechanus 69](#_Toc164591742)

[Skipped Spells 70](#_Toc164591743)

[Spells with a Prerequisite Feat 70](#_Toc164591744)

[Exalted Spells 70](#_Toc164591745)

[Alternates to Detect Evil 70](#_Toc164591746)

[Artifact Spells 70](#_Toc164591747)

[Other Skipped Spells & Domains 70](#_Toc164591748)

[Epic Spells 71](#_Toc164591749)

[Appendix 73](#_Toc164591750)

[Revision History 73](#_Toc164591751)

[Key to Sourcebooks 73](#_Toc164591752)

# 

# Bard Spell List

Charisma-based Impromptu Arcane Spells

## 0th Level

*Dancing Lights*(PH p216) – Creates torches or other lights.

*Daze*(PH p217) – Humanoid creature of 4HD or less loses next action.

*Detect Crossroads*(MoF p88) – Detect fey crossroads within 60’.

*Detect Magic*(PH p219) – Detects spells and magic items within 60’.

*Flare*(PH p232) – Dazzles one creature (–1 on attack rolls).

*Fleeting Flame*(DR326 p73) – Gives you a +2 bonus on one Bluff, Diplomacy, or Intimidate check.

*Ghost Sound*(PH p235) – Figment sounds.

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

*Glimpse of Fear*(DR333 p71) – A flash of horror causes the target to become shaken.

*Know Direction*(PH p246) – You discern north.

*Light*(PH p248) – Object shines like a torch.

*Lullaby*(PH p249) – Makes subject drowsy; –5 on Spot & Listen checks, –2 Will saves against *Sleep*.

*Mage Hand*(PH p249) – 5 pound telekinesis.

*Mending*(PH p253) – Makes minor repairs on an object.

*Message*(PH p253) – Whispered conversation at distance.

*Minor Disguise*(MoF p108) – Makes slight changes to your appearance.

*Open/Close*(PH p258) – Opens or closes small or light things.

*Prestidigitation*(PH p264) – Performs minor tricks.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.

*Seeker’s Chant*(DR326 p74) – Gives you a +1 bonus on Search checks, but a –2 penalty on Move Silently checks.

*Songbird*(MoF p120) – Perform and gain +1 Competence bonus on your next Charisma check.

*Stick*(Und p61) – Glues an object weighting 5 pounds or less to a larger object.

*Summon Instrument*(PH p285) – Summons one instrument of the caster’s choice.

## 1st Level

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

*Alarm*(PH p197) – Wards an area for 2 hours per level.

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

*Animate Rope*(PH p199) – Makes a rope move at your command.

*Appraising Touch*(Spell p15)~~(DR325 p70)~~ – Grants a bonus on Appraise checks.

*Balagarn’s Iron Horn*(MoF p79) – Intense vibrations trip those in the area.

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

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

*Charm Person*(PH p209) – Make one person your friend.

*Cheat*(Spell p46) – Caster rerolls when determining the success of a game of chance.

*Comprehend Languages*(PH p212) – You understand all spoken and written languages.

*Confusion, Lesser*(PH p212) – One creature acts randomly for 1 round.

*Crabwalk*(Spell p53) – Touched creature gains a bonus while charging.

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

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Dead End*(Spell p59)~~(DR325 p71)~~ – Illusions conceal the targets’ trail.

*Detect Secret Doors*(PH p220) – Reveals hidden doors within 60’.

*Discern Bloodline*(RoD p165) – Know the race of one creature per level.

*Disguise Self*(PH p222) – Changes your appearance

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

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

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

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

*Erase*(PH p227) – Mundane or magical writing vanishes.

*Expeditious Retreat*(PH p228) – Your land speed increases by 30’.

*Expeditious Retreat, Swift*(CAdv p149) – Swift. Your speed increases by 30’ for 1 round.

*Feather Fall*(PH p229) – Objects or creatures fall slowly.

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

*Friendly Face*(RoD p166) – Gain a +5 Circumstance bonus on Diplomacy and Gather Information checks.

*Grease*(PH p237) – Makes 10’ square or 1 object slippery.

*Harmony*(PGF p104) – Increases *Inspire Courage* ability to +4/+2.

*Healthful Rest*(CAdv p151) – Subjects heal at twice the normal rate.

*Herald’s Call*(CAdv p151)~~(MoF p100)~~ – Swift. Creatures of 5HD or less within 20’ are *Slow*’d for 1 round.

*Hypnotism*(PH p242) – Fascinates 2d4 HD of creatures.

*Identify*(PH p243) – Determines properties of a magic item.

*Inspirational Boost*(CAdv p153) – Swift. The bonuses granted by your Inspire Courage ability are increased by 1.

*Joyful Noise*(CAdv p154) – You negate *Silence* in a 10’ radius Emanation for as long as you concentrate.

*Know Protections*(MoF p104) – Determine target’s defenses.

*Locate City*(RoD p166) – Find nearest city.

*Magic Mouth*(PH p251) – Speaks once when triggered.

*Master’s Touch*(CAdv p154) – Swift. You gain proficiency in a touched weapon or shield for 1 minute per level.

*Nystul’s Magic Aura*(PH p257) – Alters object’s magic aura.

*Obscure Object*(PH p258) – Masks object against scrying.

*Phade’s Fearsome Aspect*(DR333 p72) – The target looks like a demon, gaining a +5 bonus on Intimidate checks and can Demoralize as a Swift Action.

*Ray of Hope*(BoED p105) – Subject gains +2 Morale bonus on attacks, saves, & checks.

*Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

*Scholar’s Touch*(RoD p167) – Read book in seconds.

*Serene Visage*(DR325 p72) – Grants a bonus on Bluff checks.

*Shock and Awe*(DR325 p72) – Reduces a surprised creature’s initiative roll.

*Silent Image*(PH p279) – Creates a minor illusion of your design.

*Skillful Moment*(DR350 p78) – Take 20 on your next skill check.

*Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.

*Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.

*Tasha’s Hideous Laughter*(PH p292) – Subject loses actions for 1 round per level.

*Undersong*(DR328 p72) – You may make Perform checks in place of Concentration checks.

*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

*Unseen Servant*(PH p297) – Invisible force obeys your commands.

*Ventriloquism*(PH p298) – Throws voice for 1 minute per level.

## 2nd Level

*Alarm, Greater*(Spell p8) – As *Alarm*, and it works on coexistent planes.

*Alter Self*(PH p197) – Assume the form of a similar creature.

*Animal Messenger*(PH p198) – Sends a Tiny animal to a specific place.

*Animal Trance*(PH p198) – Fascinates 2d6 HD of animals.

*Battle Hymn*(Spell p24) – Allies can reroll one Will save per round.

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

*Bladeweave*(Spell p31)~~(CAdv p144)~~ – Swift. Your melee attacks Daze your opponent.

*Blindness/Deafness*(PH p206) – Makes subject blind or deaf.

*Blur*(PH p206) – Attacks miss subject 20% of the time.

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

*Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.

*Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

*Celerity, Lesser*(PH2 p105) – Take a move action immediately, but be dazed for 1 round.

*Circle Dance*(Spell p46)(MoF p84) – Indicates direction to known target.

*Cloak Pool*(Spell p48) – Hides a color pool on the Astral Plane from view.

*Cloud of Bewilderment*(Spell p48)~~(PGF p101)~~ – Generates a nauseating 10’ cube.

*Crown of Veils*(PH2 p108) – Gain +2 to Disguise and Hide, discharge to gain +8.

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Curse of Impending Blades*(Spell p56) – Subject takes a –2 penalty to AC.

*Curse of the Gypsies*(DR348 p75) – Afflict a target with back luck, an invisible mark, or an unnatural aura.

*Darkness*(PH p216) – 20’ radius of supernatural shadow.

*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.

*Delusions of Grandeur*(DR324 p71) – Subject becomes overconfident and careless.

*Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

*Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Elation*(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5’ movement.

*Enthrall*(PH p227) – Captivates all within 100’ + 10’ per level.

*Entice Gift*(Spell p83) – Subject gives caster what it’s holding.

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

*Fly, Swift*(CAdv p149) – Swift. Gain Fly speed of 60’ for 1 round.

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

*Fox’s Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

*Glitterdust*(PH p236) – Blinds creatures, outlines invisible creatures.

*Harmonize*(RoS p162) – Bardic Music can be started as a Move Action, instead of a Standard Action.

*Heartfire*(DR314 p20) – Intelligent creatures in a 5’ burst are covered with flames, which cause damage and negate *Blur, Invisibility*, etc.

*Heroism*(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.

*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.

*Hypnotic Pattern*(PH p242) – Fascinates (2d4 + level) HD of creatures.

*Increase Virulence*(PH2 p115) – Poison’s DC increased by 2.

*Insidious Insight*(RoE p187) – Gain Insight bonus on Bluff, Diplomacy, Intimidate, & Sense Motive checks against a target creature.

*Insidious Rhythm*(CAdv p152) – Subject has –4 penalty on Intelligence-based skill checks and Concentration checks, and must make Concentration check to cast spells.

*Insight of Good Fortune*(PH2 p115) – Subject rolls twice, takes best result.

*Insignia of Alarm*(RoD p166) – Alert the bearers of a special insignia.

*Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

*Invisibility, Swift*(CAdv p153) – Swift. You are invisible for 1 round or until you attack.

*Iron Silence*(CAdv p153) – Armor touched has no Armor Check penalty on Hide and Move Silently checks for 1 hour per level.

*Lively Step*(PGF p106) – You and your allies gain a +10’ increase to speed and can ‘hustle’ for an extra hour per day per level.

*Locate Object*(PH p249) – Senses direction toward object (specific or type).

*Master’s Touch’*(PH2 p119) – Immediate. Subject gains a +4 Insight bonus on one skill check.

*Mindless Rage*(CAdv p155) – Target compelled to attack you physically for 1 round per level.

*Minor Image*(PH p254) – As *Silent Image*, plus some sound.

*Mirror Image*(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).

*Misdirection*(PH p254) – Misleads divinations for one creature or object.

*Misrepresent Alignment*(RoE p188) – Projects a false alignment for an object or creature.

*Phantom Threat*(CWar p118) – Subject thinks it’s flanked.

*Proud Arrogance*(RoD p167) – Targets (who must be the same race as the caster) gain +4 Resistance bonus on saves vs. charm, compulsion, and fear.

*Pyrotechnics*(PH p267) – Turns fire into blinding light or choking smoke.

*Rage*(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.

*Ray of the Python*(PH2 p122) – Creature can only attack once per round, cannot make attacks of opportunity, 10’ penalty to speed.

*Reflective Disguise*(Und p60) – Viewers see you as their own species and gender.

*Scare*(PH p274) – Panics creatures of less than 6HD.

*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.

*Silence*(PH p279) – Negate sound in 15’ radius.

*Sonic Weapon*(CAdv p157) – Touched weapon deal +1d6 Sonic damage with each hit.

*Sound Burst*(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.

*Stretch Weapon*(PH2 p126) – Swift. Melee weapon gains 5’ of reach for one attack.

*Suggestion*(PH p285) – Compels subject to follow stated course of action.

*Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.

*Summon Swarm*(PH p289) – Summons a swarm of bats, rats, or spiders.

*Tactical Precision*(CAdv p157) – Allies gain an additional +2 bonus on attack rolls and +1d6 additional damage against flanked foes.

*Tongues*(PH p294) – Speak any language.

*Unseen Crafter*(RoE p191) – Invisible force obeys your command and can use the Craft skill.

*Wave of Grief*(CDiv p188) – All in cone receive a –3 penalty on attacks, checks, and saves.

*Whirling Blade*(CArc p129) – Hurled slashing weapon magically attacks all foes in a 60’ line.

*Whispering Wind*(PH p301) – Sends a short message one mile per level.

## 3rd Level

*Allegro*(Spell p9) – Swift. You and your allies gain +30’ speed for 1 minute per level.

*Alter Fortune*(PH2 p101) – Cause one creature to reroll any die roll.

*Analyze Portal*(Spell p10) ~~(FR p66)~~ – Find a nearby portal and discover its properties.

*Anamensis*(DR338 p77) – Taps into an alien unconscious, providing a bonus on Knowledge skill checks.

*Attune Form*(Spell p17) – Grant creature temporary protection against overly damaging planar traits.

*Blink*(PH p206) – You randomly vanish and reappear for 1 round per level.

*Charm Monster*(PH p209) – Makes monster believe it is your ally.

*Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

*Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.

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

*Crushing Despair*(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Curse of Impending Blades, Mass*(Spell p57) – Enemies takes a –2 penalty to AC.

*Daylight*(PH p216) – 60’ radius of bright light.

*Deep Slumber*(PH p217) – Puts 10HD of creatures to sleep.

*Depression*(DR339 p77) – Enemies around you become fatigued and take penalties on Will saves.

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

*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

*Displacement*(PH p223) – Attacks miss subject 50% of the time.

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

*Fear*(PH p229) – Subjects within cone flee for 1 round per level.

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

*Gaseous Form*(PH p234) – Subject becomes insubstantial and can fly slowly.

*Geas, Lesser*(PH p235) – Commands subject of 7 HD or less.

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

*Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

*Harmonic Chorus*(CAdv p150) – Give another caster +2 caster levels and a +2 on save DC’s as long as you concentrate.

*Haste*(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.

*Haunting Tune*(MoF p99) – 1 target per level becomes shaken.

*Hesitate*(PH2 p114) – Immediate. Force subject to lose actions.

*Hymn of Praise*(CAdv p152) – Add +2 caster levels to all Good Divine casters within range.

*Illusory Script*(PH p243) – Only intended reader can decipher.

*Infernal Threnody*(CAdv p152) – Add +2 cater levels to all Evil Divine casters within range.

*Insignia of Healing*(RoD p166) – Bearers of a special insignia are healed 1d8 + 1/lvl hit-points (max 1d8+10).

*Invisibility Sphere*(PH p245) – Makes everyone within 10’ invisible.

*Leomund’s Tiny Hut*(PH p247) – Creates shelter for ten creatures.

*Love’s Lament*(DR328 p70) – A cone of disheartening music deals 1d6 Wisdom damage and Nauseates those affected.

*Major Image*(PH p252) – As *Silent Image*, but sound, smell, and thermal effects.

*Phantom Battle*(PH2 p120) – Illusion of battle flanks creatures and denies attacks of opportunity.

*Phantom Steed*(PH p260) – Magical horse appears for 1 hour per level.

*Puppeteer*(MoF p112) – Target mimics your actions.

*Refreshment*(BoED p105) – Cures all non-lethal damage on creatures in a 20’ radius of the caster

*Remove Curse*(PH p270) – Frees person or object from a curse.

*Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

*Sculpt Sound*(PH p275) – Creates new sounds or changes existing ones.

*Secret Page*(PH p275) – Changes one page to hide its real contents.

*See Invisibility*(PH p275) – Reveals invisible creatures or objects.

*Sepia Snake Sigil*(PH p276) – Creates text symbol that immobilizes reader.

*Slow*(PH p280) – One subject per level takes only one action per round, –1 AC and attack rolls.

*Speak with Animals*(PH p281) – You can communicate with animals.

*Speechlink*(CAdv p157) – You and one other creature can talk, no matter how far apart.

*Summon Monster III*(PH p286) – Summons an extraplanar creature to fight for you.

*Verraketh’s Shadow Crown*(RoF p191) – +4 Competence bonus on Perform checks that doesn’t stack with Feat: Shadow Weave Magic.

*Vision of Fear*(DR333 p73) – You gain knowledge of the target’s greatest or most recent fear.

*Warcry*(BoED p111) – Creatures within a 30’ cone cower for 1d4 rounds.

*Winding Alleys*(RoD p169) – Trap foe in phantasmal maze.

*Wounding Whispers*(MoF p134) – Sonic aura damages foes that strike you.

## 4th Level

*Baleful Blink*(PH2 p102) – Subject has a 50% chance of failure on attacks and spells.

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

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction.

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

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

*Celerity*(PH2 p105) – Take a standard action immediately, but be dazed for 1 round.

*Charm Person, Mass*(RoD p164)(DR312 p51) – As *Charm Person*, but up to 2 \* Caster level of HD.

*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).

*Detect Scrying*(PH p219) – Alerts you to magical eavesdropping.

*Dimension Door*(PH p221) – Teleports you a short distance.

*Dolorous Motes*(BoED p97) – Creates clouds of flickering light (one 10’ cube per level) that dazes creatures.

*Dominate Person*(PH p224) – Controls humanoid telepathically.

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

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

*Hallucinatory Terrain*(PH p238) – Makes one type of terrain appear like another (field into forest, or the like).

*Harmonize, Greater*(RoS p162) – Bardic Music can be started as a Move Action, instead of a Standard Action. Also, maintaining Bardic Music is only a Move Action.

*Healing Spirit*(PH2 p114) – Ball of light heals 1d8 per round.

*Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.

*Insidious Suggestion*(RoE p187) – *Suggestion* repeats over and over in the target creature’s mind.

*Inspired Aim*(BoED p101) – Allies within 40’ gain +2 Insight bonus on ranged attack rolls.

*Invisibility, Greater*(PH p245) – As *Invisibility*, but subject can attack and stay invisible.

*Know Vulnerabilities*(MoF p104) – Determine target’s vulnerabilities and resistances.

*Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.

*Leomund’s Secure Shelter*(PH p247) – Creates a sturdy cottage.

*Listening Coin*(CAdv p154) – You can eavesdrop through a magic coin.

*Locate Creature*(PH p249) – Indicates direction to familiar creature.

*Mirror Image, Greater*(PH2 p120) – Immediate. As *Mirror Image*, but gain an addditional image each round.

*Modify Memory*(PH p255) – Changes 5 minutes of subject’s memories.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Portal View*(Und p60) – Turns target *Portal* transparent.

*Rainbow Pattern*(PH p268) – Lights fascinate 24 HD of creatures.

*Repel Vermin*(PH p271) – Insects, spiders, and other vermin stay 10’ away.

*Resonating Bolt*(CArc p121) – Sonic energy deals 1d4 damage per level (max 10d4).

*Shadow Conjuration*(PH p276) – Mimics conjuring below 4th level, but only 20% real.

*Shout*(PH p279) – Deafens all within cone and deals 5d6 damage.

*Speak with Plants*(PH p282) – You can talk to normal plants and plant creatures.

*Spectral Weapon*(CAdv p157) – Swift. Use quasi-real weapon to make touch attacks.

*Speechlink*(MoF p121) – You and the target can verbally communicate at any distance.

*Stone Shatter*(MoF p124) – Shatter a stone object or creature.

*Summon Monster IV*(PH p286) – Calls an extraplanar creature to fight for you.

*Time Shield*(DR350 p79) – Spells are consumed at double the normal rate in the area around you.

*Unluck*(CArc p128) – Target remakes all rolls, uses worst result for 1 round per level.

*Voice of the Dragon*(Spell p232) – +10 on Bluff, Diplomacy, and Intimidate checks; can use one *Suggestion*.

*Wall of Dispel Magic*(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Dispel Magic*.

*War Cry*(CAdv p158)~~(MoF p132)~~ – 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.

*Zone of Silence*(PH p303) – Keeps eavesdroppers from overhearing conversations.

## 5th Level

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

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

*Bolts of Bedevilment*(Spell p37)(CDiv p155) – 1 ray per round dazes its target for 1d3 rnds.

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

*Cure Light Wounds, Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.

*Dancing Blade*(PH2 p109) – A weapon attacks on its own.

*Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.

*Dream*(PH p225) – Sends message to anyone sleeping.

*False Vision*(PH p229) – Fools scrying with an illusion.

*Friend to Foe*(PH2 p114) – Make subject creatures believe allies are enemies.

*Halt*(PH2 p114) – Immediate. Subject’s feet become stuck to ground.

*Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

*Improvisation*(CAdv p152) – 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.

*Incite Riot*(PH2 p115) – Subjects attack nearest creature.

*Inescapable Swarm*(DR333 p72) – Targets feel as though they are covered by an invisible swarm of insects.

*Leomund’s Hidden Lodge*(CArc p113) – Creates a sturdy cottage camouflaged to blend into natural surroundings.

*Magic Convalescence*(PH2 p118) – Spells cast nearby heal you 1 hp per spell level.

*Mind Fog*(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.

*Mirage Arcana*(PH p254) – As *Hallucinatory Terrain*, plus structures.

*Mislead*(PH p255) – Turns you invisible and creates illusory double.

*Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.

*Persistent Image*(PH p260) – As *Major Image*, but no concentration required.

*Reflective Disguise, Mass*(Und p61) – Viewers see subjects as their own species and gender.

*Seeming*(PH p275) – Changes the appearance of one person per two levels.

*Shadow Evocation*(PH p277) – Mimics evocation of lower than 5th level, but only 20% real.

*Shadow Walk*(PH p277) – Step into shadow to travel rapidly.

*Song of Discord*(PH p281) – Forces targets to attack each other.

*Suggestion, Mass*(PH p285) – As *Suggestion*, plus one subject per level.

*Summon Monster V*(PH p287) – Summons an extraplanar creature to fight for you.

*Sunlight*(DR340 p49) – 60’ radius of sunlight, which can destroy some creatures.

*Telepathy Block*(BoED p109) – Blocks all telepathic communication within an 80’ radius.

*Unfettered Heroism*(RoE p190) – Spend more than one Action Point per round, plus gain one free Action Point per round.

*Wail of Doom*(CAdv p158) – Deal 1d4 per level damage in a 30’ cone, plus targets are panicked or shaken.

*Wall of Greater Dispel Magic*(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Greater Dispel Magic*.

## 6th Level

*Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.

*Animate Objects*(PH p199) – Objects attack your foes.

*Bestow Curse, Greater*(Spell p27)~~(RoD p164)(CDiv p153)~~ – As *Bestow Curse*, but more severe penalties.

*Cat’s Grace, Mass*(PH p208) – As *Cat’s Grace*, affects one subject per level.

*City Stride*(RoD p164) – Teleport between two cities.

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

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

*Dominate Person, Mass*(DR312 p51) – As *Dominate Person*, but up to 2 \* Caster level of HD.

*Eagle’s Splendor, Mass*(PH p225) – As *Eagle’s Splendor*, affects one subject per level.

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

*Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.

*Find the Path*(PH p230) – Shows most direct way to a location.

*Fox’s Cunning, Mass*(PH p233) – As *Fox’s Cunning*, affects one subject per level.

*Gate Seal*(FR p70) – Permanently seals a *Gate* or *Portal*.

*Geas, Mass Lesser*(DR312 p51) – As *Lesser Geas*, but affects one subject per level.

*Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

*Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

*Hindsight*(CAdv p151) – You see into the past.

*Nixie’s Grace*(DR314 p46) – Caster gains attributes of a Nixie, including enhancements to Charisma, Dexterity, & Wisdom, the ability to breath water, and Damage Reduction 5 / cold iron.

*Otto’s Irresistible Dance*(PH p259) – Forces subject to dance.

*Permanent Image*(PH p260) – Includes sight, sound, and smell.

*Programmed Image*(PH p265) – As *Major Image*, plus triggered by an event.

*Project Image*(PH p265) – Illusory double can talk and cast spells.

*Protégé*(CAdv p155) – Subject can use Bardic Music and Bardic Knowledge as a Bard of half your level.

*Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

*Shout, Greater*(PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

*Summon Monster VI*(PH p287) – Summons an extraplanar creature to fight for you.

*Sympathetic Vibration*(PH p291) – Inflicts 2d10 damage per round on a free-standing structure.

*Symphonic Nightmare*(DR328 p72) – Disruptive music fills the target’s sleep, preventing him from resting, regaining spells, etc.

*Veil*(PH p298) – Changes appearance of group of creatures.

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# Sorcerer / Wizard Spell List

For Sorcerers – Charisma-based Impromptu Arcane Spells

For Wizards – Intelligence-based Prepared Arcane Spells

## 0th Level

##### Abjuration

*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.

##### Conjuration

*Acid Splash*(PH p196) – Orb deals 1d3 damage.

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

##### Divination

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Detect Magic*(PH p219) – Detects spells and magic items within 60’.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Seeker’s Chant*(DR326 p74) – Gives you a +1 bonus on Search checks, but a –2 penalty on Move Silently checks.

##### Enchantment

*Daze*(PH p217) – Humanoid creature of 4HD or less loses next action.

*Vengeful Mount*(DR326 p74) – Makes an animal more difficult to ride or handle.

##### Evocation

*Dancing Lights*(PH p216) – Creates torches or other lights.

*Electric Jolt*(MoF p91) – Ranged touch attack deals 1d3 electricity damage.

*Flare*(PH p232) – Dazzles one creature (–1 on attack rolls).

*Horizikaul’s Cough*(MoF p101) – Target takes 1 point of sonic damage and are deafened for 1 round.

*Light*(PH p248) – Object shines like a torch.

*Ray of Frost*(PH p269) – Ray deals 1d3 Cold damage.

##### Illusion

*Chalkboard*(DR324 p70) – Creates opaque plane you can write on.

*Fleeting Flame*(DR326 p73) – Gives you a +2 bonus on one Bluff, Diplomacy, or Intimidate check.

*Ghost Sound*(PH p235) – Figment sounds.

*Shadowplay*(DR326 p74) – Manipulates the shape and movement of an existing shadow.

*Silent Portal*(MoF p117) – Negates sound from door or window.

##### Necromancy

*Disrupt Undead*(PH p223) – Deals 1d6 damage to one undead.

*Necrosurgery*(DR326 p73) – Grants a +2 bonus to resisting a disease.

*Touch of Fatigue*(PH p294) – Touch attack fatigues target.

##### Transmutation

*Amanuensis*(Spell p9)(MoF p77) – Copy nonmagical text.

*Ground Smoke*(DR326 p73) – Prevents smoke from rising from a small fire.

*Launch Bolt*(MoF p105) – Launches a crossbow bolt as if from a light crossbow up to 100’ + 10’ per level.

*Mage Hand*(PH p249) – 5 pound telekinesis.

*Mending*(PH p253) – Makes minor repairs on an object.

*Message*(PH p253) – Whispered conversation at distance.

*Nosy Neighbor*(DR326 p74) – Provides you with a +1 bonus on Listen checks.

*Open/Close*(PH p258) – Opens or closes small or light things.

*Repair Minor Damage*(CArc p120) – Repairs 1 point of damage to any Construct.

*Stick*(Und p61) – Glues an object weighting 5 pounds or less to a larger object.

##### Universal

*Arcane Mark*(PH201 p201) – Inscribes a personal rune (visible or invisible).

*Prestidigitation*(PH p264) – Performs minor tricks.

## 1st Level

##### Abjuration

*Alarm*(PH p197) – Wards an area for 2 hours per level.

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

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Hold Portal*(PH p241) – Holds one door shut.

*Ironguts*(MoF p102) – Target gains +4 Circumstance bonus on saving throws vs. poison.

*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

*Shield*(PH p278) – Invisible disc gives +4 Shield bonus to AC and blocks *Magic Missiles*.

##### Conjuration

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

*Benign Transposition*(Spell p27) – Two willing subjects switch places.

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

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

*Deep Breath*(DR314 p46) – Caster’s lungs constantly refill with air.

*Grease*(PH p237) – Makes 10’ square or 1 object slippery.

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

*Mage Armor*(PH p249) – Gives subject +4 armor bonus.

*Mount*(PH p256) – Summons riding horse for 2 hours per level.

*Obscuring Mist*(PH p258) – Fog surrounds you.

*Orb of Acid, Lesser*(CArc p115) – Ranged touch attack deals 1d8 Acid damage + 1d8 per two levels beyond 1st (max 5d8).

*Orb of Cold, Lesser*(CArc p116) – Ranged touch attack deals 1d8 Cold damage + 1d8 per two levels beyond 1st (max 5d8).

*Orb of Electricity, Lesser*(CArc p116) – Ranged touch attack deals 1d8 Electricity damage + 1d8 per two levels beyond 1st (max 5d8).

*Orb of Fire, Lesser*(CArc p116) – Ranged touch attack deals 1d8 Fire damage + 1d8 per two levels beyond 1st (max 5d8).

*Orb of Sound, Lesser*(CArc p116) – Ranged touch attack deals 1d6 Sonic damage + 1d6 per two levels beyond 1st (max 5d6).

*Stand*(PH2 p125) – Immediate. Subject stands up from prone.

*Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.

*Summon Undead I*(PGF p114) – Summons undead to fight for you.

*Unseen Servant*(PH p297) – Invisible force obeys your commands.

##### Divination

*Appraising Touch*(Spell p15)~~(DR325 p70)~~ – Grants a bonus on Appraise checks.

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

*Comprehend Languages*(PH p212) – You understand all spoken and written languages.

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

*Detect Manifest Zone*(FoE p150) – Locates dimensional overlaps within 120’.

*Detect Secret Doors*(PH p220) – Reveals hidden doors within 60’.

*Detect Undead*(PH p220) – Reveals undead within 60’.

*Discern Bloodline*(RoD p165) – Know the race of one creature per level.

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

*Golem Strike*(CAdv p149) – Swift. You can Sneak Attack Constructs for 1 round.

*Guided Shot*(CAdv p150) – Swift. You ignore distance penalties with your ranged attacks for 1 round.

*Guiding Star*(DR340 p73) – Creates a light that guides you somewhere you’ve been before.

*Identify*(PH p243) – Determines properties of a magic item.

*Insightful Feint*(CAdv p153) – Swift. Gain +10 on your next Bluff check to Feint in combat.

*Instant Search*(CAdv p153) – Swift. Make Search check at +2 as a Free Action.

*Know Protections*(MoF p104) – Determine target’s defenses.

*Locate City*(RoD p166) – Find nearest city.

*Magecraft*(Eb p113) – +5 Competence bonus on one Craft check.

*Master’s Touch*(CAdv p154) – Swift. You gain proficiency in a touched weapon or shield for 1 minute per level.

*Scholar’s Touch*(RoD p167) – Read book in seconds.

*Skillful Moment*(DR350 p78) – Take 20 on your next skill check.

*Sniper’s Shot*(CAdv p157) – Swift. No range limit on next ranged sneak attack.

*Spontaneous Search*(DR325 p72) – Searches a 30’ cube area in 1 round.

*True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.

##### Enchantment

*Charm Person*(PH p209) – Make one person your friend.

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

*Distract Assailant*(CAdv p146) – Swift. One creature is flat-footed for 1 round.

*Hypnotism*(PH p242) – Fascinates 2d4 HD of creatures.

*Rouse*(PH2 p123) – Awakens creatures in area.

*Shock and Awe*(DR325 p72) – Reduces a surprised creature’s initiative roll.

*Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.

*Whelm*(PH2 p128) – Deal d6 nonlethal damage +1d6/2 levels above 1st (max 5d6).

##### Evocation

*Bigby’s Helping Hand*(PH2 p102) – Hand hold an item for the caster.

*Bigby’s Tripping Hand*(PH2 p103) – Hand trips subject

*Bloodwind*(Spell p33) – Subject uses natural weapons at range.

*Burning Hands*(PH p207) – 1d4 fire damage per level (max 5d4).

*Forcewave*(MoF p95) – Deals 1d4+1 damage plus bull rush.

*Horizikaul’s Boom*(MoF p100) – Target takes 1d4 sonic damage per 2 levels (max 5d4), plus deafness.

*Ice Dagger*(MoF p101) – Grenade-like weapon deals target 1d4 cold damage per caster level (max 5d4), plus area damage.

*Lantern Light*(BoED p101) – Ranged touch attacks deal 1d6 points of damage.

*Magic Missile*(PH p251) – 1d4+1 force damage; +1 missile per two levels above 1st (max 5 missiles)

*Shelgarn’s Persistent Blade*(MoF p117) – Blade of force attacks target, automatically flanks.

*Shocking Grasp*(PH p279) – Touch delivers 1d6 per level (max 5d6) of electricity damage.

*Snilloc’s Snowball*(UE p52) – 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).

*Tenser’s Floating Disk*(PH p294) – 3’ diameter horizontal disk that holds 100 pounds per level.

##### Illusion

*Color Spray*(PH p210) – Knocks unconscious, blinds, or stuns weak creatures.

*Dead End*(Spell p59)~~(DR325 p71)~~ – Illusions conceal the targets’ trail.

*Disguise Self*(PH p222) – Changes your appearance

*Friendly Face*(RoD p166) – Gain a +5 Circumstance bonus on Diplomacy and Gather Information checks.

*Glamour Costume*(DR350 p29) – Changes the caster’s clothes & makeup.

*Glimpse of Fear*(DR333 p71) – A flash of horror causes the target to become shaken.

*Net of Shadows*(MoF p110) – Ordinary shadows that provide 90% concealment to all in the area.

*Nystul’s Magic Aura*(PH p257) – Alters object’s magic aura.

*Serene Visage*(DR325 p72) – Grants a bonus on Bluff checks.

*Silent Image*(PH p279) – Creates a minor illusion of your design.

*Ventriloquism*(PH p298) – Throws voice for 1 minute per level.

##### Necromancy

*Backbiter*(Spell p23)~~(CArc p98)~~ – Melee weapon strikes wielder.

*Blade of Blood*(PH2 p103) – Swift. Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage.

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

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

*Chill Touch*(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.

*Ray of Enfeeblement*(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

*Rime*(DU109 p50) – Target receives a –4 on Dexterity & Fortitude saves for 1 round per level.

*Spirit Worm*(MoF p123) – Target takes 1 point of Constitution damage every round for 1 round per level (max 5).

##### Transmutation

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

*Animate Rope*(PH p199) – Makes a rope move at your command.

*Babau Slime*(Spell p22) – Secrete a body-covering acid that damages foes’ weapons.

*Breath Flare*(Spell p38) – Your breath weapon dazzles subjects.

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

*Cheat*(Spell p46) – Caster rerolls when determining the success of a game of chance.

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

*Enlarge Person*(PH p226) – Humanoid creature doubles in size.

*Erase*(PH p227) – Mundane or magical writing vanishes.

*Expeditious Retreat*(PH p228) – Your land speed increases by 30’.

*Expeditious Retreat, Swift*(CAdv p149) – Swift. Your speed increases by 30’ for 1 round.

*Extend Shifting*(RoE p185) – Extend duration of Shifting racial ability by 4 rounds.

*Eyes of the Avoral*(BoED p99) – Subject gets +8 on Spot checks.

*Feather Fall*(PH p229) – Objects or creatures fall slowly.

*Fist of Stone*(CArc p107) – Gain +6 Strength and Natural Slam Attack.

*Float*(DR334 p74) – Makes a willing creature or object buoyant.

*Jump*(PH p246) – Subject gains bonus on Jump checks.

*Kaupaer’s Skittish Nerves*(MoF p103) – Target gains +5 bonus on initiative checks.

*Launch Item*(MoF p105) – Hurls Fine-sized item (10 pounds or less) up to 400’ + 40’ per level.

*Low-Light Vision*(CArc p113) – See twice as far as a Human in poor illumination.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Raging Flame*(DR314 p21) – A non-magical fire burns twice as bright, twice as hot, but half as long.

*Reduce Person*(PH p269) – Humanoid creature is halved in size.

*Repair Light Damage*(CArc p120)(Eb p114)(DR317 p35) – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.

*Scatterspray*(FR p73)(DR317 p36) – A collection of small objects (stones, apples, etc.) fly in a 10’ radius burst, doing lethal or nonlethal damage, as appropriate.

*Shifter Prowess*(RoE p190) – Shifter racial bonuses to skills increase to +8 while shifting.

*Silvered Weapon*(DR340 p57) – Touched weapon treated as silver & does extra damage to shapechangers.

*Slow Burn*(DR314 p21) – A non-magical fire burns twice as long with the same amount of fuel, & is hard to put out.

*Speed Swim*(MoF p121) – Target gains swim speed 30’.

##### Hybrid

*Kelgore’s Fire Bolt*(PH2 p116) – 1d6 fire damage per level (max5d6), partially ignores SR.

## 2nd Level

##### Abjuration

*Alarm, Greater*(Spell p8) – As *Alarm*, and it works on coexistent planes.

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

*Arcane Lock*(PH p200) – Magically locks a portal or chest.

*Daggerspell Stance*(Spell p57)(CAdv p145) – 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.

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

*Dispelling Touch*(PH2 p110) – Dispel one magical effect on touched subject.

*Obscure Object*(PH p258) – Masks object against scrying.

*Protection from Arrows*(PH p266) – Subject immune to most ranged attacks.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Suppress Dragonmark*(MoE p103) – Suppress the spell-like abilities of the target’s Dragonmark.

##### Conjuration

*Blades of Fire*(Spell p31)(CArc p99) – Your melee weapons deal +1d6 Fire damage for 1 round.

*Cloud of Bewilderment*(Spell p48)~~(PGF p101)~~ – Generates a nauseating 10’ cube.

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

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

*Decastave*(UE p49) – 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.

*Dimension Hop*(PH2 p110) – Teleport subject short distance.

*Fog Cloud*(PH p232) – Fog obscures vision.

*Glitterdust*(PH p236) – Blinds creatures, outlines invisible creatures.

*Igedrazaar’s Miasma*(MoF p101) – Cloud of fog deals 1d4 subdual damage per level (max 5d4).

*Melf’s Acid Arrow*(PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).

*Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.

*Summon Swarm*(PH p289) – Summons a swarm of bats, rats, or spiders.

*Summon Undead II*(PGF p114) – Summons undead to fight for you.

*Unseen Crafter*(RoE p191) – Invisible force obeys your command and can use the Craft skill.

*Web*(PH p301) – Fills 20’ radius spread with sticky spider webs.

##### Divination

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

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

*Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

*Insidious Insight*(RoE p187) – Gain Insight bonus on Bluff, Diplomacy, Intimidate, & Sense Motive checks against a target creature.

*Insight of Good Fortune*(PH2 p115) – Subject rolls twice, takes best result.

*Listening Lorecall*(CAdv p154) – You gain a +4 bonus on Listen checks, plus Blindsense or Blindsight if you 5 or more ranks in Listen.

*Locate Node*(Und p58) – Finds closet earth node in a 1 mile per level radius.

*Locate Object*(PH p249) – Senses direction toward object (specific or type).

*Marked Man*(DR325 p71) – Helps track a subject.

*Master’s Touch’*(PH2 p119) – Immediate. Subject gains a +4 Insight bonus on one skill check.

*See Invisibility*(PH p275) – Reveals invisible creatures or objects.

*Sure Strike*(PH2 p126) – Swift. Gain +1 bonus per 3 levels on next attack.

*Vision of Fear*(DR333 p73) – You gain knowledge of the target’s greatest or most recent fear.

##### Enchantment

*Black Karma Curse*(PH2 p103) – Subject damages self with melee attack.

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

*Entice Gift*(Spell p83) – Subject gives caster what it’s holding.

*Mindless Rage*(CAdv p155) – Target compelled to attack you physically for 1 round per level.

*Nybor’s Gentle Reminder*(PGF p107) – Target is dazed for 1 round, –2 on attacks, saves, and checks for 1rnd/lvl.

*Proud Arrogance*(RoD p167) – Targets (who must be the same race as the caster) gain +4 Resistance bonus on saves vs. charm, compulsion, and fear.

*Tasha’s Hideous Laughter*(PH p292) – Subject loses actions for 1 round per level.

*Touch of Idiocy*(PH p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.

*Whelming Blast*(PH2 p128) – 30’ cone deals 1d6 nonlethal damage per 2 levels (max 5d6).

*Yoke of Mercy*(BoED p112) – Target deals non-lethal damage.

##### Evocation

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

*Battering Ram*(Spell p24)~~(MoF p80)~~ – Deals 1d6 damage plus bull rush.

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

*Bigby’s Warding Hand*(PH2 p103) – Hand of force slows opponent.

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

*Burning Sword*(Spell p41) – Weapon gains the ‘flaming burst’ special ability.

*City Lights*(RoD p164) – Absorb nearby light to release as blinding flare.

*Combust*(MoF p85) – Target takes 2d6 fire damage +1 per level.

*Continual Flame*(PH p213) – Makes a permanent, heatless torch.

*Darkness*(PH p216) – 20’ radius of supernatural shadow.

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

*Energy Surge, Lesser*(PH2 p112) – Swift. Weapon does +1d6 energy damage.

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

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

*Flaming Sphere*(PH p232) – Creates a ball of fire, 2d6 damage, lasts 1 round per level.

*Force Ladder*(MoF p95) – Creates a movable ladder of force.

*Furnace Within*(RoE p185) – Flames burst from your body, dealing 1d8 per level damage in a 10’ radius. Dwarf only.

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

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

*Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.

*Scorching Ray*(PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).

*Seeking Ray*(PH2 p124) – Ray deals 4d6 Electricity damage, ignores Concealment and Cover; you gain +4 on attacks with rays against the subject.

*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.

*Shock Treatment*(DR339 p78) – A jolt of electricity damages and potentially stuns an opponent.

*Shooting Star*(DR340 p75) – Rains burning stars down upon your enemies.

*Snilloc’s Snowball Swarm*(FR p74) – Deals 1d6 cold damage per 2 levels (max 5d6) to a 10’ radius.

##### Illusion

*Bladeweave*(Spell p31)~~(CAdv p144)~~ – Swift. Your melee attacks Daze your opponent.

*Blinding Color Surge*(PH2 p104) – Blind subject for   
1 round, gain *Invisibility*.

*Blur*(PH p206) – Attacks miss subject 20% of the time.

*Cloak Pool*(Spell p48) – Hides a color pool on the Astral Plane from view.

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

*Delusions of Grandeur*(DR324 p71) – Subject becomes overconfident and careless.

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

*Hypnotic Pattern*(PH p242) – Fascinates (2d4 + level) HD of creatures.

*Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

*Leomund’s Trap*(PH p247) – Makes one item seem trapped.

*Magic Mouth*(PH p251) – Speaks once when triggered.

*Minor Image*(PH p254) – As *Silent Image*, plus some sound.

*Mirror Image*(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).

*Misdirection*(PH p254) – Misleads divinations for one creature or object.

*Misrepresent Alignment*(RoE p188) – Projects a false alignment for an object or creature.

*Phade’s Fearsome Aspect*(DR333 p72) – The target looks like a demon, gaining a +5 bonus on Intimidate checks and can Demoralize as a Swift Action.

*Phantasmal Assailants*(CArc p117) – Nightmare creatures strike target for 4 Wisdom damage and 4 Dexterity damage.

*Phantom Foe*(DR324 p71) – Phantasm flanks subject.

*Reflective Disguise*(Und p60) – Viewers see you as their own species and gender.

*Shadow Mask*(FR p73) – Shadows hide your face and protect against darkness, light, and gazes.

*Shadow Spray*(FR p74) – Shadows daze targets and deal 2 points of Strength damage.

*Wall of Gloom*(CArc p129) – Shadow barrier obscures vision and deters passage.

##### Necromancy

*Blindness/Deafness*(PH p206) – Makes subject blind or deaf.

*Command Undead*(PH p211) – An undead creature obeys your commands.

*Curse of Impending Blades*(Spell p56) – Subject takes a –2 penalty to AC.

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

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

*Ghoul Glyph*(Spell p105) – Glyph guards area, paralyzes victims.

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

*Life Bolt*(MoF p105) – 1 ray per 2 levels (max 5) draws 1 hp from you to deal 2d4 damage to Undead.

*Scare*(PH p274) – Panics creatures up to 5HD.

*Shroud of Undeath*(MoF p117) – Negative energy shroud makes undead perceive you as undead.

*Spectral Hand*(PH p282) – Creates disembodied glowing hand to deliver touch attacks.

*Stolen Breath*(DR314 p40) – Target living creature has its breath taken away, leaving it gasping.

*Wracking Touch*(CAdv p158) – Deal 1d6 + 1 per level damage; you also deal Sneak Attack damage if you have any.

##### Transmutation

*Alter Self*(PH p197) – Assume the form of a similar creature.

*Animalistic Power*(PH2 p101) – Subject gains +2 bonus to Strength, Dexterity, and Constitution.

*Augment Familiar*(CWar p116) – Your familiar becomes more powerful.

*Balagarn’s Iron Horn*(MoF p79) – Intense vibrations trip those in the area.

*Balor Nimbus*(Spell p24) – Subject’s flaming body damages foes in grapple.

*Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

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

*Blindsight*(PGF p100) – Subject gains blindsight 30’ for 1min/lvl.

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

*Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

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

*Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

*Celerity, Lesser*(PH2 p105) – Take a move action immediately, but be dazed for 1 round.

*Construct Essence, Lesser*(RoE p184) (FoE p150) – Grants a Living Construct qualities of the Construct type.

*Darkvision*(PH p216) – See 60’ in total darkness.

*Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Earthen Grasp*(CArc p104) – Arm made of earth and soil grapples foes.

*Fly, Swift*(CAdv p149) – Swift. Gain Fly speed of 60’ for 1 round.

*Fox’s Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

*Increase Virulence*(PH2 p115) – Poison’s DC increased by 2.

*Knock*(PH p246) – Opens locked or magically sealed door.

*Levitate*(PH p248) – Subject moves up and down at your direction.

*Lively Step*(PGF p106) – You and your allies gain a +10’ increase to speed and can ‘hustle’ for an extra hour per day per level.

*Mountain Stance*(DR314 p28) – The subject can root himself to the ground, making him must harder to Bull Rush, Overrun, Trip, etc.

*Owl’s Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Pillar of Sand*(DR351 p30) – Raises a 10’ radius pillar from the available sand, up to 10’ per level. Can be directed to move and get taller/shorter.

*Pyrotechnics*(PH p267) – Turns fire into blinding light or choking smoke.

*Repair Moderate Damage*(CArc p120)(Eb p114)(DR317 p36) – Restores 2d8 + 1/lvl (max +10) points of damage to a Construct.

*Returning Weapon*(RotW p175) – Thrown weapon returns to thrower.

*Rope Trick*(PH p273) – As many as eight creatures hide in an extradimensional space.

*Scent*(CDiv p178)(CDivErrata)+ – Grants the scent ability for 1 hour/level.

*Sonic Weapon*(CAdv p157) – Touched weapon deal +1d6 Sonic damage with each hit.

*Spider Climb*(PH p283) – Grants ability to walk on walls & ceilings.

*Stone Bones*(MoF p123) – Corporeal undead gain +3 natural armor bonus.

*Stonemantle*(DR314 p29) – Target object becomes as hard as stone.

*Stretch Weapon*(PH2 p126) – Swift. Melee weapon gains 5’ of reach for one attack.

*Swim*(CArc p125) – Subject gains Swim speed, +8 bonus on Swim checks.

*Venomous Volley*(DR330 p73) – Cone of fangs damages and weakens targets.

*Whirling Blade*(CArc p129) – Hurled slashing weapon magically attacks all foes in a 60’ line.

*Whispering Wind*(PH p301) – Sends a short message one mile per level.

*Wraithstrike*(CAdv p158) – Swift. Your melee attacks strike as touch attacks for 1 round.

##### Universal

*Familiar Pocket*(CArc p106) – Garment or container becomes extradimensional safe haven for your familiar.

##### Combination

*Blaze Bones*(DR347 p76) – Enhance an undead with flames that also damage it.

*Cold of the Grave*(DR347 p77) – Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.

*Kelgore’s Grave Mist*(PH2 p116) – 1d6 cold damage per round, causes fatigue, partially ignores SR.

## 3rd Level

##### Abjuration

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

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

*Antidragon Aura*(Spell p13) – Allies gain bonus to AC and saves against Dragons.

*Arcane Seal*(DR344 p82) – Permanently locks and alarms a portal, chest, etc.

*Crown of Protection*(PH2 p108) – +1 deflection bonus to AC, +1 resistance bonus to saves; discharge to gain +4 for 1 round.

*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

*Earthen Grace*(DR314 p28) – The subject only take nonlethal damage from stone & earth attacks.

*Energy Aegis*(PH2 p111) – Immediate. Subject gains resistance 20 vs. one energy type for one attack.

*Energy Vulnerability*(PH2 p112) – Subjects gain vulnerability to the specified energy.

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

*Explosive Runes*(PH p228) – Deals 6d6 damage when read.

*Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10’ radius & 10 minutes per level.

*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10’ radius & 10 minutes per lvl.

*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10’ radius & 10 minutes per lvl.

*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10’ radius & 10 minutes per lvl.

*Nondetection*(PH p257) – Hides subject from divination and scrying.

*Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

*Reverse Arrows*(MoF p114) – As *Protection from Arrows*, but negated arrows turn back on their source.

*Shadow Tentacle, Lesser*(LoD p187) – 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.

*Sign of Sealing*(CArc p122) – Magic sigil protects door or chest, deals 1d4/level damage (max 10d4) if opened.

##### Conjuration

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

*Bands of Steel*(Spell p24)(CArc p98) – Metallic bands immobilize or entangle target for 1 rnd/lvl.

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

*Dimension Step*(PH2 p110) – Allies can immediately teleport a distance equal to their speed.

*Legion of Sentinels*(PH2 p116) – Ghostly swordsmen threaten a 10’ radius, deal 1d8 damage +1 per 3 levels (max 1d8+5).

*Luminous Assassin, Lesser*(PH2 p117) – Summons an extraplanar 1st level Rogue to attack a target.

*Mage Armor, Greater*(CArc p114) – Gives subject +6 armor bonus.

*Melf’s Unicorn Arrow*(PH2 p119) – 1d8+8 damage and bull rush; +1 unicorn arrow per 3 levels above 5th (max 5).

*Phantom Steed*(PH p260) – Magical horse appears for 1 hour per level.

*Regroup*(PH2 p122) – Teleports nearby allies to your side.

*Sepia Snake Sigil*(PH p276) – Creates text symbol that immobilizes reader.

*Shark Bolt*(DR334 p76) – Summons sharks made of water to attack your enemies.

*Sleet Storm*(PH p280) – Hampers vision and movement.

*Stinking Cloud*(PH p284) – Nauseating vapors, 1 round per level.

*Summon Monster III*(PH p286) – Summons an extraplanar creature to fight for you.

*Summon Undead III*(PGF p114) – Summons undead to fight for you.

##### Divination

*Alter Fortune*(PH2 p101) – Cause one creature to reroll any die roll.

*Analyze Portal*(Spell p10) ~~(FR p66)~~ – Find a nearby portal and discover its properties.

*Arcane Sight*(PH p201) – Magical auras become visible to you.

*Circle Dance*(Spell p46)(MoF p84) – Indicates direction to known target.

*Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

*Crown of Clarity*(PH2 p107) – +2 to Listen and Spot, discharge spell to gain +8.

*Detect Metal and Minerals*(RoF p189) – Reveals metal & minerals within 60’.

*Discern Shapechanger*(CArc p103)(RoE p184) – Penetrates disguises and identifies shapchanging creatures.

*Telepathic Bond, Lesser*(CDiv p158) – As *Rary’s Telepathic Bond*, but you and one other creature.

*Tongues*(PH p294) – Speak any language.

##### Enchantment

*Deep Slumber*(PH p217) – Puts 10HD of creatures to sleep.

*Dolorous Motes*(BoED p97) – Creates clouds of flickering light (one 10’ cube per level) that dazes creatures.

*Elation*(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5’ movement.

*Heroism*(PH p240) – Gives +2 bonus on attack rolls, saves, skill checks.

*Hesitate*(PH2 p114) – Immediate. Force subject to lose actions.

*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.

*Inevitable Defeat*(PH2 p115) – Subject takes 3d6 nonlethal damage per round.

*Nybor’s Mild Admonishment*(PGF p107) – Target is dazed for 1d4 rounds, then –2 on attacks, saves, and check, and is distracted.

*Rage*(PH p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.

*Suggestion*(PH p285) – Compels subject to follow stated course of action.

*Warcry*(BoED p111) – Creatures within a 30’ cone cower for 1d4 rounds.

##### Evocation

*Bigby’s Disrupting Hand*(PH2 p102) – Hand disrupts opponent’s spellcasting.

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

*Blade of Pain and Fear*(Spell p30) – Creates blade of gnashing teeth.

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

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

*Daylight*(PH p216) – 60’ radius of bright light.

*Energy Surge*(PH2 p112) – Swift. Weapon does +2d6 energy damage.

*Fireball*(PH p231) – 1d6 fire damage per level, 20’ radius.

*Flashburst*(FR p70) – Flash of light dazzles and blinds in a 20’ burst.

*Leomund’s Tiny Hut*(PH p247) – Creates shelter for ten creatures.

*Lightning Bolt*(PH p248) – Electricity deals 1d6 damage per level.

*Manyjaws*(PGF p106) – One set of jaws per level attacks enemies for 1d4 damage.

*Nchaser’s Glowing Orb*(PGF p107) – Creates permanent magical light; you control brightness.

*Prismatic Mist*(PH2 p121) – Multicolored mist has random effect.

*Ray of the Python*(PH2 p122) – Creature can only attack once per round, cannot make attacks of opportunity, 10’ penalty to speed.

*Resonating Bolt*(CArc p121) – Sonic energy deals 1d4 damage per level (max 10d4).

*Scintillating Sphere*(MoF p115) – 20’ radius spread deals 1d6 electricity damage per level (max 10d6)

*Shockwave*(DR344 p82) – 1d4 nonleathal damage per level (max 10d4) in a 20’ radius burst.

*Stars of Arvandor*(BoED p108) – Tiny starbursts each deal 1d8 damage (half non-lethal) or 1d8 (all lethal) to evil creatures.

*Steeldance*(MoF p123) – Daggers become Medium-sized flying animated objects that attack foes.

*Wind Wall*(PH p302) – Deflects arrows, smaller creatures, and gases.

##### Illusion

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

*Cone of Dimness*(Spell p50) – Subjects believe they are engulfed in magical darkness.

*Crown of Veils*(PH2 p108) – Gain +2 to Disguise and Hide, discharge to gain +8.

*Displacement*(PH p223) – Attacks miss subject 50% of the time.

*Illusory Script*(PH p243) – Only intended reader can decipher.

*Invisibility Sphere*(PH p245) – Makes everyone within 10’ invisible.

*Khelben’s Suspended Silence*(MoF p103) – Object becomes programmed to create an area of silence at your command.

*Major Image*(PH p252) – As *Silent Image*, but sound, smell, and thermal effects.

*Phantom Guardians*(RoD p167) – Create illusion of a group of guards.

*Phantom Objects*(DR316 p62) – Makes a number of allies appear to be furnature or statues.

*Sensory Depravation*(DR324 p72) – Subject cannot perceive the world around it.

*Shadow Binding*(CArc p122) – Ribbon-like shadows daze & entangle creatures in a 10’ radius burst.

*Shadow Dagger*(DU115 p82) – Creates a dagger that does +1d6 per level (max +10d6).

*Shadowslip*(DR337 p74) – Touched creature gains partial concealment due to a layer of shadows and does not generate attacks of opportunity while moving.

*Spectral Weapon*(CAdv p157) – Swift. Use quasi-real weapon to make touch attacks.

##### Necromancy

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

*Contagion*(PH p213) – Infects subject with chosen disease.

*Contagious Fog*(Spell p52)(Und p57) – 30’ radius cloud of fog inflicts disease.

*Crown of the Grave*(PH2 p107) – Command undead, discharge to gain +4 on turn or rebuke.

*Curse of Impending Blades, Mass*(Spell p57) – Enemies takes a –2 penalty to AC.

*Curse of the Gypsies*(DR348 p75) – Afflict a target with back luck, an invisible mark, or an unnatural aura.

*Depression*(DR339 p77) – Enemies around you become fatigued and take penalties on Will saves.

*Gentle Repose*(PH p234) – Preserves one corpse.

*Halt Undead*(PH p238) – Immobilizes undead for 1 round per level.

*Handfang*(LoD p187)(RoF p190) – Biting mouth in your palm deals 1d8 damage and start a grapple.

*Healing Touch*(BoED p100)(MoF p100) – You take up to 1d6 points of damage per two levels and heal a target the same amount.

*Icefane Corpse*(DU109 p51) – Target Undead becomes supernaturally cold, doing extra damage, gaining protection from fire, etc.

*Ray of Exhaustion*(PH p269) – Ray makes subject exhausted.

*Rain of Terror*(DR348 p76) – An unnatural rain makes those within it more susceptible to fear effects.

*Spider Poison*(MoF p123) – Touch deals 1d6 Str damage, repeats in 1 minute.

*Skeletal Hand*(DR348 p28) – Creates a skeletal hand to deliver touch attacks & make slashing attacks.

*Skull Watch*(PGF p111) – Skull shrieks when creature enters warded area.

*Undead Lieutenant*(MoF p129) – Targeted undead can give orders to undead in your control.

*Undead Torch*(MoF p129) – Undead creature gains blue aura that gives +2d4 vs. living creatures.

*Vampiric Touch*(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

##### Transmutation

*Air Breathing*(Spell p8)~~(Sav p63)~~ – Subjects can breate air freely.

*Amorphous Form*(Spell 8)(Und p56) – Subject becomes puddle-like and can slip through cracks quickly.

*Bite of the Wererat*(Spell p28) – You gain the Dexterity and attacks of a wererat.

*Blink*(PH p206) – You randomly vanish and reappear for 1 round per level.

*Crown of Might*(PH2 p108) – Gain +2 Strength, discharge to gain +8 bonus for 1 round.

*Curse of Arrow Attraction*(PH2 p109) – Subject takes   
a –5 penalty to AC against ranged attacks & ranged threatened criticals are always confirmed.

*Deeper Darkvision*(Und p58) – Subject can see 60’ in magical darkness.

*Distilled Joy*(BoED p96) – Creates Ambrosia.

*Evard’s Menacing Tentacles*(PH2 p113) – Grow two tentacles with 10’ reach that deal 1d8 dmg each.

*Flame Arrow*(PH p231) – Arrows deal +1d6 fire.

*Fly*(PH p232) – Subject flies at a speed of 60’.

*Gaseous Form*(PH p234) – Subject becomes insubstantial and can fly slowly.

*Haste*(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.

*Icelance*(PGF p105) – Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.

*Keen Edge*(PH p245) – Doubles normal weapon’s threat range.

*Lash of the Kraken*(DR334 p75) – Transforms the caster’s arm into a constricting tentacle.

*Modulate*(DR338 p78) – Temporarily changes what spell is cast from a Wand.

*Mage Hand, Greater*(MoF p97) – As *Mage Hand*, but medium range and 10 pounds per level.

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

*Moon’s Change*(DR340 p57) – 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.

*Repair Serious Damage*(CArc p120)(Eb p114)(DR317 p36) – Restores 3d8 + 1/lvl (max +15) points of damage to a Construct.

*Scent of the Monarch*(DU127 p30) – Charms Vermin and Insect-like creatures.

*Scorpion Tail*(RoE p190) – Target grows a scorpion tail that strikes for 2d6 damage (plus Strength modifier) and possibly stuns the target.

*Secret Page*(PH p275) – Changes one page to hide its real contents.

*Seven Ties of the Moon*(DR340 p75) – Lycanthrope increases control over its shape, but is fatigued.

*Shrink Item*(PH p279) – Object shrinks to 1/16th its normal size.

*Siphon*(DR338 p78) – Drains charges from Wands or Staffs to replace expended spells.

*Slow*(PH p280) – One subject per level takes only one action per round, –1 AC and attack rolls.

*Spiderskin*(Und p61) – Subject gains increasing bonus of natural armor bonus, saves against poison, and Hide checks.

*Stony Grasp*(CArc p124) – Arm made of soil and rock grapples foes.

*Tremorsense*(Und p62) – Grants tremorsense out to 30’.

*Walk the Mountain’s Path*(RoS p163) – Touched creature can go up slopes without slowing down, gains a Climb speed, and receives a +10 on Balance and Jump checks.

*Water Breathing*(PH p300) – Subject can breathe underwater.

*Weapon of Impact*(MoF p134) – As *Keen Edge*, but aids blunt weapons.

##### Universal

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

##### Combination

*Burning Hate*(DR347 p77) – Deals 1d6 Fire damage per 2 levels & inspires hate toward your target.

## 4th Level

##### Abjuration

*Condemnation*(PH2 p107) – Lowers subject outsider’s SR and stuns for 1 round.

*Dimensional Anchor*(PH p221)(PH p250)+ – Bars extradimensional movement.

*Fire Trap*(PH p231) – Opened object deals 1d4 + 1 per level fire damage.

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

*Ilyykur’s Mantle*(UE p50) – Caster gains Electricity Resistance 10 & a Luck bonus against spells & spell-like abilities of +1 per 3 levels (max +5).

*Otiluke’s Dispelling Screen*(CArc p116) – Targeted *Dispel Magic* on any creatures and unattended items, +10 max on caster level check.

*Remove Curse*(PH p270) – Frees person or object from a curse.

*Resist Energy, Mass*(CArc p120) – Targeted creatures ignore damage from specified energy type.

*Spell Snare*(MoE p102) – Dragonshard absorbs a spell or spell-like ability of up to 3rd.

*Stoneskin*(PH p284) – Ignore 10 points of damage per attack.

*Time Shield*(DR350 p79) – Spells are consumed at double the normal rate in the area around you.

*Wall of Chaos*(MoF p131) – As *Magic Circle against Law*, except as a one-sided wall.

*Wall of Evil*(MoF p131) – As *Magic Circle against Good*, except as a one-sided wall.

*Wall of Good*(MoF p131) – As *Magic Circle against Evil*, except as a one-sided wall.

*Wall of Law*(MoF p132) – As *Magic Circle against Chaos*, except as a one-sided wall.

##### Conjuration

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

*Bloodstar*(Spell p33) – Hovering construct does Constitution damage each time foe is damaged.

*Bright Worms*(PH2 p105) – Fiery worms damage enemies within a 20’ spread.

*Crushing Coils*(DR330 p70) – Teleport constrictor to crush opponent.

*Cynosure*(DR338 p77) – Increases the accuracy of inaccurate teleportation spells.

*Dimension Door*(PH p221) – Teleports you a short distance.

*Evard’s Black Tentacles*(PH p228) – Tentacles grapple all within a 15’ spread.

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

*Leomund’s Secure Shelter*(PH p247) – Creates a sturdy cottage.

*Minor Creation*(PH p253) – Creates one cloth or wood object.

*Orb of Acid*(CArc p115) – Ranged touch attack deals 1d6 per level Acid damage (max 15d6) and the target may be Sickened for 1 round.

*Orb of Cold*(CArc p115) – Ranged touch attack deals 1d6 per level Cold damage (max 15d6) and the target may be Blinded for 1 round.

*Orb of Electricity*(CArc p116) – Ranged touch attack deals 1d6 per level Electricity damage (max 15d6) and the target may be Entangled for 1 round.

*Orb of Fire*(CArc p116) – Ranged touch attack deals 1d6 per level Fire damage (max 15d6) and the target may be Dazed for 1 round.

*Orb of Force*(CArc p116) – Ranged touch attack deals 1d6 per level Force damage (max 10d6).

*Orb of Sound*(CArc p116) – Ranged touch attack deals 1d4 per level Sonic damage (max 15d4) and the target may be Deafened for 1 round.

*Radiant Fog*(BoED p104) – As *Solid Fog*, but dazzles or blinds creatures within.

*Rogue Wave*(DR314 p46) – Creates a wave of water on dry land or at sea which knocks down anyone in its path.

*Solid Fog*(PH p281) – Blocks vision and slows movement.

*Summon Monster IV*(PH p286) – Calls an extraplanar creature to fight for you.

*Summon Undead IV*(PGF p114) – Summons undead to fight for you.

*Unseen Servant, Mass*(RoD p168) – As *Unseen Servant* except it creates one servant per level.

*Viscid Glob*(Und p63) – Ranged touch attack hurls 5’ diameter glob of glue at target.

*Wall of Sand*(PGF p118) – Swirling sand blocks ranged attacks, slows movement through it.

*Wall of Water*(DR314 p47) – Creates a wall of water that creatures must swim through to cross.

##### Divination

*Anamensis*(DR338 p77) – Taps into an alien unconscious, providing a bonus on Knowledge skill checks.

*Arcane Eye*(PH p200) – Invisible floating eye moves 30’ per round.

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

*Celestial Brilliance*(BoED p94) – Object sheds brilliant light to 120’, hurts Undead and Evil Outsiders.

*Dancing Web*(BoED p96) – Energy strands deal 1d6 non-lethal damage per level plus entangles evil creatures for 1d6 rounds.

*Detect Scrying*(PH p219) – Alerts you to magical eavesdropping.

*Locate Creature*(PH p249) – Indicates direction to familiar creature.

*Portal View*(Und p60) – Turns target *Portal* transparent.

*Radiant Shield*(BoED p104) – Creatures attacking you take Electricity damage; you are protected from Electricity.

*Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

*Unluck*(CArc p128) – Target remakes all rolls, uses worst result for 1 round per level.

##### Enchantment

*Battle Hymn*(Spell p24) – Allies can reroll one Will save per round.

*Charm Monster*(PH p209) – Makes monster believe it is your ally.

*Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.

*Crushing Despair*(PH p215) – Subjects take –2 on attack rolls, damage rolls, saves, and checks.

*Geas, Lesser*(PH p235) – Commands subject of 7 HD or less.

*Whelm, Mass*(PH2 p128) – 1d6 nonlethal damage per level (max 10d6) to 1 creature per level.

##### Evocation

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

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

*Caligarde’s Claw*(PGF p100) – Claw of force attacks opponent or guards area.

*Channeled Pyroburst*(PH2 p106) – Deal fire damage, amount and radius based on casting time.

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

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

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

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

*Desert Burial*(DR331 p71) – Buries targets up to their necks in sand.

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

*Fire Shield*(PH p230) – 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).

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

*Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40’ across.

*Otiluke’s Resilient Sphere*(PH p258) – Force globe protects but traps one subject.

*Shout*(PH p279) – Deafens all within cone and deals 5d6 damage.

*Strahd’s Baneful Attractor*(DR348 p76) – Diverts spell from their original target to one of your choosing.

*Temporal Jolt*(DR350 p78) – Unstable time deals 1d6/three caster levels damage and destroys non-magical items.

*Thunderlance*(FR p72) – Lance of force deals 2d6 damage with a reach of up to 20’, plus can dispel force effects.

*Wall of Fire*(PH p298) – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.

*Wall of Ice*(PH p299) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

##### Illusion

*Hallucinatory Terrain*(PH p238) – Makes one type of terrain appear like another (field into forest, or the like).

*Illusory Wall*(PH p243) – Wall, floor, or ceiling looks real, but anything can pass through.

*Inescapable Swarm*(DR333 p72) – Targets feel as though they are covered by an invisible swarm of insects.

*Invisibility, Greater*(PH p245) – As *Invisibility*, but subject can attack and stay invisible.

*Mirror Image, Greater*(PH2 p120) – Immediate. As *Mirror Image*, but gain an addditional image each round.

*Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.

*Phantom Battle*(PH2 p120) – Illusion of battle flanks creatures and denies attacks of opportunity.

*Rainbow Pattern*(PH p268) – Lights fascinate 24 HD of creatures.

*Shadow Conjuration*(PH p276) – Mimics conjuring below 4th level, but only 20% real.

*Shadow Puppeteer*(DU115 p82) – Creatures within 20’ are attacked by shadow monsters for 1 round per level.

*Shadow Well*(MoF p116) – Target enters gloomy pocket plane and emerges frightened.

*Sphere of Terror*(DR333 p72) – Creates a 30’ radius of supernatural shadow filled with deadly shadowy illusions.

##### Necromancy

*Affliction*(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).

*Animate Dead*(PH p198) – Creates undead skeletons and zombies.

*Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

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

*Enervation*(PH p226) – Subject gains 1d4 negative levels.

*Fear*(PH p229) – Subjects within cone flee for 1 round per level.

*Plague Carrier*(RoF p190) – As *Contagion*, but target is contagious during incubation period.

*Shadow Curse*(DR322 p67) – Target cannot heal except in bright light.

*Sinsabur’s Baleful Bolt*(UE p52) – Bolt of dark energy deals 1d3 Strength and Constitution damage +1 per four levels.

*Wrack*(CDiv p190) – Renders a creature helpless with pain.

##### Transmutation

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

*Attune Form*(Spell p17) – Grant creature temporary protection against overly damaging planar traits.

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

*Baleful Blink*(PH2 p102) – Subject has a 50% chance of failure on attacks and spells.

*Bite of the Werewolf*(Spell p29) – You gain the Strength and attacks of a werewolf.

*Bladebane*(UE p48) – Slashing weapon becomes a bane weapon.

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

*Call to Stone*(PH2 p105) – Slowly turn subject to stone.

*Celerity*(PH2 p105) – Take a standard action immediately, but be dazed for 1 round.

*Corporeal Instability*(Spell p53)~~(MoF p118)~~ – Transforms a creature into an amorphous mass.

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

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

*Enduring Flight*(RotW p175) – Carry medium loads at full fly speed, flight duration doubles.

*Enlarge Person, Mass*(PH p226) – Enlarges several creatures.

*Entangling Staff*(CAdv p147) – Swift. Quarterstaff gains improved grab and can constrict grappled foes.

*Fang Blade*(DR330 p71) – Transforms a snake into a sword that can bite and poison targets.

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

*Ghorus Toth’s Metal Melt*(MoF p96) – Melts metal objects without heat.

*Gutsnake*(MoF p98) – 15’ tentacle grows from your stomach and attacks your enemies.

*Iron Bones*(MoF p102) – Corporeal undead gain +5 natural armor bonus.

*Knock, Greater*(DR316 p62) – Opens all locked or magically sealed doors, boxes, etc., in a 20’ area

*Polymorph*(PH p263) – Gives one willing subject a new form.

*Rary’s Mnemonic Enhancer*(PH p268) – Prepares   
extra spells or retains one just cast. Wizards only

*Reduce Person, Mass*(PH p269) – Reduces several creatures.

*Repair Critical Damage*(CArc p120)(Eb p114)(DR317 p36) – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.

*Spell Enhancer*(PGF p112) – Cast as a free action and gives +2 to the DC of the next spell you casts.

*Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.

*Superior Darkvision*(UE p53) – See normally in total darkness.

*Voice of the Dragon*(Spell p232) – +10 on Bluff, Diplomacy, and Intimidate checks; can use one *Suggestion*.

*Wraithform*(DR348 p77) – Subject is disguise and can move as a Wraith.

##### Universal

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

*Mystic Surge*(PH2 p120) – Ally’s spell gains +2 DC and +1 caster level.

##### Combination

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

*Doom Scarabs*(PH2 p110) – Scarab swarm deals 1d6 per 2 levels, gives you temporary hit points.

*Liferot*(DR347 p77) – Cover target in fungi, making it unable to benefit from magical healing.

## 5th Level

##### Abjuration

*Anticold Sphere*(Spell p13) – Sphere hedges out cold creatures and protect you from cold.

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction.

*Contingent Energy Resistance*(Spell p52) – Energy damage triggers *Resist Energy* spell.

*Dismissal*(PH p222) – Forces a creature to return to native plane.

*Duelward*(CArc p103) – +4 on Spellcraft checks, counterspell as an Immediate Action.

*Field of Resistance*(PH2 p113) – Zone provides Spell Resistance of 11 + caster level.

*Ironguard, Lesser*(FR p71) – Subject becomes immune to nonmagical metal.

*Mana Flux*(PH2 p119) – Magic in area has a 20% failure chance.

*Mordenkainen’s Private Sanctum*(PH p256) – Prevents anyone from viewing or scrying an area for 24 hours.

*Reciprocal Gyre*(CArc p119) – Creature of object takes 1d6 damage per level of spells currently affecting it (max 25d6).

*Refusal*(CArc p120) – Spellcasters and creatures wit h spell-like abilities are prevented from entering an area.

*Shadow Tentacle, Greater*(LoD p186) – As *Lesser Shadow Tentacle*, but longer and stronger.

*Telepathy Block*(BoED p109) – Blocks all telepathic communication within an 80’ radius.

*Temporal Repair*(DR350 p78) – Dispels time-affecting spells in the area around you.

*Wall of Dispel Magic*(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Dispel Magic*.

*Watchware*(UE p53) – You know when target object is touched.

*Vanishing Weapon*(BoED p111) – Weapons’ touch dispels summoned or quasi-real creatures.

##### Conjuration

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

*Arc of Lightning*(Spell p15)(CArc p97) – Line of electricity between two creatures (1d6/lvl dmg).

*Battle Tentacles*(DR344 p60) – A 20’ radius of tentacles attacks all within.

*Black Stench of Laogzed*(DR342 p74) – Creates a cloud of opaque, acidic, nauseating gas.

*Call Zelekhut*(Spell p41) – A Zelekhut Inevitable performs one duty for you.

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

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

*Dragon Ally, Lesser*(Spell p72) – Exchange services it a 15 HD Dragon.

*Elemental Guardian*(DR347 p71) – Summon a Lesser Elemental Weird to guard a location for 1 day per level.

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

*Freezing Fog*(CArc p108) – Fog slows creatures, obscures vision, hinders movement.

*Leomund’s Hidden Lodge*(CArc p113) – Creates sturdy cottage camouflaged to blend into natural surroundings.

*Leomund’s Secret Chest*(PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.

*Luminous Assassin*(PH2 p117) – Summons an extraplanar 3rd level Rogue to attack a target.

*Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.

*Mordenkainen’s Faithful Hound*(PH p255) – Phantom dog can guard, attack.

*Planar Binding, Lesser*(PH p261) – Traps an extraplanar creature of 6 HD or less until it performs a task.

*Servant Horde*(CArc p97) – Create 2d6 *Unseen Servants* + 1/level (max +15).

*Summon Monster V*(PH p287) – Summons an extraplanar creature to fight for you.

*Summon Undead V*(PGF p114) – Summons undead to fight for you.

*Teleport*(PH p292) – Instantly transports you as far as 100 miles per level.

*Toxic Weapon*(PH2 p126) – Coats weapon with poison.

*Vitriolic Sphere*(CArc p128) – Potent acid deals 1d4/level damage (max 15d4) plus possible damage in following two rounds.

*Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.

##### Divination

*Contact Other Plane*(PH p212) – Lets you ask question of an extraplanar entity.

*Prying Eyes*(PH p267) – 1d4 floating eyes + 1 per level scout for you.

*Rary’s Telepathic Bond*(PH p268) – Link lets allies communicate.

##### Enchantment

*Charm Person, Mass*(RoD p164)(DR312 p51) – As *Charm Person*, but up to 2 \* Caster level of HD.

*Dominate Person*(PH p224) – Controls humanoid telepathically.

*Feeblemind*(PH p229) – Subject’s Intelligence and Charisma drop to 1.

*Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.

*Incite Riot*(PH2 p115) – Subjects attack nearest creature.

*Insidious Suggestion*(RoE p187) – *Suggestion* repeats over and over in the target creature’s mind.

*Mind Fog*(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.

*Symbol of Sleep*(PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.

*Torture*(DR348 p28) – If the target does not answer truthfully, he/she takes 1d6 Constitution damage.

##### Evocation

*Ball Lightning*(Spell p23)~~(PGF p99)~~ – Energy balls deal 1d6 per level electricity damage

*Bigby’s Interposing Hand*(PH p204) – Hand provides cover against one opponent.

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

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

*Cone of Cold*(PH p212) – 1d6 cold damage per level (max 15d6).

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

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

*Dragon Breath*(CDiv p164) – You choose a dragon type and mimic its breath weapon.

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

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

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

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

*Fireburst, Greater*(CArc p107) – Subjects within10’ take 1d8/level fire damage.

*Horizikaul’s Versatile Vibration*(MoF p101) – Cone of sound deals damage or moves objects.

*Icy Sphere*(DR317 p70) – Line of Cold deals 1d6 damage per level and paralyzes.

*Presper’s Moonbow*(PGF p108) – Creates 1d4 motes of light that attack enemies.

*Prismatic Ray*(CArc p118) – Ray of light blinds target, deals random effect.

*Radiance*(PH2 p122) – Creates *Daylight* that dazzles Undead.

*Sending*(PH p275) – Delivers a short message anywhere, instantly.

*Shroud of Flame*(PGF p110) – Target bursts into flames, taking 2d6 Fire damage per round and shooting gouts of flame that deal 1d4 fire damage to creatures within 10’.

*Stone Sphere*(Und p62) – A 5’ diameter stone sphere rolls over your enemies.

*Sword of Deception*(CArc p126) – Blade of energy attacks independently, deals 1d4 damage, penalizes subsequent saving throw.

*Wall of Force*(PH p298) – Wall is immune to damage.

##### Illusion

*Dream*(PH p225) – Sends message to anyone sleeping.

*False Vision*(PH p229) – Fools scrying with an illusion.

*Friend to Foe*(PH2 p114) – Make subject creatures believe allies are enemies.

*Mirage Arcana*(PH p254) – As *Hallucinatory Terrain*, plus structures.

*Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.

*Persistent Image*(PH p260) – As *Major Image*, but no concentration required.

*Seeming*(PH p275) – Changes the appearance of one person per two levels.

*Shadow Evocation*(PH p277) – Mimics evocation of lower than 5th level, but only 20% real.

*Shadow Form*(CAdv p156) – 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 Hand*(MoF p115) – Medium-size hand attacks, blocks opponents, or carries items.

*Sunlight*(DR340 p49) – 60’ radius of sunlight, which can destroy some creatures.

##### Necromancy

*Blight*(PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.

*Bloodstone’s Frightful Joining*(DR348 p74) – Enables possession of an undead creature.

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

*Grimwald’s Graymantle*(FR p71) – Target cannot regain hit points by any means.

*Kiss of the Vampire*(MoF p103) – You gain vampire-like supernatural abilities, but are vulnerable to attacks that harm undead.

*Magic Jar*(PH p250) – Enables possession of another creature.

*Spiritwall*(CArc p124) – Wall of spirit-forms causes panic, deals 1d10 damage if touched, can bestow negative levels if passed through.

*Symbol of Pain*(PH p290) – Triggered rune wracks nearby creatures with pain.

*Touch of Adamantine*(BoED p110) – Weapon gains the properties of an adamantine weapon.

*Transfusion*(DR339 p78) – You damage one of a target’s ability scores to increase your own.

*Waves of Fatigue*(PH p301) – Several targets become fatigued.

##### Transmutation

*Animal Growth*(PH p198) – One animal per two levels doubles in size.

*Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.

*Bite of the Wereboar*(Spell p28) – You gain the Strength and attacks of a wereboar.

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

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

*Construct Essence*(RoE p183) – As *Lesser Construct Essence*, but grants more qualities of the Construct type.

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

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

*Dancing Blade*(PH2 p109) – A weapon attacks on its own.

*Etherealness, Swift*(PH2 p113) – Swift. Subject momentarily becomes ethereal.

*Fabricate*(PH p229) – Transforms raw materials into finished items.

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

*Halt*(PH2 p114) – Immediate. Subject’s feet become stuck to ground.

*Involuntary Shapeshifting*(RoE p188) – If able to do so, target creature must change shape.

*Lobotomize*(DR339 p77) – You cause a target to forget how to use a level of spells, two skills, or weapons for the spell’s duration.

*Luzaen’s Frequent Jaunt*(MoF p106) – Short-range, multiple-use *Dimension Door*.

*Nightstalker’s Transformation*(CAdv p155) – Gain +4 Dex, +3 Luck bonus to AC, +5 Luck bonus on Reflex saves, +3d6 Sneak Attack damage, and Evasion.

*Overland Flight*(PH p259) – You fly at a speed of 40’ and can ‘hustle’ over long distances.

*Passwall*(PH p259) – Creates a passage through wood or stone walls.

*Shadow Guardians*(RoD p168) – Create group of shadowy warriors.

*Shape Metal*(RoF p191) – As *Stone Shape*, but affect metal instead of stone

*Simbul’s Spell Matrix*(PGF p110) – Magical matrix stores a 3rd level spell or lower to be cast later as quickened spells.

*Spitting Cobra*(DR330 p73) – You make ranged attacks with a snake’s venom.

*Telekinesis*(PH p292) – Moves object, attacks creature, or hurls object or creature.

*Transmute Mud to Rock*(PH p295) – Transforms two 10’ cubes per level.

*Transmute Rock to Mud*(PH p295) – Transforms two 10’ cubes per level.

*Unfettered Heroism*(RoE p190) – Spend more than one Action Point per round, plus gain one free Action Point per round.

##### Universal

*Permanency*(PH p259) – Makes certain spells permanent.

## 6th Level

##### Abjuration

*Antimagic Field*(PH p200) – Negates magic within 10’.

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

*Aura of Evasion*(Spell p18) – All within 10’ gain Evasion against Breath Weapons.

*Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.

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

*Gate Seal*(FR p70) – Permanently seals a *Gate* or *Portal*.

*Globe of Invulnerability*(PH p236) – As *Lesser Globe of Invulnerability*, plus 4th level spell effects.

*Guards and Wards*(PH p237) – Array of magic effects protect area.

*Repulsion*(PH p271) – Creatures can’t approach you.

*Sign of Sealing, Greater*(CArc p122) – Magic sigil protects door, chest, or open space; deals 1d6/level damage (max 20d4) if opened.

*Starmantle*(BoED p108) – 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.

##### Conjuration

*Acid Fog*(PH p196) – Fog deals acid damage.

*Brain Slave of Ilsensine*(DR342 p75) – Summons disembodied brains that can extract an opponent’s brain.

*Fire Spiders*(MoF p94) – Swarm of 240 Fine-sized fire elementals attacks targets.

*Planar Binding*(PH p261) – As *Lesser Planar Binding*, but up to 12 HD.

*Spore Cloak*(RoF p191) – Cloud of yellow mold spores gives you concealment, deals 1d6 Constitution damage to creatures that enter your square.

*Summon Monster VI*(PH p287) – Summons an extraplanar creature to fight for you.

*Tunnel Swallow*(Und p62) – Tunnel’s peristaltic convulsions deal 1d6 per level damage (max 15d6).

*Wall of Iron*(PH p299) – 30 hp per 4 levels; can topple onto foes.

##### Divination

*Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.

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

*Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.

*Probe Thoughts*(CDiv p176)(CDivErrata)+ – You sift through thoughts, learning the answer to one question per round.

*True Seeing*(PH p296) – See all things as they really are.

##### Enchantment

*Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

*Heroism, Greater*(PH p240) – Gives a +4 on attack rolls, saves, & skill checks; immunity to fear; temporary hp.

*Lunacy*(DR340 p73) – Curses a victim with madness tied to the moon.

*Overwhelm*(PH2 p120) – Nonlethal damage knocks out subject.

*Suggestion, Mass*(PH p285) – As *Suggestion*, plus one subject per level.

*Symbol of Persuasion*(PH p290) – Triggered rune charms nearby creatures.

*Transfix*(CArc p127) – Humanoids freeze in place until condition you specify is met.

*Wages of Sin*(BoED p111) – Evil creatures attack other evil creatures.

##### Evocation

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

*Bigby’s Forceful Hand*(PH p204) – Hand pushes creatures away.

*Chain Lightning*(PH p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage

*Contingency*(PH p213) – Sets trigger condition for another spell.

*Energy Surge, Greater*(PH2 p112) – Swift. Weapon does +3d6 energy damage.

*Fires of Purity*(CDiv p165) – Target bursts into magical flame, becoming a dangerous weapon.

*Howling Chain*(PGF p104) – Chain of force entangles and attacks opponent.

*Otiluke’s Freezing Sphere*(PH p258) – Freezes water or deals cold damage.

*Prismatic Eye*(PGF p109) – Orb produces individual prismatic rays as touch attacks.

*Sand Spiral*(DR331 p72) – Cone deals 1d6 damage per level, –2 penalty on attacks, checks, and saves.

*Shadow Canopy*(LoD p188)(RoF p190) – Dome of shadow is impenetrable to vision and is dark inside.

*Wyrmcone*(DR344 p61) – 60’ Cone that does ½ Slashing damage & ½ energy damage matching the breath weapon of the dragon scale used as a material component.

##### Illusion

*Illusory Pit*(CArc p112) – Creatures in area are stunned or knocked prone, while believing they’re falling.

*Mislead*(PH p255) – Turns you invisible and creates illusory double.

*Permanent Image*(PH p260) – Includes sight, sound, and smell.

*Programmed Image*(PH p265) – As *Major Image*, plus triggered by an event.

*Reflective Disguise, Mass*(Und p61) – Viewers see subjects as their own species and gender.

*Shadow Walk*(PH p277) – Step into shadow to travel rapidly.

*Shadowy Grappler*(DR324 p71) – Shadowy force grapples subject.

*Solipsism*(DR324 p71) – Subject is convinced the world is fake.

*Veil*(PH p298) – Changes appearance of group of creatures.

##### Necromancy

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

*Circle of Death*(PH p209) – Kills 1d4 HD per level of creatures.

*Contagion, Mass*(Spell p50)~~(RoF p190)~~ – As *Contagion*, but 20’ radius.

*Create Undead*(PH p215) – Create ghouls, ghasts, mummies, or mohrgs.

*Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.

*Revive Undead*(Spell p175) – Restores undeath to an Undead that was destroyed up to 1day per level ago.

*Necrotic Mist*(DU109 p51) – Mist obscures vision, damages the living, and heals undead.

*Shadow Shield*(DR322 p67) – Any creature that attacks the caster in melee becomes Blind for 1 round per level.

*Symbol of Fear*(PH p290) – Triggered rune panics nearby creatures.

*Undeath to Death*(PH p297) – Destroys 1d4 per level HD of undead (max 20d4).

##### Transmutation

*Bear’s Endurance, Mass*(PH p203) – As *Bear’s Endurance*, affects one subject per level.

*Bite of the Weretiger*(Spell p28) – You gain the Strength and attacks of a weretiger.

*Brilliant Blade*(Spell p40)(CArc p100) – Weapon of projectiles shed light, ignore armor.

*Bull’s Strength, Mass*(PH p207) – As *Bull’s Strength*, affects one subject per level.

*Cat’s Grace, Mass*(PH p208) – As *Cat’s Grace*, affects one subject per level.

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

*Chasing Perfection*(PH2 p106) – Subject gains +4 to all abilities.

*Construct Essence, Mass Lesser*(FoE p150) – Grants many Living Constructs qualities of the Construct type.

*Control Water*(PH p214) – Raises, lowers bodies of water.

*Curse of Spilt Water*(DR334 p74) – Transforms an enemy into water.

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

*Disintegrate*(PH p222) – Makes one creature or object vanish.

*Eagle’s Splendor, Mass*(PH p225) – As *Eagle’s Splendor*, affects one subject per level.

*Energy Transformation Field*(MoF p92) – Area absorbs magic energy to power a predetermined spell.

*Extract Water Elemental*(DR314 p46) – 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.

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

*Flesh to Stone*(PH p232) – Turns subject creature into a statue.

*Fox’s Cunning, Mass*(PH p233) – As *Fox’s Cunning*, affects one subject per level.

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

*Hardening*(MoF p99)(Eb p112) – Permanently increases target object’s hardness by 1 per 2 levels.

*Mineralize Warrior*(Und p59) – Grants willing subject the mineral warrior template.

*Mordenkainen’s Lucubration*(PH p256) – Recalls spell of 5th level or lower. Wizards only.

*Move Earth*(PH p257) – Digs trenches and builds hills.

*Owl’s Wisdom, Mass*(PH p259) – As *Owl’s Wisdom*, affects one subject per level.

*Stone Body*(PGF p113) – Your body becomes living stone.

*Stone Metamorphosis*(Und p61) – Changes type of stone.

*Stone to Flesh*(PH p285) – Restores a petrified creature.

*Subvert Planar Essence*(CDiv p183) – Reduces target’s Damage Reduction & Spell Resistance.

*Tenser’s Transformation*(PH p298) – You gain combat bonuses.

*Translocation Trick*(MoF p128) – You and target switch places and appear as each other.

##### Universal

*Imbue Familiar with Spell Ability*(CArc p112) – You transfer spells and casting ability onto your familiar.

##### Combination

*Storm Slave*(DR347 p77) – Entangle target in lightning and possibly cause it to accept a *Charm Monster* effect.

## 7th Level

##### Abjuration

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

*Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.

*Energy Immunity*(CArc p105) – Subject and equipment gain immunity to damage of a specified energy type.

*Ironguard, Greater*(MoF p97) – Subject becomes immune to metal.

*Otiluke’s Greater Dispelling Screen*(CArc p117) – Targeted *Dispel Magic* on any creatures and unattended items, +20 max on caster level check.

*Ruby Ray of Reversal*(PGF p110) – Ray negates magical or mundane hazards.

*Sequester*(PH p276) – Subject is invisible to sight and scrying.

*Spell Snare, Greater*(MoE p102) – Dragonshard absorbs a spell or spell-like ability of up to 6th.

*Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

##### Conjuration

*Call Kolyarut*(Spell p41) – A Kolyarut Inevitable performs one duty for you.

*Dragon Ally*(Spell p72) – As *Lesser Dragon Ally*, but up to 18 HD.

*Drawmij’s Instant Summons*(PH p225) – Prepared object appears in your hand.

*Luminous Assassin, Greater*(PH2 p117) – Summons an extraplanar 5th level Rogue to attack a target.

*Mordenkainen’s Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.

*Phase Door*(PH p261) – Invisible passage through wood or stone.

*Plane Shift*(PH p262) – As many as eight subjects travel to another plane.

*Summon Monster VII*(PH p287) – Summons an extraplanar creature to fight for you.

*Teleport, Greater*(PH p292) – As *Teleport*, but no range limit and off-target arrival.

*Teleport Object*(PH p293) – As *Teleport*, but affects a touched object.

*Vipergout*(PGF p117) – You spit forth celestial or fiendish vipers that attack your foes.

##### Divination

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

*Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

*Vision*(PH p298) – As *Legend Lore*, but quicker and strenuous.

##### Enchantment

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

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

*Geas, Mass Lesser*(DR312 p51) – As *Lesser Geas*, but affects one subject per level.

*Hold Person, Mass*(PH p241) – As *Hold Person*, but all within 30’.

*Insanity*(PH p244) – Subject suffers continuous *Confusion*.

*Nybor’s Stern Reproof*(PGF p107) – As *Nybor’s Mild Admonishment*, except the target must save or die.

*Power Word Blind*(PH p263) – Blinds creatures with 200 hp or less.

*Symbol of Stunning*(PH p291) – Triggered rune stuns nearby creatures.

##### Evocation

*Amber Sarcophagus*(BoED p90) – Target is trapped in stasis inside amber.

*Bigby’s Grasping Hand*(PH p204) – Hand provides cover, pushes, or grapples.

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

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

*Forcecage*(PH p232) – Cube or cage of force imprisons all inside.

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

*Mordenkainen’s Sword*(PH p256) – Floating magic blade strikes opponents.

*Prismatic Spray*(PH p264) – Rays hit subjects with a variety of effects.

*Submerge Ship*(DR314 p47) – Makes a ship water-tight and able to be piloted underwater.

*Submersion Treatment*(DR339 p78) – A column of water paralyzes and potentially drowns one target.

*Torment*(DR336 p84) – Cause a creature trapped in a *Planar Binding* pain (more than *Dolor*), compelling it to agree to some service.

*Zajimarn’s Ice Claw Prison*(MoF p135) – Ice claw grapples and deals normal and cold damage.

##### Illusion

*Invisibility, Mass*(PH p245) – As *Invisibility*, but affects all in range.

*Project Image*(PH p265) – Illusory double can talk and cast spells.

*Shadow Conjuration, Greater*(PH p276) – As *Shadow Conjuration*, but up to 6th level spells and 60% real

*Simulacrum*(PH p279) – Creates partially real double of a creature.

##### Necromancy

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

*Avasculate*(Spell p19) – Reduce foe to half hp and stun.

*Awaken Undead*(Spell p21) – Grant sentience to otherwise mindless Undead.

*Barghest’s Feast*(Spell p24) – Destroy corpse, potentially preventing its return to life.

*Control Undead*(PH p214) – Undead don’t attack you while under your command.

*Finger of Death*(PH p230) – Kills one subject.

*Pulse of Hate*(PH2 p122) – Nearby enemies take 2d6 damage per round.

*Righteous Glare*(BoED p105) – Your gaze attack kills evil creatures with less than 5HD, causes *Fear* in others.

*Sword of Darkness*(CArc p126) – Blade of negative energy attack independently, deals 1d4 damage, bestows one Negative Level.

*Symbol of Weakness*(PH p291) – Triggered rune weakens nearby creatures.

*Waves of Exhaustion*(PH p301) – Several targets become exhausted.

##### Transmutation

*Animalistic Power, Mass*(PH2 p101) – One subject per level gains +2 bonus to Strength, Dexterity, and Constitution.

*Animate Breath*(Spell p11) – Your breath weapon becomes an Elemental.

*As the Frost*(PH2 p101) – Transforms the caster into a creature of cold.

*Bite of the Werebear*(Spell p28) – You gain the Strength and attacks of a werebear.

*Body of War*(Spell p35)~~(DR320 p90)~~ – You change into a Warforged Titan, gain some abilities.

*Brilliant Aura*(Spell p39)~~(CDiv p157) (MoF p83)(MoFe)+~~ – Allies’ weapons become brilliant energy, ignoring armor.

*Changestones*(Und p57) – Prepared stones become Liths (a CR6 Magical Beast) (Und p93).

*Control Weather*(PH p214) – Changes weather in local area.

*Eladrin Form*(BoED p97) – You become an incorporeal globe.

*Ethereal Jaunt*(PH p227) – You become ethereal for 1 round per level.

*Gemjump*(MoF p96) – Teleport to the location of a specially prepared gem.

*Ghostform*(CArc p109) – You assume incorporeal form and gain some incorporeal traits & bonuses

*Reverse Gravity*(PH p273) – Objects and creatures fall upward.

*Simbul’s Spell Sequencer*(PGF p111) – Store up to 2 spells of 3rd level or lower to be released later.

*Simbul’s Synostodweomer*(MoF p119) – Channel a spell into positive energy to cure 1d6/spell level.

*Statue*(PH p284) – Subject can become a statue at will.

*Stone Shape, Greater*(Und p62) – Sculpts 10 cubic feet + 10 cubic feet per level of stone to any shape.

*Teleport, Mass*(MoF p107)(T&B p93) – As *Teleport*, but more weight and you don’t have to go.

*Tomb of Light*(BoED p110) – Entraps and harms evil extraplanar creatures.

##### Universal

*Limited Wish*(PH p248) – Alters reality, within spell limits.

## 8th Level

##### Abjuration

*Chain Dispel*(PH2 p105) – Dispel multiple magical effects on multiple creatures.

*Dimensional Lock*(PH p221) – Teleportation and interplanar travel are blocked for 1 day per level.

*Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

*Prismatic Wall*(PH p264) – Wall’s colors have array of effects.

*Protection from Spells*(PH p266) – Confers +8 resistance bonus.

*Spell Engine*(MoF p121) – Magical energy disk absorbs incoming spells.

*Spell Star*(DR338 p79) – Creates a magical construction that counters spells targeting the caster.

*Transcribe Symbol*(PGF p116) – Safely move an untriggered magical symbol to another location.

*Wall of Greater Dispel Magic*(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Greater Dispel Magic*.

##### Conjuration

*Incendiary Cloud*(PH p244) – Cloud deals 4d6 fire damage per round.

*Mailed Might*(DR344 p60) – Transform two pieces of armor into two Helmed Horrors for 1 round per level.

*Maze*(PH p252) – Traps subject in an extradimensional maze.

*Minimus Containment*(DR336 p82) – Bind a creature from a *Planar Binding* into a gem.

*Phantasmal Thief*(Spell p155) – Create an unseen force that steals from others.

*Planar Binding, Greater*(PH p261) – As *Lesser Planar Binding*, but up to 18 HD.

*Summon Monster VIII*(PH p287) – Summons an extraplanar creature to fight for you.

*Trap the Soul*(PH p296) – Imprisons subject within gem.

##### Divination

*Discern Location*(PH p222) – Reveals the exact location of a creature or object.

*Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check , or save.

*Prying Eyes, Greater*(PH p267) – As *Prying Eyes*, but eyes have *True Seeing*.

##### Enchantment

*Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.

*Binding*(PH p204) – Utilizes an array of techniques to imprison a creature.

*Charm Monster, Mass*(PH p206) – As *Charm Monster*, but all within 30’.

*Demand*(PH p217) – As *Sending*, plus you can send *Suggestion*.

*Dominate Person, Mass*(DR312 p51) – As *Dominate Person*, but up to 2 \* Caster level of HD.

*Maddening Scream*(CDiv p168)(Eb p113) – Subject has –4 AC, no shield, Reflex save on natural 20 only.

*Nybor’s Wrathful Castigation*(MoF p111) – Target dies or may be dazed and –4 on all saves for 1 round per level.

*Otto’s Irresistible Dance*(PH p259) – Forces subject to dance.

*Power Word Stun*(PH p263) – Stuns creatures with 150 hp or less.

*Symbol of Insanity*(PH p290) – Triggered rune renders nearby creatures insane.

*Sympathy*(PH p292) – Object or location attracts certain creatures.

##### Evocation

*Bigby’s Clenched Fist*(PH p203) – Large hand provides cover, pushes, or attacks your foes.

*Illusion Purge*(RoE p187) – Dispels illusions within 5’/level radius.

*Lightning Ring*(PGF p105) – Ring of lightning gives you resistance to electricity 20, emits two *Lighting Bolts* per round –or– eight at once.

*Otiluke’s Telekinetic Sphere*(PH p258) – As *Otiluke’s Resilient Sphere*, but you move the sphere telekinetically.

*Polar Ray*(PH p262) – Ranged touch attack deals 1d6 per level cold damage.

*Shout, Greater*(PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

*Sunburst*(PH p289) – Blinds all within 80’, deals 6d6 damage.

*Zajimarn’s Field of Icy Razors*(MoF p135) – Creatures in area take 2d4 normal damage and 1d6 +1/level cold damage, may be *Slow*’d.

##### Illusion

*Scintillating Pattern*(PH p274) – Twisting colors confuse, stun, or render unconscious.

*Screen*(PH p274) – Illusion hides area from vision, scrying.

*Shadow Evocation, Greater*(PH p277) – As *Shadow Evocation*, but up to 7th level and 60% real.

##### Necromancy

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

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

*Clone*(PH p210) – Duplicate awakens when original dies.

*Create Greater Undead*(PH p215) – Creates shadows, wraiths, spectres, or devourers.

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

*Heart of Stone*(CArc p110) – Exchange your heart with a stone heart to gain Damage Reduction and resistance to energy for 1 year.

*Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30’.

*Plague*(PH2 p121) – One creature per level contracts a quickly terminal disease.

*Skeletal Guard*(MoF p119)(Sav p69) – Creates one skeleton per level that is resistant to turning.

*Symbol of Death*(PH p289) – Triggered rune slays nearby creatures.

*Vampiric Drain*(DR317 p71) – 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.

##### Transmutation

*Bestow Curse, Greater*(Spell p27)~~(RoD p164)(CDiv p153)~~ – As *Bestow Curse*, but more severe penalties.

*Blackstaff*(MoF p81) – Greatly enhances staff or quarterstaff.

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

*Earth Glide*(RoS p162) – Touched creature can “swim” through earth and stone like an Earth Elemental.

*Excavate*(Und p58) – Creates a permanent passage in earth and walls.

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

*Golem Immunity*(RoE p186) – Grants a Construct the ‘magic immunity special quality’ of a particular golem.

*Iron Body*(PH p245) – You body becomes living iron.

*Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.

*Stone Metamorphosis, Greater*(Und p61) – Changes 10 cubic feet + 10 cubic feet per level of stone into another type of stone.

*Symbol, Death Symbol of Bane*(MoF p127) – Functions like a *Symbol of Death*, plus 1d12 Cold damage and *Doom* effect.

*Symbol, Symbol of Spell Loss*(MoF p127) – Spellcasters in the area loose highest-level spell.

*Temporal Stasis*(PH p293) – Puts subject into suspended animation.

## 9th Level

##### Abjuration

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

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

*Freedom*(PH p233) – Releases creature suffering from the spell *Imprisonment*.

*Imprisonment*(PH p244) – Entombs subject beneath the earth.

*Maw of Chaos*(MoF p107)(Sav p68) – Area of energy damages creatures and disrupts concentration.

*Mordenkainen’s Disjunction*(PH p255) – Dispels magic, disenchants magic items.

*Mystra’s Miasma*(PGF p107) – *Solid Fog* reduces caster level by –4.

*Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

*Reaving Dispel*(PGF p119) – On a targeted dispel, steal spell power and effects for yourself.

*Unbinding*(CDiv p185) – Frees everyone in range from spells that constrain or bind.

##### Conjuration

*Abyssal Army*(Spell p7) – Summons demons to fight for you.

*Black Blade of Disaster*(Spell p29~~)(MoF p81)~~ – Floating magic weapon *Disintegrate* targets.

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

*Call Marut*(Spell p41) – A Marut Inevitable performs one duty for you.

*Dragon Ally, Greater*(Spell p72) – Exchange services it a 22 HD Dragon.

*Gate*(PH p234) – Connects two planes for travel or summoning.

*Imbrue*(DR336 p81) – Bind a creature from a *Planar Binding* into a living host.

*Implore*(DR336 p82) – Call and trap an Elemental or Outsider of up to 22 HD using its true name.

*Refuge*(PH p270) – Alters item to transport its possessor to you.

*Sphere of Ultimate Destruction*(CArc p123) – Featureless black sphere moves 30’ per rounds, disintegrates on ranged touch attack.

*Summon Elemental Monolith*(CArc p124) – Calls a powerful elemental creature to fight for you.

*Summon Monster IX*(PH p288) – Summons an extraplanar creature to fight for you.

*Teleportation Circle*(PH p293) – Circle teleports any creature inside to designated spot.

*Zajimarn’s Avalanche*(MoF p134) – Wave of slush deals 1d4 cold damage per level (max 25d4) and moves targets.

##### Divination

*Foresight*(PH p207) – “Sixth sense” warns of impending danger.

*Hindsight*(CAdv p151) – You see into the past.

##### Enchantment

*Dominate Monster*(PH p224) – As *Dominate* *Person*, but any creature.

*Hold Monster, Mass*(PH p241) – As *Hold Monster*, but all within 30’.

*Power Word Kill*(PH p263) – Kills one creature with 100 hp or less.

*Programmed Amnesia*(CArc p118) – Destroy, alter, or replace memories in target creature.

##### Evocation

*Bigby’s Crushing Hand*(PH p203) – Large hand provides cover, pushes, or crushes your foes.

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

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

*Meteor Swarm*(PH p253) – Four exploding spheres each deal 6d6 fire damage.

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

##### Illusion

*Invisibility, Superior*(CArc p125) – Subject is invisible to sight, hearing, and scent for 1 minute per level, and can attack.

*Shade*(PH p276) – As *Shadow Conjuration*, but up to 8th level and 80% real.

*Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30’.

##### Necromancy

*Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

*Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

*Soul Bind*(PH p226) – Traps newly dead soul to prevent *Resurrection*.

*Stasis Clone*(LoD p189) – As *Clone*, but if the caster is still alive, the new clone goes into stasis until needed.

*Wail of the Banshee*(PH p298) – Kills one creature per level.

##### Transmutation

*Alamanther’s Return*(MoF p76) – Duplicate observed spell or spell-like ability.

*Awaken Construct*(Spell p21)(Sav p63) – Construct gains human intellect.

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

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

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

*Etherealness*(PH p228) – Travel to Ethereal Plane with companions.

*Raise from the Deep*(DR314 p46) – Target object (usually a sunken ship) rises to the surface of the water and floats for 1 hour per level, allowing salvage or repair.

*Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

*Simbul’s Spell Trigger*(PGF p111) – Store up to three spells of 3rd level or lower to be released later.

*Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

*Transmute Rock to Lava*(CArc p127) – Transforms one 10’ cube with subsequent fire damage and effects.

*Undermaster*(Und p62) – You gain earth-related spell-like abilities.

##### Universal

*Wish*(PH p302) – As *Limited Wish*, but with fewer limits.

# Cleric Spell List

Wisdom-based Prepared Divine Spells

## 0th Level

*Amanuensis*(Spell p9)(MoF p77) – Copy nonmagical text.

*Create Water*(PH p215) – Creates 2 gallons/level of pure water.

*Cure Minor Wounds*(PH p216) – Cures 1 point of damage.

*Detect Magic*(PH p219) – Detects spells and magic items within 60’.

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

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

*Inflict Minor Wounds*(PH p244) – Touch attack, 1 point of damage.

*Fleeting Flame*(DR326 p73) – Gives you a +2 bonus on one Bluff, Diplomacy, or Intimidate check.

*Light*(PH p248) – Object shines like a torch.

*Mending*(PH p253) – Makes minor repairs on an object.

*Purify Food and Drink*(PH p267) – Purifies 1 cubic foot per level of food or water.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.

*Virtue*(PH p289) – Subject gains 1 Temporary HP.

## 1st Level

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

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

*Axiomatic Water*(Spell p11) – Makes lawful-aligned axiomatic water.

*Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.

*Blade of Blood*(PH2 p103) – Swift. Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage.

*Bless Water*(PH p205) – Makes Holy Water.

*Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

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

*Bloodwind*(Spell p33) – Subject uses natural weapons at range.

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

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

*Command*(PH p211) – One subject obeys selected command for 1 round.

*Comprehend Languages*(PH p212) – You understand all spoken and written languages.

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

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Curse Water*(PH p216) – Makes Unholy Water.

*Deathwatch*(PH p217) – Reveals how near death subjects within 30’ are.

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

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

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

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

*Detect Manifest Zone*(FoE p150) – Locates dimensional overlaps within 120’.

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

*Detect Undead*(PH p220) – Reveals undead within 60’.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

*Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Entropic Shield*(PH p227) – Ranged attacks against you suffer 20% miss chance.

*Eyes of the Avoral*(BoED p99) – Subject gets +8 on Spot checks.

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

*Float*(DR334 p74) – Makes a willing creature or object buoyant.

*Glamour Costume*(DR350 p29) – Changes the caster’s clothes & makeup.

*Glimpse of Fear*(DR333 p71) – A flash of horror causes the target to become shaken.

*Grave Strike*(CAdv p150) – Swift. You can Sneak attack Undead for 1 round.

*Hide from Undead*(PH p241) – Undead can’t perceive one subject per level.

*Ice Gauntlet*(DR312 p65) – One hand covered with ice, which acts like a +1 Spiked Gauntlet that does +1 Cold damage.

*Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).

*Invest Light Protection*(PH2 p115) – Heal 1d4 damage + ½ level, grant DR 1 / evil.

*Lantern Light*(BoED p101) – Ranged touch attacks deal 1d6 points of damage.

*Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Motes of Moonlight*(DR340 p74) – Creates an illuminating beam of moonlight.

*Nimbus of Light*(CDiv p170) – Sunlight illuminates you until released as an attack for 1d8 +1/lvl damage.

*Obscuring Mist*(PH p258) – Fog surrounds you.

*Omen of Peril*(CDiv p171)(RoD p166) – You know how dangerous the future will be.

*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

*Ray of Hope*(BoED p105) – Subject gains +2 Morale bonus on attacks, saves, & checks.

*Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

*Resurgence*(CDiv p177) – You grant a subject a second chance at a saving throw.

*Sanctuary*(PH p274) – Opponents can’t attack you and you can’t attack.

*Scholar’s Touch*(RoD p167) – Read book in seconds.

*Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.

*Silvered Weapon*(DR340 p57) – Touched weapon treated as silver & does extra damage to shapechangers.

*Snowshoes*(DR312 p65) – Subject can walk on ice & snow without falling and not leaving an obvious trail.

*Spider Hand*(DR343 p71) – Transforms the caster’s hand into a Small Monstrous Spider, whose eyes the caster can see through.

*Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.

*Summon Undead I*(PGF p114) – Summons undead to fight for you.

*Sun Father’s Face*(DR346 p30) – Caster glows and gains a +4 Sacred bonus on one Turn check or Wild Empathy check.

*Touch of Jorasco*(RoE p190) – Touch heals up to 2hp/level, divided among multiple targets.

*Vigor, Lesser*(CDiv p186)(DR324 p103)+ – Creature heals 1hp per round (max 15 rounds).

*Vision of Glory*(MoF p131) – Target gains +1 morale bonus on next saving throw.

*Vision of Heaven*(BoED p111) – Evil creature is dazed for 1 round.

## 2nd Level

*Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

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

*Animalistic Power*(PH2 p101) – Subject gains +2 bonus to Strength, Dexterity, and Constitution.

*Augury*(PH p202) – Learn whether an action will be good or bad.

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

*Balor Nimbus*(Spell p24) – Subject’s flaming body damages foes in grapple.

*Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

*Black Karma Curse*(PH2 p103) – Subject damages self with melee attack.

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

*Blaze Bones*(DR347 p76) – Enhance an undead with flames that also damage it.

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

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

*Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

*Burning Hate*(DR347 p77) – Deals 1d6 Fire damage per 2 levels & inspires hate toward your target.

*Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.

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

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

*Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.

*Cold of the Grave*(DR347 p77) – Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Curse of the Gypsies*(DR348 p75) – Afflict a target with back luck, an invisible mark, or an unnatural aura.

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

*Darkness*(PH p216) – 20’ radius of supernatural shadow.

*Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.

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

*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.

*Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.

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

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

*Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

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

*Elation*(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5’ movement.

*Enthrall*(PH p227) – Captivates all within 100’ + 10’ per level.

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

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

*Gentle Repose*(PH p234) – Preserves one corpse.

*Hand of Divinity*(MoF p98) – Gives +2 sacred or profane bonus on worshipers of your patron.

*Healing Lorecall*(CAdv p151) If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjuration (healing) spells.

*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.

*Inflict Moderate Wounds*(PH p244) – Touch attack, 2d8 +1 per level (max +10).

*Insight of Good Fortune*(PH2 p115) – Subject rolls twice, takes best result.

*Insignia of Alarm*(RoD p166) – Alert the bearers of a special insignia.

*Iron Silence*(CAdv p153) Armor touched has no Armor Check penalty on Hide and Move Silently checks for 1 hour per level.

*Lastai’s Caress*(BoED p102) – Intense feelings of good leave an evil subject cowering, frightened, nauseated, or shaken.

*Lighten Load*(DR317 p78) – The touched creature can carry more than usual.

*Make Whole*(PH p252) – Repairs an object.

*Mark of Judgment*(PH2 p119) – Creatures that attack the subjects heal 2 points of damage for each successful hit.

*Mark of the Outcast*(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

*Master’s Touch’*(PH2 p119) – Immediate. Subject gains a +4 Insight bonus on one skill check.

*Owl’s Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Phade’s Fearsome Aspect*(DR333 p72) – The target looks like a demon, gaining a +5 bonus on Intimidate checks and can Demoralize as a Swift Action.

*Remove Addiction*(BoED p105) – Cures target of drug addiction.

*Remove Paralysis*(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.

*Shield of Heironeous*(DR354 p30) – Transparent disc gives +4 Shield bonus to AC and blocks *Magic Missiles*.

*Shield Other*(PH p278) – You take half of subject’s damage.

*Silence*(PH p279)(Spell p10)+ – Negate sound in a 20’ radius.

*Sound Burst*(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.

*Spiritual Weapon*(PH p283) – Magical weapon of force attacks on its own.

*Status*(PH p284) – Monitors condition & position of allies.

*Stone Bones*(MoF p123) – Corporeal undead gains +3 natural armor bonus.

*Stone Fist*(RoS p163) – 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.

*Stonemantle*(DR314 p29) – Target object becomes as hard as stone.

*Stretch Weapon*(PH2 p126) – Swift. Melee weapon gains 5’ of reach for one attack.

*Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.

*Summon Undead II*(PGF p114) – Summons undead to fight for you.

*Sunmace*(DR346 p30) – Magical weapon of light attacks on its own. Undead take extra damage.

*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

*Unseen Crafter*(RoE p191) – Invisible force obeys your command and can use the Craft skill.

*Venomous Volley*(DR330 p73) – Cone of fangs damages and weakens targets.

*Wave of Grief*(CDiv p188) – All in cone receive a –3 penalty on attacks, checks, and saves.

*Zone of Truth*(PH p303) – Subjects within range cannot lie.

## 3rd Level

*Affliction*(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).

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

*Air Breathing*(Spell p8)~~(Sav p63)~~ – Subjects can breate air freely.

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

*Alter Fortune*(PH2 p101) – Cause one creature to reroll any die roll.

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

*Animate Dead*(PH p198) – Creates undead skeletons and zombies.

*Antidragon Aura*(Spell p13) – Allies gain bonus to AC and saves against Dragons.

*Attune Form*(Spell p17) – Grant creature temporary protection against overly damaging planar traits.

*Awaken Sin*(Spell p21)~~(DR315 p30)~~ – Subject faces its sins, takes 1d6 nonlethal dmg/lvl (max 10d6).

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

*Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

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

*Blade of Pain and Fear*(Spell p30) – Creates blade of gnashing teeth.

*Bladebane*(UE p48) – Slashing weapon becomes a bane weapon.

*Blessed Sight*(BoED p92) – Evil auras become visible to you.

*Blindness/Deafness*(PH p206) – Makes subject blind or deaf.

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

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

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

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

*Circle Dance*(Spell p46)(MoF p84) – Indicates direction to known target.

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

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

*Contagion*(PH p213) – Infects subject with chosen disease.

*Continual Flame*(PH p213) – Makes a permanent, heatless torch.

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

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

*Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.

*Crown of the Grave*(PH2 p107) – Command undead, discharge to gain +4 on turn or rebuke.

*Crown of Might*(PH2 p108) – Gain +2 Strength, discharge to gain +8 bonus for 1 round.

*Crown of Protection*(PH2 p108) – +1 deflection bonus to AC, +1 resistance bonus to saves; discharge to gain +4 for 1 round.

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

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Curse of Arrow Attraction*(PH2 p109) – Subject takes   
a –5 penalty to AC against ranged attacks & ranged threatened criticals are always confirmed.

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

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

*Daylight*(PH p216) – 60’ radius of bright light.

*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60’ radius.

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

*Detect Metal and Minerals*(RoF p189) – Reveals metal & minerals within 60’.

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

*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

*Energize Potion*(BoED p98) – Transforms a potion into a grenade that deals energy damage in a 10’ radius burst.

*Energy Aegis*(PH2 p111) – Immediate. Subject gains resistance 20 vs. one energy type for one attack.

*Energy Vulnerability*(PH2 p112) – Subjects gain vulnerability to the specified energy.

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

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

*Furnace Within*(RoE p185) – Flames burst from your body, dealing 1d8 per level damage in a 10’ radius. Dwarf only.

*Glyph of Warding*(PH p236) – Inscription harms those who pass it.

*Handfang*(LoD p187)(RoF p190) – Biting mouth in your palm deals 1d8 damage and start a grapple.

*Heart’s Ease*(BoED p100) – Remove fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.

*Helping Hand*(PH p239) – Ghostly hand leads subject to you.

*Hesitate*(PH2 p114) – Immediate. Force subject to lose actions.

*Humanoid Essence, Lesser*(RoE p187) – Imposes upon a Construct some of the weakness of the Humanoid type.

*Ice Axe*(DR312 p64) – Creates a shard of ice shaped like a battleaxe blade that does slashing & cold damage, with which the caster has proficiency.

*Inflict Serious Wounds*(PH p244) – Touch attack, 3d8 +1 per level (max +15).

*Insignia of Blessing*(RoD p166) – Bearers of a special insignia gain +1 Morale bonus on attacks and saves against fear.

*Insignia of Healing*(RoD p166) – Bearers of a special insignia are healed 1d8 + 1/lvl hit-points (max 1d8+10).

*Insignia of Warding*(RoD p166) – Bearers of a special insignia gain +1 Divine bonus to AC and Fortitude saves.

*Inspired Aim*(BoED p101) – Allies within 40’ gain +2 Insight bonus on ranged attack rolls.

*Invisibility Purge*(PH p245) – Dispels invisibility within 5’ per level.

*Irian’s Light*(RoE p188) – Ranged touch attack heals 2d8 damage, +1 ray per four levels (max 3).

*Invest Moderate Protection*(PH2 p115) – Heal 3d4 damage + ½ level, grant DR 3 / evil.

*Liferot*(DR347 p77) – Cover target in fungi, making it unable to benefit from magical healing.

*Locate Node*(Und p58) – Finds closet earth node in a 1 mile per level radius.

*Locate Object*(PH p249) – Senses direction toward object (specific or type).

*Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10’ radius & 10 minutes per level.

*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10’ radius & 10 minutes per lvl.

*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10’ radius & 10 minutes per lvl.

*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10’ radius & 10 minutes per lvl.

*Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

*Mark of Doom*(PH2 p119) – Subject takes 1d6 dmg for each hostile action.

*Meld into Stone*(PH p252) – You and your gear merge with stone.

*Misrepresent Alignment*(RoE p188) – Projects a false alignment for an object or creature.

*Moonbridge*(DR340 p74) – Solidified moonlight into a bridge.

*Obscure Object*(PH p258) – Masks object against scrying.

*Phantom Plow*(LoD p187) – Creates a furrow in the earth, knocks creatures in its path prone.

*Plague Carrier*(RoF p190) – As *Contagion*, but target is contagious during incubation period.

*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

*Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

*Rain of Terror*(DR348 p76) – An unnatural rain makes those within it more susceptible to fear effects.

*Refreshment*(BoED p105) – Cures all non-lethal damage on creatures in a 20’ radius of the caster

*Remedy Moderate Wounds*(MoF p113) – Target gains fast healing 2 for 10 rounds +1 rounds/2 levels.

*Remove Blindness/Deafness*(PH p270) – Cures normal or magical conditions.

*Remove Curse*(PH p270) – Frees person or object from a curse.

*Remove Disease*(PH p271) – Cures all diseases affecting subject.

*Remove Nausea*(BoED p105) – Cure a nauseated or sickened character.

*Resist Energy, Mass*(CArc p120) – Targeted creatures ignore damage from specified energy type.

*Ring of Blades*(CArc p121) – Blades surround you, damaging other creatures (1d6+1/lvl damage).

*Screen of Heat*(DR331 p73) – Shimmering illusion causes 25% miss chance to all attacks through it.

*Searing Light*(PH p275) – Ray deals 1d8 per two levels, more against undead.

*Seven Ties of the Moon*(DR340 p75) – Gives a lycanthrope increased control over its shape, but fatigues it.

*Skeletal Hand*(DR348 p28) – Creates a skeletal hand to deliver touch attacks & make slashing attacks.

*Skull Watch*(PGF p111) – Skull shrieks when creature enters warded area.

*Snake Shield*(DR330 p72) – Serpentine force surrounds you and protects you from attack.

*Snowshoes, Mass*(DR312 p65) – One subject per level can walk on ice & snow without falling and not leaving an obvious trail.

*Speak with Dead*(PH p281) – Corpse answer one question per two levels.

*Spikes*(CDiv p181) – As *Brambles*, but weapon gains a +2 Enhancement bonus on attacks and has a double threat range .

*Sticks to Snakes*(DR317 p71) – Transforms 1 stick per 4 levels into a snake that obeys the caster’s mental instructions.

*Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.

*Summon Monster III*(PH p286) – Summons an extraplanar creature to fight for you.

*Summon Undead III*(PGF p114) – Summons undead to fight for you.

*Telepathic Bond, Lesser*(CDiv p158) – As *Rary’s Telepathic Bond*, but you and one other creature.

*Touch of Blibdoolpoolp*(DR342 p76) – Transforms one of your hands into an oversized claw.

*Tremor*(DR314 p29) – The ground shakes in a 40’ radius.

*Updraft*(DR314 p40) – Caster is held up by a column of air, which can be used to negate falling or to awkwardly fly.

*Vigor*(CDiv p186) (DR324 p103)+ – Creature heals 2hp per round (max 25 rounds).

*Vigor, Mass Lesser*(CDiv p186) (DR324 p103)+ – As *Lesser Vigor*, but multiple targets (max 25 rnds).

*Visage of the Deity, Lesser*(CDiv p187) – You gain +4 Charisma & resistance 10 to certain energy types.

*Vision of Fear*(DR333 p73) – You gain knowledge of the target’s greatest or most recent fear.

*Water Breathing*(PH p300) – Subject can breathe underwater.

*Water Walk*(PH p300) – Subject treads on water as if solid.

*Weapon of Impact*(MoF p134) – As *Keen Edge*, but aids blunt weapons.

*Wind Wall*(PH p302) – Deflects arrows, smaller creatures, and gases.

*Wrack*(CDiv p190) – Renders a creature helpless with pain.

## 4th Level

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

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

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

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

*Black Stench of Laogzed*(DR342 p74) – Creates a cloud of opaque, acidic, nauseating gas.

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

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

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

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

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

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

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

*Celestial Brilliance*(BoED p94) – Object sheds brilliant light to 120’, hurts undead and evil outsiders.

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

*Control Water*(PH p214) – Raises, lowers bodies of water.

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

*Contingent Energy Resistance*(Spell p52) – Energy damage triggers *Resist Energy* spell.

*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).

*Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

*Dimensional Anchor*(PH p221)(PH p250)+ – Bars extradimensional movement.

*Discern Lies*(PH p221) – Reveals deliberate falsehoods.

*Dismissal*(PH p222) – Forces a creature to return to native plane.

*Divination*(PH p224) – Provides useful advice for specific proposed actions.

*Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.

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

*Dust to Dust*(RotW p174) – Disintegrate Undead with your ray attack.

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

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

*Fang Blade*(DR330 p71) – Transforms a snake into a sword that can bite and poison targets.

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

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

*Giant Vermin*(PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.

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

*Healing Spirit*(PH2 p114) – Ball of light heals 1d8 per round.

*Imbue with Spell Ability*(PH p243) – Transfer spells to subject.

*Inflict Critical Wounds*(PH p244) – Touch attack, 4d8 + 1 per level (max +20).

*Iron Bones*(MoF p102) – Corporeal undead gains +5 natural armor bonus.

*Know Vulnerabilities*(MoF p104) – Determine target’s vulnerabilities and resistances.

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

*Merrshaulk’s Kiss*(DR330 p71) – Enhances a number of living snakes.

*Mystic Aegis*(PH2 p120) – Immediate. You gain SR 12 + caster level against one spell.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Night’s Mantle*(LoD p187) – Invisible shield protects target from sunlight.

*Nchaser’s Glowing Orb*(PGF p107) – Creates permanent magical light; you control brightness.

*Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.

*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

*Recitation*(CDiv p176)(UE p52) – Allies gain +2 or +3 Luck bonus on attacks and saves, while enemies suffer –2 penalty on attacks & saves.

*Repel Vermin*(PH p271) – Insects, spiders, and other vermin stay 10’ away.

*Remove Fatigue*(BoED p105) – Removes effects of fatigue as 8 hours of sleep.

*Resurgence, Mass*(CDiv p177) – As *Resurgence*, but multiple targets.

*Restoration*(PH p272) – Restores level and ability score drains.

*Revenance*(CDiv p178)(MoF p113) – Restores dead creature to life for 1 minute per level.

*Rogue Wave*(DR314 p46) – Creates a wave of water on dry land or at sea which knocks down anyone in its path.

*Sending*(PH p275) – Delivers a short message anywhere, instantly.

*Shape Metal*(RoF p191) – Sculpts metal into any form.

*Shark Bolt*(DR334 p76) – Summons sharks made of water to attack your enemies.

*Shield of Faith, Legion’s*(Eb p115) – Allies gain +3 or higher AC bonus.

*Spell Immunity*(PH p281) – Subject is immune to one spell per four levels.

*Stars of Arvandor*(BoED p108) – Tiny starbursts each deal 1d8 damage (half non-lethal) or 1d8 (all lethal) to evil creatures.

*Status, Greater*(BoED p100) – As *Status*, but you cast some spells through the bond.

*Stone Metamorphosis*(Und p61) – Changes type of stone.

*Summon Monster IV*(PH p286) – Calls an extraplanar creature to fight for you.

*Summon Undead IV*(PGF p114) – Summons undead to fight for you.

*Sword of Conscience*(BoED p109) – Evil creature confesses crime, takes Wisdom damage.

*Tongues*(PH p294) – Speak any language.

*Torture*(DR348 p28) – If the target does not answer truthfully, he/she takes 1d6 Constitution damage.

*Throwing Arm of Iallanis*(DR342 p75) – Target can throw rocks as a giant one size category larger.

*Wall of Chaos*(MoF p131) – As *Magic Circle against Law*, except as a one-sided wall.

*Wall of Evil*(MoF p131) – As *Magic Circle against Good*, except as a one-sided wall.

*Wall of Good*(MoF p131) – As *Magic Circle against Evil*, except as a one-sided wall.

*Wall of Law*(MoF p132) – As *Magic Circle against Chaos*, except as a one-sided wall.

*Weapon of the Deity*(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.

*Weather Eye*(CDiv p189) – You accurately predict weather up to one week ahead.

## 5th Level

*Atonement*(PH p201) – Removes burden of misdeeds from subject.

*Aura of Evasion*(Spell p18) – All within 10’ gain Evasion against Breath Weapons.

*Blistering Radiance*(Spell p33)(CArc p99) – Sphere of light blinds creatures, deals 2d6 Fire damage in a 50’ radius spread.

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction.

*Call Zelekhut*(Spell p41) – A Zelekhut Inevitable performs one duty for you.

*Chaav’s Laugh*(BoED p94) – 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.

*Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

*Commune*(PH p211) – Deity answers one yes-or-no question per level.

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

*Condemnation*(PH2 p107) – Lowers subject outsider’s SR and stuns for 1 round.

*Contagion, Mass*(Spell p50)~~(RoF p190)~~ – As *Contagion*, but 20’ radius.

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

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

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

*Cure Light Wounds, Mass*(PH p216) – Cures 1d8 + 1 / level damage for many creatures.

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

*Dancing Web*(BoED p96) – Energy strands deal 1d6 non-lethal damage per level plus entangles evil creatures for 1d6 rounds.

*Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.

*Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.

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

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

*Disrupting Weapon*(PH p223) – Melee weapon destroys undead.

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

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

*Dragon Breath*(CDiv p164) – You choose a dragon type and mimic its breath weapon.

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

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

*Elemental Guardian*(DR347 p71) – Summon a Lesser Elemental Weird to guard a location for 1 day per level.

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

*Etherealness, Swift*(PH2 p113) – Swift. Subject momentarily becomes ethereal.

*Fallen Soul*(DR312 p22) – 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.

*Flame Strike*(PH p231) – Smites foes with divine fire (1d6 / level).

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

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

*Hallow*(PH p238) – Designates location as Holy.

*Humanoid Essence*(RoE p186) – Imposes upon a Construct some of the weakness of the Humanoid type.

*Incarnation of Set*(DR313 p90) – The caster becomes an animal or vermin that is sacred to Set, including Snakes, Monstrous Scorpions, Crocodiles, Jackals, etc.

*Inflict Light Wounds, Mass*(PH p244) – Deals 1d8 + 1 / level to many creatures.

*Insect Plague*(PH p244) – Locust swarms attack creatures.

*Invest Heavy Protection*(PH2 p115) – Heal 5d4 damage + ½ level, grant DR 5 / evil.

*Magic Convalescence*(PH2 p118) – Spells cast nearby heal you 1 hp per spell level.

*Mana Flux*(PH2 p119) – Magic in area has a 20% failure chance.

*Mark of Justice*(PH p252) – Designates action that will trigger curse on subject.

*Meteoric Strike*(PH2 p120) – Swift. Melee attack deals an extra 1d6 damage +1d6/4 levels Fire damage; adjacent creatures take half damage.

*Monstrous Regeneration*(MoF p109) – Grants the regeneration ability for 1 round/2 levels.

*Nails of Luthic*(DR342 p75) – Your hands grow nails that exude poison.

*Plane Shift*(PH p262) – As many as eight subjects travel to another plane.

*Radiance*(PH2 p122) – Creates *Daylight* that dazzles Undead.

*Raise Dead*(PH p268) – Restores life to subject who died up to 1 day per level ago.

*Revivify*(DR342 p31) – Restores life to subject who died 1 round ago, with no loss of level.

*Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.

*Sacred Circle*(DR314 p73) – All creatures standing in an immobile 10’ radius circle receive a +2 Enhancement bonus on their melee and ranged weapon attacks.

*Soul Scour*(UE p52) – Touch attack causes 2d6 Charisma & 1d6 Wisdom damage immediately, and then 1d6 Charisma damage in 1 minute.

*Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

*Slay Living*(PH p280) – Touch attack kills target.

*Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.

*Stalwart Pact*(CDiv p181) (RoD p168) – You gain combat bonuses automatically when reduced to half hit points or lower.

*Stone Shape, Greater*(Und p62) – Sculpts 10 cubic feet + 10 cubic feet per level of stone to any shape.

*Subvert Planar Essence*(CDiv p183) – Reduces target’s Damage Reduction & Spell Resistance.

*Summon Monster V*(PH p287) – Summons an extraplanar creature to fight for you.

*Summon Undead V*(PGF p114) – Summons undead to fight for you.

*Sunlight*(DR340 p49) – 60’ radius of sunlight, which can destroy some creatures.

*Symbol of Pain*(PH p290) – Triggered rune wracks nearby creatures with pain.

*Symbol of Sleep*(PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.

*True Seeing*(PH p296) – See all things as they really are.

*Unhallow*(PH p297) – Designates location as Unholy.

*Vigor, Greater*(CDiv p186) (DR324 p103)+ – Creature heals 4hp per round (max 35 rounds).

*Wall of Dispel Magic*(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Dispel Magic*.

*Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.

*Warding Gems*(BoED p111) – Creates gems that store healing energy, encircle the target, and release their healing power on command.

## 6th Level

*Animate Objects*(PH p199) – Objects attack your foes.

*Antilife Shell*(PH p199) – 10’ radius field hedges out living creatures.

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

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

*Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.

*Barghest’s Feast*(Spell p24) – Destroy corpse, potentially preventing its return to life.

*Bear’s Endurance, Mass*(PH p203) – As *Bear’s Endurance*, affects one subject per level.

*Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.

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

*Brain Slave of Ilsensine*(DR342 p75) – Summons disembodied brains that can extract an opponent’s brain.

*Bull’s Strength, Mass*(PH p207) – As *Bull’s Strength*, affects one subject per level.

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

*Chasing Perfection*(PH2 p106) – Subject gains +4 to all abilities.

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

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

*Create Undead*(PH p215) – Create ghouls, ghasts, mummies, or mohrgs.

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

*Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.

*Eagle’s Splendor, Mass*(PH p225) – As *Eagle’s Splendor*, affects one subject per level.

*Energy Immunity*(CArc p105) – Subject and equipment gain immunity to damage of a specified energy type.

*Find the Path*(PH p230) – Shows most direct way to a location.

*Forbiddance*(PH p232) – Blocks planar travel, damages creatures of different alignment.

*Gate Seal*(FR p70) – Permanently seals a *Gate* or *Portal*.

*Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

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

*Harm*(PH p239) – Deals 10 hp per level to target

*Heal*(PH p239) – Cures 10 points per level, all diseases and mental conditions.

*Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

*Inflict Moderate Wounds, Mass*(PH p244) – Deals 2d8 + 1 / level to many creatures.

*Meersalm Skin*(DR354 p30) – Ignore 10 points of damage per attack & chance of the weapon being destroyed.

*Owl’s Wisdom, Mass*(PH p259) – As *Owl’s Wisdom*, affects one subject per level.

*Planar Ally*(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.

*Sarcophagus of Stone*(DR313 p91) – 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.

*Secure Corpse*(BoED p106) – Traps corpse inside holy symbol.

*Serpent Storm*(DR330 p71) – Creates a hail of deadly serpents that bite and poison everyone in the area.

*Stone Body*(PGF p113) – Your body becomes living stone.

*Stone Metamorphosis, Greater*(Und p61) – Changes 10 cubic feet + 10 cubic feet per level of stone into another type of stone.

*Storm Slave*(DR347 p77) – Entangle target in lightning and possibly cause it to accept a *Charm Monster* effect.

*Summon Monster VI*(PH p287) – Summons an extraplanar creature to fight for you.

*Suppress Glyph*(MoF p126) – You notice but do not trigger magical writing traps.

*Symbol of Fear*(PH p290) – Triggered rune panics nearby creatures.

*Symbol of Persuasion*(PH p290) – Triggered rune charms nearby creatures.

*Touch of Adamantine*(BoED p110) – Weapon gains the properties of an adamantine weapon.

*Undeath to Death*(PH p297) – Destroys 1d4 per level HD of undead (max 20d4).

*Vengeance Halo*(BoED p111) – Any creature that slays the spell’s recipient takes 1d6 per level damage.

*Vigorous Circle*(CDiv p187) (DR324 p103)+ – As *Mass Lesser Vigor*, but 3hp per round (max 40 rnds).

*Visage of the Deity*(CDiv p187) – As *Lesser Visage of the Deity*, but you become Celestial or Fiendish.

*Wall of Tentacles*(DR359 p60) – Creates a wall that can be shaped & has 30’ long tentacles that attack creatures that come too close.

*Wind Walk*(PH p302) – You and your allies turn vaporous and travel fast.

*Word of Recall*(PH p303) – Teleports you back to a designated place.

*Zealot Pact*(CDiv p191) – You automatically gain combat bonuses when you attack someone of opposite alignment.

## 7th Level

*Animalistic Power, Mass*(PH2 p101) – One subject per level gains +2 bonus to Strength, Dexterity, and Constitution.

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

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

*Bestow Curse, Greater*(Spell p27)~~(RoD p164)(CDiv p153)~~ – As *Bestow Curse*, but more severe penalties.

*Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.

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

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

*Brilliant Blade*(Spell p40)(CArc p100) – Weapon of projectiles shed light, ignore armor.

*Call Kolyarut*(Spell p41) – A Kolyarut Inevitable performs one duty for you.

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

*Control Weather*(PH p214) – Changes weather in local area.

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

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

*Destruction*(PH p218) – Kills subject and destroys remains.

*Dictum*(PH p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.

*Ethereal Jaunt*(PH p227) – You become ethereal for 1 round per level.

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

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

*Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.

*Humanoid Essence, Greater*(RoE p186) – Gives a Construct the Humanoid type.

*Inflict Serious Wounds, Mass*(PH p244) – Deals 3d8 + 1 / level to many creatures.

*Intensify Manifest Zone*(FoE p151) – Permanently increases the effect of a dimensional overlap.

*Plague*(PH2 p121) – One creature per level contracts a quickly terminal disease.

*Pulse of Hate*(PH2 p122) – Nearby enemies take 2d6 damage per round.

*Refuge*(PH p270) – Alters item to transport its possessor to you.

*Regenerate*(PH p270) – Subject’s severed limbs grow back, cures 4d8 damage +1 per level (max +35).

*Renewal Pact*(CDiv p177) – Creature is automatically healed if adverse condition affects it.

*Repulsion*(PH p271) – Creatures can’t approach you.

*Restoration, Greater*(PH p272) – As *Restoration*, plus restores all levels and ability scores.

*Resurrection*(PH p273) – Fully restore dead subject.

*Righteous Glare*(BoED p105) – Your gaze attack kills evil creatures with less than 5HD, causes *Fear* in others.

*Righteous Smite*(BoED p106) – 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)+ – Your allies get bonuses, especially if they worship your deity.

*Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

*Slime Wave*(CDiv p180)(CDivErrata)+ – Creates a 15’ spread of Green Slime.

*Spell Resistance, Mass*(CDiv p181) – As *Spell Resistance*, but multiple targets.

*Summon Monster VII*(PH p287) – Summons an extraplanar creature to fight for you.

*Symbol of Stunning*(PH p291) – Triggered rune stuns nearby creatures.

*Symbol of Weakness*(PH p291) – Triggered rune weakens nearby creatures.

*Tomb of Light*(BoED p110) – Entraps and harms evil extraplanar creatures.

*Withering Palm*(Eb p117)(CArc p130) – Touch attack deals 1 point of Strength damage plus 1 point of Constitution damage per two levels.

*Word of Chaos*(PH p2303 – Kills, confuses, stuns, or deafens non-chaotic subjects.

## 8th Level

*Antimagic Field*(PH p200) – Negates magic within 10’.

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

*Brilliant Aura*(Spell p39)~~(CDiv p157) (MoF p83)(MoFe)+~~ – Allies’ weapons become brilliant energy, ignoring armor.

*Chain Dispel*(PH2 p105) – Dispel multiple magical effects on multiple creatures.

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

*Create Greater Undead*(PH p215) – Creates shadows, wraiths, spectres, or devourers.

*Cure Critical Wounds, Mass*(PH p216) – Cures 4d8 damage +1 per level for many creatures.

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

*Dimensional Lock*(PH p221) – Teleportation and interplanar travel are blocked for 1 day per level.

*Discern Location*(PH p222) – Reveals the exact location of a creature or object.

*Earthquake*(PH p225) – Intense tremor shakes 5’ per level radius.

*Fire Storm*(PH p231) – Deals 1d6 per level fire damage.

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

*Golem Immunity*(RoE p186) – Grants a Construct the ‘magic immunity special quality’ of a particular golem.

*Heat Leech*(DR312 p64) – Living creatures in a 30’ area loose hp due to cold & the caster gains them as healing & temporary hp.

*Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.

*Illusion Purge*(RoE p187) – Dispels illusions within 5’/level radius.

*Inflict Critical Wounds, Mass*(PH p244) – Deals 3d8 + 1 / level to many creatures.

*Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

*Shield of Law*(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.

*Spell Immunity, Greater*(PH p281) – As *Spell Immunity*, but up to 8th level spells.

*Spread of Contentment*(BoED p107) – Calms hostile creatures within 10’ per level radius.

*Stormrage*(CDiv p182)(MoF p125) – *Fly*, *Wind Wall*, protection from strong winds, and make electrical attacks.

*Summon Avatar of Elemental Evil*(DR347 p78) – Call powerful being of elemental evil to fight for you.

*Summon Monster VIII*(PH p287) – Summons an extraplanar creature to fight for you.

*Symbol of Death*(PH p289) – Triggered rune slays nearby creatures.

*Symbol of Insanity*(PH p290) – Triggered rune renders nearby creatures insane.

*Symbol, Death Symbol of Bane*(MoF p127) – Functions like a *Symbol of Death*, plus 1d12 Cold damage and *Doom* effect.

*Symbol, Symbol of Spell Loss*(MoF p127) – Spellcasters in the area loose highest-level spell.

*Unholy Aura*(PH p297) – +4 to AC, +4 resistance, SR25 against good spells.

*Wall of Greater Dispel Magic*(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Greater Dispel Magic*.

## 9th Level

*Abyssal Army*(Spell p7) – Summons demons to fight for you.

*Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

*Awaken Construct*(Spell p21)(Sav p63) – Construct gains human intellect.

*Call Marut*(Spell p41) – A Marut Inevitable performs one duty for you.

*End to Strife*(BoED p98) – 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).

*Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

*Etherealness*(PH p228) – Travel to Ethereal Plane with companions.

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

*Gate*(PH p234) – Connects two planes for travel or summoning.

*Heal, Mass*(PH p239) – As *Heal*, but with several subjects.

*Implosion*(PH p243) – Kills one creature per round.

*Miracle*(PH p254) – Requests a deity’s intercession.

*Raise from the Deep*(DR314 p46) – Target object (usually a sunken ship) rises to the surface of the water and floats for 1 hour per level, allowing salvage or repair.

*Soul Bind*(PH p226) – Traps newly dead soul to prevent *Resurrection*.

*Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

*Sublime Revelry*(BoED p109) – Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.

*Summon Elemental Monolith*(CArc p124) – Calls a powerful elemental creature to fight for you.

*Summon Monster IX*(PH p288) – Summons an extraplanar creature to fight for you.

*True Resurrection*(PH p296) – As *Resurrection*, plus remains aren’t needed.

*Visage of the Deity, Greater*(CDiv p187) – As *Less Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

# Druid Spell List

Wisdom-based Prepared Divine Spells

## 0th Level

*Create Water*(PH p215) – Creates 2 gallons/level of pure water.

*Cure Minor Wounds*(PH p216) – Cures 1 point of damage.

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

*Detect Crossroads*(MoF p88) – Detect fey crossroads within 60’.

*Detect Magic*(PH p219) – Detects spells and magic items within 60’.

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Flare*(PH p232) – Dazzles one creature (–1 on attack rolls).

*Ground Smoke*(DR326 p73) – Prevents smoke from rising from a small fire.

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

*Know Direction*(PH p246) – You discern north.

*Light*(PH p248) – Object shines like a torch.

*Mending*(PH p253) – Makes minor repairs on an object.

*Naturewatch*(CDiv p170)(MoF p110) – See the wound level of animals and plants within 30’.

*Purify Food and Drink*(PH p267) – Purifies 1 cubic foot per level of food or water.

*Ram’s Might*(MoF p112) – You hands become harder and your unarmed attacks inflict normal damage.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.

*Snowshoes*(DR312 p65) – Subject can walk on ice & snow without falling and not leaving an obvious trail.

*Vengeful Mount*(DR326 p74) – Makes an animal more difficult to ride or handle.

*Virtue*(PH p289) – Subject gains 1 Temporary HP.

## 1st Level

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

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

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

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

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

*Babau Slime*(Spell p22) – Secrete a body-covering acid that damages foes’ weapons.

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

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

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

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

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

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

*Calm Animals*(PH p207) – Calms (2d4 + level) HD of animals.

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

*Charm Animal*(PH p208) – Makes one animal your friend.

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

*Climb Walls*(Spell p47) – Touched creature gains increased climbing ability.

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

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

*Crabwalk*(Spell p53) – Touched creature gains a bonus while charging.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Deep Breath*(DR314 p46) – Caster’s lungs constantly refill with air.

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

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

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Entangle*(PH p227) – Plants entangle everyone in a 40’ radius.

*Extend Shifting*(RoE p185) – Extend duration of Shifting racial ability by 4 rounds.

*Eyes of the Avoral*(BoED p99) – Subject gets +8 on Spot checks.

*Faerie Fire*(PH p229) – Outline subjects with light, canceling *Blur*, concealment, etc.

*Goodberry*(PH p237) – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).

*Guiding Star*(DR340 p73) – Creates a light that guides you somewhere you’ve been before.

*Hawkeye*(CAdv p151)(CDiv p166) – Increase range increments by 50%, +5 on Spot checks.

*Healthful Rest*(CAdv p151) Subjects heal at twice the normal rate.

*Hide from Animals*(PH p241) – Animals can’t perceive one subject per level.

*Jump*(PH p246) – Subject gains bonus on Jump checks.

*Longstrider*(PH p249) – Increases your speed.

*Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.

*Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

*Motes of Moonlight*(DR340 p74) – Creates an illuminating beam of moonlight.

*Obscuring Mist*(PH p258) – Fog surrounds you.

*Omen of Peril*(CDiv p171)(RoD p166) – You know how dangerous the future will be.

*Pass without Trace*(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.

*Produce Flame*(PH p265) – 1d6 damage + 1 per level, touch or thrown.

*Raging Flame*(DR314 p21) – A non-magical fire burns twice as bright, twice as hot, but half as long.

*Raptor’s Sight*(RotW p175) – Gain +4 on Spot checks; range increment penalty is halved.

*Ride of the Valenar*(RoE p189) – Gain +5 Competence bonus on Ride checks for 10 minutes per level.

*Sandblast*(CDiv p178) – You fire hot sand that deals 1d6 nonlethal damage & stuns enemies.

*Shifter Prowess*(RoE p190) – Shifter racial bonuses to skills increase to +8 while shifting.

*Shillelagh*(PH p278) – Cudgel or quarterstaff becomes a +1 weapon for 1 minute per level.

*Silvered Claws*(BoED p107) – One creature’s natural attacks are treated as silvered weapons.

*Slow Burn*(DR314 p21) – A non-magical fire burns twice as long with the same amount of fuel, & is hard to put out.

*Speak with Animals*(PH p281) – You can talk with animals.

*Speed Swim*(MoF p121) – Target gains swim speed 30’.

*Spider Hand*(DR343 p71) – Transforms the caster’s hand into a Small Monstrous Spider, whose eyes the caster can see through.

*Stonemantle*(DR314 p29) – Target object becomes as hard as stone.

*Summon Nature’s Ally I*(PH p288) – Calls creature to fight.

*Sun Father’s Face*(DR346 p30) – Caster glows and gains a +4 Sacred bonus on one Turn check or Wild Empathy check.

*Traveler’s Mount*(CDiv p184) – Creature moves faster but can’t attack.

*Vigor, Lesser*(CDiv p186) (DR324 p103)+ – Creature heals 1hp per round (max 15 rounds).

*Vine Strike*(CAdv p158) – Swift. You can Sneak Attack Plant Creatures for 1 round.

*Wood Wose*(CDiv p186) – Nature spirit does simple tasks for you.

## 2nd Level

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

*Animal Messenger*(PH p198) – Sends a Tiny animal to a specific place.

*Animal Trance*(PH p198) – Fascinates 2d6 HD of animals.

*Animalistic Power*(PH2 p101) – Subject gains +2 bonus to Strength, Dexterity, and Constitution.

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

*Barkskin*(PH p202) – Grants +2 (or higher) enhancement to natural armor.

*Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

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

*Bite of the Wererat*(Spell p28) – You gain the Dexterity and attacks of a wererat.

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

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

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

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

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

*Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

*Burrow*(Spell p41)~~(Und p56)~~ – Subject gains Burrowing speed 30’.

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

*Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

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

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

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

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

*Creeping Cold*(Spell 55)(CDiv p159) – Creature feels chill that increases with each round.

*Curse of the Gypsies*(DR348 p75) – Afflict a target with back luck, an invisible mark, or an unnatural aura.

*Daggerspell Stance*(Spell p57)(CAdv p145) – 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.

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

*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.

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

*Earthen Grace*(DR314 p28) – The subject only take nonlethal damage from stone & earth attacks.

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

*Easy Trail*(CAdv p147)~~(MoF p91)~~ – You make a temporary trail through any kind of undergrowth.

*Embrace the Wild*(CAdv p147)~~(MotW p87)(Sav p65)~~ – You gain an animal’s sense for 10 minutes per level.

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

*Fire Trap*(PH p231) – Opened object deals 1d4 + 1 per level fire damage.

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

*Flaming Sphere*(PH p232) – Creates a ball of fire, 2d6 damage, lasts 1 round per level.

*Fog Cloud*(PH p232) – Fog obscures vision.

*Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.

*Healing Lorecall*(CAdv p151) – If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjuration (healing) spells.

*Heartfire*(DR314 p20) – Intelligent creatures in a 5’ burst are covered with flames, which cause damage and negate *Blur, Invisibility*, etc.

*Heat Metal*(PH p239) – Makes metal so hot it damages those who touch it.

*Hold Animal*(PH p241) – Paralyzes one animal for 1 round per level.

*Linked Perception*(PH2 p117) – Allies gain +2 bonus per ally in spell area on Listen & Spot checks.

*Listening Lorecall*(CAdv p154) – You gain a +4 bonus on Listen checks, plus Blindsense or Blindsight if you 5 or more ranks in Listen.

*Locate Node*(Und p58) – Finds closet earth node in a 1 mile per level radius.

*Mark of the Outcast*(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

*Master Air*(MoF p107) – You sprout insubstantial wings and can fly.

*Mountain Stance*(DR314 p28) – The subject can root himself to the ground, making him must harder to Bull Rush, Overrun, Trip, etc.

*Nature’s Favor*(CAdv p155) ~~(CDiv p170) (CDivErrata)+~~ – A touched animal gains a Luck bonus on attack and damage rolls of +1 per three levels.

*One with the Land*(MoF p111) – Link with nature gives a +2 bonus on nature-related skill checks.

*Owl’s Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Pillar of Sand*(DR351 p30) – Raises a 10’ radius pillar from the available sand, up to 10’ per level. Can be directed to move and get taller/shorter.

*Reachwalker’s Wariness*(RoE p189) – Automatically locate Aberrations within 30’.

*Reduce Animal*(PH p269) – Shrinks one willing animal.

*Remedy Moderate Wounds*(MoF p113) – Target gains fast healing 2 for 10 rounds +1 rounds/2 levels.

*Remove Addiction*(BoED p105) – Cures target of drug addiction.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

*Scent*(CDiv p178)(CDivErrata)+ – Grants the scent ability for 1 hour/level.

*Share Husk*(MoF p116) – See and hear through the sense of a touched animal.

*Snowshoes, Mass*(DR312 p65) – One subject per level can walk on ice & snow without falling and not leaving an obvious trail.

*Soften Earth and Stone*(PH p280) – Turns stone to clay or dirt to sand or mud.

*Spider Climb*(PH p283) – Grants ability to walk on walls & ceilings.

*Summon Dire Hawk*(RotW p175) – Summons a Dire Hawk to serve you.

*Summon Nature’s Ally II*(PH p288) – Calls creature to fight.

*Summon Swarm*(PH p289) – Summons a swarm of bats, rats, or spiders.

*Sunmace*(DR346 p30) – Magical weapon of light attacks on its own. Undead take extra damage.

*Swim*(CArc p125) – Subject gains Swim speed, +8 bonus on Swim checks.

*Train Animal*(CAdv p157) – Affected animal gains additional tricks equal to ½ caster level for 1 hour per level.

*Tree Shape*(PH p296) – You look exactly like a tree for 1 hour per level.

*Venomous Volley*(DR330 p73) – Cone of fangs damages and weakens targets.

*Warp Wood*(PH p300) – Bends wood (shaft, handle, door, plank).

*Wild Instincts*(RoE p191) – 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.

*Wood Shape*(PH p303) – Rearranges wooden objects to suit you.

*Woodland Veil*(RotW p176) – Blend unobtrusively into natural surroundings, along with your friends.

*Wracking Touch*(CAdv p158) – Deal 1d6 + 1 per level damage; you also deal Sneak Attack damage if you have any.

## 3rd Level

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

*Affliction*(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).

*Air Breathing*(Spell p8)~~(Sav p63)~~ – Subjects can breate air freely.

*Alter Fortune*(PH2 p101) – Cause one creature to reroll any die roll.

*Bite of the Werewolf*(Spell p29) – You gain the Strength and attacks of a werewolf.

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

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

*Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.

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

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

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

*Circle Dance*(Spell p46)(MoF p84) – Indicates direction to known target.

*Contagion*(PH p213) – Infects subject with chosen disease.

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

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

*Crown of Clarity*(PH2 p107) – +2 to Listen and Spot, discharge spell to gain +8.

*Crushing Coils*(DR330 p70) – Teleport constrictor to crush opponent.

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Daylight*(PH p216) – 60’ radius of bright light.

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

*Dominate Animal*(PH p224) – Subject animal obeys silent mental commands.

*Energize Potion*(BoED p98) – Transforms a potion into a grenade that deals energy damage in a 10’ radius Burst.

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

*Entangling Staff*(CAdv p147) – Swift. Quarterstaff gains improved grab and can constrict grappled foes.

*Evard’s Menacing Tentacles*(PH2 p113) – Grow two tentacles with 10’ reach that deal 1d8 dmg each.

*Fang Blade*(DR330 p71) – Transforms a snake into a sword that can bite and poison targets.

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

*Fly, Swift*(CAdv p149) – Swift. Gain Fly speed of 60’ for 1 round.

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

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

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

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

*Infestation of Maggots*(CDiv p166)(MoF p102) – Maggot-like creatures deal 1d4 Constitution damage every round.

*Lash of the Kraken*(DR334 p75) – Transforms the caster’s arm into a constricting tentacle.

*Magic Fang, Greater*(PH p250) – 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.

*Meld into Stone*(PH p252) – You and your gear merge with stone.

*Merrshaulk’s Kiss*(DR330 p71) – Enhances a number of living snakes.

*Moonbridge*(DR340 p74) – Solidified moonlight into a bridge.

*Moon’s Change*(DR340 p57) – 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.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Phantom Plow*(LoD p187) – “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.

*Plague Carrier*(RoF p190) – Infects touched target with a chosen disease that is not noticeable immediately, but is infectious.

*Plant Growth*(PH p262) – Grows vegetation, improves crops.

*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

*Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

*Quench*(PH p267) – Extinguishes nonmagical fires or one magic item.

*Quillfire*(MoF p112) – Your hand sprouts poisonous quills useful for melee or ranged attacks.

*Rain of Terror*(DR348 p76) – An unnatural rain makes those within it more susceptible to fear effects.

*Remove Disease*(PH p271) – Cures all diseases affecting subject.

*Resist Energy, Mass*(CArc p120) – Targeted creatures ignore damage from specified energy type.

*Rogue Wave*(DR314 p46) – Creates a wave of water on dry land or at sea which knocks down anyone in its path.

*Screen of Heat*(DR331 p73) – Shimmering illusion causes 25% miss chance to all attacks through it.

*Seven Ties of the Moon*(DR340 p75) – Gives a lycanthrope increased control over its shape, but fatigues it.

*Sleet Storm*(PH p280) – Hampers vision and movement.

*Snake Shield*(DR330 p72) – Serpentine force surrounds you and protects you from attack.

*Snakebite*(MoF p120) – Your arm turns into poisonous snake you can use to attack.

*Snare*(PH p280) – Creates a magical booby trap.

*Speak with Plants*(PH p282) – You can talk to normal plants and plant creatures.

*Spiderskin*(Und p61) – Subject gains increasing bonus of natural armor bonus, saves against poison, and Hide checks.

*Spike Growth*(PH p283) – Creatures in area take 1d4 damage, may be slowed.

*Spikes*(CDiv p181) – As *Brambles*, but weapon gains a +2 Enhancement bonus on attacks and has a double threat range .

*Shooting Star*(DR340 p75) – Rains burning stars down upon your enemies.

*Standing Wave*(CDiv p182) – Magically propels boat or swimming creature.

*Sticks to Snakes*(DR317 p71) – Transforms 1 stick per 4 levels into a snake that obeys the caster’s mental instructions.

*Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.

*Summon Nature’s Ally III*(PH p288) – Calls creature to fight.

*Touch of Blibdoolpoolp*(DR342 p76) – Transforms one of your hands into an oversized claw.

*Thornskin*(CArc p127) – Your Unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage.

*Tremor*(DR314 p29) – The ground shakes in a 40’ radius.

*Updraft*(DR314 p40) – Caster is held up by a column of air, which can be used to negate falling or to awkwardly fly.

*Vigor*(CDiv p186) (DR324 p103)+ – Creature heals 2hp per round (max 25 rounds).

*Vigor, Mass Lesser*(CDiv p186) (DR324 p103)+ – As *Lesser Vigor*, but multiple targets (max 25 rnds).

*Walk the Mountain’s Path*(RoS p163) – Touched creature can go up slopes without slowing down, gains a Climb speed, and receives a +10 on Balance and Jump checks.

*Water Breathing*(PH p300) – Subject can breathe underwater.

*Weather Eye*(CDiv p189) – You accurately predict weather up to one week ahead.

*Wind Wall*(PH p302) – Deflects arrows, smaller creatures, and gases.

## 4th Level

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

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

*Arc of Lightning*(Spell p15)(CArc p97) – Line of electricity between two creatures (1d6/lvl dmg).

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

*Bite of the Wereboar*(Spell p28) – You gain the Strength and attacks of a wereboar.

*Blight*(PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.

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

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

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

*Call to Stone*(PH2 p105) – Slowly turn subject to stone.

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

*Command Plants*(PH p211) – Sway the actions of one or more plant creatures.

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

*Control Water*(PH p214) – Raises, lowers bodies of water.

*Contingent Energy Resistance*(Spell p52) – Energy damage triggers *Resist Energy* spell.

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

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Desert Burial*(DR331 p71) – Buries targets up to their necks in sand.

*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

*Elemental Guardian*(DR347 p71) – Summon a Lesser Elemental Weird to guard a location for 1 day per level.

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

*Eye of the Hurricane*(DR314 p38) – 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.

*Forestfold*(CAdv p149)~~(CDiv p166)~~ – Gain +20 Competence bonus on Hide and Move Silently checks in one type of terrain.

*Flame Strike*(PH p231) – Smites foes with divine fire (1d6 / level).

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

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

*Giant Vermin*(PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.

*Healing Spirit*(PH2 p114) – Ball of light heals 1d8 per round.

*Icelance*(PGF p105) – Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.

*Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40’ across.

*Jaws of the Wolf*(MoF p102) – One carving/2 levels turns into a wolf with SR 13 and frightful presence.

*Land Womb*(MoF p104) – You and one creature/level hide within the earth.

*Languor*(CDiv p167) – Ray slows target and diminishes its Strength.

*Meteoric Strike*(PH2 p120) – Swift. Melee attack deals an extra 1d6 damage +1d6/4 levels Fire damage; adjacent creatures take half damage.

*Murderous Mist*(CDiv p169) (MoF p109)(MoFe)+ – Steam deals 2d6 damage & blinds creatures.

*Nature’s Balance*(PGF p107) – You transfer 4 ability score points to the target for 10 minutes/level.

*Reincarnate*(PH p270) – Brings dead subject back in a random humanoid body.

*Repel Vermin*(PH p271) – Insects, spiders, and other vermin stay 10’ away.

*Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.

*Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

*Spike Stones*(PH p283) – Creatures in area take 1d8 damage, may be slowed.

*Spitting Cobra*(DR330 p73) – You make ranged attacks with a snake’s venom.

*Stars of Arvandor*(BoED p108) – Tiny starbursts each deal 1d8 damage (half non-lethal) or 1d8 (all lethal) to evil creatures.

*Stone Metamorphosis*(Und p61) – Changes type of stone.

*Summon Nature’s Ally IV*(PH p288) – Calls creature to fight.

*Wall of Water*(DR314 p47) – Creates a wall of water that creatures must swim through to cross.

*Wind at Back*(MoF p134) – Doubles overland speed for targets for 1 day.

## 5th Level

*Animal Growth*(PH p198) – One animal per two levels doubles in size.

*Anticold Sphere*(Spell p13) – Sphere hedges out cold creatures and protect you from cold.

*Atonement*(PH p201) – Removes burden of misdeeds from subject.

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

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

*Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.

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

*Bite of the Weretiger*(Spell p28) – You gain the Strength and attacks of a weretiger.

*Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.

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

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

*Commune with Nature*(PH p211) – Learn about terrain for one mile per level.

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

*Contagion, Mass*(Spell p50)~~(RoF p190)~~ – As *Contagion*, but 20’ radius.

*Control Winds*(PH p214) – Change wind direction and speed.

*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).

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

*Dancing Web*(BoED p96) – Energy strands deal 1d6 non-lethal damage per level plus entangles evil creatures for 1d6 rounds.

*Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

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

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

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

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

*Hallow*(PH p238) – Designates location as Holy.

*Inferno*(MoF p102) – Creature bursts into flames and suffers 2d6 fire damage per round.

*Insect Plague*(PH p244) – Locust swarms attack creatures.

*Longstrider, Mass*(PH2 p117) – Swift. Allies within 60’ gain +10’ bonus to speed.

*Magic Convalescence*(PH2 p118) – Spells cast nearby heal you 1 hp per spell level.

*Memory Rot*(MoF p108) – Spores deal 1d6 Intelligence drain to target, plus 1 Intelligence/round.

*Owl’s Insight*(MoF p111) – Subject gains 1d4+1 Wisdom for 1 hour/level.

*Phantom Stag*(CDiv p174) – Magic stag appears for one hour per level.

*Poison Thorns*(CDiv p175) – You grow thorns that poison your attackers.

*Quill Blast*(CDiv p176) – You fling quills in a spread, dealing 1d6 damage and imposing penalties.

*Radiance*(PH2 p122) – Creates *Daylight* that dazzles Undead.

*Rejuvenation Cocoon*(CDiv p177) – Energy cocoon shields create, then heals it.

*Rushing Waters*(Und p61) – Wave makes bull rush attack.

*Serpent Storm*(DR330 p71) – Creates a hail of deadly serpents that bite and poison everyone in the area.

*Spear of Valarian*(BoED p107) – Transforms a non-magical weapon into a +1 Silvered Spear (+3 against Magical Beasts, which take +2d6 points of damage).

*Spore Cloak*(RoF p191) – Caster surrounded by Yellow Mold spores, which does 1d6 Con / 2d6 Con damage to anyone who enters the same hex.

*Stone Shape, Greater*(Und p62) – Sculpts 10 cubic feet + 10 cubic feet per level of stone to any shape.

*Stoneskin*(PH p284) – Ignore 10 points of damage per attack.

*Summon Nature’s Ally V*(PH p289) – Calls creature to fight.

*Sunlight*(DR340 p49) – 60’ radius of sunlight, which can destroy some creatures.

*Throwing Arm of Iallanis*(DR342 p75) – Target can throw rocks as a giant one size category larger.

*Transmute Mud to Rock*(PH p295) – Transforms two 10’ cubes per level.

*Transmute Rock to Mud*(PH p295) – Transforms two 10’ cubes per level.

*Tree Stride*(PH p296) – Step from one tree to another far away.

*Unhallow*(PH p297) – Designates location as Unholy.

*Vigor, Greater*(CDiv p186) (DR324 p103)+ – Creature heals 4hp per round (max 35 rounds).

*Wall of Dispel Magic*(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Dispel Magic*.

*Wall of Fire*(PH p298) – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.

*Wall of Sand*(PGF p118) – Swirling sand blocks ranged attacks, slows movement through it.

*Wall of Thorns*(PH p300) – Thorns damage anyone who tries to pass.

*Wind Tunnel*(MoF p134) – Ranged weapons gain +10 bonus and double range increment.

*Wood Rot*(CArc p130) – Destroy wood items or deal 3d6+1/lvl damage (max +15) to Plant creatures.

## 6th Level

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

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

*Antilife Shell*(PH p199) – 10’ radius field hedges out living creatures.

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

*Bear’s Endurance, Mass*(PH p203) – As *Bear’s Endurance*, affects one subject per level.

*Bite of the Werebear*(Spell p28) – You gain the Strength and attacks of a werebear.

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

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

*Bull’s Strength, Mass*(PH p207) – As *Bull’s Strength*, affects one subject per level.

*Burrow, Mass*(Und p56) – As *Burrow*, but affects one subject per level.

*Cat’s Grace, Mass*(PH p208) – As *Cat’s Grace*, affects one subject per level.

*Chasing Perfection*(PH2 p106) – Subject gains +4 to all abilities.

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

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

*Cure Light Wounds, Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.

*Curse of Spilt Water*(DR334 p74) – Transforms an enemy into water.

*Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.

*Drown*(Und p58) – Target immediately begins to drown.

*Energy Immunity*(CArc p105) – Subject and equipment gain immunity to damage of a specified energy type.

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

*Extract Water Elemental*(DR314 p46) – 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.

*Find the Path*(PH p230) – Shows most direct way to a location.

*Fires of Purity*(CDiv p165) – Target bursts into magical flame, becoming a dangerous weapon.

*Fire Seeds*(PH p230) – Acorns and berries become grenades and bombs.

*Gate Seal*(FR p70) – Permanently seals a *Gate* or *Portal*.

*Ironwood*(PH p246) – Magical wood is a strong as steel.

*Liveoak*(PH p248) – Oak becomes a treant guardian

*Lunacy*(DR340 p73) – Curses a victim with madness tied to the moon.

*Miasma*(CDiv p168)(CDivErrata)+ – Gas fills creature’s mouth, suffocating it.

*Move Earth*(PH p257) – Digs trenches and builds hills.

*Owl’s Wisdom, Mass*(PH p259) – As *Owl’s Wisdom*, affects one subject per level.

*Phantasmal Disorientation*(CDiv p172) – Fools creature’s sense of direction, making movement difficult.

*Repel Wood*(PH p271) – Pushes away wooden objects.

*Spellstaff*(PH p282) – Stores one spell in wooden quarterstaff.

*Stonehold*(MoF p124) – Stony arm trap grapples and damages creatures.

*Stone Metamorphosis, Greater*(Und p61) – Changes 10 cubic feet + 10 cubic feet per level of stone into another type of stone.

*Stone Tell*(PH p284) – Talk to natural or worked stone.

*Summon Nature’s Ally VI*(PH p289) – Calls creature to fight.

*Tidal Surge*(CDiv p183)(CDivErrata)+ – Wave of water deals 1d8 per 2 levels damage and bull rushes.

*Tortoise Shell*(CDiv p184) – Creature gains +6 Natural Armor, +1 per 3 caster levels above 11th.

*Touch of Adamantine*(BoED p110) – Weapon gains the properties of an adamantine weapon.

*Transport via Plants*(PH p295)(PH3.5e)+ – Move instantly from one plant to another of the same species.

*Vigorous Circle*(CDiv p187) (DR324 p103)+ – As *Mass Lesser Vigor*, but 3hp per round (max 40 rnds).

*Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.

## 7th Level

*Animalistic Power, Mass*(PH2 p101) – One subject per level gains +2 bonus to Strength, Dexterity, and Constitution.

*Animate Plants*(PH p199) – One or more trees animate and fight for you.

*As the Frost*(PH2 p101) – Transforms the caster into a creature of cold.

*Aura of Vitality*(Spell p18)~~(MoF p78)~~ – Subjects gain a +4 Morale bonus to Strength, Dexterity, and Constitution.

*Brilliant Blade*(Spell p40)(CArc p100) – Weapon of projectiles shed light, ignore armor.

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

*Changestones*(Und p57) – Prepared stones become Liths (a CR6 Magical Beast) (Und p93).

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

*Control Weather*(PH p214) – Changes weather in local area.

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

*Creeping Doom*(PH p214) – Swarms of centipedes attack at your command.

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

*Fire Storm*(PH p231) – Deals 1d6 per level fire damage.

*Heal*(PH p239) – Cures 10 points per level, all diseases and mental conditions.

*Intensify Manifest Zone*(FoE p151) – Permanently increases the effect of a dimensional overlap.

*Master Earth*(MoF p107) – Travel through the earth to any location.

*Plague*(PH2 p121) – One creature per level contracts a quickly terminal disease.

*Poison Vines*(CDiv p175)(CDivErrata)+ – Vines grow and poisons creatures stuck within them.

*Rain of Roses*(BoED p104) – Roses fall from the sky, evil creatures take 1d4 Wisdom damage per round and are Sickened.

*Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

*Slime Wave*(CDiv p180)(CDivErrata)+ – Creates a 15’ spread of Green Slime.

*Storm Tower*(CDiv p182)(MoF p125) – Tower of swirling clouds absorbs electricity, gives concealment, and prevents movement.

*Submersion Treatment*(DR339 p78) – A column of water paralyzes and potentially drowns one target.

*Summon Nature’s Ally VII*(PH p289) – Calls creature to fight.

*Sunbeam*(PH p289) – Beam blinds and deals 4d6 damage.

*Transmute Metal to Wood*(PH p294) – Metal within 40’ becomes wood.

*True Seeing*(PH p296) – See all things as they really are.

*Wind Walk*(PH p302) – You and your allies turn vaporous and travel fast.

*Word of Balance*(Und p63) – Kills, paralyzes, weakens, or nauseates non-neutral creatures.

## 8th Level

*Animal Shapes*(PH p198) – One ally per level polymorphs into chosen animal.

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

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

*Brilliant Aura*(Spell p39)~~(CDiv p157) (MoF p83)(MoFe)+~~ – Allies’ weapons become brilliant energy, ignoring armor.

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

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

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

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

*Earth Glide*(RoS p162) – Touched creature can “swim” through earth and stone like an Earth Elemental.

*Earthquake*(PH p225) – Intense tremor shakes 5’ per level radius.

*Finger of Death*(PH p230) – Kills one subject.

*Leonal’s Roar*(BoED p102) – Kills, paralyzes, weakens, or dazes non-good subjects, and deals 2d6 sonic damage.

*Phantom Wolf*(CDiv p174) – Incorporeal wolf fights for you.

*Repel Metal or Stone*(PH p271) – Pushes away metal and stone.

*Reverse Gravity*(PH p273) – Objects and creatures fall upward.

*Stormrage*(CDiv p182)(MoF p125) – *Fly*, *Wind Wall*, protection from strong winds, and make electrical attacks.

*Storm of Elemental Fury*(CDiv p182) – Magic cloud creates a wind storm, then hail of stones, t hen a rainstorm, then flames.

*Summon Nature’s Ally VIII*(PH p289) – Carpet of insects attacks at your command.

*Sunburst*(PH p289) – Blinds all within 80’, deals 6d6 damage.

*Unearthly Beauty*(BoED p110) – As *Blinding Beauty*, but creatures must save or die.

*Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.

*Wall of Greater Dispel Magic*(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Greater Dispel Magic*.

*Word of Recall*(PH p303) – Teleports you back to a designated place.

## 9th Level

*Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.

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

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

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

*Elemental Swarm*(PH p226) – Summons multiple elementals.

*Foresight*(PH p207) – “Sixth sense” warns of impending danger.

*Nature’s Avatar*(CDiv p170) – Animal gains +10 on attack and damage, an extra attack, and 1d8hp per caster level.

*Phantom Bear*(CDiv p173) – Incorporeal bear fights for you.

*Rain of Black Tulips*(BoED p104) – Black tulips fall from the sky, evil creatures take 5d6 damage per round and are Nauseated.

*Regenerate*(PH p270) – Subject’s severed limbs grow back, cures 4d8 damage +1 per level (max +35).

*Shadow Landscape*(CDiv p178) – Makes natural terrain more dangerous, creates guardians that you command.

*Shambler*(PH p277) – Summons 1d4+2 shambling mounds to fight for you.

*Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

*Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

*Summon Elemental Monolith*(CArc p124) – Calls a powerful elemental creature to fight for you.

*Summon Nature’s Ally IX*(PH p289) – Calls creature to fight.

*Sympathy*(PH p292) – Object or location attracts certain creatures.

*Transmute Rock to Lava*(CArc p127) – Transforms one 10’ cube with subsequent fire damage and effects.

*Tsunami*(DR314 p47) – Creates a wave of water on dry land or at sea which knocks down anyone in its path.

*Undermaster*(Und p62) – You gain earth-related spell-like abilities.

*Unyielding Roots*(CDiv p185)(DR324 p103)+ – Creature grows roots that keep it stationary and heal it every round.

*Whirlwind, Greater*(Spell p49) ~~(CDiv p189)~~ – As *Whirlwind*, but larger and more destructive.

# Paladin Spell List

Wisdom-based Prepared Divine Spells

Note that a Paladin’s Caster Level is half his/her Class Level.

## 1st Level

*Axiomatic Water*(Spell p11) – Makes lawful-aligned axiomatic water.

*Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

*Bless Water*(PH p205) – Makes Holy Water.

*Bless Weapon*(PH p205) – Weapon strikes true against evil foes.

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

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

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

*Create Water*(PH p215) – Creates 2 gallons/level of pure water.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

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

*Detect Manifest Zone*(FoE p150) – Locates dimensional overlaps within 120’.

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

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Detect Undead*(PH p220) – Reveals undead within 60’.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

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

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

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

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

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

*Lantern Light*(BoED p101) – Ranged touch attacks deal 1d6 points of damage.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.

*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

*Resurgence*(CDiv p177) – You grant a subject a second chance at a saving throw.

*Second Wind*(BoED p106) – Target gains the equivalent of the Endurance feat for 1hr/lvl.

*Silverbeard*(MoF p117) – You grow a hard silver beard that gives +2 bonus to armor.

*Silvered Weapon*(BoED p107) – Transforms one weapon into a silvered weapon.

*Strategic Charge*(MoF p125) – You gain the benefits of the Mobility feat.

*Sun Father’s Face*(DR346 p30) – Caster glows and gains a +4 Sacred bonus on one Turn check or Wild Empathy check.

*Traveler’s Mount*(CDiv p184) – Creature moves faster but can’t attack.

*Virtue*(PH p289) – Subject gains 1 Temporary HP.

*Warning Shout*(MoF p132) – All living creatures within half a mile hear your shout.

## 2nd Level

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

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

*Awaken Sin*(Spell p21)~~(DR315 p30)~~ – Subject faces its sins, takes 1d6 nonlethal dmg/lvl (max 10d6).

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

*Bladebane*(UE p48) – Slashing weapon becomes a bane weapon.

*Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

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

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

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

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

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

*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.

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

*Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

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

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

*Insignia of Alarm*(RoD p166) – Alert the bearers of a special insignia.

*Mark of Doom*(PH2 p119) – Subject takes 1d6 dmg for each hostile action.

*Moment of Clarity*(BoED p103) – Target immediately makes a new saving throw to resist a mind-affecting spell or effect.

*Owl’s Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Remove Paralysis*(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Righteous Fury*(MoF p114) – Gain temporary hp, +2 natural armor, +2 to Strength and Dexterity. Undead that strike you take 1 point.

*Shield of Heironeous*(DR354 p30) – Transparent disc gives +4 Shield bonus to AC and blocks *Magic Missiles*.

*Shield Other*(PH p278) – You take half of subject’s damage.

*Stone Fist*(RoS p163) – 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.

*Strength of Stone*(MoF p125) – *Bull’s Strength* that ends if you lose contact with the ground.

*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

*Zeal*(CDiv p191) – You move through foes to attack the enemy you want.

*Zone of Truth*(PH p303) – Subjects within range cannot lie.

## 3rd Level

*Blessed Sight*(BoED p92) – Evil auras become visible to you.

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

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Daylight*(PH p216) – 60’ radius of bright light.

*Discern Lies*(PH p221) – Reveals deliberate falsehoods.

*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

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

*Forceward*(MoF p95) – Creates sphere that prevents intrusion.

*Heal Mount*(PH p239) – As *Heal* on warhorse or other special mount.

*Healing Spirit*(PH2 p114) – Ball of light heals 1d8 per round.

*Insignia of Blessing*(RoD p166) – Bearers of a special insignia gain +1 Morale bonus on attacks and saves against fear.

*Insignia of Warding*(RoD p166) – Bearers of a special insignia gain +1 Divine bonus to AC and Fortitude saves.

*Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10’ radius & 10 minutes per level.

*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10’ radius & 10 minutes per level.

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

*Mind Bond*(BoED p102) – You and your mount gain +4 flanking bonus when flanking the same opponent; mount gains bonus on attack rolls.

*Know Greatest Enemy*(MoF p103) – Determines relative power level of creatures within the area.

*Loyal Vassal*(MoF p106) – Ally gains +3 against mind-affecting effects and cannot be compelled to harm you.

*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

*Remove Blindness/Deafness*(PH p270) – Cures normal or magical conditions.

*Remove Curse*(PH p270) – Frees person or object from a curse.

*Resurgence, Mass*(CDiv p177) – As *Resurgence*, but multiple targets.

*Smite Heretic*(BoED p107) – 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.

*Undead Bane Weapon*(MoF p128) – Weapon gains the *Bane* property and is considered blessed.

## 4th Level

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

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

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

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction.

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

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

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

*Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.

*Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.

*Favor of Ilmater*(PGF p102) – 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.

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

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

*Holy Sword*(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.

*Lawful Sword*(PGF p105) – Weapon becomes +5 Axiomatic and emits *Magic Circle against Chaos*.

*Mark of Justice*(PH p252) – Designates action that will trigger curse on subject.

*Meteoric Strike*(PH2 p120) – Swift. Melee attack deals an extra 1d6 damage +1d6/4 levels Fire damage; adjacent creatures take half damage.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Restoration*(PH p272) – Restores level and ability score drains.

*Revenance*(CDiv p178)(MoF p113) – Restores dead creature to life for 1 minute per level.

*Sacred Haven*(CDiv p178)(BoED p106) – Creature gains AC bonus, and you can monitor & heal it magically.

*Seek Eternal Rest*(MoF p115) – Turn undead as a paladin two levels higher.

*Spiritual Chariot*(CDiv p181) – Creates ghostly chariot behind your mount.

*Sunlight*(DR340 p49) – 60’ radius of sunlight, which can destroy some creatures.

*Sword of Conscience*(BoED p109) – Evil creature confesses crime, takes Wisdom damage.

*Visage of the Deity, Lesser*(CDiv p187) – You gain +4 Charisma & resistance 10 to certain energy types.

*Weapon of the Deity*(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.

*Winged Mount*(CDiv p190)(BoED p112) – Your mount sprouts wings and gains a fly speed of 60’ (good).

# Ranger Spell List

Wisdom-based Prepared Divine Spells

Note that a Ranger’s Caster Level is half his/her Class Level.

## 1st Level

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

*Alarm*(PH p197) – Wards an area for 2 hours per level.

*Animal Messenger*(PH p198) – Sends a Tiny animal to a specific place.

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

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

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

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

*Calm Animals*(PH p207) – Calms (2d4 + level) HD of animals.

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

*Charm Animal*(PH p208) – Makes one animal your friend.

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

*Climb Walls*(Spell p47) – Touched creature gains increased climbing ability.

*Crabwalk*(Spell p53) – Touched creature gains a bonus while charging.

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

*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.

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

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

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

*Easy Trail*(CAdv p147)~~(MoF p91)~~ – You make a temporary trail through any kind of undergrowth.

*Embrace the Wild*(CAdv p147)~~(MotW p87)(Sav p65)~~ – You gain an animal’s sense for 10 minutes per level.

*Entangle*(PH p227) – Plants entangle everyone in a 40’ radius.

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

*Extend Shifting*(RoE p185) – Extend duration of Shifting racial ability by 4 rounds.

*Eyes of the Avoral*(BoED p99) – Subject gets +8 on Spot checks.

*Ground Smoke*(DR326 p73) – Prevents smoke from rising from a small fire.

*Guided Shot*(CAdv p150) – Swift. You ignore distance penalties with your ranged attacks for 1 round.

*Hawkeye*(CAdv p151)(CDiv p166) – Increase range increments by 50%, +5 on Spot checks.

*Healing Lorecall*(CAdv p151) – If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjuration(healing) spells.

*Hide from Animals*(PH p241) – Animals can’t perceive one subject per level.

*Hunter’s Mercy*(MoF p101) – Your next hit with a bow automatically threatens a critical hit.

*Instant Search*(CAdv p153) – Swift. Make Search check at +2 as a Free Action.

*Jump*(PH p246) – Subject gains bonus on Jump checks.

*Linked Perception*(PH2 p117) – Allies gain +2 bonus per ally in spell area on Listen & Spot checks.

*Locate City*(RoD p166) – Find nearest city.

*Longstrider*(PH p249) – Increases your speed.

*Low-Light Vision*(CArc p113) – See twice as far as a Human in poor illumination.

*Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.

*Marked Man*(DR325 p71) – Helps track a subject.

*Naturewatch*(CDiv p170)(MoF p110) – See the wound level of animals and plants within 30’.

*Pass without Trace*(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.

*Ram’s Might*(MoF p112) – Your hands become harder and your unarmed attacks inflict normal damage.

*Raptor’s Sight*(RotW p175) – Gain +4 on Spot checks; range increment penalty is halved.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Ride of the Valenar*(RoE p189) – Gain +5 Competence bonus on Ride checks for 10 minutes per level.

*Shifter Prowess*(RoE p190) – Shifter racial bonuses to skills increase to +8 while shifting.

*Silvered Claws*(BoED p107) – One creature’s natural attacks are treated as silvered weapons.

*Silvered Weapon*(DR340 p57) – Touched weapon treated as silver & does extra damage to shapechangers.

*Smell of Fear*(MoF p119) – Target’s aroma triples the chance of wandering encounters.

*Sniper’s Shot*(CAdv p157) – Swift. No range limit on next ranged sneak attack.

*Snowshoes*(DR312 p65) – Subject can walk on ice & snow without falling and not leaving an obvious trail.

*Speak with Animals*(PH p281) – You can communicate with animals.

*Speed Swim*(MoF p121) – Target gains swim speed 30.

*Stalking Brand*(MoF p123) – Target marked with symbol you can see despite disguises.

*Summon Nature’s Ally I*(PH p288) – Calls creature to fight.

*Sun Father’s Face*(DR346 p30) – Caster glows and gains a +4 Sacred bonus on one Turn check or Wild Empathy check.

*Surefoot*(MoF p127) – +10 bonus on Balance checks.

*Towering Oak*(MoF p128) – +10 on Intimidate checks.

*Traveler’s Mount*(CDiv p184) – Creature moves faster but can’t attack.

*Vengeful Mount*(DR326 p74) – Makes an animal more difficult to ride or handle.

*Vine Strike*(CAdv p158) – Swift. You can Sneak Attack Plant Creatures for 1 round.

## 2nd Level

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

*Animalistic Power*(PH2 p101) – Subject gains +2 bonus to Strength, Dexterity, and Constitution.

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

*Barkskin*(PH p202) – Grants +2 (or higher) enhancement to natural armor.

*Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

*Blades of Fire*(Spell p31)(CArc p99) – Your melee weapons deal +1d6 Fire damage for 1 round.

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

*Burrow*(Spell p41)~~(Und p56)~~ – Subject gains Burrowing speed 30’.

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

*Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

*Crown of Clarity*(PH2 p107) – +2 to Listen and Spot, discharge spell to gain +8.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Curse of Arrow Attraction*(PH2 p109) – Subject takes   
a –5 penalty to AC against ranged attacks & ranged threatened criticals are always confirmed.

*Curse of Impending Blades*(Spell p56) – Subject takes a –2 penalty to AC.

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

*Haste, Swift*(CAdv p151) – Swift. Move faster, +1 on attacks, AC, and Reflex saves.

*Hold Animal*(PH p241) – Paralyzes one animal for 1 round per level.

*Hunter’s Eye*(PH2 p114) – Swift. Gain +1d6 sneak attack damage per 3 caster levels for 1 round.

*Listening Lorecall*(CAdv p154) – You gain a +4 bonus on Listen checks, plus Blindsense or Blindsight if you 5 or more ranks in Listen.

*Nature’s Favor*(CAdv p155) ~~(CDiv p170) (CDivErrata)+~~ – A touched animal gains a Luck bonus on attack and damage rolls of +1 per three levels.

*One with the Land*(MoF p111) – Link with nature gives a +2 bonus on nature-related skill checks.

*Owl’s Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

*Reachwalker’s Wariness*(RoE p189) – Automatically locate Aberrations within 30’.

*Scent*(CDiv p178)(CDivErrata)+ – Grants the scent ability for 1 hour/level.

*Silvered Weapon*(BoED p107) – Transforms one weapon into a silvered weapon.

*Snare*(PH p280) – Creates a magical booby trap.

*Speak with Plants*(PH p282) – You can talk to normal plants and plant creatures.

*Spike Growth*(PH p283) – Creatures in area take 1d4 damage, may be slowed.

*Summon Nature’s Ally II*(PH p288) – Calls creature to fight.

*Train Animal*(CAdv p157) – Affected animal gains additional tricks equal to ½ caster level for 1 hour per level.

*Wind Wall*(PH p302) – Deflects arrows, smaller creatures, and gases.

*Woodland Veil*(RotW p176) – Blend unobtrusively into natural surroundings, along with your friends.

## 3rd Level

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

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

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

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

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

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

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

*Command Plants*(PH p211) – Sway the actions of one or more plant creatures.

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Curse of Impending Blades, Mass*(Spell p57) – Enemies takes a –2 penalty to AC.

*Darkvision*(PH p216) – See 60’ in total darkness.

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

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

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

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

*Fang Blade*(DR330 p71) – Transforms a snake into a sword that can bite and poison targets.

*Forestfold*(CAdv p149)~~(CDiv p166)~~ – Gain +20 Competence bonus on Hide and Move Silently checks in one type of terrain.

*Inspired Aim*(BoED p101) – Allies within 40’ gain +2 Insight bonus on ranged attack rolls.

*Living Prints*(MoF p106) – You perceive tracks as if they had just been made.

*Magic Fang, Greater*(PH p250) – 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.

*Mark of the Hunter*(CDiv p168) – Rune on creature makes it easier to track and attack.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Phantasmal Decoy*(CDiv p172) – Creates illusory enemy for a foe to chase.

*Plant Growth*(PH p262) – Grows vegetation, improves crops.

*Reduce Animal*(PH p269) – Shrinks one willing animal.

*Remove Disease*(PH p271) – Cures all diseases affecting subject.

*Repel Vermin*(PH p271) – Insects, spiders, and other vermin stay 10’ away.

*Safe Clearing*(MoF p114) – As *Sanctuary*, but protects an area and lasts 1 hour/level.

*Snowshoes, Mass*(DR312 p65) – One subject per level can walk on ice & snow without falling and not leaving an obvious trail.

*Summon Nature’s Ally III*(PH p288) – Calls creature to fight.

*Tree Shape*(PH p296) – You look exactly like a tree for 1 hour per level.

*Tremorsense*(Und p62) – Grants tremorsense out to 30’.

*Water Walk*(PH p300) – Subject treads on water as if solid.

*Wild Instincts*(RoE p191) – 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.

## 4th Level

*Animal Growth*(PH p198) – One animal per two levels doubles in size.

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

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

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

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

*Commune with Nature*(PH p211) – Learn about terrain for one mile per level.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Deeper Darkvision*(Und p58) – Subject can see 60’ in magical darkness.

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

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

*Implacable Pursuer*(CDiv p166) – You know where your prey is, as long as it’s moving.

*Land Womb*(MoF p104) – You and one creature/level hide within the earth.

*Longstrider, Mass*(PH2 p117) – Swift. Allies within 60’ gain +10’ bonus to speed.

*Nondetection*(PH p257) – Hides subject from divination and scrying.

*Snakebite*(MoF p120) – Your arm turns into poisonous snake you cause to attack.

*Spear of Valarian*(BoED p107) – Transforms a non-magical weapon into a +1 Silvered Spear (+3 against Magical Beasts, which take +2d6 points of damage).

*Stars of Arvandor*(BoED p108) – Tiny starbursts each deal 1d8 damage (half non-lethal) or 1d8 (all lethal) to evil creatures.

*Summon Nature’s Ally IV*(PH p288) – Calls creature to fight.

*Superior Darkvision*(UE p53) – See normally in total darkness.

*Tree Stride*(PH p296) – Step from one tree to another far away.

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# Artificer Infusion List

Intelligence-based Impromptu Infusions (Eb p103) (EbErratta)+ (RoE p179)+

Note: Infusion can only be cast on a Construct or an Object. *Bull’s Strength* cannot be cast on a Human, though it can be cast on that Human’s belt, granting him/her the benefit of *Bull’s Strength* as long as the Infusion lasts and the item is worn. (Eb p31)

## 1st Level

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

*Armor Enhancement, Lesser*(Eb p109) – Armor or shield gains special ability with a +1 bonus market price modifier.

*Energy Alteration*(Eb p111) – Item using one kind of energy uses another instead.

*Enhancement Alteration*(Eb p111) – Magic shield’s enhancement bonus applies to shield bas attacks; or magic weapon’s enhancement bonus apples to Two-Weapon Defense, Combat Expertise, Full Defense action, etc.

*Identify*(PH p243) – Determines properties of a magic item.

*Indisputable Possession*(MoE p97) – Call an item back to your hand if it leaves your possession.

*Inflict Light Damage*(Eb p112) – Deals 1d8 +1/lvl (max 1d8+5) to a Construct.

*Light*(PH p248) – Object shines like a torch.

*Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

*Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Metamatic Scroll*(MoE p99) – Imbue spell completion item with a metamagic feat you know.

*Natural Weapon Augmentation, Personal*(RoE p189) – One of your Natural Weapons gains a special ability with a +1 bonus market price modifier.

*Pending Potion*(MoE p100) – Target potion or oil takes effect at a later time.

*Repair Light Damage*(CArc p120)(Eb p114)(DR317 p35) – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.

*Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.

*Skill Enhancement*(Eb p115) – Item bestows circumstance bonus on skill checks.

*Spell Storing Item*(Eb p115) – Store one spell in an item.

*Weapon Augmentation, Personal*(Eb p117) – Your weapon gains a special ability with a +1 bonus market price modifier.

## 2nd Level

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

*Armor Enhancement*(Eb p108) – Armor or shield gains special ability with a +3 bonus market price modifier.

*Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

*Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

*Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

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

*Construct Essence, Lesser*(RoE p184) (FoE p150)– Grants a Living Construct qualities of the Construct type.

*Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

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

*Fox’s Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

*Heat Metal*(PH p239) – Makes metal so hot it damages those who touch it.

*Inflict Moderate Damage*(Eb p113) – Deals 2d8 +1/lvl (max 2d8+10) to a Construct.

*Lucky Blade*(MoE p98) – Weapon grants a single reroll of an attack.

*Natural Weapon Augmentation, Lesser*(RoE p189) – Touched Natural Weapon gains a special ability with a +1 bonus market price modifier.

*Owl’s Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Reinforce Construct*(MoE p100) – Construct gains 1d6+1/lvl temporary hit points.

*Repair Moderate Damage*(CArc p120)(Eb p114)(DR317 p36) – Restores 2d8 + 1/lvl (max +10) points of damage to a Construct.

*Suppress Dragonmark*(MoE p103) – Suppress the spell-like abilities of the target’s Dragonmark.

*Toughen Construct*(Eb p114) – Grants a Construct a +2 (or greater) enhancement to Natural Armor.

*Unseen Crafter*(RoE p191) – Invisible force obeys your command and can use the Craft skill.

*Weapon Augmentation, Lesser*(Eb p117) – Touched weapon gains a special ability with a +1 bonus market price modifier.

## 3rd Level

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

*Armor Enhancement, Greater*(Eb p109) – Armor or shield gains special ability with a +5 bonus market price modifier.

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

*Construct Energy Ward*(Eb p109) – Construct gains resistance 10 to specified energy type.

*Humanoid Essence, Lesser*(RoE p187) – Imposes upon a Construct some of the weakness of the Humanoid type.

*Inflict Serious Damage*(Eb p113) – Deals 3d8 +1/lvl (max 3d8+15) to a Construct.

*Lucky Cape*(MoE p98) – Cape grants a single reroll of a saving throw.

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

*Metamagic Item*(Eb p113) – Imbue spell trigger item with metamagic feat.

*Power Surge*(Eb p114) – Charged spell-trigger item gains temporary charges.

*Repair Serious Damage*(Eb p114)(DR317 p36) – Restores 3d8 + 1/lvl (max +15) points of damage to a Construct.

*Spell Snare*(MoE p102) – Dragonshard absorbs a spell or spell-like ability of up to 3rd.

*Stone Construct*(Eb p116) – Construct gains DR 10 / adamantine.

*Suppress Requirement*(Eb p116) – Item that requires class feature, race, ability score, or alignment to function to its fullest potential no longer carries that requirement.

## 4th Level

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

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

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

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

*Humanoid Essence*(RoE p186) – Imposes upon a Construct some of the weakness of the Humanoid type.

*Inflict Critical Damage*(Eb p113) – Deals 4d8 +1/lvl (max 4d8+20) to a Construct.

*Iron Construct*(Eb p113) – Construct gains DR 15 / adamantine & takes half damage from acid and fire.

*Item Alteration*(Eb p113) – Item that provides a certain type of bonus provides a different type of bonus of the same value or roll.

*Minor Creation*(PH p253) – Creates one cloth or wood object.

*Natural Weapon Augmentation*(Eb p188) – Touched Natural Weapon gains a special ability with a +3 bonus market price modifier.

*Repair Critical Damage*(Eb p114)(DR317 p36) – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.

*Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.

*Shield of Faith, Legion’s*(Eb p115) – Allies gain +3 or higher AC bonus.

*Weapon Augmentation*(Eb p117) – Touched weapon gains a special ability with a +3 bonus market price modifier.

## 5th Level

*Construct Essence*(RoE p183) – As *Lesser Construct Essence*, but grants more qualities of the Construct type.

*Disrupting Weapon*(PH p223) – Melee weapon destroys undead.

*Dominate Living Construct*(RoE p184) – As *Dominate Person*, but affecting a Living Construct.

*Fabricate*(PH p229) – Transforms raw materials into finished items.

*Inflict Light Damage, Mass*(RoE p187) – Deals 1d8 + 1/lvl (max 1d8+25) hp of damage to many Constructs.

*Invoke Elemental*(ExpHb p75) – Temporarily free an elemental bound into a vehicle and give it orders.

*Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.

*Repair Light Damage, Mass*(RoE p189) – Repairs 1d8 + 1/lvl (max 1d8+25) hp of damage to many Constructs.

*Slaying Arrow*(MoE p102) – Creates a projectile deadly to a specific creature type.

*Wall of Force*(PH p298) – Wall is immune to damage.

*Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.

## 6th Level

*Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.

*Construct Essence, Mass Lesser*(FoE p150) – Grants many Living Constructs qualities of the Construct type.

*Disable Construct*(Eb p111) – Deals 10 per level damage to a Construct.

*Globe of Invulnerability*(PH p236) – As *Lesser Globe of Invulnerability*, plus 4th level spell effects.

*Hardening*(MoF p99)(Eb p112) – Permanently increases target object’s hardness by 1 per 2 levels.

*Humanoid Essence, Greater*(RoE p186) – Gives a Construct the Humanoid type.

*Inflict Moderate Damage, Mass*(RoE p187) – Deals 2d8 + 1/lvl (max 2d8+30) hp of damage to many Constructs.

*Move Earth*(PH p257) – Digs trenches and builds hills.

*Natural Weapon Augmentation, Greater*(RoE p188) – Touched Natural Weapon gains a special ability with a +5 bonus market price modifier.

*Repair Moderate Damage, Mass*(RoE p189) – Repairs 2d8 + 1/lvl (max 2d8+30) hp of damage to many Constructs.

*Spell Snare, Greater*(MoE p102) – Dragonshard absorbs a spell or spell-like ability of up to 6th.

*Total Repair*(Eb p116) – Repairs 10 per level damage to a Construct.

*Wall of Iron*(PH p299) – 30 hp per 4 levels; can topple onto foes.

*Weapon Augmentation, Greater*(Eb p117) – Touched weapon gains a special ability with a +5 bonus market price modifier.

# Assassin spell list

Prepared Arcane spells based on Intelligence. (DMG p181) (CWar p117)+ (PGF p82)+ (DR324 p71) (DR325 p72)+ (CArc p87)+ (CAdv p138)+

## 1st Level

*Blade of Blood*(PH2 p103) – Swift. Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage.

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

*Dead End*(Spell p59)~~(DR325 p71)~~ – Illusions conceal the targets’ trail.

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Disguise Self*(PH p222) – Changes your appearance.

*Distract Assailant*(CAdv p146) – Swift. One creature is flat-footed for 1 round.

*Feather Fall*(PH p229) – Objects or creatures fall slowly.

*Ghost Sound*(PH p235) – Figment sounds.

*Insightful Feint*(CAdv p153) – Swift. Gain +10 on your next Bluff check to Feint in combat.

*Instant Locksmith*(CAdv p153) – Swift. Make Disable Device or Open Lock check at +2 as a Free Action.

*Instant Search*(CAdv p153) – Swift. Make Search check at +2 as a Free Action.

*Jump*(PH p246) – Subject gains bonus on Jump checks.

*Low-Light Vision*(CArc p113) – See twice as far as a Human in poor illumination.

*Obscuring Mist*(PH p258) – Fog surrounds you.

*Rooftop Strider*(RoD p167) – Move across uneven surfaces with ease.

*Serene Visage*(DR325 p72) – Grants a bonus on Bluff checks.

*Shock and Awe*(DR325 p72) – Reduces a surprised creature’s initiative roll.

*Silent Portal*(MoF p117) – Negates sound from door or window.

*Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.

*Sniper’s Shot*(CAdv p157) – Swift. No range limit on next ranged sneak attack.

*True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.

## 2nd Level

*Alter Self*(PH p197) – Assume the form of a similar creature.

*Blade of Pain and Fear*(Spell p30) – Creates blade of gnashing teeth.

*Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

*Darkness*(PH p216) – 20’ radius of supernatural shadow.

*Fire Shuriken*(CArc p107) – Magical shuriken deal 3d6 Fire damage.

*Fox’s Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

*Ice Knife*(CArc p112) – Magical shard of ice deals 2d8 cold damage.

*Illusory Script*(PH p243) – Only intended reader can decipher.

*Increase Virulence*(PH2 p115) – Poison’s DC increased by 2.

*Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

*Invisibility, Swift*(CAdv p153) – Swift. You are invisible for 1 round or until you attack.

*Iron Silence*(CAdv p153) – Armor touched has no Armor Check penalty on Hide & Move Silently checks for 1 hour per level.

*Marked Man*(DR325 p71) – Helps track a subject.

*Pass without Trace*(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.

*Phantom Foe*(DR324 p71) – Phantasm flanks subject.

*Returning Weapon*(RotW p175) – Thrown weapon returns to thrower.

*Spider Climb*(PH p283) – Grants ability to walk on walls & ceilings.

*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

*Wraithstrike*(CAdv p158) – Swift. Your melee attacks strike as touch attacks for 1 round.

## 3rd Level

*Absorb Weapon*(Spell p6)(CAdv p142) – Hide a weapon, gain a Bluff check with a +4 bonus to Feint when you draw it.

*Amorphous Form*(Spell 8)(Und p56) – Subject becomes puddle-like and can slip through cracks quickly.

*Deep Slumber*(PH p217) – Puts 10HD of creatures to sleep.

*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60’ radius.

*False Life*(PH p229) – Gain 1d10 temporary hp + 1 per level (max +10).

*Fangs of the Vampire King*(Spell p88) – Grow vampire fangs.

*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10’ radius & 10 minutes per lvl.

*Misdirection*(PH p254) – Misleads divinations for one creature or object.

*Nondetection*(PH p257) – Hides subject from divination and scrying.

*Spectral Weapon*(CAdv p157) – Swift. Use quasi-real weapon to make touch attacks.

*Spider Poison*(MoF p123) – Touch deals 1d6 Str damage, repeats in 1 minute.

## 4th Level

*Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

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

*Dimension Door*(PH p221) – Teleports you a short distance.

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

*Glibness*(PH p235) – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

*Greater Invisibility*(PH p245) – As *Invisibility*, but subject can attack and stay invisible.

*Heart Ripper*(CArc p110) – Kills living creatures with less than 4HD.

*Locate Creature*(PH p249) – Indicates direction to familiar creature.

*Modify Memory*(PH p255) – Changes 5 minutes of subject’s memories.

*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

*Shadow Form*(CAdv p156) – Gain +4 on Hide, Move Silently, and Escape Artist checks, and concealment; you can move through obstacles if you have ranks in Escape Artist.

*Sniper’s Eye*(CAdv p156) – Gain +10 Spot, Darkvision, 60’ range for Sneak Attacks, and Death Attacks with ranged weapons.

# Blackguard spell list

Prepared Divine spells based on Wisdom. (DMG p182) (PGF p83)+ (CDiv p135)+

## 1st Level

*Blade of Blood*(PH2 p103) – Swift. Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage.

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

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

*Corrupt Weapon*(DMG p182) – Weapon strikes true again good foes.

*Cure Light Wounds*(PH p215) – Cures 1d8 +1/level damage (max +5).

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

*Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

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

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

*Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Mark of the Outcast*(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

*Resurgence*(CDiv p177) – You grant a subject a second chance at a saving throw.

*Strategic Charge*(MoF p125) – You gain the benefits of the Mobility feat.

*Summon Monster I (evil only)*(PH p285) – Summons an Evil extraplanar creature to fight for you.

*Summon Undead I*(PGF p114)(PGFe)+ – Summons an Undead to fight for you.

*Traveler’s Mount*(CDiv p184) – Creature moves faster but can’t attack.

## 2nd Level

*Blade of Pain and Fear*(Spell p30) – Creates blade of gnashing teeth.

*Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

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

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

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

*Darkness*(PH p216) – 20’ radius of supernatural shadow.

*Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.

*Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Hand of Divinity*(MoF p98) – Gives +2 sacred or profane bonus on worshipers of your patron.

*Increase Virulence*(PH2 p115) – Poison’s DC increased by 2.

*Inflict Moderate Wounds*(PH p244) – Touch attack, 2d8 +1 per level (max +10).

*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.

*Summon Monster II (evil only)*(PH p286) – Summons an Evil extraplanar creature to fight for you.

*Summon Undead II*(PGF p114)(PGFe)+ – Summons Undead to fight for you.

*Wave of Grief*(CDiv p188) – All in cone receive a –3 penalty on attacks, checks, and saves.

*Zeal*(CDiv p191) – You move through foes to attack the enemy you want.

## 3rd Level

*Contagion*(PH p213) – Infects subject with chosen disease.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60’ radius.

*Fangs of the Vampire King*(Spell p88) – Grow vampire fangs.

*Inflict Serious Wounds*(PH p244) – Touch attack, 3d8 +1 per level (max +15).

*Know Greatest Enemy*(MoF p103) – Determines relative power level of creatures within the area.

*Protection from Energy*(PH p266) – Absorb 12 damage per level from on kind of energy.

*Resurgence, Mass*(CDiv p177) – As *Resurgence*, but multiple targets.

*Summon Monster III (evil only)*(PH p286) – Summons an Evil extraplanar creature to fight for you.

*Summon Undead III*(PGF p114)(PGFe)+ – Summons Undead to fight for you.

## 4th Level

*Corrupt Sword*(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.

*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

*Implacable Pursuer*(CDiv p166) – You know where your prey is, as long as it’s moving.

*Inflict Critical Wounds*(PH p244) – Touch attack, 4d8 + 1 per level (max +20).

*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

*Revenance*(CDiv p178)(MoF p113) – Restores dead creature to life for 1 minute per level.

*Summon Monster IV (evil only)*(PH p286) – Summons an Evil extraplanar creature to fight for you.

*Summon Undead IV*(PGF p114)(PGFe)+ – Summons Undead to fight for you.

*Weapon of the Deity*(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.

*Winged Mount*(CDiv p190)(BoED p112) – Your mount sprouts wings and gains a fly speed of 60’ (good).

# Clerical Domains

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| Air | (PH p185) |

Rebuke / Control / Bolster Air Creatures –or– Turn / Destroy Earth Creatures, up to 3+Charisma modifier times per day.

1st *Obscuring Mist*(PH p258) – Fog surrounds you.

2nd *Wind Wall*(PH p302) – Deflects arrows, smaller creatures, and gases.

3rd *Gaseous Form*(PH p234) – Subject becomes insubstantial and can fly slowly.

4th *Air Walk*(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).

5th *Control Winds*(PH p214) – Change wind direction and speed.

6th *Chain Lightning*(PH p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage.

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.

9th *Elemental Swarm (air)*(PH p226) – Summons 2d4 Large, 1d4 Huge Air Elementals.

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| Animal | (PH p186) |

*Speak with Animals*(PH p281), once per day.

Knowledge (nature) is a class skill.

1st *Calm Animals*(PH p207) – Calms (2d4 + level) HD of animals.

2nd *Hold Animal*(PH p241) – Paralyzes one animal for 1 round per level.

3rd *Dominate Animal*(PH p224) – Subject animal obeys silent mental commands.

4th *Summon Nature’s Ally IV*(PH p288) – Calls creature to fight.

5th *Commune with Nature*(PH p211) – Learn about terrain for one mile per level.

6th *Antilife Shell*(PH p199) – 10’ radius field hedges out living creatures.

7th *Animal Shapes*(PH p199) – One ally per level polymorphs into chosen animal.

8th *Summon Nature’s Ally VIII*(PH p289) – Calls creature to fight.

9th *Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

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| Army | (DR317 p78) |

Inspire allies in a 30’ radius as a Full Round action. Affected allies receive a +2 Morale bonus on attacks, damage, saves, skill checks & ability checks for (Charisma modifier) rounds. Usable 1/day.

1st *Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

2nd *Lighten Load*(DR317 p78) – The touched creature can carry more than usual.

3rd *Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

4th *Divination*(PH p224) – Provides useful advice for specific proposed actions.

5th *Easy March*(DR317 p78) – Subjects may travel at an accelerated rate without taking damage.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

8th *Heal, Mass*(PH p239) – As *Heal*, but with several subjects.

9th *Teleportation Circle*(PH p293) – Circle teleports any creature inside to designated spot.

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| Artifice | (Eb p104) |

+4 Competence bonus on Craft checks.

Conjuration (creation) spells are at +1 level.

1st *Animate Rope*(PH p199) – Makes a rope move at your command.

2nd *Wood Shape*(PH p303) – Rearranges wooden objects to suit you.

3rd *Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.

4th *Minor Creation*(PH p253) – Creates one cloth or wood object.

5th *Fabricate*(PH p229) – Transforms raw materials into finished items.

6th *Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.

7th *Hardening*(MoF p99)(Eb p112) – Permanently increases target object’s hardness by 1 per 2 levels.

8th *True Creation*(CDiv p184) (Eb p117) – As *Major Creation*, but permanent.

9th *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

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| Balance | (Spell p271) (PGF p84) (Und p53) |

Add your Wisdom modifier as a bonus to your AC for one round per Cleric level. Usable 1/day as a Free Action.

1st *Make Whole*(PH p252) – Repairs an object.

2nd *Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.

3rd *Clarity of Mind*(Spell p46)(Und p57) – Grants +4 bonus on saves involving charm, compulsion, and glamer spells; reduces glamer miss chance by 10%.

4th *Dismissal*(PH p222) – Forces a creature to return to native plane.

5th *Sanctuary, Mass*(Und p61) – One touched creature per two levels can’t be attacked and can’t attack.

6th *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.

7th *Word of Balance*(Und p63) – Kills, paralyzes, weakens, or nauseates non-neutral creatures.

8th *Protection from Spells*(PH p266) – Confers +8 resistance bonus.

9th *Weighed in the Balance*(Und p63) – Harms or heals creatures within 30’ of the caster.

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| Blackwater | (Storm p109) |

Immunity to pressure damage from being deep underwater

1st *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

2nd *Pressure Sphere*(Storm pXXX) – Water pressure deals 2d6 damage to submerged targets.

3rd *Evard’s Black Tentacles*(PH p228) – Tentacles grapple all within a 15’ spread.

4th *Transformation of the Deeps*(Storm pXXX) – Grants water breathing, darkvision, & pressure immunity to one creature per 3 levels.

5th *Blackwater Tentacle*(Storm pXXX) – Create blackwater tentacle that attacks your foe.

6th *Blackwater Taint*(Storm pXXX) – *Desecrate* water, deal 1d6 per 2 levels Negative Energy damage, bestow a Negative level.

7th *Dark Tide*(Storm pXXX) – Infuse water over a large area with negative energy, causing weakness and 1d6 damage per hour.

8th *Maelstrom*(Storm pXXX) – Conjures a deadly whirlpool to suck in and batter foes.

9th *Doom of the Seas*(Storm pXXX) – Summon a Fiendish Kraken under your command.

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| Cavern | (Spell p271) (PGF p85) (FR p62) |

Gain the dwarven ability ‘Stonecunning’. If you already have ‘Stonecunning’, then the bonus to observe unusual stone work goes up to +4.

1st *Detect Secret Doors*(PH p220) – Reveals hidden doors within 60’.

2nd *Darkness*(PH p216) – 20’ radius of supernatural shadow.

3rd *Meld into Stone*(PH p252) – You and your gear merge with stone.

4th *Leomund’s Secure Shelter*(PH p247) – Creates a sturdy cottage.

5th *Passwall*(PH p259) – Creates a passage through wood or stone walls.

6th *Find the Path*(PH p230) – Shows most direct way to a location.

7th *Maw of Stone*(FR p72) – Animate a natural opening or cavern to attack someone going through it when a triggering event occurs.

8th *Earthquake*(PH p225) – Intense tremor shakes 5’ per level radius.

9th *Imprisonment*(PH p244) – Entombs subject beneath the earth.

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| Celerity | (Spell p271) (CDiv p137) |

+10’ land movement when wearing up to Light Armor & carrying up to a Light Load.

1st *Expeditious Retreat*(PH p228) – Your land speed increases by 30’.

2nd *Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

3rd *Blur*(PH p206) – Attacks miss subject 20% of the time.

4th *Haste*(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.

5th *Tree Stride*(PH p296) – Step from one tree to another far away.

6th *Wind Walk*(PH p302) – You and your allies turn vaporous and travel fast.

7th *Cat’s Grace, Mass*(PH p208) – As *Cat’s Grace*, affects one subject per level.

8th *Blink, Greater* (Spell p32)(CArc p99)(UE p50)(CDiv p154) – Controlled blinking between the Material and Ethereal Planes grants defenses for 1 rnd / lvl.

9th *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

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| Celestial | (BoED p86) |

Smite Evil, 1/day – +4 attack & +(Cleric level) damage vs. an Evil opponent.

1st *Vision of Heaven*(BoED p111) – Evil creature is dazed for 1 round.

2nd *Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.

3rd *Blessed Sight*(BoED p92) – Evil auras become visible to you.

4th *Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.

5th *Heavenly Lightning*(BoED p100) – Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.

6th *Call Faithful Servants*(BoED p93) – Summons 1d4 Lantern Archons, Coure, Eladrins, or Musteval Guardinals.

7th *Heavenly Lightning Storm*(BoED p100) – Arcs of radiant lightning deal 5d6 damage to one target per level.

8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.

9th *Gate*(PH p234) – Connects two planes for travel or summoning.

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| Charity | (DR355 p25) |

You may grant a touched creature 2\*Class level Temporary Hit-Points for 1 minute per Class level. You loose the same number of hit-points until the duration ends (these hit-points cannot be healed for the duration either). When the effect ends, the hit-points are restored, even if the ally was injured or killed. Activated as a Full Round action. Usable 1/day

1st *Goodberry*(PH p237) – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).

2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

3rd *Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.

4th *Imbue with Spell Ability*(PH p243) – Transfer spells to subject.

5th *Cure Light Wounds, Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Refuge*(PH p270) – Alters item to transport its possessor to you.

8th *Mordenkainen’s Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.

9th *Heal, Mass*(PH p215) – As *Heal*, but with several subjects.

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| Chaos | (PH p186) |

Cast [chaos] spells at +1 Caster Level.

1st *Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

2nd *Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.

3rd *Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10’ radius and 10 minutes per level.

4th *Chaos Hammer*(PH p208)(PH3.5e)+ – Damages and staggers lawful creatures.

5th *Dispel Law*(PH p222) – +4 bonus against attacks by lawful creatures.

6th *Animate Objects*(PH p199) – Objects attack your foes.

7th *Word of Chaos*(PH p2303 – Kills, confuses, stuns, or deafens non-chaotic subjects.

8th *Cloak of Chaos*(PH p210) – +4 to AC, +4 resistance, SR 25 vs. lawful spells.

9th *Summon Monster IX (chaotic)*(PH p288) – Calls a Chaotic extraplanar creature to fight for you.

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| Charm | (Spell p271) (PGF p85) (Eb p105) |

Gain +4 Charisma for 1 minute, usable once per day as a Free Action.

1st *Charm Person*(PH p209) – Make one person your friend.

2nd *Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.

3rd *Suggestion*(PH p285) – Compels subject to follow stated course of action.

4th *Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

5th *Charm Monster*(PH p209) – Makes monster believe it is your ally.

6th *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

7th *Insanity*(PH p244) – Subject suffers continuous *Confusion*.

8th *Demand*(PH p217) – As *Sending*, plus you can send *Suggestion*.

9th *Dominate Monster*(PH p224) – As *Dominate* *Person*, but any creature.

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| Chastity | (DR355 p25) |

*Dispel Magic (targeted)* on yourself only, usable 1/day.

1st *Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.

2nd *Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

3rd *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

4th *Spell Immunity*(PH p281) – Subject is immune to one spell per four levels.

5th *Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction.

6th *Bigby’s Interposing Hand*(PH p204) – Hand provides cover against one opponent.

7th *Repulsion*(PH p271) – Creatures can’t approach you.

8th *Antimagic Field*(PH p200) – Negates magic within 10’.

9th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

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| City | (RoD p162) |

Gather Information and Knowledge (local) become class skills.

1st *Rooftop Strider*(RoD p167) – Move across uneven surfaces with ease.

2nd *City Lights*(RoD p164) – Absorb nearby light to release as blinding flare.

3rd *Winding Alleys*(RoD p169) – Trap foe in phantasmal maze.

4th *Commune with City*(RoD p165) – Learn about the current city.

5th *Skyline Runner*(RoD p168) – You can walk normally on any city surface.

6th *City Stride*(RoD p164) – Teleport between two cities.

7th *Urban Shield*(RoD p168) – City grants cover to you, not to enemies.

8th *City’s Might*(RoD p165) – Gain enhancement to Strength & Constitution, and Damage Reduction, while in a city.

9th *Animate City*(RoD p164) – City structures attack, slow down enemies.

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| Cold | (Spell p271) (PGF p85) (CDiv p137) (Frost p84) |

Rebuke / Control / Bolster Cold Creatures –or– Turn / Destroy Fire Creatures, up to 3+Charisma modifier times per day.

1st *Chill Touch*(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.

2nd *Chill Metal*(PH p209) – Cold metal damages those who touch it.

3rd *Sleet Storm*(PH p280) – Hampers vision and movement.

4th *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40’ across.

5th *Wall of Ice*(PH p299) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

6th *Cone of Cold*(PH p212) – 1d6 cold damage per level (max 15d6).

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Polar Ray*(PH p262) – Ranged touch attack deals 1d6 per level cold damage.

9th *Obedient Avalanche*(PGF p108) – Creates an avalanche to bury or bull rush foes, deals varying cold damage.

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| Commerce | (Eb p105) |

+10 Competence bonus on Profession checks made to earn a living (but not checks to accomplish a specific task).

Appraise becomes a class skill.

1st *Comprehend Languages*(PH p212) – You understand all spoken and written languages.

2nd *Zone of Truth*(PH p303) – Subjects within range cannot lie.

3rd *Tongues*(PH p294) – Speak any language.

4th *Glibness*(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape

5th *True Seeing*(PH p296) – See all things as they really are.

6th *Leomund’s Secret Chest*(PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.

7th *Refuge*(PH p270) – Alters item to transport its possessor to you.

8th *Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.

9th *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.

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| Commu­nity | (Spell p271)(CDiv p137)~~(BoED p86)(Eb p105)~~ |

*Calm Emotion*, usable once per day.

+2 Competence bonus on Diplomacy checks.

1st *Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

2nd *Status*(PH p284) – Monitors condition & position of allies.

3rd *Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

4th *Tongues*(PH p294) – Speak any language.

5th *Rary’s Telepathic Bond*(PH p268) – Link lets allies communicate.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Refuge*(PH p270) – Alters item to transport its possessor to you.

8th *Mordenkainen’s Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.

9th *Heal, Mass*(PH p215) – As *Heal*, but with several subjects.

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| Competition | (Spell p272) (CDiv p138) |

+1 bonus on all Opposed Checks, as an Extraordinary ability.

1st *Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2nd *Zeal*(CDiv p191) – You move through foes to attack the enemy you want.

3rd *Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

4th *Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.

5th *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.

6th *Zealot Pact*(CDiv p191) – You automatically gain combat bonuses when you attack someone of opposite alignment.

7th *Regenerate*(PH p270) – Subject’s severed limbs grow back, cures 4d8 dmg +1 per lvl (max +35).

8th *Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check , or save.

9th *Visage of the Deity, Greater*(CDiv p187) – As *Less Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

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| Courage | (Spell p272) (CWar p114) |

‘Aura of Courage’ – Allies within 10’ gain a +4 Morale bonus vs. Fear effects.

1st *Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

3rd *Cloak of Bravery*(Spell p47)(CWar p117) – You and your allies gain a bonus on saves against fear.

4th *Heroism*(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.

5th *Valiant Fury*(CWar p118) – +4 Str, +4 Con, +2 Will saves; extra attack; cures 1d8+1/level (max +20).

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Heroism, Greater*(PH p240) – Gives a +4 on attack rolls, saves, & skill checks; immunity to fear; temporary hp.

8th *Lion’s Roar*(CWar p118) – Deals 1d8 points of damage per two levels to enemies; allies get +1 on attacks and saves against fear, plus temporary hp.

9th*Cloak of Bravery, Greater*(Spell p48)(CWar p117) – You and your allies within 1 mile become immune to fear and get +2 bonus on attacks.

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| Craft | (Spell p272) (PGF p85) (FR p92) |

Creation spells are cast at +1 Caster level.

Gain Feat: Skill Focus (craft of your choice).

1st *Animate Rope*(PH p199) – Makes a rope move at your command.

2nd *Wood Shape*(PH p303) – Rearranges wooden objects to suit you.

3rd *Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.

4th *Minor Creation*(PH p253) – Creates one cloth or wood object.

5th *Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.

6th *Fantastic Machine*(FR p69) – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.

7th *Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.

8th *Forcecage*(PH p232) – Cube or cage of force imprisons all inside.

9th *Fantas­tic Ma­chine, Greater*(FR p71) – As *Fantastic Machine*, but even more powerful & durable.

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| Creation | (Spell p272) (CDiv p138) |

Conjuration(creation) spells are cast at +1 level.

1st *Create Water*(PH p215) – Creates 2 gallons per level of pure water.

2nd *Minor Image*(PH p254) – As *Silent Image*, plus some sound.

3rd *Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.

4th *Minor Creation*(PH p253) – Creates one cloth or wood object.

5th *Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Permanent Image*(PH p260) – Includes sight, sound, and smell.

8th *True Creation*(CDiv p184) (Eb p117) – As *Major Creation*, but permanent.

9th *Pavilion of Grandeur*(CDiv p172) – A feast and a great pavilion are created.

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| Darkness | (Spell p272) (FR p62) (D&D p213) |

Gain Feat: Blind Fighting.

1st *Obscuring Mist*(PH p258) – Fog surrounds you.

2nd *Blindness/Deafness*(PH p206) – Makes subject blind or deaf.

3rd *Blacklight*(Spell p30)(FR p67) (D&D p216) – Create a 20’ radius area of darkness that even darkvision can’t see through, but you can.

4th *Armor of Darkness*(Spell p15) ~~(FR p67)(D&D p216)~~ – Shroud grants deflection bonus, darkvision, and other effects.

5th *Darkbolt*(Spell p58)(FR p68) – Ranged touch, 2d8 damage and daze, 1 bolt per 2 levels (max 7).

6th *Prying Eyes*(PH p267) – 1d4 floating eyes + 1 per level scout for you.

7th *Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.

8th *Power Word Blind*(PH p263) – Blinds creatures with 200 hp or less.

9th *Power Word Kill*(PH p263) – Kills one creature with 100 hp or less.

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| Death | (PH p186) |

‘Death Touch’ once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal to the touched creature’s current hit-points, it dies. This is a ‘death effect’.

1st *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

2nd *Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, & 1 lvl

3rd *Animate Dead*(PH p198) – Creates undead skeletons and zombies.

4th *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

5th *Slay Living*(PH p280) – Touch attack kills target.

6th *Create Undead*(PH p215) – Create ghouls, ghasts, mummies, or mohrgs.

7th *Destruction*(PH p218) – Kills subject and destroys remains.

8th *Create Greater Undead*(PH p215) – Creates shadows, wraiths, spectres, or devourers.

9th *Wail of the Banshee*(PH p298) – Kills one creature per level.

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| Deathbound | (Spell p272) |

Your limit for controlling Undead animated with spells increases to 3 times Caster level (normally 2x).

1st *Chill of the Grave*(Spell p46) – Ray causes cold damage.

2nd *Blade of Pain and Fear*(Spell p30) – Creates blade of gnashing teeth.

3rd *Fangs of the Vampire King*(Spell p88) – Grow vampire fangs.

4th *Wither Limb*(Spell p241) – Causes enemy’s limbs to wither.

5th *Revive Undead*(Spell p175) – Restores undeath to an Undead that was destroyed up to 1day per level ago.

6th *Awaken Undead*(Spell p21) – Grant sentience to otherwise mindless Undead.

7th *Avasculate*(Spell p19) – Reduce foe to half hp and stun.

8th *Avascular, Mass*(Spell p19) – Reduces foe to half   
hp and stun, entangle in a 20’ radius from victim.

9th *Wail of the Banshee*(PH p298) – Kills one creature per level.

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| Deathless | (Eb p105) |

Greater Rebuking, 1/day – if you successfully Rebuke a Deathless, you Command it instead. Attempting to do this consumes one of your daily Turn attempts.

1st *Detect Undead*(PH p220) – Reveals undead or deathless within 60’.

2nd *Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.

3rd *Halt Deathless*(Eb p111) – Immobilizes deathless for 1 round per level.

4th *Spirit Steed*(Eb p115) – Channels an ancient spirit into your steed, increasing its speed and granting other benefits.

5th *Hallow*(PH p238) – Designates location as Holy.

6th *Create Deathless*(Eb p109) – Create an Undying Soldier.

7th *Control Deathless*(Eb p109) – Deathless don’t attack you while under your command.

8th *Create Greater Deathless*(Eb p110) – Create an Undying Councilor.

9th *Hero’s Blade*(Eb p112) – Channel the spirit of a great hero into a melee weapon.

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| Decay | (Eb p105) |

Touch of Decay, 1/day – Make a Touch Attack to cause a target to decay. Living targets (including Living Constructs) take 1d4 Constitution damage. Non-living Constructs, Undead, and objects take 2d6 + 1 per Cleric level damage.

1st *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

2nd *Ray of Enfeeblement*(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

3rd *Contagion*(PH p213) – Infects subject with chosen disease.

4th *Enervation*(PH p226) – Subject gains 1d4 negative levels.

5th *Blight*(PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.

6th *Antilife Shell*(PH p199) – 10’ radius field hedges out living creatures.

7th *Withering Palm*(Eb p117)(CArc p130) – Touch attack deals 1 point of Strength and 1 point of Constitution damage per two caster levels.

8th *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30’.

9th *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

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| Destiny | (RoD p163) |

A single attack, save, ability check, or skill check made by a willing creature other than yourself can be rerolled before the DM has declared the roll a success or failure, though the new roll must be kept. Usable once per day as an Immediate Action. You must be able to see the target.

1st *Omen of Peril*(CDiv p171)(RoD p166) – You know how dangerous the future will be.

2nd *Augury*(PH p202) – Learn whether an action will be good or bad.

3rd *Delay Death*(RoD p165) – Losing hit points doesn’t kill the subject.

4th *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

5th *Stalwart Pact*(CDiv p181) (RoD p168) – You gain combat bonuses automatically when reduced to half hit points or lower.

6th *Warp Destiny*(RoD p169) – Reverse failed save or hit in combat.

7th *Bestow Curse, Greater*(Spell p27)~~(RoD p164)(CDiv p153)~~ – As *Bestow Curse*, but more severe penalties.

8th *Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check , or save.

9th *Choose Destiny*(RoD p164) – Gain two chances for success for every action.

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| Destruc­tion | (PH p186) |

‘Smite’ once per day – Before attacking, declare that Smite is being used. Add +4 to the attack bonus and add the Cleric level to the damage.

1st *Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).

2nd *Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.

3rd *Contagion*(PH p213) – Infects subject with chosen disease.

4th *Inflict Critical Wounds*(PH p244) – Touch attack, 4d8 + 1 per level (max +20).

5th *Inflict Light Wounds, Mass*(PH p244) – Deals 1d8 + 1 / level to many creatures.

6th *Harm*(PH p239) – Deals 10 hp per level to target

7th *Disintegrate*(PH p222) – Makes one creature or object vanish.

8th *Earthquake*(PH p225) – Intense tremor shakes 5’ per level radius.

9th *Implosion*(PH p243) – Kills one creature per round.

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| Dominion | (Spell p273) (CDiv p138) |

Gain Feat: Spell Focus (Enchantment).

1st *Command*(PH p211) – One subject obeys selected command for 1 round.

2nd *Enthrall*(PH p227) – Captivates all within 100’ + 10’ per level.

3rd *Suggestion*(PH p285) – Compels subject to follow stated course of action.

4th *Dominate Person*(PH p224) – Controls humanoid telepathically.

5th *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

6th *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

7th *Suggestion, Mass*(PH p285) – As *Suggestion*, plus one subject per level.

8th *True Domination*(CDiv p185) – As *Dominate Person*, but save it as –4.

9th *Dominate Monster*(PH p224) – As *Dominate* *Person*, but any creature.

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| Dragon | (Spell p273) |

Bluff and Intimidate become class skills.

1st *Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.

2nd *Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

3rd *Magic Fang, Greater*(PH p250) – 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.

4th *Voice of the Dragon*(Spell p232) – +10 on Bluff, Diplomacy, and Intimidate checks; can use one *Suggestion*.

5th *True Seeing*(PH p296) – See all things as they really are.

6th *Stoneskin*(PH p284) – Ignore 10 points of damage per attack.

7th *Dragon Ally*(Spell p72) – As *Lesser Dragon Ally*, but up to 18 HD.

8th *Suggestion, Mass*(PH p285) – As *Suggestion*, plus one subject per level.

9th *Gate*(PH p234) – Connects two planes for travel or summoning.

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| Dragon, Chromatic | (DR344 p107) |

Gain one of the following breath weapons, usable 1/day. Does 1d6 per five Cleric levels (Ref½, DC is Charisma-based).

Black – 60’ Line of Acid

Blue – 60’ Line of Electricity

Green – 30’ Cone of Acid

Red – 30’ Cone of Fire

White – 30’ Cone of Cold

1st *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

2nd *Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.

3rd *Claws of Darkness*(FR p67) – Claws deal 1d8 Cold damage and have reach.

4th *Fear*(PH p229) – Subjects within cone flee for 1 round per level.

5th *Rebuking Breath*(Spell pXXX) – Your breath weapon rebukes Undead.

6th *Symbol of Fear*(PH p290) – Triggered rune panics nearby creatures.

7th *Aura of Terror*(Spell pXXX) – You gain an aura of fear, or your Frightful Presence becomes more effective.

8th *Stunning Breath, Greater*(Spell pXXX) – Your breath weapon also stuns creatures for 2d4 rounds.

9th *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30’.

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| Dragon, Gem | (DR344 p107) |

Autohypnosis, Knowledge (psionics), and Psicraft are added to your Cleric skill list.

1st *True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.

2nd *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

3rd *Mesmerizing Glare*(Spell pXXX) – Your gaze fascinates creatures.

4th *Suggestion*(PH p285) – Compels subject to follow stated course of action.

5th *Dragonsight*(Spell pXXX) – Gain Low-Light Vision, Darkvision, and Blindsense.

6th *Probe Thoughts*(CDiv p176)(CDivErrata)+ – You sift through thoughts, learning the answer to one question per round.

7th *True Seeing*(PH p296) – See all things as they really are.

8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

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| Dragon, Lung | (DR344 p107) |

+2 Competence bonus on Charisma-based skill & ability checks vs. creatures of the Dragon type or the Spirit subtype. +4 Competence bonus vs. a Dragon with the Spirit subtype.

1st *Unseen Servant*(PH p297) – Invisible force obeys your commands.

2nd *Fog Cloud*(PH p232) – Fog obscures vision.

3rd *Sign of Sealing*(Spell pXXX) – Magical sigil protects door or chest, dealing 1d4/level (max 10d4) if opened.

4th *Air Walk*(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).

5th *Draconic Might*(Spell pXXX) – Gain +5 to Str, Con, Cha; +4 Natural Armor; immunity to magic sleep & paralysis effects.

6th *Sign of Sealing, Greater*(Spell pXXX) – Magical sigil protects door or chest, dealing 1d6/level (max 20d6) if opened.

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.

9th *Meteor Swarm*(PH p253) – Four exploding spheres each deal 6d6 fire damage.

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| Dragon, Metallic | (DR344 p107) |

Gain Damage Reduction (1 + 1 per 5 Cleric levels) / adamantine.

1st *Vision of Glory*(MoF p131) – Target gains +1 morale bonus on next saving throw.

2nd *Shield Other*(PH p278) – You take half of subject’s damage.

3rd *Diamondsteel*(Spell pXXX) – Metal armor provides damage reduction.

4th *Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

5th *Globe of Invulnerability, Lesser*(PH p236) – Stops 1st – 3rd level spell effects.

6th *Wall of Iron*(PH p299) – 30 hp per 4 levels; can topple onto foes.

7th *Ironguard*(Spell pXXX) – Subject becomes immune to all metal.

8th *Iron Body*(PH p245) – You body becomes living iron.

9th *Dragon Ally, Greater*(Spell p72) – Exchange services it a 22 HD Dragon.

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| Dragon Below | (Eb p106) |

Gain Feat: Augment Summoning.

1st *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

2nd *Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, & 1 lvl

3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

4th *Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.

5th *Slay Living*(PH p280) – Touch attack kills target.

6th *Planar Ally*(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.

7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.

8th *Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

9th *Gate*(PH p234) – Connects two planes for travel or summoning.

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| Dream | (Spell p273) (CDiv p138) |

Immune to Fear effects.

1st *Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.

2nd *Augury*(PH p202) – Learn whether an action will be good or bad.

3rd *Deep Slumber*(PH p217) – Puts 10HD of creatures to sleep.

4th *Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.

5th *Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.

6th *Dream Sight*(CDiv p164) – Your spirit can hear and see at a distance for 1 minute per level.

7th *Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

8th *Power Word Stun*(PH p263) – Stuns creatures with 150 hp or less.

9th *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30’.

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| Drow | (Spell p273) ~~(PGF p86)~~ |

Gain Feat: Lightning Reflexes.

1st *Cloak of Dark Power*(Spell p48)(FR p68) – Protection from sunlight, +4 resistance bonus on saves vs. light and darkness spells.

2nd *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

3rd *Suggestion*(PH p285) – Compels subject to follow stated course of action.

4th *Discern Lies*(PH p221) – Reveals deliberate falsehoods.

5th *Spiderform*(FR p74) – Polymorph into a drider or monstrous spider of size Tiny to Large.

6th *Otiluke’s Greater Dispelling Screen*(CArc p117) – Targeted *Dispel Magic* on any creatures and unattended items, +20 max on caster level check.

7th *Word of Chaos*(PH p2303 – Kills, confuses, stuns, or deafens non-chaotic subjects.

8th *Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

9th *Gate*(PH p234) – Connects two planes for travel or summoning.

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| Dwarf | (Spell p273) (PGF p86) (FR p62) |

Gain Feat: Great Fortitude.

1st *Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

2nd *Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

3rd *Glyph of Warding*(PH p236) – Inscription harms those who pass it.

4th *Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

5th *Fabricate*(PH p229) – Transforms raw materials into finished items.

6th *Stone Tell*(PH p284) – Talk to natural or worked stone.

7th *Dictum*(PH p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.

8th *Protection from Spells*(PH p266) – Confers +8 resistance bonus.

9th *Elemental Swarm (earth)*(PH p226) – Summons 2d4 Large, 1d4 Huge Earth Elementals.

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| Earth | (PH p186) |

Rebuke / Control / Bolster Earth Creatures   
–or– Turn / Destroy Air Creatures, up to 3+Charisma modifier times per day.

1st *Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

2nd *Soften Earth and Stone*(PH p280) – Turns stone to clay or dirt to sand or mud.

3rd *Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.

4th *Spike Stones*(PH p283) – Creatures in area take 1d8 damage, may be slowed.

5th *Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.

6th *Stoneskin*(PH p284) – Ignore 10 points of damage per attack.

7th *Earthquake*(PH p225) – Intense tremor shakes 5’ per level radius.

8th *Iron Body*(PH p245) – You body becomes living iron.

9th *Elemental Swarm (earth)*(PH p226) – Summons 2d4 Large, 1d4 Huge Earth Elementals.

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| Elf | (Spell p273) (PGF p86) (FR p63) |

Gain Feat: Point Blank Shot.

1st *True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.

2nd *Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

3rd *Snare*(PH p280) – Creates a magical booby trap.

4th *Tree Stride*(PH p296) – Step from one tree to another far away.

5th *Commune with Nature*(PH p211) – Learn about terrain for one mile per level.

6th *Find the Path*(PH p230) – Shows most direct way to a location.

7th *Liveoak*(PH p248) – Oak becomes a treant guardian

8th *Sunburst*(PH p289) – Blinds all within 80’, deals 6d6 damage.

9th *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.

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| Envy | (Spell p273) |

Spells you cast that cause damage or drain ability scores or bestow Negative levels are at +1 Caster level.

Bluff is an class skill for you.

1st *Disguise Self*(PH p222) – Changes your appearance.

2nd *Ray of Enfeeblement*(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

3rd *Touch of Idiocy*(PH p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.

4th *Vampiric Touch*(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

5th *Crushing Despair*(PH p215) – Subjects take –2 on attack rolls, damage rolls, saves, and checks.

6th *Magic Jar*(PH p250) – Enables possession of another creature.

7th *Limited Wish*(PH p248) – Alters reality, within spell limits.

8th *Simulacrum*(PH p279) – Creates partially real double of a creature.

9th *Wish*(PH p302) – As *Limited Wish*, but with fewer limits.

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| Endurance | (BoED p86) |

‘Feat of Endurance’ – For one minute, the Cleric gains an Enhancement bonus to Constitution equal to half his/her Cleric level. Activated as a Free Action. Usable once per day.

1st *Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

2nd *Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

3rd *Refreshment*(BoED p105) – Cures creatures of all non-lethal damage

4th *Sustain*(BoED p109) – Recipients need no food or drink for 6 hours per level.

5th *Stoneskin*(PH p284) – Ignore 10 points of damage per attack.

6th *Bear’s Endurance, Mass*(PH p203) – As *Bear’s Endurance*, affects one subject per level.

7th *Globe of Invulnerability*(PH p236) – As *Lesser Globe of Invulnerability*, plus 4th level spell effects.

8th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

9th *Iron Body*(PH p245) – You body becomes living iron.

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| Evil | (PH p186) |

Cast [evil] spells at +1 Caster Level.

1st *Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

2nd *Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.

3rd *Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10’ radius and 10 minutes per level.

4th *Unholy Blight*(PH p297) – Damages and sickens good creatures.

5th *Dispel Good*(PH p222) – +4 bonus against attacks by good creatures.

6th *Create Undead*(PH p215) – Create ghouls, ghasts, mummies, or mohrgs.

7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.

8th *Unholy Aura*(PH p297) – +4 to AC, +4 resistance, SR25 against good spells.

9th *Summon Monster IX (evil)*(PH p288) – Calls an Evil extraplanar creature to fight for you.

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| Exorcism | (Eb p106) |

You may force possessing spirits out of a subject’s body by making a Turn Check that can turn the possessing creature’s HD. If successful, the possessor cannot attempt to possess the subject again for at least 24 hours.

1st *Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

2nd *Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10’ radius and 10 minutes per level.

3rd *Remove Curse*(PH p270) – Frees person or object from a curse.

4th *Dismissal*(PH p222) – Forces a creature to return to native plane.

5th *Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.

6th *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.

7th *Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.

8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.

9th *Freedom*(PH p233) – Releases creature suffering from the spell *Imprisonment*.

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| Family | (Spell p274) (PGF p86) |

You may protect of individuals (including yourself) equal to your Charisma modifier (minimum of 1) with a +4 Dodge bonus to AC which lasts for 1 round per level. If any individual moves farther than 10’ from you, the protection is lost. Usable once per day.

1st *Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

2nd *Shield Other*(PH p278) – You take half of subject’s damage.

3rd *Helping Hand*(PH p239) – Ghostly hand leads subject to you.

4th *Imbue with Spell Ability*(PH p243) – Transfer spells to subject.

5th *Rary’s Telepathic Bond*(PH p268) – Link lets allies communicate.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Refuge*(PH p270) – Alters item to transport its possessor to you.

8th *Protection from Spells*(PH p266) – Confers +8 resistance bonus.

9th *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

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| Fate | (Spell p274) (CWar p114)) ~~(PGF p86)~~ |

Gain ‘Uncanny Dodge’. If you already have this ability, gain ‘Improved Uncanny Dodge’. Add your Cleric levels to those of any other class granting you this ability.

1st *True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.

2nd *Augury*(PH p202) – Learn whether an action will be good or bad.

3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

4th *Status*(PH p284) – Monitors condition & position of allies.

5th *Mark of Justice*(PH p252) – Designates action that will trigger curse on subject.

6th *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

7th *Vision*(PH p298) – As *Legend Lore*, but quicker and strenuous.

8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

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| Feast | (Eb p106) |

You are immune to ingested poisons and diseases spread by ingestion.

1st *Goodberry*(PH p237) – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).

2nd *Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.

3rd *Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.

4th *Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

5th *Leomund’s Secure Shelter*(PH p247) – Creates a sturdy cottage.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Mordenkainen’s Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.

8th *Detoxify*(Eb p110) – Neutralize poison in a 30’ radius (including creatures with poison attacks).

9th *Feast of Champions*(Eb p111) – Food for one creature per level heals and grants comprehensive bonuses.

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| Fey | (BoED p86) |

+4 bonus on saving throws vs. spell-like abilities of Fey.

1st *Faerie Fire*(PH p229) – Outline subjects with light, canceling *Blur*, concealment, etc.

2nd *Charm Person*(PH p209) – Make one person your friend.

3rd *Inspired Aim*(BoED p101) – Allies within 40’ gain +2 Insight bonus on ranged attack rolls.

4th *Blinding Beauty*(BoED p92) – You become as beautiful as a nymph, and can blind humanoids who look at you.

5th *Tree Stride*(PH p296) – Step from one tree to another far away.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Liveoak*(PH p248) – Oak becomes a treant guardian

8th *Unearthly Beauty*(BoED p110) – As *Blinding Beauty*, but creatures must save or die.

9th *Summon Nature’s Ally IX*(PH p289) – Calls creature to fight.

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| Fire | (PH p187) |

Rebuke / Control / Bolster Fire Creatures –or– Turn / Destroy Water Creatures, up to 3+Charisma modifier times per day.

1st *Burning Hands*(PH p207) – 1d4 fire damage per level (max 5d4).

2nd *Produce Flame*(PH p265) – 1d6 damage + 1 per level, touch or thrown.

3rd *Resist Energy (fire or cold only)*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

4th *Wall of Fire*(PH p298) – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.

5th *Fire Shield*(PH p230) – 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).

6th *Fire Seeds*(PH p230) – Acorns and berries become grenades and bombs.

7th *Fire Storm*(PH p231) – Deals 1d6 per level fire damage.

8th *Incendiary Cloud*(PH p244) – Cloud deals 4d6 fire damage per round.

9th *Elemental Swarm (fire)*(PH p226) – Summons 2d4 Large, 1d4 Huge Fire Elementals.

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| Force | (Spell p27) (CDiv p138) |

Reroll the damage of a weapon, spell, or an ability and take the better of the two. Usable 1/day as a Supernatural ability.

1st *Mage Armor*(PH p249) – Gives subject +4 armor bonus.

2nd *Magic Missile*(PH p251) – 1d4+1 force damage; +1 missile per two levels above 1st (max 5 missiles)

3rd *Blast of Force*(Spell p31)(CDiv p153) – Ray deals 1d6 force damage per two caster levels (max 5d6).

4th *Otiluke’s Resilient Sphere*(PH p258) – Force globe protects but traps one subject.

5th *Wall of Force*(PH p298) – Wall is immune to damage.

6th *Repulsion*(PH p271) – Creatures can’t approach you.

7th *Forcecage*(PH p232) – Cube or cage of force imprisons all inside.

8th *Otiluke’s Telekinetic Sphere*(PH p258) – As *Otiluke’s Resilient Sphere*, but you move the sphere telekinetically.

9th *Bigby’s Crushing Hand*(PH p203) – Large hand provides cover, pushes, or crushes your foes.

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| Generosity | (DR355 p26) |

Maximize a Conjuration(healing) spell as an Immediate Action without changing its casting time or spell level, usable 1/day.

1st *Deathwatch*(PH p217) – Reveals how near death subjects within 30’ are.

2nd *Shield Other*(PH p278) – You take half of subject’s damage.

3rd *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

4th *Discern Lies*(PH p221) – Reveals deliberate falsehoods.

5th *True Seeing*(PH p296) – See all things as they really are.

6th *Prying Eyes*(PH p267) – 1d4 floating eyes + 1 per level scout for you.

7th *Guards and Wards*(PH p237) – Array of magic effects protect area.

8th *Teleport Object*(PH p293) – As *Teleport*, but affects a touched object.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

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| Glory | (Spell p274) (CDiv p139) |

Turn Undead with a +2 bonus on the Turning Check & +1d6 bonus to Turning Damage.

1st *Disrupt Undead*(PH p223) – Deals 1d6 damage to one undead.

2nd *Bless Weapon*(PH p205) – Weapon strikes true against evil foes.

3rd *Searing Light*(PH p275) – Ray deals 1d8 per two levels, more against undead.

4th *Holy Smite*(PH p241) – Damages and blinds evil creatures.

5th *Holy Sword*(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.

6th *Bolt of Glory*(Spell p35)~~(CDiv p155)~~ – Positive energy ray deals extra damage to Evil Outsiders & Undead.

7th *Sunbeam*(PH p289) – Beam blinds and deals 4d6 damage.

8th *Crown of Glory*(Spell p56)~~(BoED p95)~~ – You gain +4 Charisma and inspire your allies.

9th *Gate*(PH p234) – Connects two planes for travel or summoning.

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| Gluttony | (Spell p274) |

*Enlarge Person (self only)* for 1 round per Cleric level per day. Activated and dismissed as a Free Action. Rounds to not need to be contiguous.

1st *Goodberry*(PH p237) – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).

2nd *Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.

3rd *Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.

4th *Vampiric Touch*(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

5th *Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Stone to Flesh*(PH p285) – Restores a petrified creature.

8th *Bite of the King*(Spell p28) – Swallow enemies whole.

9th *Trap the Soul*(PH p296) – Imprisons subject within gem.

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| Gnome | (Spell p275) (PGF p86) (FR p63) |

Cast Illusion spells at +1 Caster Level.

1st *Silent Image*(PH p279) – Creates a minor illusion of your design.

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

3rd *Minor Image*(PH p254) – As *Silent Image*, plus some sound.

4th *Minor Creation*(PH p253) – Creates one cloth or wood object.

5th *Hallucinatory Terrain*(PH p238) – Makes one type of terrain appear like another (field into forest, or the like).

6th *Fantastic Machine*(FR p69) – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.

7th *Screen*(PH p274) – Illusion hides area from vision, scrying.

8th *Otto’s Irresistible Dance*(PH p259) – Forces subject to dance.

9th *Summon Nature’s Ally IX (earth elemental or animal)* (PH p289) – Calls an animal or earth elemental to fight.

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| Good | (PH p187) |

Cast [good] spells at +1 Caster Level.

1st *Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

3rd *Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10’ radius and 10 minutes per level.

4th *Holy Smite*(PH p241) – Damages and blinds evil creatures.

5th *Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.

6th *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.

7th *Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.

8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.

9th *Summon Monster IX (good)*(PH p299) – Calls a Good extraplanar creature to fight for you.

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| Greed | (Spell p275) |

+2 Competence bonus on Appraise, Open Lock, & Sleight of Hand checks.

1st *Cheat*(Spell p46) – Caster rerolls when determining the success of a game of chance.

2nd *Entice Gift*(Spell p83) – Subject gives caster what it’s holding.

3rd *Knock*(PH p246) – Opens locked or magically sealed door.

4th *Fire Trap*(PH p231) – Opened object deals 1d4 + 1 per level fire damage.

5th *Fabricate*(PH p229) – Transforms raw materials into finished items.

6th *Guards and Wards*(PH p237) – Array of magic effects protect area.

7th *Teleport Object*(PH p293) – As *Teleport*, but affects a touched object.

8th *Phantasmal Thief*(Spell p155) – Create an unseen force that steals from others.

9th *Sympathy*(PH p292) – Object or location attracts certain creatures.

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| Halfling | (Spell p275) (PGF p87) |

Add your Charisma modifier to Climb, Hide, Jump, & Move Silently checks for 10 minutes. Usable once per day as a Free Action.

1st *Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

2nd *Cat’s Grace*(PH p208) – Subject gains +4 Dexterity for 1 minute per level.

3rd *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

4th *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

5th *Mordenkainen’s Faithful Hound*(PH p255) – Phantom dog can guard, attack.

6th *Move Earth*(PH p257) – Digs trenches and builds hills.

7th *Shadow Walk*(PH p277) – Step into shadow to travel rapidly.

8th *Word of Recall*(PH p303) – Teleports you back to a designated place.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

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| Hatred | (Spell p275) ~~(PGF p87)~~ |

Once per day, choose one opponent. For 1 minute, you gain a +2 Profane bonus on attack, saving throws, & AC vs. that opponent only.

1st *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

2nd *Scare*(PH p274) – Panics creatures of less than 6HD.

3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

4th *Rage*(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.

5th *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.

6th *Forbiddance*(PH p232) – Blocks planar travel, damages creatures of different alignment.

7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.

8th *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.

9th *Wail of the Banshee*(PH p298) – Kills one creature per level.

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| Healing | (PH p187) |

Cast Conjuration(healing) spells at +1 Caster Level.

1st *Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

2nd *Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

3rd *Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

4th *Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).

5th *Cure Light Wounds, Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.

6th *Heal*(PH p239) – Cures 10 points per level, all diseases and mental conditions.

7th *Regenerate*(PH p270) – Subject’s severed limbs grow back, cures 4d8 damage +1 per level (max +35).

8th *Cure Critical Wounds, Mass*(PH p215) – Cures 4d8 damage +1 per level (max +40) for many creatures.

9th *Heal, Mass*(PH p215) – As *Heal*, but with several subjects.

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| Herald | (BoED p87)(CDiv p136)+ |

+4 Sacred bonus on Diplomacy & Intimidate checks –and– Intimidate becomes a class skill.

1st *Comprehend Languages*(PH p212) – You understand all spoken and written languages.

2nd *Enthrall*(PH p227) – Captivates all within 100’ + 10’ per level.

3rd *Tongues*(PH p294) – Speak any language.

4th *Sending*(PH p275) – Delivers a short message anywhere, instantly.

5th *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

6th *Dream*(PH p225) – Sends message to anyone sleeping.

7th *Visage of the Deity*(CDiv p187) – As *Lesser Visage of the Deity*, but you become Celestial or Fiendish.

8th *Crown of Glory*(Spell p56)~~(BoED p95)~~ – You gain +4 Charisma and inspire your allies.

9th *Visage of the Deity, Greater*(CDiv p187) – As *Less Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

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| Hope | (DR340 p46) |

If you fail an attack roll, skill check, or saving throw, you may add 1d6 to the result. Must be used before any other actions are taken. Usable 1/day.

1st *Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

3rd *Heroism*(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.

4th *Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

5th *Atonement*(PH p201) – Removes burden of misdeeds from subject.

6th *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

7th *Restoration, Greater*(PH p272) – As *Restoration*, plus restores all levels and ability scores.

8th *Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

9th *Miracle*(PH p254) – Requests a deity’s intercession.

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| Humility | (DR355 p28) |

Cast Divination spells as +1 Caster Level.

1st *Reduce Person*(PH p269) – Humanoid creature is halved in size.

2nd *Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.

3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

4th *Ray of Exhaustion*(PH p269) – Ray makes subject exhausted.

5th *Enervation*(PH p226) – Subject gains 1d4 negative levels.

6th *Waves of Fatigue*(PH p301) – Several targets become fatigued.

7th *Symbol of Weakness*(PH p291) – Triggered rune weakens nearby creatures.

8th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

9th *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

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| Hunger | (Spell p275) ~~(DR312 p70)~~ |

Gain a Bite attack (1d6 for Medium, 1d4 for Small) as a secondary Natural Attack.

1st *Ghoul Light*(Spell p105) – Light provides turn resistance.

2nd *Ghoul Glyph*(Spell p105) – Glyph guards area, paralyzes victims.

3rd *Ghoul Gesture*(Spell p104) – Ray paralyzes subject.

4th *Enervation*(PH p226) – Subject gains 1d4 negative levels.

5th *Ghoul Gauntlet*(Spell 104) – Convert victim to a Ghoul under your control.

6th *Eyes of the King*(Spell p87) – Summon Fiendish Dire Bats and look through their eyes.

7th *Field of Ghouls*(Spell p90) – Transform dying creatures into Ghouls.

8th *Bite of the King*(Spell p28) – Swallow enemies whole.

9th *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

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| Hunt | (DR342 p89) |

Gain Feat: Track.

1st *Hide from Animals*(PH p241) – Animals can’t perceive one subject per level.

2nd *Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

3rd *Snare*(PH p280) – Creates a magical booby trap.

4th *Locate Creature*(PH p249) – Indicates direction to familiar creature.

5th *Commune with Nature*(PH p211) – Learn about terrain for one mile per level.

6th *Find the Path*(PH p230) – Shows most direct way to a location.

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

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| Illusion | (Spell p275) (PGF p87) |

Cast Illusion spells at +1 Caster Level.

1st *Silent Image*(PH p279) – Creates a minor illusion of your design.

2nd *Minor Image*(PH p254) – As *Silent Image*, plus some sound.

3rd *Displacement*(PH p223) – Attacks miss subject 50% of the time.

4th *Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.

5th *Persistent Image*(PH p260) – As *Major Image*, but no concentration required.

6th *Mislead*(PH p255) – Turns you invisible and creates illusory double.

7th *Project Image*(PH p265) – Illusory double can talk and cast spells.

8th *Screen*(PH p274) – Illusion hides area from vision, scrying.

9th *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30’.

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| Inquisition | (Spell p275) (CDiv p139) |

+4 bonus on all Dispel Checks.

1st *Detect Chaos*(PH p218) – Reveals chaotic creatures, spells, or objects.

2nd *Zone of Truth*(PH p303) – Subjects within range cannot lie.

3rd *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

4th *Discern Lies*(PH p221) – Reveals deliberate falsehoods.

5th *True Seeing*(PH p296) – See all things as they really are.

6th *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

7th *Dictum*(PH p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.

8th *Shield of Law*(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.

9th *Imprisonment*(PH p244) – Entombs subject beneath the earth.

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| Joy | (BoED p87) |

+4 Sacred bonus on Diplomacy.

1st *Vision of Heaven*(BoED p111) – Evil creature is dazed for 1 round.

2nd *Elation*(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5’ movement.

3rd *Distilled Joy*(BoED p96) – Creates Ambrosia.

4th *Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

5th *Chaav’s Laugh*(BoED p94) – Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hp +1 per level (max +20). Evil creatures take –2 on attack rolls and saves against fear.

6th *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

7th *Starmantle*(BoED p108) – 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.

8th *Sympathy*(PH p292) – Object or location attracts certain creatures.

9th *Otto’s Irresistible Dance*(PH p259) – Forces subject to dance.

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| Knowl­edge | (PH p187) |

Cast Divinations spells at +1 Caster Level.

All Knowledge skills become class skills.

1st *Detect Secret Doors*(PH p220) – Reveals hidden doors within 60’.

2nd *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

3rd *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

4th *Divination*(PH p224) – Provides useful advice for specific proposed actions.

5th *True Seeing*(PH p296) – See all things as they really are.

6th *Find the Path*(PH p230) – Shows most direct way to a location.

7th *Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.

8th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

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| Kobold | (wRotD2) |

Gain Trapfinding class ability.

Disable Device & Search become class skills.

1st *Create Trap*(RotD pXXX) – Creates a CR 1 trap.

2nd *Gnome Blight*(RotD pXXX) – Cloud of itchy debilitating pollen sickens living creatures.

3rd *Fire Trap*(PH p231) – Opened object deals 1d4 + 1 per level fire damage.

4th *Stone Sphere*(Spell pXXX) – 5’ diameter stone sphere rolls over your enemies.

5th *Transmute Rock to Mud*(PH p295) – Transforms two 10’ cubes per level.

6th *Contingency*(PH p213) – Sets trigger condition for another spell.

7th *Ironguard*(Spell pXXX) – Subject becomes immune to all metal.

8th *Maze*(PH p252) – Traps subject in an extradimensional maze.

9th *Transmute Rock to Lava*(Spell pXXX) – Transfomrs one 10’ cube to lava, with subseqent fire damage and effects.

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| Law | (PH p187) |

Cast [law] spells at +1 Caster Level.

1st *Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

2nd *Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.

3rd *Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10’ radius and 10 minutes per level.

4th *Order’s Wrath*(PH p258) – Damages and dazes chaotic creatures.

5th *Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.

6th *Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.

7th *Dictum*(PH p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.

8th *Shield of Law*(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.

9th *Summon Monster IX (law)* (PH p288) – Calls a Lawful extraplanar creature to fight for you.

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| Liberation | (Spell p276) (CDiv p139) |

If you are affected by a (charm), (compulsion), or [fear] effect and fail your save, you receive a new saving throw 1 rnd later at the same DC.

1st *Omen of Peril*(CDiv p171)(RoD p166) – You know how dangerous the future will be.

2nd *Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

3rd *Rage*(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.

4th *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

5th *Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction

6th *Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.

7th *Refuge*(PH p270) – Alters item to transport its possessor to you.

8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Unbinding*(CDiv p185) – Frees everyone in range from spells that constrain or bind.

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| Life | (Eb p106) |

Grant one touched creature 1d6 + 1 per Cleric level Temporary HP for 1 hour per Cleric level. Usable 1/day.

1st *Hide from Undead*(PH p241) – Undead can’t perceive one subject per level.

2nd *Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

3rd *Plant Growth*(PH p262) – Grows vegetation, improves crops.

4th *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

5th *Disrupting Weapon*(PH p223) – Melee weapon destroys undead.

6th *Animate Objects*(PH p199) – Objects attack your foes.

7th *Regenerate*(PH p270) – Subject’s severed limbs grow back, cures 4d8 dmg +1 per lvl (max +35).

8th *Animate Plants*(PH p199) – One or more trees animate and fight for you.

9th *Heal, Mass*(PH p239) – As *Heal*, but with several subjects.

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| Luck | (PH p187) |

‘Good Fortune’ once per day – A single roll can be rerolled before the DM has declared the roll a success or failure, though the new roll must be kept.

1st *Entropic Shield*(PH p227) – Ranged attacks against you suffer 20% miss chance.

2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

3rd *Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

4th *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

5th *Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction

6th *Mislead*(PH p255) – Turns you invisible and creates illusory double.

7th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

8th *Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check , or save.

9th *Miracle*(PH p254) – Requests a deity’s intercession.

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| Lust | (Spell p276) |

For one round, you gains an Enhancement bonus to Charisma equal to your Cleric level. Activated as a Free Action. Usable 1 per day.

1st *Charm Person*(PH p209) – Make one person your friend.

2nd *Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

3rd *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

4th *Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.

5th *Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

6th *Symbol of Persuasion*(PH p290) – Triggered rune charms nearby creatures.

7th *Refuge*(PH p270) – Alters item to transport its possessor to you.

8th *Sympathy*(PH p292) – Object or location attracts certain creatures.

9th *Trap the Soul*(PH p296) – Imprisons subject within gem.

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| Madness | (Spell p276) (CDiv p139) (Eb p107) |

Receive a –1 penalty on all Wisdom-based skill checks and Will saves.

Once per day, add ½ your level as a bonus a Wisdom-based skill check or a Will save. Add the bonus before making the roll.

1st *Confusion, Lesser*(PH p212) – One creature acts randomly for 1 round.

2nd *Touch of Madness*(CDiv p184)(Eb p116) – Dazes one creature for 1 round per level.

3rd *Rage*(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.

4th *Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.

5th *Bolts of Bedevilment*(Spell p37)(CDiv p155) – 1 ray per round dazes its target for 1d3 rnds.

6th *Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.

7th *Insanity*(PH p244) – Subject suffers continuous *Confusion*.

8th *Maddening Scream*(CDiv p168)(Eb p113) – Subject has –4 AC, no shield, Reflex save on natural 20 only.

9th *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30’.

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| Magic | (PH p188) |

Use ‘spell completion’ or ‘spell trigger’ magic items as a Wizard of half your Cleric level (plus any Wizard levels).

1st *Nystul’s Magic Aura*(PH p257) – Alters object’s magic aura.

2nd *Identify*(PH p243) – Determines properties of a magic item.

3rd *Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

4th *Imbue with Spell Ability*(PH p243) – Transfer spells to subject.

5th *Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.

6th *Antimagic Field*(PH p200) – Negates magic within 10’.

7th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

8th *Protection from Spells*(PH p266) – Confers +8 resistance bonus.

9th *Mordenkainen’s Disjunction*(PH p255) – Dispels magic, disenchants magic items.

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| Meditation | (Eb p107) |

You may apply Feat: Empower Spell to one spell per day without the spell taking up a higher level slot, taking extra time to cast, or requiring you to have the feat.

1st *Comprehend Languages*(PH p212) – You understand all spoken and written languages.

2nd *Owl’s Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

3rd *Locate Object*(PH p249) – Senses direction toward object (specific or type).

4th *Tongues*(PH p294) – Speak any language.

5th *Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.

6th *Find the Path*(PH p230) – Shows most direct way to a location.

7th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

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| Mentalism | (Spell p276) (PGF p88) |

Grant a touched subject a Resistance bonus on his/her next Will save equal to (Cleric lvl + 2). This Abjuration effect lasts until discharged, up to 1 hour. Activated as a Standard Action and is usable 1/day.

1st *Confusion, Lesser*(PH p212) – One creature acts randomly for 1 round.

2nd *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

3rd *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

4th *Modify Memory*(PH p255) – Changes 5 minutes of subject’s memories.

5th *Mind Fog*(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.

6th *Rary’s Telepathic Bond*(PH p268) – Link lets allies communicate.

7th *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.

8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

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| Metal | (Spell p276) ~~(PGF p88)~~ |

Gain Feat: Martial Weapon Proficiency and   
Feat: Weapon Focus with either Light Hammer –or– Warhammer.

1st *Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

2nd *Heat Metal*(PH p239) – Makes metal so hot it damages those who touch it.

3rd *Keen Edge*(PH p245) – Doubles normal weapon’s threat range.

4th *Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.

5th *Wall of Iron*(PH p299) – 30 hp per 4 levels; can topple onto foes.

6th *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.

7th *Transmute Metal to Wood*(PH p294) – Metal within 40’ becomes wood.

8th *Iron Body*(PH p245) – You body becomes living iron.

9th *Repel Metal or Stone*(PH p271) – Pushes away metal and stone.

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| Mind | (Spell p276) (CDiv p140) |

+2 bonus on Bluff, Diplomacy, & Sense Motive checks.

1st *Comprehend Languages*(PH p212) – You understand all spoken and written languages.

2nd *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

3rd *Telepathic Bond, Lesser*(CDiv p158) – As *Rary’s Telepathic Bond*, but you and one other creature.

4th *Discern Lies*(PH p221) – Reveals deliberate falsehoods.

5th *Rary’s Telepathic Bond*(PH p268) – Link lets allies communicate.

6th *Probe Thoughts*(CDiv p176)(CDivErrata)+ – You sift through thoughts, learning the answer to one question per round.

7th *Brain Spider*(Spell p38)(CDiv p156) – Listen to thoughts of up to eight other creatures.

8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30’.

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| Moon | (Spell p277) ~~(PGF p88)~~ |

You may Turn / Destroy Lycanthropes, up to 3 + Charisma modifier times per day.

1st *Faerie Fire*(PH p229) – Outline subjects with light, canceling *Blur*, concealment, etc.

2nd *Moonbeam*(Spell p144) ~~(FR p73)~~ – Forces lycanthropes to regain human shape.

3rd *Moon Blade*(Spell p143) ~~(FR p72)~~ – Touch attack deals 1d8 +1 per 2 levels, more to undead, plus scrambles spellcasting.

4th *Fear*(PH p229) – Subjects within cone flee for 1 round per level.

5th *Moon Path*(Spell p143)(FR p72) – Form a bridge of moonlight.

6th *Permanent Image*(PH p260) – Includes sight, sound, and smell.

7th *Insanity*(PH p244) – Subject suffers continuous *Confusion*.

8th *Animal Shapes*(PH p199) – One ally per level polymorphs into chosen animal.

9th *Moonfire*(Spell p144)~~(FR p73)~~ – Cone of light damages creatures, reveals hidden things, negates electricity damage.

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| Mysticism | (Spell p277) (CDiv p140) |

Gain a Luck bonus on all saving throws equal to your Charisma modifier (min. +1) for 1 round per Cleric level. Activated as a Free Action.

1st *Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

2nd *Spiritual Weapon*(PH p283) – Magical weapon of force attacks on its own.

3rd *Visage of the Deity, Lesser*(CDiv p187) – You gain +4 Charisma & resistance 10 to certain energy types.

4th *Weapon of the Deity*(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.

5th *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.

6th *Visage of the Deity*(CDiv p187) – As *Lesser Visage of the Deity*, but you become Celestial or Fiendish.

7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.  
-or-  
*Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.

8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.  
-or-  
*Unholy Aura*(PH p297) – +4 to AC, +4 resistance, SR25 against good spells.

9th *Visage of the Deity, Greater*(CDiv p187) – As *Less Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

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| Necromancy | (Eb p107) |

Cast Necromancy spells at +1 Caster level.

1st *Ray of Enfeeblement*(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

2nd *Command Undead*(PH p211) – An undead creature obeys your commands.

3rd *Vampiric Touch*(PH p298) – Touch deals 1d6 per 2 levels; caster gains damage as hit points.

4th *Enervation*(PH p226) – Subject gains 1d4 negative levels.

5th *Waves of Fatigue*(PH p301) – Several targets become fatigued.

6th *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.

7th *Control Undead*(PH p214) – Undead don’t attack you while under your command.

8th *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30’.

9th *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

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| Night | (DR342 p89) |

Gain Low-Light Vision. If you already have Low-Light Vision, gain Darkvision 30’.

1st *Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.

2nd *Deeper Darkvision*(Und p58) – Subject can see 60’ in magical darkness.

3rd *Deep Slumber*(PH p217) – Puts 10HD of creatures to sleep.

4th *Phantom Steed*(PH p260) – Magical horse appears for 1 hour per level.

5th *Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.

6th *Shadow Walk*(PH p277) – Step into shadow to travel rapidly.

7th *Waves of Exhaustion*(PH p301) – Several targets become exhausted.

8th *Shadow Evocation, Greater*(PH p277) – As *Shadow Evocation*, but up to 7th level and 60% real.

9th *Shade*(PH p276) – As *Shadow Conjuration*, but up to 8th level and 80% real.

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| Nobility | (Spell p277) (CWar p115) (Sand p106) |

After listening to you speak for 1 round, all allies that can hear you gain a +2 Morale bonus to attack, saving throws, ability checks, skill checks, & weapon damage. Lasts 1 round per Charisma modifier (min 1 round). Activated as a Standard Action & usable 1/day.

1st *Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

2nd *Enthrall*(PH p227) – Captivates all within 100’ + 10’ per level.

3rd *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

4th *Discern Lies*(PH p221) – Reveals deliberate falsehoods.

5th *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

6th *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

7th *Repulsion*(PH p271) – Creatures can’t approach you.

8th *Demand*(PH p217) – As *Sending*, plus you can send *Suggestion*.

9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

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| Ocean | (Spell p277) (PGF p89) (Sea p110) |

*Water Breathing* as a Supernatural ability. Activates automatically when needed and stops when not needed, for up to 1 minute per level each day.

1st *Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

2nd *Sound Burst*(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.

3rd *Water Breathing*(PH p300) – Subject can breathe underwater.

4th *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

5th *Wall of Ice*(PH p299) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

6th *Otiluke’s Freezing Sphere*(PH p258) – Freezes water or deals cold damage.

7th *Waterspout*(FR p75) – Create a 10’ wide waterspout under your direction.

8th *Maelstrom*(FR p72) – Create a 120’ wide whirlpool, which pulls down anything that gets close.

9th *Elemental Swarm (water)*(PH p226) – Summons 2d4 Large, 1d4 Huge Water Elementals.

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| Oracle | (Spell p277) (CDiv p140) |

Cast Divination spells as +2 level.

1st *Identify*(PH p243) – Determines properties of a magic item.

2nd *Augury*(PH p202) – Learn whether an action will be good or bad.

3rd *Divination*(PH p224) – Provides useful advice for specific proposed actions.

4th *Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

5th *Commune*(PH p211) – Deity answers one yes-or-no question per level.

6th *Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.

7th *Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

8th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

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| Orc | (Spell p278) ~~(PGF p89)~~ |

‘Smite’ once per day – Add your Cleric level as a bonus to the damage (if you hit). +4 on the attack roll if target is a Dwarf or Elf.

1st *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

2nd *Produce Flame*(PH p265) – 1d6 damage + 1 per level, touch or thrown.

3rd *Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

4th *Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.

5th *Prying Eyes*(PH p267) – 1d4 floating eyes + 1 per level scout for you.

6th *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.

7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.

8th *Cloak of Chaos*(PH p210) – +4 to AC, +4 resistance, SR 25 vs. lawful spells.

9th *Power Word Kill*(PH p263) – Kills one creature with 100 hp or less.

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| Pact | (Spell p278) (CDiv p140) |

Appraise, Intimidate, and Sense Motive become Cleric class skills for you.

1st *Command*(PH p211) – One subject obeys selected command for 1 round.

2nd *Shield Other*(PH p278) – You take half of subject’s damage.

3rd *Speak with Dead*(PH p281) – Corpse answer one question per two levels.

4th *Divination*(PH p224) – Provides useful advice for specific proposed actions.

5th *Stalwart Pact*(CDiv p181) (RoD p168) – You gain combat bonuses automatically when reduced to half hit points or lower.

6th *Zealot Pact*(CDiv p191) – You automatically gain combat bonuses when you attack someone of opposite alignment.

7th *Renewal Pact*(CDiv p177) – Creature is automatically healed if adverse condition affects it.

8th *Death Pact*(CDiv p161)(MoF p88) – Deity brings you back from the dead automatically.

9th *Gate*(PH p234) – Connects two planes for travel or summoning.

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| Passion | (Eb p107) |

Each day, you can activate *Rage* on yourself as a Free Action for 1 round per Cleric level. The rounds may be used during the day as you wish. This is a Supernatural ability.

1st *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

2nd *Tasha’s Hideous Laughter*(PH p292) – Subject loses actions for 1 round per level.

3rd *Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.

4th *Crushing Despair*(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.

5th *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

6th *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

7th *Song of Discord*(PH p281) – Forces targets to attack each other.

8th *Otto’s Irresistible Dance*(PH p259) – Forces subject to dance.

9th *Dominate Monster*(PH p224) – As *Dominate* *Person*, but any creature.

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| Patience | (DR355 p28) |

You may delay the effect of a spell that affects you for 10 rounds as an Immediate Action. Activated after the saving throw (if any). Usable once per day.

1st *Sanctuary*(PH p274) – Opponents can’t attack you and you can’t attack.

2nd *Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.

3rd *Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

4th *Slow*(PH p280) – One subject per level takes only one action per round, –1 AC and attack rolls.

5th *Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.

6th *Bear’s Endurance, Mass*(PH p203) – As *Bear’s Endurance*, affects one subject per level.

7th *Contingency*(PH p213) – Sets trigger condition for another spell.

8th *Sequester*(PH p276) – Subject is invisible to sight and scrying.

9th *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

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| Pestilence | (Spell p278) (CDiv p141) |

You are immune to all diseases, though you can still be a carrier.

1st *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

2nd *Summon Swarm*(PH p289) – Summons a swarm of bats, rats, or spiders.

3rd *Contagion*(PH p213) – Infects subject with chosen disease.

4th *Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

5th *Plague of Rats*(CDiv p174)(CDivErrata)+ – Summons horde of diseased rats.

6th *Curse of Lycanthropy*(Spell p57)~~(CDiv p160)~~ – Kills subject and summons wererats.

7th *Scourge*(CDiv p179) – Inflicts a disease that must be magically cured, one subject per level.

8th *Create Greater Undead (mummies only)*(PH p215) – Creates shadows, wraiths, spectres, or devourers.

9th *Otyugh Swarm*(CDiv p172) – Creates 3d4 Large Otyughs or 1d3+1 Huge Otyughs.

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| Planning | (Spell p278) (CWar p115) |

Gain Feat: Extend Spell.

1st *Deathwatch*(PH p217) – Reveals how near death subjects within 30’ are.

2nd *Augury*(PH p202) – Learn whether an action will be good or bad.

3rd *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

4th *Status*(PH p284) – Monitors condition & position of allies.

5th *Detect Scrying*(PH p219) – Alerts you to magical eavesdropping.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

8th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

9th *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

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| Plant | (PH p188) |

Rebuke / Control Plant Creatures, up to 3 + Charisma modifier times per day.

Knowledge (nature) is a class skill.

1st *Entangle*(PH p227) – Plants entangle everyone in a 40’ radius.

2nd *Barkskin*(PH p202) – Grants +2 (or higher) enhancement to natural armor.

3rd *Plant Growth*(PH p236) – Grows vegetation, improves crops.

4th *Command Plants*(PH p211) – Sway the actions of one or more plant creatures.

5th *Wall of Thorns*(PH p300) – Thorns damage anyone who tries to pass.

6th *Repel Wood*(PH p271) – Pushes away wooden objects.

7th *Animate Plants*(PH p199) – One or more trees animate and fight for you.

8th *Control Plants*(PH p213) – Control actions of one or more plant creatures.

9th *Shambler*(PH p277) – Summons 1d4+2 shambling mounds to fight for you.

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| Pleasure | (BoED p87) |

You are immune to any effect that damages or drains your Charisma.

1st *Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2nd *Lastai’s Caress*(BoED p102) – Intense feelings of good leave Evil subject cowering, frightened, nauseated, or shaken.

3rd *Heart’s Ease*(BoED p100) – Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.

4th *Remove Fatigue*(BoED p105) – Removes effects of fatigue as 8 hours of rest.

5th *Eagle’s Splendor, Mass*(PH p225) – As *Eagle’s Splendor*, affects one subject per level.

6th *Celestial Blood*(BoED p94) – Grant energy resistance, +4 on saves against poison, and Damage Reduction 10 / evil.

7th *Empyreal Ecstasy*(BoED p98) – Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; –4 to skill checks.

8th *Spread of Contentment*(BoED p107) – Calms hostile creatures within 10’ per level radius.

9th *Sublime Revelry*(BoED p109) – Targets are immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.

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| Portal | (Spell p278) ~~(PGF p89) (Und p53)~~ |

Detect an active or inactive *Portal* as if it was a secret door (DC 20).

1st *Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.

2nd *Analyze Portal*(Spell p10) ~~(FR p66)~~ – Find a nearby portal and discover its properties.

3rd *Dimensional Anchor*(PH p221)(PH p250)+ – Bars extradimensional movement.

4th *Dimension Door*(PH p221) – Teleports you a short distance.

5th *Teleport*(PH p292) – Instantly transports you as far as 100 miles per level.

6th *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.

7th *Etherealness*(PH p228) – Travel to Ethereal Plane with companions.

8th *Maze*(PH p252) – Traps subject in an extradimensional maze.

9th *Gate*(PH p234) – Connects two planes for travel or summoning.

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| Pride | (Spell p278) |

If you roll a Natural 1 on a saving throw, you may reroll it immediately. If you roll another 1, you must keep it.

1st *Hypnotism*(PH p242) – Fascinates 2d4 HD of creatures.

2nd *Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

3rd *Heroism*(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.

4th *Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.

5th *Reduce Person, Mass*(PH p269) – Reduces several creatures.

6th *Forbiddance*(PH p232) – Blocks planar travel, damages creatures of different alignment.

7th *Heroism, Greater*(PH p240) – Gives a +4 on attack rolls, saves, & skill checks; immunity to fear; temporary hp.

8th *Spell Immunity, Greater*(PH p281) – As *Spell Immunity*, but up to 8th level spells.

9th *Charm Monster, Mass*(PH p206) – As *Charm Monster*, but all within 30’.

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| Protection | (PH p188) |

‘Protective Ward’ once per day – The touched target gets a Resistance bonus on his/her next saving throw equal to your level. If not used in one hour, the ward dissipates. Activation is a Standard Action.

1st *Sanctuary*(PH p274) – Opponents can’t attack you and you can’t attack.

2nd *Shield Other*(PH p278) – You take half of subject’s damage.

3rd *Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

4th *Spell Immunity*(PH p281) – Subject is immune to one spell per four levels.

5th *Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.

6th *Antimagic Field*(PH p200) – Negates magic within 10’.

7th *Repulsion*(PH p271) – Creatures can’t approach you.

8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

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| Purification | (Spell p279) (CDiv p141) |

Cast Abjuration spells at +1 Caster level.

1st *Nimbus of Light*(CDiv p170) – Sunlight illuminates you until released as an attack for 1d8 +1/lvl damage.

2nd *Deific Vengeance*(CDiv p161) – God’s punishment deals 1d6 damage per two levels (max 5d6).

3rd *Recitation*(CDiv p176)(UE p52) – Allies gain +2 or +3 Luck bonus on attacks and saves, while enemies suffer –2 penalty on attacks & saves.

4th *Castigate*(Spell p44)~~(CDiv p158)~~ – Verbal rebuke damages those whose alignment differs from yours.

5th *Dance of the Unicorn*(Spell p58)~~(CDiv p161)~~ – Purifying mist washes the air clean of smoke, dust, and poisons.

6th *Fires of Purity*(CDiv p165) – Target bursts into magical flame, becoming a dangerous weapon.

7th *Righteous Wrath of the Faithful*(CDiv p178)(CDivErrata)+ – Your allies get bonuses, especially if they worship your deity.

8th *Sunburst*(PH p289) – Blinds all within 80’, deals 6d6 damage.

9th *Visage of the Deity, Greater*(CDiv p187) – As *Less Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

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| Radiance | (DR321 p68) |

You are immune to ‘pattern’ spells & effects, such as *Color Spray* and *Hypnotic Pattern*.

1st *Color Spray*(PH p210) – Knocks unconscious, blinds, or stuns weak creatures.

2nd *Hypnotic Pattern*(PH p242) – Fascinates (2d4 + level) HD of creatures.

3rd *Searing Light*(PH p275) – Ray deals 1d8 per two levels, more against undead.

4th *Faerie Fire, Widened*(PH p229) – Outline subjects in a 10’ radius Burst with light, canceling *Blur*, concealment, etc.

5th *Rainbow Pattern*(PH p268) – Lights fascinate 24 HD of creatures.

6th *Rainbow*(DR321 p68) – Conjures a longbow that you (and only you) can use, along with an endless quantity of magic arrows.

7th *Prismatic Spray*(PH p264) – Rays hit subjects with a variety of effects.

8th *Scintillating Pattern*(PH p274) – Twisting colors confuse, stun, or render unconscious.

9th *Prismatic Wall*(PH p264) – Wall’s colors have array of effects.

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| Renewal | (Spell p279) (PGF p90) |

If your hit points falls below 0, but are still more than –10, you gain (1d8 + Charisma modifier) hit points. This effect happens automatically once per day.

1st *Charm Person*(PH p209) – Make one person your friend.

2nd *Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

3rd *Remove Disease*(PH p271) – Cures all diseases affecting subject.

4th *Reincarnate*(PH p270) – Brings dead subject back in a random humanoid body.

5th *Atonement*(PH p201) – Removes burden of misdeeds from subject.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

7th *Restoration, Greater*(PH p272) – As *Restoration*, plus restores all levels and ability scores.

8th *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.

9th *Freedom*(PH p233) – Releases creature suffering from the spell *Imprisonment*.

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| Repose | (Sand p107) (PGF p90) |

‘Death Touch’ once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal the touched creature’s hit-points, it dies (no save). This is a Death effect.

1st *Hide from Undead*(PH p241) – Undead can’t perceive one subject per level.

2nd *Gentle Repose*(PH p234) – Preserves one corpse.

3rd *Speak with Dead*(PH p281) – Corpse answer one question per two levels.

4th *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

5th *Slay Living*(PH p280) – Touch attack kills target.

6th *Undeath to Death*(PH p297) – Destroys 1d4 per level HD of undead (max 20d4).

7th *Destruction*(PH p218) – Kills subject and destroys remains.

8th *Surelife*(PGF p115) – Protect yourself from a named natural condition that would kill you, such as an avalanche or boiling oil.

9th *Wail of the Banshee*(PH p298) – Kills one creature per level.

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| Retribution | (Spell p279) (FR p65) |

‘Strike of Vengeance’ once per day – When you have been harmed in combat you may make an attack with a melee or ranged weapon on your next action. If it hits, you do maximum damage.

1st *Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.

2nd *Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

3rd *Speak with Dead*(PH p281) – Corpse answer one question per two levels.

4th *Fire Shield*(PH p230) – 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).

5th *Mark of Justice*(PH p252) – Designates action that will trigger curse on subject.

6th *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.

7th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

8th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

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| Revered Ancestor | (FoE p149) |

Gain Exotic Weapon Proficiency (Valenar Double Scimitar). If you are already proficient, gain Feat Weapon Focus (Valenar Double Scimitar).

1st *Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

3rd *Heroism*(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.

4th *Spirit Steed*(Eb p115) – Channels an ancient spirit into your steed, increasing its speed and granting other benefits.

5th *Glimpse of Eternity*(FoE p151) – Target takes 1d6 nonlethal damage per level and is Confused.

6th *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

7th *Vision*(PH p298) – As *Legend Lore*, but quicker and strenuous.

8th *Earthquake*(PH p225) – Intense tremor shakes 5’ per level radius.

9th *Hero’s Blade*(Eb p112) – Channel the spirit of a great hero into a melee weapon.

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| Rune | (Sand p107) (Spell p279) ~~(PGF p90)~~ |

Gain Feat: Scribe Scroll.

1st *Erase*(PH p227) – Mundane or magical writing vanishes.

2nd *Secret Page*(PH p275) – Changes one page to hide its real contents.

3rd *Glyph of Warding*(PH p236) – Inscription harms those who pass it.

4th *Explosive Runes*(PH p228) – Deals 6d6 damage when read.

5th *Planar Binding, Lesser*(PH p261) – Traps an extraplanar creature of 6 HD or less until it performs a task.

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

7th *Drawmij’s Instant Summons*(PH p225) – Prepared object appears in your hand.

8th *Symbol of Death*(PH p289) – Triggered rune slays nearby creatures.

9th *Teleportation Circle*(PH p293) – Circle teleports any creature inside to designated spot.

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| Sand | (Sand p107) |

Form one or more objects out up sand up to 8 cubic feet. You may create one object per point of Wisdom modifier & they last for 1 minute per Cleric level. Usable 1/day.

1st *Sand Strider*(Sand pXXX) – Move through waste without penalites.

2nd *Black Sand*(Sand pXXX) – Create a 20’ radius area of Black Sand, which absorbs light & life force.

3rd *Haboob*(Sand pXXX) – Swirling grit obscures vision, blows smaller creatures over, & deals nonlethel damage.

4th *Blast of Sand*(Sand pXXX) – Cone deals 1d6 damage per level.

5th *Flaywind Burst*(Sand pXXX) – Blow away and knocks down smaller creatures and deals 1d6 damage per level.

6th *Awaken Sand*(Sand pXXX) – A region of sand forms into a Huge, sentient creature.

7th *Vitrify*(Sand pXXX) – Melts sand into glass.

8th *Desert Bidning*(Sand pXXX) – Imprisons creature as sand in an hourglass or wind in the waste.

9th *Summon Desert Ally IX*(Sand pXXX) – Calls Dustform creature to fight.

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| Scalykind | (Spell p279) ~~(PGF p90)~~ |

Rebuke / Control Snakes and Reptiles, up to 3 + Charisma modifier times per day.

1st *Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.

2nd *Animal Trance (reptiles & snakes)* (PH p198) – Fascinates 2d6 HD of reptiles & snakes.

3rd *Magic Fang, Greater*(PH p250) – 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.

4th *Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

5th *Animal Growth (reptiles & snakes)* (PH p198) – One reptile or snake per two levels doubles in size.

6th *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.

7th *Creeping Doom (composed of tiny snakes)*(PH p214) – Swarms of centipedes attack at your command.

8th *Animal Shapes(reptiles & snakes)* (PH p199) – One ally per level polymorphs into chosen reptile or snake.

9th *Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

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| Seafolk | (Storm p110) |

Gain Feat: Expert Swimmer or Feat: Rapid Swimming.

1st *Quickswim*(Storm pXXX) – Your Swim speed increases by 10’.

2nd *Fins to Feet*(Storm pXXX) – Transforms tails, tentacles, or finned extremities into Humanoid legs and feet.

3rd *Scales of the Sealord*(Storm pXXX) – Add 10’ to Swim speed or gain Swim speed of 15’; add Natural Armor bonus of +1 per 3 levels.

4th *Siren’s Call*(Storm pXXX) – Compel one creature per 2 levels to submerse itself.

5th *Commune with Nature*(PH p211) – Learn about terrain for one mile per level.

6th *Airy Water*(Storm pXXX) – Turn normal water into a breathable substance; negate underwater movement and melee attack penalties.

7th *Megalodon Empowerment*(Storm pXXX) – Gain Scent, water breathing, Swim speed for 1 hour per level.

8th *Depthsurge*(Storm pXXX) – Water slam deals 2d6 + caster level damage to all within 20’ radius, pushes targets back; sinks ships.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

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| Shadow | (Eb p108) |

Gain Feat: Blind-Fight.

1st *Obscuring Mist*(PH p258) – Fog surrounds you.

2nd *Darkness*(PH p216) – 20’ radius of supernatural shadow.

3rd *Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60’ radius.

4th *Shadow Conjuration*(PH p276) – Mimics conjuring below 4th level, but only 20% real.

5th *Shadow Evocation*(PH p277) – Mimics evocation of lower than 5th level, but only 20% real.

6th *Shadow Walk*(PH p277) – Step into shadow to travel rapidly.

7th *Shadow Conjuration, Greater*(PH p276) – As *Shadow Conjuration*, but up to 6th level spells and 60% real

8th *Shadow Evocation, Greater*(PH p277) – As *Shadow Evocation*, but up to 7th level and 60% real.

9th *Shade*(PH p276) – As *Shadow Conjuration*, but up to 8th level and 80% real.

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| Sky | (RotW p174) |

Spot becomes a class skill.

Your fly / glide speed (if any) increases by +5’.

1st *Raptor’s Sight*(RotW p175) – Gain +4 on Spot checks; range increment penalty is halved.

2nd *Summon Dire Hawk*(RotW p175) – Summons a Dire Hawk to serve you.

3rd *Enduring Flight*(RotW p175) – Carry medium loads at full fly speed, flight duration doubles.

4th *Aerial Alacrity*(RotW p174) – +30’ Fly speed,   
+1 AC and Reflex saves while flying, Maneuverability improves by one category.

5th *Control Winds*(PH p214) – Change wind direction and speed.

6th *Wind Walk*(PH p302) – You and your allies turn vaporous and travel fast.

7th *Reverse Gravity*(PH p273) – Objects and creatures fall upward.

8th *Master of the Sky*(RotW p175) – Gain +2 on attack rolls and damage rolls while airborne; maneuverability becomes perfect; foes incur penalties against you.

9th *Summon Devoted Roc*(RotW p175) – Summons powerful Roc to serve you.

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| Slime | (Spell p280) (PGF p91) |

Rebuke / Control Oozes, up to 3 + Charisma modifier times per day.

1st *Grease*(PH p237) – Makes 10’ square or 1 object slippery.

2nd *Melf’s Acid Arrow*(PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).

3rd *Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

4th *Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.

5th *Evard’s Black Tentacles*(PH p228) – Tentacles grapple all within a 15’ spread.

6th *Transmute Rock to Mud*(PH p295) – Transforms two 10’ cubes per level.

7th *Destruction*(PH p218) – Kills subject and destroys remains.

8th *Power Word Blind*(PH p263) – Blinds creatures with 200 hp or less.

9th *Implosion*(PH p243) – Kills one creature per round.

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| Sloth | (Spell p280) |

You receive no penalty on melee attacks when Prone.

1st *Touch of Fatigue*(PH p294) – Touch attack fatigues target.

2nd *Unseen Servant*(PH p297) – Invisible force obeys your commands.

3rd *Deep Slumber*(PH p217) – Puts 10HD of creatures to sleep.

4th *Slow*(PH p280) – One subject per level takes only one action per round, –1 AC and attack rolls.

5th *Symbol of Sleep*(PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.

6th *Waves of Fatigue*(PH p301) – Several targets become fatigued.

7th *Shadow Walk*(PH p277) – Step into shadow to travel rapidly.

8th *Waves of Exhaustion*(PH p301) – Several targets become exhausted.

9th *Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

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| Spell | (Spell p280) (PGF p91) |

+2 bonus on Concentration & Spellcraft checks.

1st *Mage Armor*(PH p249) – Gives subject +4 armor bonus.

2nd *Silence*(PH p279)(Spell p10)+ – Negate sound in a 20’ radius.

3rd *Anyspell*(Spell p14)(FR p67) – Prepare an Arcane spell of up to 2nd Level.

4th *Rary’s Mnemonic Enhancer*(PH p268) – Prepares   
extra spells or retains one just cast.

5th *Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction.

6th *Anyspell, Greater*(Spell p15)(FR p70) – Prepare an Arcane spell of up to 5th Level.

7th *Limited Wish*(PH p248) – Alters reality, within spell limits.

8th *Antimagic Field*(PH p200) – Negates magic within 10’.

9th *Mordenkainen’s Disjunction*(PH p255) – Dispels magic, disenchants magic items.

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| Spider | (Spell p280) (PGF p91) |

Rebuke / Control Spiders, up to 3 + Charisma modifier times per day.

1st *Spider Climb*(PH p283) – Grants ability to walk on walls & ceilings.

2nd *Summon Swarm* (PH p289) – Summons a swarm of spiders.

3rd *Phantom Steed (spider form)*(PH p260) – Magical Large monstrous spider mount appears for 1 hour per level.

4th *Giant Vermin*(PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.

5th *Insect Plague*(PH p244) – Locust swarms attack creatures.

6th *Spider Curse*(Spell p200)~~(FR p74)~~ – Transform a target into a drider-like creature that you dominate.

7th *Stone Spider*(Spell p208)~~(FR p75)~~ – Transforms pebbles into Monstrous Spider Constructs.

8th *Creeping Doom*(PH p214) – Swarms of centipedes attack at your command.

9th *Spider Shapes*(Spell p201)(FR p74) – Polymorph one creature per level into a Monstrous Spider.

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| Spirit | (DR312 p37) |

You can create an item (often a doll) that connects you to a target. The creation requires 100gp and a sample of the target’s hair, finger-nail, etc. You may cast a Touch spell on the target as long as he/she is within Long-range & have a Line of Effect, though the target gets a +2 Circumstance bonus on his/her save (if any). You may only create one “doll” per month and creating a new one renders the previous one useless.

1st *Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.

2nd *Scare*(PH p274) – Panics creatures of less than 6HD.

3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

4th *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

5th *Enervation*(PH p226) – Subject gains 1d4 negative levels.

6th *Magic Jar*(PH p250) – Enables possession of another creature.

7th *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.

8th *Finger of Death*(PH p230) – Kills one subject.

9th *Soul Bind*(PH p226) – Traps newly dead soul to prevent *Resurrection*.

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| Storm | (Spell p280) (Storm p110) ~~(PGF p91)~~ |

Gain Electricity Resistance 5.

1st *Entropic Shield*(PH p227) – Ranged attacks against you suffer 20% miss chance.

2nd *Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.

3rd *Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.

4th *Sleet Storm*(PH p280) – Hampers vision and movement.

5th *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40’ across.

6th *Summon Monster VI*(PH p287) – Summons an extraplanar creature to fight for you.

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.

9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

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| Strength | (PH p188) |

‘Feat of Strength’ – For one round, the Cleric gains an Enhancement bonus to Strength equal to his/her Cleric level. Activated as a Free Action. Usable once per day.

1st *Enlarge Person*(PH p226) – Humanoid creature doubles in size.

2nd *Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

3rd *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

4th *Spell Immunity*(PH p281) – Subject is immune to one spell per four levels.

5th *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.

6th *Stoneskin*(PH p284) – Ignore 10 points of damage per attack.

7th *Bigby’s Grasping Hand*(PH p204) – Hand provides cover, pushes, or grapples.

8th *Bigby’s Clenched Fist*(PH p203) – Large hand provides cover, pushes, or attacks your foes.

9th *Bigby’s Crushing Hand*(PH p203) – Large hand provides cover, pushes, or crushes your foes.

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| Suffering | (PGF p91) |

‘Pain Touch’ once per day – By making a successful touch attack vs. a living creatures that is vulnerable to critical hits, bestow a –2 penalty to Strength and Dexterity for 1 minute.

1st *Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.

2nd *Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

4th *Enervation*(PH p226) – Subject gains 1d4 negative levels.

5th *Feeblemind*(PH p229) – Subject’s Intelligence and Charisma drop to 1.

6th *Harm*(PH p239) – Deals 10 hp per level to target

7th *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.

8th *Symbol of Pain*(PH p290) – Triggered rune wracks nearby creatures with pain.

9th *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30’.

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| Summer | (Sand p107) |

You receive a +2 bonus on all Wisdom-based skill checks during the summer season.

You are considered a native of the waste for purposes of heat resistance.

1st *Impede Sun’s Brilliance*(Sand pXXX) – Diminishes the head and light of the sun in an area.

2nd *Sunstroke*(Sand pXXX) – Target takes 2d6 nonlethal damage and is fatigued.

3rd *Protection from Desiccation*(Sand pXXX) – Absorb 10 points per level of Desiccation damage.

4th *Skin of the Cactus*(Sand pXXX) – Grants natural armor, thorns, and resistance to dehydration.

5th *Unearthly Heat*(Sand pXXX) – Target is subjected to unearthly heat for 1 round per level.

6th *Sunbeam*(PH p289) – Beam blinds and deals 4d6 damage.

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Sunburst*(PH p289) – Blinds all within 80’, deals 6d6 damage.

9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

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| Summoner | (Spell p281) (CDiv p141) |

Conjuration(calling) & Conjuration(summoning) spells are at +2 Caster level.

1st *Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.

2nd *Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.

3rd *Summon Monster III*(PH p286) – Summons an extraplanar creature to fight for you.

4th *Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.

5th *Summon Monster V*(PH p287) – Summons an extraplanar creature to fight for you.

6th *Planar Ally*(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.

7th *Summon Monster VII*(PH p287) – Summons an extraplanar creature to fight for you.

8th *Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

9th *Gate*(PH p234) – Connects two planes for travel or summoning.

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| Sun | (PH p188) |

‘Greater Turning’ – Make a normal turning action, but all effected undead are Destroyed. This consumes one of the day’s “turns”. Usable once per day.

1st *Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

2nd *Heat Metal*(PH p239) – Makes metal so hot it damages those who touch it.

3rd *Searing Light*(PH p275) – Ray deals 1d8 per two levels, more against undead.

4th *Fire Shield*(PH p230) – 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).

5th *Flame Strike*(PH p231) – Smites foes with divine fire (1d6 / level).

6th *Fire Seeds*(PH p230) – Acorns and berries become grenades and bombs.

7th *Sunbeam*(PH p289) – Beam blinds and deals 4d6 damage.

8th *Sunburst*(PH p289) – Blinds all within 80’, deals 6d6 damage.

9th *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

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| Temperance | (DR355 p29) |

When you begin to prepare your spells, you heal 1 hp per spell level of Domain spells that were uncast the previous day.

1st *Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2nd *Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.

3rd *Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

4th *Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

5th *Atonement*(PH p201) – Removes burden of misdeeds from subject.

6th *Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.

7th *Symbol of Stunning*(PH p291) – Triggered rune stuns nearby creatures.

8th *Shield of Law*(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.

9th *Iron Body*(PH p245) – You body becomes living iron.

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| Time | (Spell p281) ~~(PGF p91)~~ |

Gain Feat: Improved Initiative.

1st *True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.

2nd *Gentle Repose*(PH p234) – Preserves one corpse.

3rd *Haste*(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.

4th *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

5th *Permanency*(PH p259) – Makes certain spells permanent.

6th *Contingency*(PH p213) – Sets trigger condition for another spell.

7th *Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.

8th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

9th *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

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| Thirst | (Sand p108) |

You receive a +2 bonus on Constitution checks to avoid dehydration.

Rebuke / Control Oozes, up to 3 + Charisma modifier times per day.

1st *Parching Touch*(Sand pXXX) – One touch per level deals 1d6 damage and possibly 1 Constitution damage.

2nd *Desiccate*(Sand pXXX) – Deals 1d6 per 2 levels of Desiccation damage and dehydrates living creature.

3rd *Tormenting Thirst*(Sand pXXX) – Subject is overwhelmed by thirst.

4th *Dispel Water*(Sand pXXX) – Cancels water spells and effects or dismisses water creatures.

5th *Desiccate, Mass*(Sand pXXX) – Desiccates several creatures.

6th *Symbol of Thirst*(Sand pXXX) – Triggered rune overwhelms nearby creatures with thirst.

7th *Mephit Mob*(Sand pXXX) – Summons multiple Dust, Salt, or Sulfur Mephits.

8th *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30’.

9th *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

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| Trade | (Spell p281) (PGF p92) |

As a Free Action, you may activate *Detect Thoughts* against one target for your Charisma modifier minutes. Usable once per day.

1st *Message*(PH p253) – Whispered conversation at distance.

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

3rd *Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

4th *Sending*(PH p275) – Delivers a short message anywhere, instantly.

5th *Fabricate*(PH p229) – Transforms raw materials into finished items.

6th *True Seeing*(PH p296) – See all things as they really are.

7th *Mordenkainen’s Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.

8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

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| Transformation | (RoE p180) |

Cast Transmutation spells at +1 Caster Level.

1st *Enlarge Person*(PH p226) – Humanoid creature doubles in size.

2nd *Alter Self*(PH p197) – Assume the form of a similar creature.

3rd *Gaseous Form*(PH p234) – Subject becomes insubstantial and can fly slowly.

4th *Involuntary Shapeshifting*(RoE p188) – If able to do so, target creature must change shape.

5th *Polymorph*(PH p263) – Gives one willing subject a new form.

6th *Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.

7th *Doppelganger Transformation*(RoE p184) – You gain the physical and mental bonuses of a Doppelganger.

8th *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.

9th *Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

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| Travel | (PH p188) |

Survival becomes a class skill.

For a total of 1 round per Cleric level per day, the spell *Freedom of Movement* will activate automatically if the Cleric is ever impeded by a magical effect. The *Freedom of Movement* only lasts as long as needed, so the total number of rounds can be split over multiple occurrences.

1st *Longstrider*(PH p249) – Increases your speed.

2nd *Locate Object*(PH p249) – Senses direction toward object (specific or type).

3rd *Fly*(PH p232) – Subject flies at a speed of 60’.

4th *Dimension Door*(PH p221) – Teleports you a short distance.

5th *Teleport*(PH p292) – Instantly transports you as far as 100 miles per level.

6th *Find the Path*(PH p230) – Shows most direct way to a location.

7th *Teleport, Greater*(PH p292) – As *Teleport*, but no range limit and off-target arrival.

8th *Phase Door*(PH p261) – Invisible passage through wood or stone.

9th *Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

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| Trickery | (PH p189) |

Bluff, Disguise, & Hide become class skills.

1st *Disguise Self*(PH p222) – Changes your appearance.

2nd *Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

3rd *Nondetection*(PH p257) – Hides subject from divination and scrying.

4th *Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.

5th *False Vision*(PH p229) – Fools scrying with an illusion.

6th *Mislead*(PH p255) – Turns you invisible and creates illusory double.

7th *Screen*(PH p274) – Illusion hides area from vision, scrying.

8th *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.

9th *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

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| Truth | (RoE p181) |

Cast Divination spells at +1 Caster Level.

Gain a bonus on all Sense Motive checks equal to your Cleric level.

1st *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

2nd *Zone of Truth*(PH p303) – Subjects within range cannot lie.

3rd *See Invisibility*(PH p275) – Reveals invisible creatures or objects.

4th *Discern Lies*(PH p221) – Reveals deliberate falsehoods.

5th *True Seeing*(PH p296) – See all things as they really are.

6th *Force Shapechange*(RoE p185) – Forces shapechangers into natural form.

7th *Illusion Purge*(RoE p187) – Dispels illusions within 5’/level radius.

8th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

9th *True Seeing, Mass*(RoE p190) – As *True Seeing*, but affects multiple creatures.

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| Tyrant | (Spell p281) ~~(CWar p115) (PGF p92)~~ |

Enchantment(compulsion) spells you cast have a +1 DC.

1st *Command*(PH p211) – One subject obeys selected command for 1 round.

2nd *Enthrall*(PH p227) – Captivates all within 100’ + 10’ per level.

3rd *Discern Lies*(PH p221) – Reveals deliberate falsehoods.

4th *Fear*(PH p229) – Subjects within cone flee for 1 round per level.

5th *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

6th *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

7th *Bigby’s Grasping Hand*(PH p204) – Hand provides cover, pushes, or grapples.

8th *Charm Monster, Mass*(PH p206) – As *Charm Monster*, but all within 30’.

9th *Dominate Monster*(PH p224) – As *Dominate* *Person*, but any creature.

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| Undead | (DR312 p37) |

+2 Competence bonus on Turning checks to Turn or Rebuke Undead.

1st *Chill Touch*(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.

2nd *Command Undead*(PH p211) – An undead creature obeys your commands.

3rd *Animate Dead*(PH p198) – Creates undead skeletons and zombies.

4th *Halt Undead*(PH p238) – Immobilizes undead for 1 round per level.

5th *Slay Living*(PH p280) – Touch attack kills target.

6th *Create Undead*(PH p215) – Create ghouls, ghasts, mummies, or mohrgs.

7th *Undeath to Death*(PH p297) – Destroys 1d4 per level HD of undead (max 20d4).

8th *Create Greater Undead*(PH p215) – Creates shadows, wraiths, spectres, or devourers.

9th *Wail of the Banshee*(PH p298) – Kills one creature per level.

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| Undeath | (Spell p281) ~~(FR p66) (LM p60)~~ |

Gain Feat: Extra Turning.

1st *Detect Undead*(PH p220) – Reveals undead within 60’.

2nd *Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.

3rd *Animate Dead*(PH p198) – Creates undead skeletons and zombies.

4th *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

5th *Circle of Death*(PH p209) – Kills 1d4 HD per level of creatures.

6th *Create Undead*(PH p215) – Create ghouls, ghasts, mummies, or mohrgs.

7th *Control Undead*(PH p214) – Undead don’t attack you while under your command.

8th *Create Greater Undead*(PH p215) – Creates shadows, wraiths, spectres, or devourers.

9th *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

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| War | (PH p189) |

Gain Feat: Martial Weapon Proficiency and Feat: Weapon Focus in the deity’s favored weapon.

1st *Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

2nd *Spiritual Weapon*(PH p283) – Magical weapon of force attacks on its own.

3rd *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

4th *Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.

5th *Flame Strike*(PH p231) – Smites foes with divine fire (1d6 / level).

6th *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.

7th *Power Word Blind*(PH p263) – Blinds creatures with 200 hp or less.

8th *Power Word Stun*(PH p263) – Stuns creatures with 150 hp or less.

9th *Power Word Kill*(PH p263) – Kills one creature with 100 hp or less.

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| Warforged | (FoE p150) |

Rebuke / Control Constructs, up to 3 + Charisma modifier times per day.

1st *Repair Light Damage*(CArc p120)(Eb p114)(DR317 p35) – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.

2nd *Construct Essence, Lesser*(RoE p184)(FoE p150) – Grants a Living Construct qualities of the Construct type.

3rd *Stone Construct*(Eb p116) – Construct gains DR 10 / adamantine.

4th *Repair Critical Damage*(Eb p114)(DR317 p36) – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.

5th *Construct Energy Ward, Greater*(Eb p109) – Construct gains immunity to specified energy type.

6th *Iron Construct*(Eb p113) – Construct gains DR 15 / adamantine & takes half damage from acid and fire.

7th *Construct Essence, Mass Lesser*(FoE p150) – Grants many Living Constructs qualities of the Construct type.

8th *Total Repair*(Eb p116) – Repairs 10 per level damage to a Construct.

9th *Summon Warforged Champion*(FoE p151) – Summons a mighty Warforged Titan.

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| Water | (PH p189) |

Rebuke / Control / Bolster Water Creatures –or– Turn / Destroy Fire Creatures, up to 3+Charisma modifier times per day.

1st *Obscuring Mist*(PH p258) – Fog surrounds you.

2nd *Fog Cloud*(PH p232) – Fog obscures vision.

3rd *Water Breathing*(PH p300) – Subject can breathe underwater.

4th *Control Water*(PH p214) – Raises, lowers bodies of water.

5th *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40’ across.

6th *Cone of Cold*(PH p212) – 1d6 cold damage per level (max 15d6).

7th *Acid Fog*(PH p196) – Fog deals acid damage.

8th *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30’.

9th *Elemental Swarm (water)*(PH p226) – Summons 2d4 Large, 1d4 Huge Water Elementals.

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| Watery Death | (PGF p92) |

‘Smite Non-Aquatic Creature’ once per day – Before attacking, declare that Smite is being used. Add your Wisdom modifier as an attack bonus and add the Cleric level to the damage.

1st *Entangle*(PH p227) – Plants entangle everyone in a 40’ radius.

2nd *Mark of the Outcast*(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

3rd *Control Water*(PH p214) – Raises, lowers bodies of water.

4th *Rushing Waters*(Und p61) – Wave makes bull rush attack.

5th *Dehydrate*(Und p58) – Deals Constitution damage to subject.

6th *Drown*(Und p58) – Target immediately begins to drown.

7th *Contagious Fog*(Spell p52)(Und p57) – 30’ radius cloud of fog inflicts disease.

8th *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30’.

9th *Drown, Mass*(Und p58) – As *Drown*, but affects one target per level.

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| Wealth | (Spell p281) |

Appraise is a Cleric class skill for you.

Grain Feat: Skill Focus (Appraise).

1st *Alarm*(PH p197) – Wards an area for 2 hours per level.

2nd *Obscure Object*(PH p258) – Masks object against scrying.

3rd *Glyph of Warding*(PH p236) – Inscription harms those who pass it.

4th *Detect Scrying*(PH p219) – Alerts you to magical eavesdropping.

5th *Leomund’s Secret Chest*(PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.

6th *Forbiddance*(PH p232) – Blocks planar travel, damages creatures of different alignment.

7th *Sequester*(PH p276) – Subject is invisible to sight and scrying.

8th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

9th *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.

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| Weather | (CDiv p141) |

You do not receive penalties on Spot & Search check when it is raining or snowing.

You can move through snow-covered & icy terrain at your normal movement rate.

Natural & magical wind effects treat you as if you were one size category larger.

1st *Obscuring Mist*(PH p258) – Fog surrounds you.

2nd *Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.

3rd *Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.

4th *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40’ across.

5th *Binding Winds*(Spell p27) ~~(CDiv p153)(MoF p80)~~ – Air prevents target from moving, hinders ranged attacks.

6th *Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.

7th *Cloud-Walkers*(Spell p49) ~~(CDiv p159)~~ – Subjects can fly outdoors at speed of 60’.

8th *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.

9th *Whirlwind, Greater*(Spell p49) ~~(CDiv p189)~~ – As *Whirlwind*, but larger and more destructive.

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| Weather’ | (Eb p108) |

You do not receive penalties on Spot & Search check due to natural weather.

Survival is a Cleric class-skill for you.

Receive a +2 bonus on all weather-related Survival checks.

1st *Obscuring Mist*(PH p258) – Fog surrounds you.

2nd *Fog Cloud*(PH p232) – Fog obscures vision.

3rd *Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.

4th *Sleet Storm*(PH p280) – Hampers vision and movement.

5th *Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.

6th *Control Winds*(PH p214) – Change wind direction and speed.

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.

9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

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| Windstorm | (Spell p282) |

You do not receive penalties on Spot & Search check due to rain or snow.

Your movement is not slowed by snow-covered or icy terrain.

You are treated as one size category larger with regards to wind effects (both magical and mundane).

1st *Obscuring Mist*(PH p258) – Fog surrounds you.

2nd *Binding Winds*(Spell p27) ~~(CDiv p153)(MoF p80)~~ – Air prevents target from moving, hinders ranged attacks.

3rd *Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.

4th *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40’ across.

5th *Arc of Lightning*(Spell p15)(CArc p97) – Line of electricity between two creatures (1d6/lvl dmg).

6th *Cloud-Walkers*(Spell p49) ~~(CDiv p159)~~ – Subjects can fly outdoors at speed of 60’.

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.

9th *Whirlwind, Greater*(Spell p49) ~~(CDiv p189)~~ – As *Whirlwind*, but larger and more destructive.

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| Winter | (Frost p85) |

You receive a +2 Sacred bonus on all Wisdom-based skill checks during the winter season.

1st *Snowsight*(Frost pXXX) – Normal vision in winter weather conditions.

2nd *Snow Walk*(Frost pXXX) – Increases y our speed and walk effortlessly on top of snow without leaving tracks or scent.

3rd *Winter’s Embrace*(Frost pXXX) – Subject takes 1d8 damage per round, can cause fatigue.

4th *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40’ across.

5th *Blizzard*(Frost pXXX) – Temperature drops and powerful blizzard reduces visibility to zero.

6th *Death Hail*(Frost pXXX) – Summon a storm of death hail.

7th *Control Weather*(PH p214) – Changes weather in local area.

8th *Summon Giants (frost giants only)*(Frost pXXX) – Summons outsider giants to fight for you.

9th *Fimbulwinter*(Frost pXXX) – Creates winter weather for miles around you that lasts for months.

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| Wrath | (Spell p282) |

Once per day, you may subtract up to your Cleric level in Wisdom points to add ½ this number to your Strength. This effect lasts 1 round per Cleric level and cannot be ended prematurely.

1st *Rhino’s Rush*(Spell p176) – Next charge deals double damage.

2nd *Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

3rd *Rage*(PH p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.

4th *Shout*(PH p279) – Deafens all within cone and deals 5d6 damage.

5th *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.

6th *Song of Discord*(PH p281) – Forces targets to attack each other.

7th *Tenser’s Transformation*(PH p298) – You gain combat bonuses.

8th *Shout, Greater*(PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

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| Wrath’ | (BoED p87) |

Once per day, you may make a free Attack of Opportunity against any opponent that damages you with a melee attack. This ability does not allow you to make more than one attack of opportunity in a round.

1st *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

2nd *Energize Potion*(BoED p98) – Transforms a potion into a grenade that deals energy damage in a 10’ radius Burst.

3rd *Affliction*(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).

4th *Radiant Shield*(BoED p104) – Creatures attacking you take Electricity damage; you are protected from Electricity.

5th *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.

6th *Vengeance Halo*(BoED p111) – Any creature that slays the spell’s recipient takes 1d6 per level damage.

7th *Righteous Smite*(BoED p106) – Deals 1d6 damage per level (1d8 damage per level to Evil Outsiders) in a 20’ radius and blinds Evil foes.

8th *Last Judgment*(BoED p102) – Evil creatures are struck dead and sent to the Lower Planes.

9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

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| Zeal | (DR355 p30) |

You may ‘Take 20’ on one Skill Check per day without increasing the time the check takes. Can only be used with checks that normally allow you to ‘Take 20’.

1st *Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

2nd *Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.

3rd *Helping Hand*(PH p239) – Ghostly hand leads subject to you.

4th *Dismissal*(PH p222) – Forces a creature to return to native plane.

5th *Commune*(PH p211) – Deity answers one yes-or-no question per level.

6th *Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.

7th *Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.

8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.

9th *Miracle*(PH p254) – Requests a deity’s intercession.

# Planar Domains

These domains are associated with an Outer Plane, not a specific Deity. One Planar Domain takes the place of two Clerical Domains. To compensate, each level of a Planar Domain has two spells, though the Cleric still has the normal number of Domain slots. (Spell p282)

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| Abyss | (Spell p282) |

Requirement: Must be Chaotic Evil.

Furious Power – +4 bonus to Strength and   
–2 penalty to AC. Activated as a Free Action and lasts for 5 rounds (cannot be ended early). Usable once per day.

Intimidate becomes a class skill.

1st *Align Weapon (evil or chaotic only)*(PH p197) – Weapon becomes evil or chaotic.

–or–

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

2nd *Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

–or–

*Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.

3rd *Babau Slime*(Spell p22) – Secrete a body-covering acid that damages foes’ weapons.

–or–

*Summon Monster III (chaotic evil only)*(PH p285) – Summons a Chaotic Evil extraplanar creature to fight for you.

4th *Balor Nimbus*(Spell p24) – Subject’s flaming body damages foes in grapple.

–or–

*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

5th *Slay Living*(PH p280) – Touch attack kills target.

–or–

*Summon Monster V (chaotic evil only)*(PH p287) – Summons a Chaotic Evil extraplanar creature to fight for you.

6th *Bull’s Strength, Mass*(PH p207) – As *Bull’s Strength*, affects one subject per level.

–or–

*Harm*(PH p239) – Deals 10 hp per level to target fight for you.

7th *Destruction*(PH p218) – Kills subject and destroys remains.

–or–

*Summon Monster VII (chaotic evil only)*(PH p287) – Summons a Chaotic Evil extraplanar creature to fight for you.

8th *Finger of Death*(PH p230) – Kills one subject.

–or–

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

9th *Implosion*(PH p243) – Kills one creature per round.

–or–

*Summon Monster IX (chaotic evil only)*(PH p287) – Summons a Chaotic Evil extraplanar creature to fight for you.

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| Arborea | (Spell p282) |

Requirement: Must be Chaotic Good.

Glory of the Eladrin – gain your Charisma modifier as a Morale bonus on weapond amage and saves vs. charm & fear effects. Activated as a Free Action and lasts for 10 rounds. Usable once per day.

Survival becomes a class skill.

1st *Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

–or–

*Longstrider*(PH p249) – Increases your speed.

2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10).

–or–

*Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

3rd *Heroism*(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.

–or–

*Summon Monster III (chaotic good only)*(PH p285) – Summons a Chaotic Good extraplanar creature to fight for you.

4th *Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

–or–

*Opalescent Glare*(Spell p150) – Kill creatures with a look, or make them very afraid.

5th *Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrifaction

–or–

*Summon Monster V (chaotic good only)*(PH p287) – Summons a Chaotic Good extraplanar creature to fight for you.

6th *Heroes’ Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

–or–

*Eagle’s Splendor, Mass*(PH p225) – As *Eagle’s Splendor*, affects one subject per level.

7th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

–or–

*Summon Monster VII (chaotic good only)*(PH p287) – Summons a Chaotic Good extraplanar   
creature to fight for you.

8th *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

–or–

*Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.

9th *Freedom*(PH p233) – Releases creature suffering from the spell *Imprisonment*.

–or–

*Summon Monster IX (chaotic good only)*(PH p287) – Summons a Chaotic Good extraplanar creature to fight for you.

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| Baator | (Spell p283) |

Requirement: Must be Lawful Evil.

You can see through magical darkness.

Bluff becomes a class skill.

1st *Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.

–or–

*Disguise Self*(PH p222) – Changes your appearance.

2nd *Darkness*(PH p216) – 20’ radius of supernatural shadow.

–or–

*Fox’s Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

3rd *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.

–or–

*Summon Monster III (lawful evil only)*(PH p285) – Summons a Lawful Evil extraplanar creature to fight for you.

4th *Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60’ radius.

–or–

*Suggestion*(PH p285) – Compels subject to follow stated course of action.

5th *Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.

–or–

*Summon Monster V (lawful evil only)*(PH p287) – Summons a Lawful Evil extraplanar creature to fight for you.

6th *Dominate Person*(PH p224) – Controls humanoid telepathically.

–or–

*Fox’s Cunning, Mass*(PH p233) – As *Fox’s Cunning*, affects one subject per level.

7th *Repulsion*(PH p271) – Creatures can’t approach you.

–or–

*Summon Monster VII (lawful evil only)*(PH p287) – Summons a Lawful Evil extraplanar creature to fight for you.

8th *Demand*(PH p217) – As *Sending*, plus you can send *Suggestion*.

–or–

*Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

9th *Imprisonment*(PH p244) – Entombs subject beneath the earth.

–or–

*Summon Monster IX (lawful evil only)*(PH p287) – Summons a Lawful Evil extraplanar creature to fight for you.

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| Celestia | (Spell p283) |

Requirement: Must be Lawful Good.

Aura of Menace – all enemies within a 20’ radius receives a –2 penalty on all attack rolls, AC, and saves for 24 hours unless he/she hits you (WillNeg, DC is Charisma-based). Creatures who saves or breaks the effect are immune for 24 hours. Activated as a Free Action and lasts for 10 rounds. Usable once per day.

Sense Motive becomes a class skill.

1st *Light of Lunia*(Spell p132) – You radiate silvery light, which you can expend as two bolts that deal 1d6 damage.

–or–

*Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.

2nd *Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

–or–

*Shield Other*(PH p278) – You take half of subject’s damage.

3rd *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

–or–

*Summon Monster III (lawful good only)*(PH p285) – Summons a Lawful Good extraplanar creature to fight for you.

4th *Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.

–or–

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

5th *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.

–or–

*Summon Monster V (lawful good only)*(PH p287) – Summons a Lawful Good extraplanar creature to fight for you.

6th *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.

–or–

*Bear’s Endurance, Mass*(PH p203) – As *Bear’s Endurance*, affects one subject per level.

7th *Regenerate*(PH p270) – Subject’s severed limbs grow back, cures 4d8 damage +1 per level (max +35).

–or–

*Summon Monster VII (lawful good only)*(PH p287) – Summons a Lawful Good extraplanar creature to fight for you.

8th *Power Word Stun*(PH p263) – Stuns creatures with 150 hp or less.

–or–

*Shield of Law*(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

–or–

*Summon Monster IX (lawful good only)*(PH p287) – Summons a Lawful Good extraplanar creature to fight for you.

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| Elysium | (Spell p283) |

Requirement: Must be Neutral Good.

Smite Evil – Melee attack receives +(Charisma modifier) attack & +(Cleric level) damage vs. an Evil opponent. Usable once per day for each 5 Cleric levels (i.e., 1/day at 1st, 2/day at 5th, 3/day at 10th, etc.). Treated as ‘good’ damage for overcoming Damage Reduction.

1st *Charm Person*(PH p209) – Make one person your friend.

–or–

*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

2nd *Enthrall*(PH p227) – Captivates all within 100’ + 10’ per level.

–or–

*Planar Tolerance*(Spell p159) – Provides long-term protection against overtly damaging planar traits.

3rd *Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10’ radius and 10 minutes per level.

–or–

*Mantle of Good*(Spell p137) – You gain SR 12 + caster level agasint spells with the [evil] descriptor.

4th *Charm Monster*(PH p209) – Makes monster believe it is your ally.

–or–

*Holy Smite*(PH p241) – Damages and blinds evil creatures.

5th *Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.

–or–

*Cure Light Wounds, Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.

6th *Find the Path*(PH p230) – Shows most direct way to a location.

–or–

*Mind Fog*(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.

7th *Control Weather*(PH p214) – Changes weather in local area.

–or–

*Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.

8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.

–or–

*Sunburst*(PH p289) – Blinds all within 80’, deals 6d6 damage.

9th *Heal, Mass*(PH p239) – As *Heal*, but with several subjects.

–or–

*Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check , or save.

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| Hades | (Spell p284) |

Requirement: Must be Neutral Evil.

Smite Good – Melee attack receives +(Charisma modifier) attack & +(Cleric level) damage vs. a Good opponent. Usable once per day for each 5 Cleric levels (i.e., 1/day at 1st, 2/day at 5th, 3/day at 10th, etc.). Treated as ‘evil’ damage for overcoming Damage Reduction.

1st *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

–or–

*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

2nd *Rebuke*(Spell p170) – Subject is dazed round, then shaken.

–or–

*Resist Planar Alignment*(Spell p174) – Subject can resist penalties for being of an opposing alignment on an aligned Outer Plane.

3rd *Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10’ radius and 10 minutes per level.

–or–

*Mantle of Evil*(Spell p137) – You gain SR 12 + caster level agasint spells with the [good] descriptor.

4th *Contagion*(PH p213) – Infects subject with chosen disease.

–or–

*Unholy Blight*(PH p297) – Damages and sickens good creatures.

5th *Crushing Despair*(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.

–or–

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

6th *Mind Fog*(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.

–or–

*Waves of Fatigue*(PH p301) – Several targets become fatigued.

7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.

–or–

*Plane Shift*(PH p262) – As many as eight subjects travel to another plane.

8th *Unholy Aura*(PH p297) – +4 to AC, +4 resistance, SR25 against good spells.

–or–

*Waves of Exhaustion*(PH p301) – Several targets become exhausted.

9th *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

–or–

*Gate*(PH p234) – Connects two planes for travel or summoning.

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| Limbo | (Spell p284) |

Requirement: Must be Chaotic Neutral.

Smite Law – Melee attack receives +(Charisma modifier) attack & +(Cleric level) damage vs. a Lawful opponent. Usable once per day for each 5 Cleric levels (i.e., 1/day at 1st, 2/day at 5th, 3/day at 10th, etc.). Treated as ‘chaotic’ damage for overcoming Damage Reduction.

1st *Confusion, Lesser*(PH p212) – One creature acts randomly for 1 round.

–or–

*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

2nd *Entropic Shield*(PH p227) – Ranged attacks against you suffer 20% miss chance.

–or–

*Resist Planar Alignment*(Spell p174) – Subject can resist penalties for being of an opposing alignment on an aligned Outer Plane.

3rd *Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10’ radius and 10 minutes per level.

–or–

*Mantle of Chaos*(Spell p137) – You gain SR 12 + caster level agasint spells with the [law] descriptor.

4th *Chaos Hammer*(PH p208)(PH3.5e)+ – Damages and staggers lawful creatures.

–or–

*Perinarch*(Spell p153) – Gain greater control over Limbo’s morphic essence.

5th *Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.

–or–

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

6th *Animate Objects*(PH p199) – Objects attack your foes.

–or–

*Insanity*(PH p244) – Subject suffers continuous *Confusion*.

7th *Song of Discord*(PH p281) – Forces targets to attack each other.

–or–

*Word of Chaos*(PH p2303 – Kills, confuses, stuns, or deafens non-chaotic subjects.

8th *Cloak of Chaos*(PH p210) – +4 to AC, +4 resistance, SR 25 vs. lawful spells.

–or–

*Otto’s Irresistible Dance*(PH p259) – Forces subject to dance.

9th *Perinarch, Planar*(Spell p154) – Gain control over a small area of any divinely morphic plane.

–or–

*Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

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| Mechanus | (Spell p284) |

Requirement: Must be Lawful Neutral.

Smite Chaos – Melee attack receives +(Charisma modifier) attack & +(Cleric level) damage vs. a Chaotic opponent. Usable once per day for each 5 Cleric levels (i.e., 1/day at 1st, 2/day at 5th, 3/day at 10th, etc.). Treated as ‘lawful’ damage for overcoming Damage Reduction.

1st *Command*(PH p211) – One subject obeys selected command for 1 round.

–or–

*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

2nd *Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.

–or–

*Mechanus Mind*(Spell p140) – Reformat subject’s mind to be coldly calculating.

3rd *Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10’ radius and 10 minutes per level.

–or–

*Mantle of Law*(Spell p138) – You gain SR 12 + caster level agasint spells with the [chaos] descriptor.

4th *Discern Lies*(PH p221) – Reveals deliberate falsehoods.

–or–

*Order’s Wrath*(PH p258) – Damages and dazes chaotic creatures.

5th *Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.

–or–

*Mark of Justice*(PH p252) – Designates action that will trigger curse on subject.

6th *Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.

–or–

*Wall of Gears*(Spell p233) – Creates wall of moving gears that deals 1d6 damage per two levels to creatures within 10’.

7th *Dictum*(PH p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.

–or–

*Hold Person, Mass*(PH p241) – As *Hold Person*, but all within 30’.

8th *Iron Body*(PH p245) – You body becomes living iron.

–or–

*Shield of Law*(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.

9th *Call Marut*(Spell p42) – A Marut performs one duty for you.

–or–

*Mordenkainen’s Disjunction*(PH p255) – Dispels magic, disenchants magic items.

# Skipped Spells

## Spells with a Prerequisite Feat

### War Spells

The following spells require Feat: War Magic Study, have long casting times, large area of effects, & expensive Material Components.

*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)

### 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)

### Necrotic Cyst Spells

The following spells require Feat: Mother Cyst.

*Necrotic Awareness*(LM p67)

*Necrotic Bloat*(LM p67)

*Necrotic Burst*(LM p67)

*Necrotic Cyst*(LM p68)

*Necrotic Domination*(LM p68)

*Necrotic Empowerment*(LM p68)

*Necrotic Eruption*(LM p69)

*Necrotic Scrying*(LM p69)

*Necrotic Tumor*(LM p69)

*Necrotic Termnation*(LM p69)

## Exalted Spells

### 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)

## Alternates to Detect Evil

*Detect Attitude*(DR323 p70)

*Detect Defiler*(DR315 p35)

*Detect Guilt*(DR323 p70)

*Detect Heresy*(DR323 p70)

*Detect Violence*(DR323 p72)

## Artifact Spells

*Acidic Eruption*(SoX p144)

*Disjoin Possession*(DR345 p77)

*Eskelia’s Soul Cyclone*(DR345 p77)

*Hibyrntic’s Curse*(DR345 p77)

*Inferno Spiral*(SoX p144)

*Renew*(SoX p144)

*Renew, Greater*(SoX p144)

*Renew, Lesser*(SoX p145)

*Life Spring*(DR345 p78)

*Telepathic Strike*(DR345 p78)

## Other Skipped Spells & Domains

*Emotion Domain*(DR340 p54) – the 1st level domain spell, *Detect Emotions*, was not in the article or anywhere else in the issue.

*Revenge of the Land*(DR315 p36) – from the Dark Sun campaign setting, this spell was connected to spellcasters who drained energy from the land.

*Kissed by the Ages*(DR353 p54) – the subject of this 9th level Necromancy spell stops aging.

## Epic Spells

| Epic Spell | Reference | DC | Description |
| --- | --- | --- | --- |
| *Peripety* | (ELH p084) | 27 | Ranged attacks against you are reflected back on your attacker. |
| *Ruin* | (ELH p085) | 27 | Object or target takes 20d6 damage. |
| *Dreamscape* | (ELH p077) | 29 | You physically travel to the region of dreams. |
| *Mummy Dust* | (ELH p083) | 35 | Create two Large 18HD Mummies. |
| *Dragon Knight (ritual)* | (ELH p077) | 38 | An adult Red Dragon appears and attacks your enemies. |
| *Origin of Species: Achaierai* | (ELH p084) | 38 | Create a true-breeding creature. |
| *Raise Island* | (ELH p085) | 38 | You create a small island in the sea. |
| *Cold Claws* | (ELH p304) | 39 | TBD |
| *Ice Fist* | (ELH p304) | 40 | TBD |
| *Icerazor* | (ELH p303) | 40 | TBD |
| *Eclipse* | (ELH p078) | 42 | A solar eclipse follows you. |
| *Let Go of Me* | (ELH p081) | 43 | Grappler takes 20d6 damage, you take 10d6. |
| *Greater Spell Resistance (ritual)* | (ELH p080) | 45 | Subject gains SR 35 for 20 hours. |
| *Spell Worm* | (ELH p086) | 45 | Subject abandons all his/her spells. |
| *Epic Mage Armor* | (ELH p079) | 46 | Subject gains +20 AC bonus. |
| *Animus Blast* | (ELH p074)  (Frost p107) | 50 | Victims of your 10d6 *Coldball* animate as Skeletons and serve you. |
| *Dragon Strike (ritual)* | (ELH p077) | 50 | Ten adult Red Dragons appear and attack your enemies. |
| *Lord of Nightmares* | (ELH p082) | 50 | You are possessed by a Dream Larva for 20 rounds and date 12d6 damage. |
| *Rain of Fire* | (ELH p085) | 50 | You create a 2 mile radius fire storm dealing 1 point of Fire damage per round. |
| *Contingent Resurrection* | (ELH p074) | 52 | Subject automatically resurrected if slain. |
| *Epic Repulsion* | (ELH p079) | 52 | One creature or object is warded against one type of creature. |
| *Mass Frog* | (ELH p082) | 55 | All in 40’ radius are transformed into frogs. |
| *Soul Scry* | (ELH p086) | 55 | You experience everything the target experiences. |
| *Crown of Vermin* | (ELH p075) | 56 | You have an aura of one thousand venomous vermin. |
| *Volcano* | (Sand p130) | 56 | Creates a 500’ tall volcano. |
| *Create Living Vault* | (ELH p075) | 58 | You fashion a living vault attuned to you. |
| *Verdigris* | (ELH p088) | 58 | 100’ area is overrun by a tsunami of plant growth dealing 10d6 damage. |
| *Ruin, Greater* | (ELH p080) | 59 | Object or target takes 35d6 damage. |
| *Superb Dispelling* | (ELH p087) | 59 | As *Greater Dispelling*, but +40 on check. |
| *Nailed to the Sky* | (ELH p083) | 62 | Affix foe to the heavens. |
| *Safe Time* | (ELH p085) | 64 | You contingently duck damage in a static time stream for 1 round. |
| *Seas of Blood* | (Storm p126) (Storm p192)+ | 64 | Water becomes bloody and poisonous ot non-evil creatures, and Fiendish Dire Sharks appear. |
| *Epic Spell Reflection* | (ELH p080) | 68 | Creature or object permanently warded against spells. |
| *Part the Waters* | (Storm p125) | 68 | Forces a path through a body of water |
| *Epic Counterspell* | (ELH p079) | 69 | Cancel another’s Epic Spell. |
| *Time Duplicate* | (ELH p087) | 71 | You and your future self exist together for 1 round. |
| *Soul Dominion* | (ELH p086) | 72 | You achieve remote control of the target. |
| *Summon Behemoth* | (ELH p086) | 72 | A Behemoth appears and attacks your enemies. |
| *Lover’s Call* | (DU149 p50) | 74 | Iggwilv’s custom spell to summon an Aspect of Graz’zt |
| *Animus Blizzard* | (ELH p074)  (Frost p107) | 78 | Victims of your 20d6 *Coldball* animate as Wights and serve you. |
| *River Dragon* | (Storm p126) | 78 | Transforms a river into a Black or Bronze Dragon |
| *Eidolon* | (ELH p078) | 79 | Creates a duplicate that shares your soul. |
| *Vourzoun’s Multiplicity of Visage* | (DU123 p70) | 79 | You gain an additional, fully-functional head. |
| *Demise Unseen* | (ELH p076) | 80 | Animated Ghoul of slain victim fools its companions that all is well. |
| *Enslave* | (ELH p079) | 80 | Subject is a permanent thrall. |
| *Momento Mori* | (ELH p083) | 86 | A thought that kills. |
| *Hellball* | (ELH p080) | 90 | You deal 10d6 each of Acid, Electricity, Fire, and Sonic damage; you take 10d6. |
| *Coldfire Blast* | (Frost p107) | 93 | Deals 40d6 of Frostburn damage, which is ‘cold’ damage that does not naturally heal at arctic temperatures. |
| *Damnation* | (ELH p076) | 97 | Send you foe to Hell. |
| *Kinetic Control* | (ELH p081) | 100 | You store and redirect damage. |
| *Pestilence* | (ELH p084) | 104 | Inflict the disease Slimy Doom on all creatures and plants in a half-mile diameter area. |
| *Beast of a Thousand Legs* | (Sand p129) | 132 | Create tornadoes over a 2 mile radius area for 20 hours |
| *Living Lightening* | (ELH p082) | 140 | Spell can cast itself, dealing 10d6 Electricity damage to foe. |
| *Eternal Freedom (ritual)* | (ELH p080) | 150 | Permanent immunity to many *Hold*, stun, stasis, and to her spells & effects. |
| *Global Warming* | (Sand p130) | 150 | Raises the tempuratue in a 100 mile radius area. |
| *Verdigris Tsunami (ritual)* | (ELH p088) | 170 | 1,000’ radius area overrun by permanent tsunami of plant growth dealing 40d6 damage. |
| *Dire Drought* | (Sand p129) | 319 | Calls up the heat & drought of the dessert in a 1,000’ radius area. |
| *Dire Winter* | (ELH p076)  (Frost p107) | 319 | 1,000’ radius emanation deals 2d6 Cold damage for 20 hours. |
| *Ice Age* | (Frost p107) | 323 | 20’ mile radius has its temperature drop by 100 degrees, glaciers form, etc. Permanent until dispelled. |
| *Vengeful Gaze of God* | (ELH p087) | 419 | Target takes 305d6 damage; you take 200d6. |

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# 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”.

September 7, 2005 – Added Races of Eberron.

Added Complete Adventurer.

Added Dragon #330 – #335.

December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark

Added Dragon #336 – #338.

Made a seperate Assassin Spell List.

April 17, 2007 – Added Libris Mortis.

Added Dragon #315 – #323, #339 – #355.

## 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 |
|  |  |  |
| CWar | – | Complete Warrior |
| CDiv | – | Complete Divine |
| CArc | – | Complete Arcane |
| CAdv | – | Complete Adventurer |
|  |  |  |
| RoS | – | Races of Stone |
| RoD | – | Races of Destiny |
| RotW | – | Races of the Wild |
| RoE | – | Races of Eberron |
|  |  |  |
| BoED | – | Book of Exalted Deeds |
| UA | – | Unearthed Arcana |
|  |  |  |
| FR | – | Forgotten Realms Campaign Setting |
| MoF | – | Magic of Faerûn |
| LoD | – | Lords of Darkness |
| RoF | – | Races of Faerûn |
| SM | – | Silver Marches |
| Und | – | Underdark |
| PGF | – | Player’s Guide to Faerûn |
|  |  |  |
| Eb | – | Eberron Campaign Setting |
| ExpHb | – | Explorer’s Handbook |
|  |  |  |
| 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> |
| CArcErrata | – | Complete Arcane Errata | – | <http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip> |
| EbErrata | – | Eberron Errata | – | http://www.wizards.com/dnd/files/Eberron\_Errata10222004.zip |
| wRotD1 | – | Races of the Dragon Web Enhancement #1 | – | <http://www.wizards.com/default.asp?x=dnd/we/20060127a> |
| wRotD2 | – | Races of the Dragon Web Enhancement #2 | – | http://www.wizards.com/default.asp?x=dnd/we/20060420a |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.