

# Dungeons & Dragons 3.5 Edition Index – Full Spell List by Class

<http://www.crystalkeep.com/d20>

Collected by Chet Erez ([cerez@crystalkeep.com](mailto:cerez@crystalkeep.com))

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## Bard Spell List

## Charisma-based Impromptu Arcane Spells

0<sup>th</sup> 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.  
*Ghostsharp*(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.

1<sup>st</sup> Level

*Accelerated Movement*(CAAdv 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*(MoF p77) – Lowers Listen DC by 20.  
*Animate Rope*(PH p199) – Makes a rope move at your command.  
*Appraising Touch*(DR325 p70) – Grants a bonus on Appraise checks.  
*Balagarn’s Iron Horn*(MoF p79) – Intense vibrations trip those in the area.  
*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.  
*Charm Person*(PH p209) – Make one person your friend.  
*Comprehend Languages*(PH p212) – You understand all spoken and written languages.  
*Confusion, Lesser*(PH p212) – One creature acts randomly for 1 round.  
*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).  
*Dead End*(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*(CAAdv 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*(CAAdv p149) – Swift. Your speed increases by 30’ for 1 round.  
*Feather Fall*(PH p229) – Objects or creatures fall slowly.  
*Focusing Chant*(CAAdv 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*(CAAdv p151) – Subjects heal at twice the normal rate.  
*Herald’s Call*(CAAdv 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*(CAAdv p153) – Swift. The bonuses granted by you *Inspire Courage* ability are increased by 1.  
*Joyful Noise*(CAAdv 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*(CAAdv 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.  
*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.

2<sup>nd</sup> Level

*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.

*Bladeweave*(CAAdv 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.

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

*Cat's Grace*(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.

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

*Cloud of Bewilderment*(PGF p101) – Stun and blind targets.

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

*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.

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

*Fly, Swift*(CAAdv 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.

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

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

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

*Iron Silence*(CAAdv 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 you 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).

*Mindless Rage*(CAAdv 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.

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

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

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

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

*Tvash-Prull's Bonefiddle*(DR328 p72) – A spectral bow plays upon the target's bones, dealing sonic damage.

*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) – Hurling slashing weapon magically attacks all foes in a 60' line.

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

3<sup>rd</sup> Level

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| <p><i>Allegro</i>(CAAdv p142) – You and your allies gain +30' speed for 1 minute per level.</p> <p><i>Analyze Portal</i>(FR p66) – Detects and analyzes <i>Portals</i> within 60'.</p> <p><i>Anamensis</i>(DR338 p77) – Taps into an alien unconscious, providing a bonus on Knowledge skill checks.</p> <p><i>Blink</i>(PH p206) – You randomly vanish and reappear for 1 round per level.</p> <p><i>Charm Monster</i>(PH p209) – Makes monster believe it is your ally.</p> <p><i>Clairaudience/Clairvoyance</i>(PH p209) – Hear or see at a distance for 1 minute per level.</p> <p><i>Confusion</i>(PH p212) – Makes subject behave oddly for 1 round per level.</p> <p><i>Crushing Despair</i>(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, &amp; checks.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Daylight</i>(PH p216) – 60' radius of bright light.</p> <p><i>Deep Slumber</i>(PH p217) – Puts 10HD of creatures to sleep.</p> <p><i>Dirge of Discord</i>(CAAdv p145) – All within 20' take –4 on attack rolls, Concentration checks, and Dexterity, and reduce speed by 50%.</p> <p><i>Dispel Magic</i>(PH p223)(PH3.5e)+ – Cancels magical spells and effects.</p> <p><i>Displacement</i>(PH p223) – Attacks miss subject 50% of the time.</p> <p><i>Dissonant Chord</i>(CAAdv p145) – Deals 1d8 per two levels of Sonic damage in a 10' burst.</p> <p><i>Fear</i>(PH p229) – Subjects within cone flee for 1 round per level.</p> <p><i>G'elsewhere Chant</i>(MoF p96) – Teleport target to random safe place within 100'.</p> | <p><i>Gaseous Form</i>(PH p234) – Subject becomes insubstantial and can fly slowly.</p> <p><i>Geas, Lesser</i>(PH p235) – Commands subject of 7 HD or less.</p> <p><i>Glibness</i>(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.</p> <p><i>Good Hope</i>(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Harmonic Chorus</i>(CAAdv p150) – Give another caster +2 caster levels and a +2 on save DC's as long as you concentrate.</p> <p><i>Haste</i>(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.</p> <p><i>Haunting Tune</i>(MoF p99) – 1 target per level becomes shaken.</p> <p><i>Hymn of Praise</i>(CAAdv p152) – Add +2 caster levels to all Good Divine casters within range.</p> <p><i>Illusory Script</i>(PH p243) – Only intended reader can decipher.</p> <p><i>Infernal Threnody</i>(CAAdv p152) – Add +2 cater levels to all Evil Divine casters within range.</p> <p><i>Insignia of Healing</i>(RoD p166) – Bearers of a special insignia are healed 1d8 + 1/lvl hit-points (max 1d8+10).</p> <p><i>Invisibility Sphere</i>(PH p245) – Makes everyone within 10' invisible.</p> <p><i>Leomund's Tiny Hut</i>(PH p247) – Creates shelter for ten creatures.</p> <p><i>Love's Lament</i>(DR328 p70) – A cone of disheartening music deals 1d6 Wisdom damage and Nauseates those affected.</p> <p><i>Major Image</i>(PH p252) – As <i>Silent Image</i>, but sound, smell, and thermal effects.</p> <p><i>Phantom Steed</i>(PH p260) – Magical horse appears for 1 hour per level.</p> | <p><i>Puppeteer</i>(MoF p112) – Target mimics your actions.</p> <p><i>Refreshment</i>(BoED p105) – Cures all non-lethal damage on creatures in a 20' radius of the caster</p> <p><i>Remove Curse</i>(PH p270) – Frees person or object from a curse.</p> <p><i>Scrying</i>(PH p274)(PH3.5e)+ – Spies on subject from a distance.</p> <p><i>Sculpt Sound</i>(PH p275) – Creates new sounds or changes existing ones.</p> <p><i>Secret Page</i>(PH p275) – Changes one page to hide its real contents.</p> <p><i>See Invisibility</i>(PH p275) – Reveals invisible creatures or objects.</p> <p><i>Sepia Snake Sigil</i>(PH p276) – Creates text symbol that immobilizes reader.</p> <p><i>Slow</i>(PH p280) – One subject per level takes only one action per round, –1 AC and attack rolls.</p> <p><i>Speak with Animals</i>(PH p281) – You can communicate with animals.</p> <p><i>Speechlink</i>(CAAdv p157) – You and one other creature can talk, no matter how far apart.</p> <p><i>Summon Monster III</i>(PH p286) – Summons an extraplanar creature to fight for you.</p> <p><i>Verraketh's Shadow Crown</i>(RoF p191) – +4 Competence bonus on Perform checks that doesn't stack with <u>Feat: Shadow Weave Magic</u>.</p> <p><i>Vision of Fear</i>(DR333 p73) – You gain knowledge of the target's greatest or most recent fear.</p> <p><i>Warcry</i>(BoED p111) – Creatures within a 30' cone cower for 1d4 rounds.</p> <p><i>Winding Alleys</i>(RoD p169) – Trap foe in phantasmal maze.</p> <p><i>Wounding Whispers</i>(MoF p134) – Sonic aura damages foes that strike you.</p> |
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4<sup>th</sup> Level

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| <p><i>Blinding Beauty</i>(BoED p92) – You become as beautiful as a nymph, and can blind humanoids who look at you.</p> <p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Celebration</i>(MoF p84) – Intoxicate subjects.</p> <p><i>Charm Person, Mass</i>(RoD p164)(DR312 p51) – As <i>Charm Person</i>, but up to 2 * Caster level of HD.</p> <p><i>Cure Critical Wounds</i>(PH p215) – Cures 4d8 + 1 per level (max. +20).</p> <p><i>Detect Scrying</i>(PH p219) – Alerts you to magical eavesdropping.</p> <p><i>Dimension Door</i>(PH p221) – Teleports you a short distance.</p> <p><i>Dolorous Motes</i>(BoED p97) – Creates clouds of flickering light (one 10' cube per level) that dazes creatures.</p> <p><i>Dominate Person</i>(PH p224) – Controls humanoid telepathically.</p> <p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p> <p><i>Fugue of Tvash-Prull</i>(DR328 p71) – Targets in a 30' radius are hindered or harmed in a manner dictated by the caster's Perform check.</p> <p><i>Hallucinatory Terrain</i>(PH p238) – Makes one type of terrain appear like another (field into forest, or the like).</p> <p><i>Harmonize, Greater</i>(RoS p162) – Bardic Music can be started as a Move Action, instead of a</p> | <p>Standard Action. Also, maintaining Bardic Music is only a Move Action.</p> <p><i>Hold Monster</i>(PH p241) – As <i>Hold Person</i>, but can effect any creature.</p> <p><i>Insidious Suggestion</i>(RoE p187) – <i>Suggestion</i> repeats over and over in the target creature's mind.</p> <p><i>Inspired Aim</i>(BoED p101) – Allies within 40' gain +2 Insight bonus on ranged attack rolls.</p> <p><i>Invisibility, Greater</i>(PH p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p> <p><i>Know Vulnerabilities</i>(MoF p104) – Determine target's vulnerabilities and resistances.</p> <p><i>Legend Lore</i>(PH p246) – Lets you learn tales about a person, place, or thing.</p> <p><i>Leomund's Secure Shelter</i>(PH p247) – Creates study cottage.</p> <p><i>Listening Coin</i>(CAAdv p154) – You can eavesdrop through a magic coin.</p> <p><i>Locate Creature</i>(PH p249) – Indicates direction to familiar creature.</p> <p><i>Modify Memory</i>(PH p255) – Changes 5 minutes of subject's memories.</p> <p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Portal View</i>(Und p60) – Turns target <i>Portal</i> transparent.</p> <p><i>Rainbow Pattern</i>(PH p268) – Lights fascinate 24 HD of creatures.</p> | <p><i>Repel Vermin</i>(PH p271) – Insects, spiders, and other vermin stay 10' away.</p> <p><i>Resonating Bolt</i>(CAArc p121) – Sonic energy deals 1d4 damage per level (max 10d4).</p> <p><i>Shadow Conjuration</i>(PH p276) – Mimics conjuring below 4<sup>th</sup> level, but only 20% real.</p> <p><i>Shout</i>(PH p279) – Deafens all within cone and deals 5d6 damage.</p> <p><i>Speak with Plants</i>(PH p282) – You can talk to normal plants and plant creatures.</p> <p><i>Spectral Weapon</i>(CAAdv p157) – Swift. Use quasi-real weapon to make touch attacks.</p> <p><i>Speechlink</i>(MoF p121) – You and the target can verbally communicate at any distance.</p> <p><i>Stone Shatter</i>(MoF p124) – Shatter a stone object or creature.</p> <p><i>Summon Monster IV</i>(PH p286) – Calls an extraplanar creature to fight for you.</p> <p><i>Unluck</i>(CAArc p128) – Target remakes all rolls, uses worst result for 1 round per level.</p> <p><i>Wall of Dispel Magic</i>(Und p63) – Creatures passing through a transparent wall become subjects of targeted <i>Dispel Magic</i>.</p> <p><i>War Cry</i>(CAAdv p158)(MoF p122) – 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.</p> <p><i>Zone of Silence</i>(PH p303) – Keeps eavesdroppers from overhearing conversations.</p> |
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5<sup>th</sup> Level

*Blink, Improved / Greater* (CArc p99)UE p50)(CDiv p154) – Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round per level.

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

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

*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.

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

*Improvisation*(CAAdv 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.

*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.

*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 5<sup>th</sup> 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.

*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*(CAAdv 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*.

6<sup>th</sup> Level

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

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

*Bestow Curse, Greater*(CDiv p153)(CDivErrata)+(RoD p164) – As *Bestow Curse*, but more severe penalties.

*Cacophonous Shield*(CAAdv p144)(MoF p83) – Shield 10' from you blocks sound, deals 1d6+1 per level Sonic damage, and deafens creatures passing through.

*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*(CAAdv 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*(CAAdv 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.

## Sorcerer / Wizard Spell List

For Sorcerers – Charisma-based Impromptu Arcane Spells

For Wizards – Intelligence-based Prepared Arcane Spells

0<sup>th</sup> LevelAbjuration*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.Conjuration*Acid Splash*(PH p196) – Orb deals 1d3 damage.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*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.

1<sup>st</sup> LevelAbjuration

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

*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.

*Corrosive Grasp*(MoF p85) – 1 touch per level deals 1d6+1 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 1<sup>st</sup> (max 5d8).

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

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

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

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

*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*(DR325 p70) – Grants a bonus on Appraise checks.

*Arrow Mind*(CAAdv 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*(CAAdv p145) – Swift. For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical hits.

*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*(CAAdv p149) – Swift. You can Sneak Attack Constructs for 1 round.

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

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

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

*Instant Search*(CAAdv 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*(CAAdv 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.

*Sniper's Shot*(CAAdv 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*(CAAdv p146) – Swift. One creature is flat-footed for 1 round.

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

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

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

Evocation

*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 1<sup>st</sup> (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*(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.

*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*(CArc p98) – Wooden-hafted weapon strikes wielder.

*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).

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

Transmutation

*Accelerated Movement*(CAAdv 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.

*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*(CAAdv 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.

*Laeral's Cutting Hand*(MoF p104) – Your hand gains a +2 enhancement bonus and is considered armed.

*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.

*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'.



2<sup>nd</sup> LevelAbjuration

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

*Daggerspell Stance*(CAAdv 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.

*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.

Conjuration

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

*Create Magic Tattoo*(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.

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

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

*Igedraazar'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*(CAAdv p143) – You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.

*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.

*Listening Lorecall*(CAAdv 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.

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

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

Enchantment

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

*Mindless Rage*(CAAdv 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.

*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*(MoF p80) – Deals 1d6 damage plus bull rush.

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

*Cloud of Bewilderment*(PGF p101) – Generates a nauseating 10' long Cone.

*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.

*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).

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

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

Illusion

*Bladeweave*(CAAdv p144) – Swift. Your melee attacks Daze your opponent.

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

*Claws of Darkness*(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.

*Death Armor*(MoF p87) – Black aura does 1d4 + 1 per 2 levels (max +5) damage to creatures attacking you.

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

*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*(CAAdv 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.

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

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

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

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

*Body of the Sun*(CDiv p155) – Your body emanates fire, dealing 1d4+1 damage.

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

*Cat's Grace*(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.

*Construct Essence, Lesser*(RoE p184) – 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*(CAAdv p149) – Swift. Gain Fly speed of 60' for 1 round.

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

*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 you 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.

*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*(CAAdv 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.

*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) – Hurling slashing weapon magically attacks all foes in a 60' line.

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

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

#### Universal

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

3<sup>rd</sup> LevelAbjuration

*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.

*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.

*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 and 10 minutes per level.

*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.

*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.

*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

*Bands of Steel*(CArc p98) – Metallic bands immobilize or entangle target for 1 round per level.

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

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

*Mestil's Acid Breath*(MoF p108) – Cone of acid deals 1d6 damage per level (max 10d6).

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

*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

*Analyze Portal*(FR p66) – Find and understand *Portals* within 60'.

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

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

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

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

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

*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

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

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

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

*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.

*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).

*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*.

*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.

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

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

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

Necromancy

*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.

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

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

*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 against living creatures.

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

Transmutation

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

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

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

*Burrow*(Und p56) – Subject grows claws and gains a Burrowing speed of 10'.

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

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

*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).

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

*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.  
*Shrink Item*(PH p279) – Object shrinks to  $\frac{1}{16}$ <sup>th</sup> its normal size.  
*Siphon*(DR338 p78) – Drains charges from Wands or Staves 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) – You familiar receives +2 bonus on saves, combat rolls, and AC for 1 hour per level.

4<sup>th</sup> LevelAbjuration

*Anticipate Teleportation*(CArc p97) – Predict and delay the arrival of creatures teleporting into range by 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 1<sup>st</sup> – 3<sup>rd</sup> 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.

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

*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*(CArc p99) – 60' cone of Fire (1d6 per level damage, max 10d6).

*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.

*Leomund's Secure Shelter*(PH p247) – Creates study 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 Resistance*(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

*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.

Evocation

*Blistering Radiance*(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.

*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.

*Defenestrating 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.

*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.

*Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.

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

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

*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*(CArc p100) – Target takes 1d8 Acid damage plus 1d8 Fire damage per round.

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

*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.

*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.

*Backlash*(MoF p79) – Target cursed if it uses spells against another creature.

*Bladebane*(UE p48) – Slashing weapon becomes a bane weapon.

*Darkvision, Mass*(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*(CAAdv 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.

*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*(PPH3.5 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.

#### 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.

5<sup>th</sup> LevelAbjuration

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

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

*Dismissal*(PH p222) – Forces a creature to return to native plane.

*Duelward*(CArc p103) – +4 on Spellcraft checks, counterspell as an Immediate Action.

*Ironguard, Lesser*(FR p71) – Subject becomes immune to nonmagical metal.

*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 with 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.

*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

*Arc of Lightning*(CArc p97) – Line of electricity between two creatures (1d6/level damage).

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

*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.

*Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.

*Mestil's Acid Sheath*(MoF p108) – Sheath of acid damages those who attack you with 1d6 +2 per level acid damage, and lets you make touch attacks.

*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.

*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.

*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.

Evocation

*Ball Lightning*(PGF p99) – Energy balls deal 1d6 per level electricity damage

*Bigy's Interposing Hand*(PH p204) – Hand provides cover against one opponent.

*Cone of Cold*(PH p212) – 1d6 cold damage per level (max 15d6).

*Cyclonic Blast*(DR314 p38) – Creates a blast of air from the caster out to Medium-range, which does 1d6 per level & a Bull Rush.

*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.

*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 within 10' take 1d8/level fire damage.

*Horizikaul's Versatile Vibration*(MoF p101) – Cone of sound deals damage or moves objects.

*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.

*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 goutts 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.

*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 5<sup>th</sup> level, but only 20% real.

*Shadow Form*(CAAdv 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.

Necromancy

*Beltyn's Burning Blood*(UE p48) – Target takes 1d8 acid damage and 1d8 fire damage per round and is nauseated.

*Blight*(PH p206) – Withers one plant or deals 1d6 per level damage to a plant 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.

*Wave 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.

*Blink, Improved / Greater* (CArc p99)(UE p50)(CDiv p154) – Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round per level.

*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).

*Fabricate*(PH p229) – Transforms raw materials into finished items.

*Fly, Mass*(CArc p108) – One creature per level flies at a speed of 60'.

*Involuntary Shapeshifting*(RoE p188) – If able to do so, target creature must change shape.

*Luzaen's Frequent Jaunt*(MoF p106) – Short-range, multiple-use *Dimension Door*.

*Nightstalker's Transformation*(CAAdv 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 3<sup>rd</sup> 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<sup>3</sup> cubes per level.

*Transmute Rock to Mud*(PH p295) – Transforms two 10<sup>3</sup> 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.



6<sup>th</sup> LevelAbjuration

*Antimagic Field*(PH p200) – Negates magic within 10'.  
*Dispelling Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispelling 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 4<sup>th</sup> 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.

*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 Shallow*(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.

*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*(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.

*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.

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 Grapples*(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

*Arrow of Bone*(CArc p97) – Missile or thrown weapon gains +4 bonus, target takes 3d6+1/lvl damage (max +15) or is slain.

*Circle of Death*(PH p209) – Kills 1d4 HD per level of creatures.

*Contagion, Mass*(RoF p190) – Infects all targets in a 30' area with chosen disease.

*Create Undead*(PH p215) – Create ghouls, ghasts, mummies, or mohrgs.

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

*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.

*Brilliant Blade*(CArc p100) – Weapon of projectiles shed light, ignore armor.

*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.

*Cloak of the Sea*(CADv p144) – Gain *Blur*, *Freedom of Movement*, and *Water Breathing* while in the water.

*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 5<sup>th</sup> 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.

7<sup>th</sup> LevelAbjuration

*Antimagic Aura*(MoF p77) – *Antimagic Field* that affects one creature.  
*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 Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

Conjuration

*Drawmij's Instant Summons*(PH p225) – Prepared object appears in your hand.  
*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.  
*Cacophonic Shield*(CAAdv p144)(MoF p83) – Shield 10' from you blocks sound, deals 1d6+1 per level Sonic damage, and deafens creatures passing through.  
*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 watertight and able to be piloted underwater.  
*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 6<sup>th</sup> level spells and 60% real  
*Simulacrum*(PH p279) – Creates partially real double of a creature.

Necromancy

*Control Undead*(PH p214) – Undead don't attack you while under your command.  
*Finger of Death*(PH p230) – Kills one subject.  
*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

*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 3<sup>rd</sup> 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.

8<sup>th</sup> LevelAbjuration

*Anticipate Teleportation, Greater*(CArc p97) – Predict and delay the arrival of creatures teleporting into range by 3 rounds.

*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.

*Maze*(PH p252) – Traps subject in an extradimensional maze.

*Minimus Containment*(DR336 p82) – Bind a creature from a *Planar Binding* into a gem.

*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) – Dispel illusions within 5'/level radius.

*Lightning Ring*(PGF p105) – Ring of lightning gives you resistance to electricity 20, emits two *Lightning 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, Great*(PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

*Sunburst*(PH p289) – Blinds all within 10', 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 7<sup>th</sup> level and 60% real.

Necromancy

*Blackfire*(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'.

*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.

Transmutation

*Bestow Curse, Greater*(CDiv p153)(CDivErrata)+(RoD p164) – As *Bestow Curse*, but more severe penalties.

*Blackstaff*(MoF p81) – Greatly enhances staff or quarterstaff.

*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) – Your body becomes living iron.

*Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.

*Simbul's Skeletal Deliquescence*(MoF p118) – Target becomes a soft-bodied ooze-like creature.

*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 lose highest-level spell.

*Temporal Stasis*(PH p293) – Puts subject into suspended animation.

9<sup>th</sup> LevelAbjuration

*Absorption*(PGF p96) – You absorb targeted spell energy to power spells of your own.

*Elminster's Effulgent Eupuration*(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, disenchanting 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

*Black Blade of Disaster*(MoF p81) – Floating magic weapon deals damage and may *Disintegrate* targets.

*Blinding Glory*(BoED p92) – 100' per level radius of light that blinds Evil creatures.

*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*(CAAdv 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.

*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 7<sup>th</sup> 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.

*Shades*(PH p276) – As *Shadow Conjuration*, but up to 8<sup>th</sup> 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

*Alamander's Return*(MoF p76) – Duplicate observed spell or spell-like ability.

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

*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.

## Clerical Domains

- Air** (PH p185)  
 Rebuke / Control / Bolster Air Creatures –or– Turn / Destroy Earth Creatures, up to +3 Charisma modifier times per day.  
 1<sup>st</sup> *Obscuring Mist*(PH p258) – Fog surrounds you.  
 2<sup>nd</sup> *Wind Wall*(PH p302) – Deflects arrows, smaller creatures, and gases.  
 3<sup>rd</sup> *Gaseous Form*(PH p234) – Subject becomes insubstantial and can fly slowly.  
 4<sup>th</sup> *Air Walk*(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).  
 5<sup>th</sup> *Control Winds*(PH p214) – Change wind direction and speed.  
 6<sup>th</sup> *Chain Lightning*(PH p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage.  
 7<sup>th</sup> *Control Weather*(PH p214) – Changes weather in local area.  
 8<sup>th</sup> *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.  
 9<sup>th</sup> *Elemental Swarm*(PH p226) – Summons 2d4 Large, 1d4 Huge Air Elementals.
- Animal** (PH p186)  
*Speak with Animals*(PH p281), once per day. Knowledge (nature) is a class skill.  
 1<sup>st</sup> *Calm Animals*(PH p207) – Calms (2d4 + level) HD of animals.  
 2<sup>nd</sup> *Hold Animal*(PH p241) – Paralyzes one animal for 1 round per level.  
 3<sup>rd</sup> *Dominate Animal*(PH p224) – Subject animal obeys silent mental commands.  
 4<sup>th</sup> *Summon Nature's Ally IV*(PH p288) – Calls creature to fight.  
 5<sup>th</sup> *Commune with Nature*(PH p211) – Learn about terrain for one mile per level.  
 6<sup>th</sup> *Antilife Shell*(PH p199) – 10' radius field hedges out living creatures.  
 7<sup>th</sup> *Animal Shapes*(PH p199) – One ally per level polymorphs into chosen animal.  
 8<sup>th</sup> *Summon Nature's Ally VIII*(PH p289) – Calls creature to fight.  
 9<sup>th</sup> *Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.
- Artifice** (Eb p104)  
 +4 Competence bonus on Craft checks.  
 Conjunction (creation) spells are at +1 level.  
 1<sup>st</sup> *Animate Rope*(PH p199) – Makes a rope move at your command.  
 2<sup>nd</sup> *Wood Shape*(PH p303) – Rearranges wooden objects to suit you.  
 3<sup>rd</sup> *Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.  
 4<sup>th</sup> *Minor Creation*(PH p253) – Creates one cloth or wood object.  
 5<sup>th</sup> *Fabricate*(PH p229) – Transforms raw materials into finished items.  
 6<sup>th</sup> *Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.  
 7<sup>th</sup> *Hardening*(MoF p99)(Eb p112) – Permanently increases target object's hardness by 1 per 2 levels.  
 8<sup>th</sup> *True Creation*(CDiv p184)(Eb p117) – As *Major Creation*, but permanent.  
 9<sup>th</sup> *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.
- Balance** (PGF p84)  
 Add your Wisdom modifier to your AC for one round per level. Usable 1/day as a Free Action.  
 1<sup>st</sup> *Make Whole*(PH p252) – Repairs an object.  
 2<sup>nd</sup> *Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.  
 3<sup>rd</sup> *Clarity of Mind*(Und p57) – Grants +4 bonus on saves involving charm, compulsion, and glamor spells; reduces glamor miss chance by 10%.  
 4<sup>th</sup> *Dismissal*(PH p222) – Forces a creature to return to native plane.  
 5<sup>th</sup> *Sanctuary, Mass*(Und p61) – One touched creature per two levels can't be attacked and can't attack.  
 6<sup>th</sup> *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.  
 7<sup>th</sup> *Word of Balance*(Und p63) – Kills, paralyzes, weakens, or nauseates non-neutral creatures.  
 8<sup>th</sup> *Protection from Spells*(PH p266) – Confers +8 resistance bonus.  
 9<sup>th</sup> *Weighed in the Balance*(Und p63) – Harms or heals creatures within 30' of the caster.
- Cavern** (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.  
 1<sup>st</sup> *Detect Secret Doors*(PH p220) – Reveals hidden doors within 60'.  
 2<sup>nd</sup> *Darkness*(PH p216) – 20' radius of supernatural shadow.  
 3<sup>rd</sup> *Meld into Stone*(PH p252) – You and your gear merge with stone.  
 4<sup>th</sup> *Leomund's Secure Shelter*(PH p247) – Creates study cottage.  
 5<sup>th</sup> *Passwall*(PH p259) – Creates a passage through wood or stone walls.  
 6<sup>th</sup> *Find the Path*(PH p230) – Shows most direct way to a location.  
 7<sup>th</sup> *Maw of Stone*(FR p72) – Animate a natural opening or cavern to attack someone going through it when a triggering event occurs.  
 8<sup>th</sup> *Earthquake*(PH p225) – Intense tremor shakes 5' per level radius.  
 9<sup>th</sup> *Imprisonment*(PH p244) – Entombs subject beneath the earth.
- Celerity** (CDiv p137)  
 +10' land movement when wearing up to Light Armor & carrying up to a Light Load.  
 1<sup>st</sup> *Expeditious Retreat*(PH p228) – Your land speed increases by 30'.  
 2<sup>nd</sup> *Cat's Grace*(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.  
 3<sup>rd</sup> *Blur*(PH p206) – Attacks miss subject 20% of the time.  
 4<sup>th</sup> *Haste*(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.  
 5<sup>th</sup> *Tree Stride*(PH p296) – Step from one tree to another far away.  
 6<sup>th</sup> *Wind Walk*(PH p302) – You and your allies turn vaporous and travel fast.  
 7<sup>th</sup> *Cat's Grace, Mass*(PH p208) – As *Cat's Grace*, affects one subject per level.  
 8<sup>th</sup> *Blink, Improved/Greater*(CArc p99)UE p50)(CDiv p154) – Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round per level.  
 9<sup>th</sup> *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.
- Celestial** (BoED p86)  
 Smite Evil, 1/day – +4 attack & +(Cleric level) damage vs. an Evil opponent.  
 1<sup>st</sup> *Vision of Heaven*(BoED p111) – Evil creature is dazed for 1 round.  
 2<sup>nd</sup> *Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.  
 3<sup>rd</sup> *Blessed Sight*(BoED p92) – Evil auras become visible to you.  
 4<sup>th</sup> *Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.  
 5<sup>th</sup> *Heavenly Lightning*(BoED p100) – Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.  
 6<sup>th</sup> *Call Faithful Servants*(BoED p93) – Summons 1d4 Lantern Archons, Coure, Eladrins, or Musteval Guardians.  
 7<sup>th</sup> *Heavenly Lightning Storm*(BoED p100) – Arcs of radiant lightning deal 5d6 damage to one target per level.  
 8<sup>th</sup> *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.  
 9<sup>th</sup> *Gate*(PH p234) – Connects two planes for travel or summoning.
- Chaos** (PH p186)  
 Cast [chaos] spells at +1 Caster Level.  
 1<sup>st</sup> *Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.  
 2<sup>nd</sup> *Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.  
 3<sup>rd</sup> *Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.  
 4<sup>th</sup> *Chaos Hammer*(PH p208)(PH3.5e)+ – Damages and staggers lawful creatures.  
 5<sup>th</sup> *Dispel Law*(PH p222) – +4 bonus against attacks by lawful creatures.  
 6<sup>th</sup> *Animate Objects*(PH p199) – Objects attack your foes.  
 7<sup>th</sup> *Word of Chaos*(PH p2303) – Kills, confuses, stuns, or deafens non-chaotic subjects.  
 8<sup>th</sup> *Cloak of Chaos*(PH p210) – +4 to AC, +4 resistance, SR 25 vs. lawful spells.  
 9<sup>th</sup> *Summon Monster IX (chaotic)*(PH p288) – Calls a Chaotic extraplanar creature to fight for you.
- Charm** (PGF p85)(Eb p105)  
 Gain +4 Charisma for 1 minute, usable once per day as a Free Action.  
 1<sup>st</sup> *Charm Person*(PH p209) – Make one person your friend.  
 2<sup>nd</sup> *Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.  
 3<sup>rd</sup> *Suggestion*(PH p285) – Compels subject to follow stated course of action.  
 4<sup>th</sup> *Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.  
 5<sup>th</sup> *Charm Monster*(PH p209) – Makes monster believe it is your ally.  
 6<sup>th</sup> *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.  
 7<sup>th</sup> *Insanity*(PH p244) – Subject suffers continuous *Confusion*.  
 8<sup>th</sup> *Demand*(PH p217) – As *Sending*, plus you can send *Suggestion*.  
 9<sup>th</sup> *Dominate Monster*(PH p224) – As *Dominate Person*, but any creature.

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| <p><b>City</b> (RoD p162)</p> <p>Gather Information and Knowledge (local) become class skills.</p> <p>1<sup>st</sup> <i>Rooftop Strider</i>(RoD p167) – Move across uneven surfaces with ease.</p> <p>2<sup>nd</sup> <i>City Lights</i>(RoD p164) – Absorb nearby light to release as blinding flare.</p> <p>3<sup>rd</sup> <i>Winding Alley</i>s(RoD p169) – Trap foe in phantasmal maze.</p> <p>4<sup>th</sup> <i>Commune with City</i>(RoD p165) – Learn about the current city.</p> <p>5<sup>th</sup> <i>Skyline Runner</i>(RoD p168) – You can walk normally on any city surface.</p> <p>6<sup>th</sup> <i>City Stride</i>(RoD p164) – Teleport between two cities.</p> <p>7<sup>th</sup> <i>Urban Shield</i>(RoD p168) – City grants cover to you, not to enemies.</p> <p>8<sup>th</sup> <i>City's Might</i>(RoD p165) – Gain enhancement to Strength &amp; Constitution, and Damage Reduction, while in a city.</p> <p>9<sup>th</sup> <i>Animate City</i>(RoD p164) – City structures attack, slow down enemies.</p> <p><b>Cold</b> (PGF p85)(CDiv p137)</p> <p>Rebuke / Control / Bolster Cold Creatures –or– Turn / Destroy Fire Creatures, up to 3+Charisma modifier times per day.</p> <p>1<sup>st</sup> <i>Chill Touch</i>(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.</p> <p>2<sup>nd</sup> <i>Chill Metal</i>(PH p209) – Cold metal damages those who touch it.</p> <p>3<sup>rd</sup> <i>Sleet Storm</i>(PH p280) – Hampers vision and movement.</p> <p>4<sup>th</sup> <i>Ice Storm</i>(PH p243) – Hail deals 5d6 damage in cylinder 40' across.</p> <p>5<sup>th</sup> <i>Wall of Ice</i>(PH p299) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.</p> <p>6<sup>th</sup> <i>Cone of Cold</i>(PH p212) – 1d6 cold damage per level (max 15d6).</p> <p>7<sup>th</sup> <i>Control Weather</i>(PH p214) – Changes weather in local area.</p> <p>8<sup>th</sup> <i>Polar Ray</i>(PH p262) – Ranged touch attack deals 1d6 per level cold damage.</p> <p>9<sup>th</sup> <i>Obedient Avalanche</i>(PGF p108) – Creates an avalanche to bury or bull rush foes, deals varying cold damage.</p> <p><b>Commerce</b> (Eb p105)</p> <p>+10 Competence bonus on Profession checks made to earn a living (but not checks to accomplish a specific task).</p> <p>Appraise becomes a class skill.</p> <p>1<sup>st</sup> <i>Comprehend Languages</i>(PH p212) – You understand all spoken and written languages.</p> <p>2<sup>nd</sup> <i>Zone of Truth</i>(PH p303) – Subjects within range cannot lie.</p> <p>3<sup>rd</sup> <i>Tongues</i>(PH p294) – Speak any language.</p> <p>4<sup>th</sup> <i>Glibness</i>(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape</p> <p>5<sup>th</sup> <i>True Seeing</i>(PH p296) – See all things as they really are.</p> <p>6<sup>th</sup> <i>Leomund's Secret Chest</i>(PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.</p> <p>7<sup>th</sup> <i>Refuge</i>(PH p270) – Alters item to transport its possessor to you.</p> <p>8<sup>th</sup> <i>Analyze Dweomer</i>(PH p197) – Reveals magical aspects of subject.</p> <p>9<sup>th</sup> <i>Polymorph Any Object</i>(PH p263)(PH3.5e)+ – Changes any subject into anything else.</p> | <p><b>Community</b> (BoED p86) (Eb p105)</p> <p><i>Calm Emotion</i>, usable once per day, –and– +2 Competence bonus on Diplomacy checks.</p> <p>1<sup>st</sup> <i>Bless</i>s(PH p205) – Allies gain+1 morale bonus to attacks &amp; saves vs. fear.</p> <p>2<sup>nd</sup> <i>Status</i>(PH p284) – Monitors condition &amp; position of allies.</p> <p>3<sup>rd</sup> <i>Prayer</i>(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p>4<sup>th</sup> <i>Status, Greater</i>(BoED p100) – As <i>Status</i>, but cast some spells through the bond.</p> <p>5<sup>th</sup> <i>Rary's Telepathic Bond</i>(PH p268) – Link lets allies communicate.</p> <p>6<sup>th</sup> <i>Heroes' Feast</i>(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.</p> <p>7<sup>th</sup> <i>Refuge</i>(PH p270) – Alters item to transport its possessor to you.</p> <p>8<sup>th</sup> <i>Sympathy</i>(PH p292) – Object or location attracts certain creatures.</p> <p>9<sup>th</sup> <i>Heal, Mass</i>(PH p215) – As <i>Heal</i>, but with several subjects.</p> <p><b>Community'</b> (CDiv p137)</p> <p><i>Calm Emotion</i>, usable once per day. +2 Competence bonus on Diplomacy checks.</p> <p>1<sup>st</sup> <i>Bless</i>(PH p205) – Allies gain+1 morale bonus to attacks &amp; saves vs. fear.</p> <p>2<sup>nd</sup> <i>Status</i>(PH p284) – Monitors condition &amp; position of allies.</p> <p>3<sup>rd</sup> <i>Prayer</i>(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p>4<sup>th</sup> <i>Tongues</i>(PH p294) – Speak any language.</p> <p>5<sup>th</sup> <i>Rary's Telepathic Bond</i>(PH p268) – Link lets allies communicate.</p> <p>6<sup>th</sup> <i>Heroes' Feast</i>(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.</p> <p>7<sup>th</sup> <i>Refuge</i>(PH p270) – Alters item to transport its possessor to you.</p> <p>8<sup>th</sup> <i>Mordenkainen's Magnificent Mansion</i>(PH p256) – Door leads to extradimensional mansion.</p> <p>9<sup>th</sup> <i>Heal, Mass</i>(PH p215) – As <i>Heal</i>, but with several subjects.</p> <p><b>Competition</b> (CDiv p138)</p> <p>+1 bonus on all Opposed Checks, as an Extraordinary ability.</p> <p>1<sup>st</sup> <i>Remove Fear</i>(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.</p> <p>2<sup>nd</sup> <i>Zeal</i>(CDiv p191) – You move through foes to attack the enemy you want.</p> <p>3<sup>rd</sup> <i>Prayer</i>(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p>4<sup>th</sup> <i>Divine Power</i>(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.</p> <p>5<sup>th</sup> <i>Righteous Might</i>(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.</p> <p>6<sup>th</sup> <i>Zealot Pact</i>(CDiv p191) – You automatically gain combat bonuses when you attack someone of opposite alignment.</p> <p>7<sup>th</sup> <i>Regenerate</i>(PH p270) – Subject's severed limbs grow back, cures 4d8 dmg +1 per lvl (max +35).</p> <p>8<sup>th</sup> <i>Moment of Prescience</i>(PH p255) – You gain insight bonus on a single attack roll, check , or save.</p> <p>9<sup>th</sup> <i>Visage of the Deity, Greater</i>(CDiv p187) – As <i>Less Visage of the Deity</i>, but you become a Half-Celestial or Half-Fiend.</p> | <p><b>Courage</b> (CWar p114)</p> <p>'Aura of Courage' – Allies within 10' gain a +4 Morale bonus vs. Fear effects.</p> <p>1<sup>st</sup> <i>Remove Fear</i>(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.</p> <p>2<sup>nd</sup> <i>Aid</i>(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)</p> <p>3<sup>rd</sup> <i>Cloak of Bravery</i>(CWar p117) – You and your allies gain a bonus on saves against fear.</p> <p>4<sup>th</sup> <i>Heroism</i>(PH p240) – Gives a +2 on attack rolls, saves, &amp; skill checks.</p> <p>5<sup>th</sup> <i>Valiant Fury</i>(CWar p118) – +4 Str, +4 Con, +2 Will saves; extra attack; cures 1d8+1/level (max +20).</p> <p>6<sup>th</sup> <i>Heroes' Feast</i>(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.</p> <p>7<sup>th</sup> <i>Heroism, Greater</i>(PH p240) – Gives a +4 on attack rolls, saves, &amp; skill checks; immunity to fear; temporary hp.</p> <p>8<sup>th</sup> <i>Lion's Roar</i>(CWar p118) – Deals 1d8 points of damage per two levels to enemies; allies get +1 on attacks and saves against fear, plus temporary hp.</p> <p>9<sup>th</sup> <i>Cloak of Bravery, Greater</i>(CWar p117) – You and your allies become immune to fear and get +2 bonus on attacks.</p> <p><b>Craft</b> (PGF p85) (FR p92)</p> <p>Creation spells are cast at +1 Caster level, and gain <b>Feat: Skill Focus (craft of your choice)</b>.</p> <p>1<sup>st</sup> <i>Animate Rope</i>(PH p199) – Makes a rope move at your command.</p> <p>2<sup>nd</sup> <i>Wood Shape</i>(PH p303) – Rearranges wooden objects to suit you.</p> <p>3<sup>rd</sup> <i>Stone Shape</i>(PH p284)(PH3.5e)+ – Sculpts stone into any shape.</p> <p>4<sup>th</sup> <i>Minor Creation</i>(PH p253) – Creates one cloth or wood object.</p> <p>5<sup>th</sup> <i>Wall of Stone</i>(PH p299) – Creates a stone wall that can be shaped.</p> <p>6<sup>th</sup> <i>Fantastic Machine</i>(FR p69) – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.</p> <p>7<sup>th</sup> <i>Major Creation</i>(PH p252) – As <i>Minor Creation</i>, plus stone and metal.</p> <p>8<sup>th</sup> <i>Forcecage</i>(PH p232) – Cube or cage of force imprisons all inside.</p> <p>9<sup>th</sup> <i>Greater Fantastic Machine</i>(FR p71) – As <i>Fantastic Machine</i>, but even more powerful &amp; durable.</p> <p><b>Creation</b> (CDiv p138)</p> <p>Conjuration(creation) spells are cast at +1 level.</p> <p>1<sup>st</sup> <i>Create Water</i>(PH p215) – Creates 2 gallons per level of pure water.</p> <p>2<sup>nd</sup> <i>Minor Image</i>(PH p254) – As <i>Silent Image</i>, plus some sound.</p> <p>3<sup>rd</sup> <i>Create Food and Water</i>(PH p214) – Feeds 3 humans (or 1 horse) per level.</p> <p>4<sup>th</sup> <i>Minor Creation</i>(PH p253) – Creates one cloth or wood object.</p> <p>5<sup>th</sup> <i>Major Creation</i>(PH p252) – As <i>Minor Creation</i>, plus stone and metal.</p> <p>6<sup>th</sup> <i>Heroes' Feast</i>(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.</p> <p>7<sup>th</sup> <i>Permanent Image</i>(PH p260) – Includes sight, sound, and smell.</p> <p>8<sup>th</sup> <i>True Creation</i>(CDiv p184) (Eb p117) – As <i>Major Creation</i>, but permanent.</p> <p>9<sup>th</sup> <i>Pavilion of Grandeur</i>(CDiv p172) – A feast and a great pavilion are created.</p> |
|---|--|---|

**Darkness**

(FR p62) (D&amp;D p213)

Gain Feat: **Blind Fighting**.

- 1<sup>st</sup> *Obscuring Mist*(PH p258) – Fog surrounds you.
- 2<sup>nd</sup> *Blindness/Deafness*(PH p206) – Makes subject blind or deaf.
- 3<sup>rd</sup> *Blacklight*(FR p67) (D&D p216) – Create a 20' radius area of darkness that even darkvision can't see through, but you can.
- 4<sup>th</sup> *Armor of Darkness*(FR p67)(D&D p216) – Shroud of darkness gives +3 deflection bonus +1 per 4 levels (max +8), provides darkvision 60', & gains +2 on saves vs. holy, good, or light spells.
- 5<sup>th</sup> *Darkbolt*(FR p68) – Ranged touch, 2d8 damage and daze, 1 bolt per 2 levels (max 7).
- 6<sup>th</sup> *Prying Eyes*(PH p267) – 1d4 floating eyes + 1 per level scout for you.
- 7<sup>th</sup> *Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.
- 8<sup>th</sup> *Power Word Blind*(PH p263) – Blinds creatures with 200 hp or less.
- 9<sup>th</sup> *Power Word Kill*(PH p263) – Kills one creature with 100 hp or less.

**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'.

- 1<sup>st</sup> *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
- 2<sup>nd</sup> *Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, & 1 lvl
- 3<sup>rd</sup> *Animate Dead*(PH p198) – Creates undead skeletons and zombies.
- 4<sup>th</sup> *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.
- 5<sup>th</sup> *Slay Living*(PH p280) – Touch attack kills target.
- 6<sup>th</sup> *Create Undead*(PH p215) – Create ghouls, ghosts, mummies, or mohrgs.
- 7<sup>th</sup> *Destruction*(PH p218) – Kills subject and destroys remains.
- 8<sup>th</sup> *Create Greater Undead*(PH p215) – Creates shadows, wraiths, spectres, or devourers.
- 9<sup>th</sup> *Wail of the Banshee*(PH p298) – Kills one creature per level.

**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.

- 1<sup>st</sup> *Detect Undead*(PH p220) – Reveals undead or deathless within 60'.
- 2<sup>nd</sup> *Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.
- 3<sup>rd</sup> *Halt Deathless*(Eb p111) – Immobilizes deathless for 1 round per level.
- 4<sup>th</sup> *Spirit Steed*(Eb p115) – Channels an ancient spirit into your steed, increasing its speed and granting other benefits.
- 5<sup>th</sup> *Hallow*(PH p238) – Designates location as Holy.
- 6<sup>th</sup> *Create Deathless*(Eb p109) – Create an Undying Soldier.
- 7<sup>th</sup> *Control Deathless*(Eb p109) – Deathless don't attack you while under your command.
- 8<sup>th</sup> *Create Greater Deathless*(Eb p110) – Create an Undying Councilor.
- 9<sup>th</sup> *Hero's Blade*(Eb p112) – Channel the spirit of a great hero into a melee weapon.

**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.

- 1<sup>st</sup> *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- 2<sup>nd</sup> *Ray of Enfeeblement*(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).
- 3<sup>rd</sup> *Contagion*(PH p213) – Infects subject with chosen disease.
- 4<sup>th</sup> *Enervation*(PH p226) – Subject gains 1d4 negative levels.
- 5<sup>th</sup> *Blight*(PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.
- 6<sup>th</sup> *Antilife Shell*(PH p199) – 10' radius field hedges out living creatures.
- 7<sup>th</sup> *Withering Palm*(Eb p117)(CArc p130) – Touch attack deals 1 point of Strength and 1 point of Constitution damage per two caster levels.
- 8<sup>th</sup> *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30'.
- 9<sup>th</sup> *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

**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.

- 1<sup>st</sup> *Omen of Peril*(CDiv p171)(RoD p166) – You know how dangerous the future will be.
- 2<sup>nd</sup> *Augury*(PH p202) – Leans whether an action will be good or bad.
- 3<sup>rd</sup> *Delay Death*(RoD p165) – Losing hit points doesn't kill the subject.
- 4<sup>th</sup> *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.
- 5<sup>th</sup> *Stalwart Pact*(CDiv p181) (RoD p168) – You gain combat bonuses automatically when reduced to half hit points or lower.
- 6<sup>th</sup> *Warp Destiny*(RoD p169) – Reverse failed save or hit in combat.
- 7<sup>th</sup> *Bestow Curse, Greater*(CDiv p153) (CDivErrata)+ (RoD p164) – As *Bestow Curse*, but more severe penalties.
- 8<sup>th</sup> *Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check, or save.
- 9<sup>th</sup> *Choose Destiny*(RoD p164) – Gain two chances for success for every action.

**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.

- 1<sup>st</sup> *Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).
- 2<sup>nd</sup> *Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.
- 3<sup>rd</sup> *Contagion*(PH p213) – Infects subject with chosen disease.
- 4<sup>th</sup> *Inflict Critical Wounds*(PH p244) – Touch attack, 4d8 + 1 per level (max +20).

- 5<sup>th</sup> *Inflict Light Wounds, Mass*(PH p244) – Deals 1d8 + 1 / level to many creatures.
- 6<sup>th</sup> *Harm*(PH p239) – Deals 10 hp per level to target
- 7<sup>th</sup> *Disintegrate*(PH p222) – Makes one creature or object vanish.
- 8<sup>th</sup> *Earthquake*(PH p225) – Intense tremor shakes 5' per level radius.
- 9<sup>th</sup> *Implosion*(PH p243) – Kills one creature per round

**Dominion**

(CDiv p138)

Gain Feat: **Spell Focus (Enchantment)**.

- 1<sup>st</sup> *Command*(PH p211) – One subject obeys selected command for 1 round.
- 2<sup>nd</sup> *Enthrall*(PH p227) – Captivates all within 100' + 10' per level.
- 3<sup>rd</sup> *Suggestion*(PH p285) – Compels subject to follow stated course of action.
- 4<sup>th</sup> *Dominate Person*(PH p224) – Controls humanoid telepathically.
- 5<sup>th</sup> *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.
- 6<sup>th</sup> *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.
- 7<sup>th</sup> *Suggestion, Mass*(PH p285) – As *Suggestion*, plus one subject per level.
- 8<sup>th</sup> *True Domination*(CDiv p185) – As *Dominate Person*, but save it as –4.
- 9<sup>th</sup> *Monstrous Thrall*(CDiv p169) – As *True Domination*, but permanent and affects any creature.

**Dragon Below**

(Eb p106)

Gain Feat: **Augment Summoning**.

- 1<sup>st</sup> *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
- 2<sup>nd</sup> *Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, & 1 lvl
- 3<sup>rd</sup> *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.
- 4<sup>th</sup> *Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.
- 5<sup>th</sup> *Slay Living*(PH p280) – Touch attack kills target.
- 6<sup>th</sup> *Planar Ally*(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.
- 7<sup>th</sup> *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8<sup>th</sup> *Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.
- 9<sup>th</sup> *Gate*(PH p234) – Connects two planes for travel or summoning.

**Dream**

(CDiv p138)

Immune to Fear effects.

- 1<sup>st</sup> *Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.
- 2<sup>nd</sup> *Augury*(PH p202) – Leans whether an action will be good or bad.
- 3<sup>rd</sup> *Deep Slumber*(PH p217) – Puts 10HD of creatures to sleep.
- 4<sup>th</sup> *Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.
- 5<sup>th</sup> *Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.
- 6<sup>th</sup> *Dream Sight*(CDiv p164) – Your spirit can hear and see at a distance for 1 minute per level.
- 7<sup>th</sup> *Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.
- 8<sup>th</sup> *Power Word Stun*(PH p263) – Stuns creatures with 150 hp or less.
- 9<sup>th</sup> *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30'.

**Drow**

(PGF p86)

Gain Feat: **Lightning Reflexes**.

- 1<sup>st</sup> *Cloak of Dark Power*(FR p68) – Protection from sunlight, +4 resistance bonus on saves vs. light and darkness spells.
- 2<sup>nd</sup> *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.
- 3<sup>rd</sup> *Suggestion*(PH p285) – Compels subject to follow stated course of action.
- 4<sup>th</sup> *Discern Lies*(PH p221) – Reveals deliberate falsehoods.
- 5<sup>th</sup> *Spiderform*(FR p74) – Polymorph into a drider or monstrous spider of size Tiny to Large.
- 6<sup>th</sup> *Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.
- 7<sup>th</sup> *Word of Chaos*(PH p2303) – Kills, confuses, stuns, or deafens non-chaotic subjects.
- 8<sup>th</sup> *Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.
- 9<sup>th</sup> *Gate*(PH p234) – Connects two planes for travel or summoning.

**Dwarf**

(PGF p86) (FR p62)

Gain Feat: **Great Fortitude**.

- 1<sup>st</sup> *Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.
- 2<sup>nd</sup> *Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.
- 3<sup>rd</sup> *Glyph of Warding*(PH p236) – Inscription harms those who pass it.
- 4<sup>th</sup> *Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).
- 5<sup>th</sup> *Fabricate*(PH p229) – Transforms raw materials into finished items.
- 6<sup>th</sup> *Stone Tell*(PH p284) – Talk to natural or worked stone.
- 7<sup>th</sup> *Dictum*(PH p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.
- 8<sup>th</sup> *Protection from Spells*(PH p266) – Confers +8 resistance bonus.
- 9<sup>th</sup> *Elemental Swarm (earth)*(PH p226) – Summons 2d4 Large, 1d4 Huge Earth Elementals.

**Earth**

(PH p186)

- Rebuke / Control / Bolster Earth Creatures  
–or– Turn / Destroy Air Creatures, up to 3+Charisma modifier times per day.
- 1<sup>st</sup> *Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.
- 2<sup>nd</sup> *Soften Earth and Stone*(PH p280) – Turns stone to clay or dirt to sand or mud.
- 3<sup>rd</sup> *Stone Shape*(PH p284)(PH3.5e)+ – Sculpt stone into any shape.
- 4<sup>th</sup> *Spike Stones*(PH p283) – Creatures in area take 1d8 damage, may be slowed.
- 5<sup>th</sup> *Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.
- 6<sup>th</sup> *Stoneskin*(PH p284) – Ignore 10 points of damage per attack.
- 7<sup>th</sup> *Earthquake*(PH p225) – Intense tremor shakes 5' per level radius.
- 8<sup>th</sup> *Iron Body*(PH p245) – You body becomes living iron.
- 9<sup>th</sup> *Elemental Swarm (earth)*(PH p226) – Summons 2d4 Large, 1d4 Huge Earth Elementals.

**Elf**

(PGF p86) (FR p63)

Gain Feat: **Point Blank Shot**.

- 1<sup>st</sup> *True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.
- 2<sup>nd</sup> *Cat's Grace*(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.

- 3<sup>rd</sup> *Snare*(PH p280) – Creates a magical booby trap.
- 4<sup>th</sup> *Tree Stride*(PH p296) – Step from one tree to another far away.
- 5<sup>th</sup> *Commune with Nature*(PH p211) – Learn about terrain for one mile per level.
- 6<sup>th</sup> *Find the Path*(PH p230) – Shows most direct way to a location.
- 7<sup>th</sup> *Liveoak*(PH p248) – Oak becomes a treant guardian
- 8<sup>th</sup> *Sunburst*(PH p289) – Blinds all within 10', deals 6d6 damage.
- 9<sup>th</sup> *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.

**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.

- 1<sup>st</sup> *Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.
- 2<sup>nd</sup> *Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.
- 3<sup>rd</sup> *Refreshment*(BoED p105) – Cures creatures of all non-lethal damage
- 4<sup>th</sup> *Sustain*(BoED p109) – Recipients need no food or drink for 6 hours per level.
- 5<sup>th</sup> *Stoneskin*(PH p284) – Ignore 10 points of damage per attack.
- 6<sup>th</sup> *Bear's Endurance, Mass*(PH p203) – As *Bear's Endurance*, affects one subject per level.
- 7<sup>th</sup> *Globe of Invulnerability*(PH p236) – As *Lesser Globe of Invulnerability*, plus 4<sup>th</sup> level spell effects.
- 8<sup>th</sup> *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.
- 9<sup>th</sup> *Iron Body*(PH p245) – You body becomes living iron.

**Evil**

(PH p186)

Cast [evil] spells at +1 Caster Level.

- 1<sup>st</sup> *Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.
- 2<sup>nd</sup> *Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.
- 3<sup>rd</sup> *Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.
- 4<sup>th</sup> *Unholy Blight*(PH p297) – Damages and sickens good creatures.
- 5<sup>th</sup> *Dispel Good*(PH p222) – +4 bonus against attacks by good creatures.
- 6<sup>th</sup> *Create Undead*(PH p215) – Create ghouls, ghosts, mummies, or mohrgs.
- 7<sup>th</sup> *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8<sup>th</sup> *Unholy Aura*(PH p297) – +4 to AC, +4 resistance, SR25 against good spells.
- 9<sup>th</sup> *Summon Monster IX (evil)*(PH p288) – Calls an Evil extraplanar creature to fight for you.

**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.

- 1<sup>st</sup> *Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

- 2<sup>nd</sup> *Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
- 3<sup>rd</sup> *Remove Curse*(PH p270) – Frees person or object from a curse.
- 4<sup>th</sup> *Dismissal*(PH p222) – Forces a creature to return to native plane.
- 5<sup>th</sup> *Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.
- 6<sup>th</sup> *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.
- 7<sup>th</sup> *Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.
- 8<sup>th</sup> *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.
- 9<sup>th</sup> *Freedom*(PH p233) – Releases creature suffering from the spell *Imprisonment*.

**Family**

(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.

- 1<sup>st</sup> *Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.
- 2<sup>nd</sup> *Shield Other*(PH p278) – You take half of subject's damage.
- 3<sup>rd</sup> *Helping Hand*(PH p239) – Ghostly hand leads subject to you.
- 4<sup>th</sup> *Imbue with Spell Ability*(PH p243) – Transfer spells to subject.
- 5<sup>th</sup> *Rary's Telepathic Bond*(PH p268) – Link lets allies communicate.
- 6<sup>th</sup> *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7<sup>th</sup> *Refuge*(PH p270) – Alters item to transport its possessor to you.
- 8<sup>th</sup> *Protection from Spells*(PH p266) – Confers +8 resistance bonus.
- 9<sup>th</sup> *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

**Fate**

(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.

- 1<sup>st</sup> *True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.
- 2<sup>nd</sup> *Augury*(PH p202) – Leans whether an action will be good or bad.
- 3<sup>rd</sup> *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.
- 4<sup>th</sup> *Divination*(PH p224) – Provides useful advice for specific proposed actions.
- 5<sup>th</sup> *Mark of Justice*(PH p252) – Designates action that will trigger cure on subject.
- 6<sup>th</sup> *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.
- 7<sup>th</sup> *Vision*(PH p298) – As *Legend Lore*, but quicker and strenuous.
- 8<sup>th</sup> *Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check, or save.
- 9<sup>th</sup> *Foresight*(PH p207) – “Sixth sense” warns of impending danger.



**Feast**

(Eb p106)

- You are immune to ingested poisons and diseases spread by ingestion.
- 1<sup>st</sup> *Goodberry*(PH p237) – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).
- 2<sup>nd</sup> *Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.
- 3<sup>rd</sup> *Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.
- 4<sup>th</sup> *Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
- 5<sup>th</sup> *Leomund's Secure Shelter*(PH p247) – Creates study cottage.
- 6<sup>th</sup> *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7<sup>th</sup> *Mordenkainen's Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.
- 8<sup>th</sup> *Detoxify*(Eb p110) – Neutralize poison in a 30' radius (including creatures with poison attacks).
- 9<sup>th</sup> *Feast of Champions*(Eb p111) – Food for one creature per level heals and grants comprehensive bonuses.

**Fey**

(BoED p86)

- +4 bonus on saving throws vs. spell-like abilities of Fey.
- 1<sup>st</sup> *Faerie Fire*(PH p229) – Outline subjects with light, canceling *Blur*, concealment, etc.
- 2<sup>nd</sup> *Charm Person*(PH p209) – Make one person your friend.
- 3<sup>rd</sup> *Inspired Aim*(BoED p101) – Allies within 40' gain +2 Insight bonus on ranged attack rolls.
- 4<sup>th</sup> *Blinding Beauty*(BoED p92) – You become as beautiful as a nymph, and can blind humanoid who look at you.
- 5<sup>th</sup> *Tree Stride*(PH p296) – Step from one tree to another far away.
- 6<sup>th</sup> *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7<sup>th</sup> *Liveoak*(PH p248) – Oak becomes a treant guardian
- 8<sup>th</sup> *Unearthly Beauty*(BoED p110) – As *Blinding Beauty*, but creatures must save or die.
- 9<sup>th</sup> *Summon Nature's Ally IX*(PH p289) – Calls creature to fight.

**Fire**

(PH p187)

- Rebuke / Control / Bolster Fire Creatures –or– Turn / Destroy Water Creatures, up to 3+Charisma modifier times per day.
- 1<sup>st</sup> *Burning Hands*(PH p207) – 1d4 fire damage per level (max 5d4).
- 2<sup>nd</sup> *Produce Flame*(PH p265) – 1d6 damage + 1 per level, touch or thrown.
- 3<sup>rd</sup> *Resist Energy (fire or cold only)*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
- 4<sup>th</sup> *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.
- 5<sup>th</sup> *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 (for a Chill Shield)
- 6<sup>th</sup> *Fire Seeds*(PH p230) – Acorns and berries become grenades and bombs.
- 7<sup>th</sup> *Fire Storm*(PH p231) – Deals 1d6/lvl fire damage.
- 8<sup>th</sup> *Incendiary Cloud*(PH p244) – Cloud deals 4d6 fire damage per round.
- 9<sup>th</sup> *Elemental Swarm (fire)*(PH p226) – Summons 2d4 Large, 1d4 Huge Fire Elementals.

**Force**

(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.
- 1<sup>st</sup> *Mage Armor*(PH p249) – Gives subject +4 armor bonus.
- 2<sup>nd</sup> *Magic Missile*(PH p251) – 1d4+1 force damage; +1 missile per two levels above 1<sup>st</sup> (max 5 missiles)
- 3<sup>rd</sup> *Blast of Force*(CDiv p153) – Ray deals 1d6 force damage per two caster levels (max 5d6).
- 4<sup>th</sup> *Otiluke's Resilient Sphere*(PH p258) – Force globe protects but traps one subject.
- 5<sup>th</sup> *Wall of Force*(PH p298) – Wall is immune to damage.
- 6<sup>th</sup> *Repulsion*(PH p271) – Creatures can't approach you.
- 7<sup>th</sup> *Forcecage*(PH p232) – Cube or cage of force imprisons all inside.
- 8<sup>th</sup> *Otiluke's Telekinetic Sphere*(PH p258) – As *Otiluke's Resilient Sphere*, but you move the sphere telekinetically.
- 9<sup>th</sup> *Bigby's Crushing Hand*(PH p203) – Large hand provides cover, pushes, or crushes your foes.

**Glory**

(CDiv p139)

- Turn Undead with a +2 bonus on the Turning Check & +1d6 bonus to Turning Damage.
- 1<sup>st</sup> *Disrupt Undead*(PH p223) – Deals 1d6 damage to one undead.
- 2<sup>nd</sup> *Bless Weapon*(PH p205) – Weapon strikes true against evil foes.
- 3<sup>rd</sup> *Searing Light*(PH p275) – Ray deals 1d8 per two levels, more against undead.
- 4<sup>th</sup> *Holy Smite*(PH p241) – Damages and blinds evil creatures.
- 5<sup>th</sup> *Holy Sword*(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.
- 6<sup>th</sup> *Bolt of Glory*(CDiv p155) – Positive energy ray deals extra damage to Evil Outsiders & Undead.
- 7<sup>th</sup> *Sunbeam*(PH p289) – Beam blinds and deals 4d6 damage.
- 8<sup>th</sup> *Crown of Glory*(CDiv p160) – You gain +4 Charisma and enthrall those who hear you,
- 9<sup>th</sup> *Gate*(PH p234) – Connects two planes for travel or summoning.

**Gnome**

(PGF p86) (FR p63)

- Cast Illusion spells at +1 Caster Level.
- 1<sup>st</sup> *Silent Image*(PH p279) – Creates a minor illusion of your design.
- 2<sup>nd</sup> *Gembomb*(FR p70) – Set up 1d8 force damage per 2 levels (max 5d8) spread across 1-5 gems. Once empowered, you can throw each gem up to 100' (20' increment), doing a touch attack.
- 3<sup>rd</sup> *Minor Image*(PH p254) – As *Silent Image*, plus some sound.
- 4<sup>th</sup> *Minor Creation*(PH p253) – Creates one cloth or wood object.
- 5<sup>th</sup> *Hallucinatory Terrain*(PH p238) – Makes one type of terrain appear like another (field into forest, or the like).
- 6<sup>th</sup> *Fantastic Machine*(FR p69) – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.
- 7<sup>th</sup> *Screen*(PH p274) – Illusion hides area from vision, scrying.
- 8<sup>th</sup> *Oto's Irresistible Dance*(PH p259) – Forces subject to dance.
- 9<sup>th</sup> *Summon Nature's Ally IX (earth or animal)* (PH p289) – Calls an animal or earth elemental to fight.

**Good**

(PH p187)

- Cast [good] spells at +1 Caster Level.
- 1<sup>st</sup> *Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
- 2<sup>nd</sup> *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
- 3<sup>rd</sup> *Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
- 4<sup>th</sup> *Holy Smite*(PH p241) – Damages and blinds evil creatures.
- 5<sup>th</sup> *Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.
- 6<sup>th</sup> *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.
- 7<sup>th</sup> *Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.
- 8<sup>th</sup> *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.
- 9<sup>th</sup> *Summon Monster IX (good)*(PH p299) – Calls a Good extraplanar creature to fight for you.

**Halfling**

(PGF p87)

- Add your Charisma modifier to Climb, Jump, Move Silently, & Hide checks for 10 minutes. Usable once per day as a Free Action.
- 1<sup>st</sup> *Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.
- 2<sup>nd</sup> *Cat's Grace*(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.
- 3<sup>rd</sup> *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
- 4<sup>th</sup> *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.
- 5<sup>th</sup> *Mordenkainen's Faithful Hound*(PH p255) – Phantom dog can guard, attack.
- 6<sup>th</sup> *Move Earth*(PH p257) – Digs trenches and builds hills.
- 7<sup>th</sup> *Shadow Walk*(PH p277) – Step into shadow to travel rapidly.
- 8<sup>th</sup> *Word of Recall*(PH p303) – Teleports you back to a designated place.
- 9<sup>th</sup> *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

**Hatred**

(PGF p87)

- Once per day, choose one opponent. For 1 minute, you get +2 Profane bonus on attack, saving throws, & AC vs. that opponent only.
- 1<sup>st</sup> *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- 2<sup>nd</sup> *Scare*(PH p274) – Panics creatures of less than 6HD.
- 3<sup>rd</sup> *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.
- 4<sup>th</sup> *Song of Discord*(PH p281) – Forces targets to attack each other.
- 5<sup>th</sup> *Righteous Might*(PH p273)(PH3.5e) – Your size increases and you gain combat bonuses.
- 6<sup>th</sup> *Forbiddance*(PH p232) – Blocks planar travel, damages creatures of different alignment.
- 7<sup>th</sup> *Blasphemy*(PH p205)(PH3.5e) – Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8<sup>th</sup> *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.
- 9<sup>th</sup> *Wail of the Banshee*(PH p298) – Kills one creature per level.

**Healing**

(PH p187)

- Cast Healing spells at +1 Caster Level.
- 1<sup>st</sup> *Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).
- 2<sup>nd</sup> *Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).
- 3<sup>rd</sup> *Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).
- 4<sup>th</sup> *Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).
- 5<sup>th</sup> *Cure Light Wounds, Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.
- 6<sup>th</sup> *Heal*(PH p239) – Cures 10 points per level, all diseases and mental conditions.
- 7<sup>th</sup> *Regenerate*(PH p270) – Subject’s severed limbs grow back, cures 4d8 damage +1 per level (max +35).
- 8<sup>th</sup> *Cure Critical Wounds, Mass*(PH p215) – Cures 4d8 damage +1 per level (max +40) for many creatures.
- 9<sup>th</sup> *Heal, Mass*(PH p215) – As *Heal*, but with several subjects.

**Herald**

(BoED p87)(CDiv p136)+

- +4 Sacred bonus on Diplomacy & Intimidate checks –and– Intimidate becomes a class skill.
- 1<sup>st</sup> *Comprehend Languages*(PH p212) – You understand all spoken and written languages.
- 2<sup>nd</sup> *Enthrall*(PH p227) – Captivates all within 100’ + 10’ per level.
- 3<sup>rd</sup> *Tongues*(PH p294) – Speak any language.
- 4<sup>th</sup> *Sending*(PH p275) – Delivers a short message anywhere, instantly.
- 5<sup>th</sup> *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.
- 6<sup>th</sup> *Dream*(PH p225) – Sends message to anyone sleeping.
- 7<sup>th</sup> *Visage of the Deity*(CDiv p187) – As *Lesser Visage of the Deity*, but you become Celestial or Fiendish.
- 8<sup>th</sup> *Crown of Glory*(BoED p95) – Aura inspires awe.
- 9<sup>th</sup> *Visage of the Deity, Greater*(CDiv p187) – As *Lesser Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

**Hunger**

(DR312 p70)

- Immune to non-magical poisons, diseases, or drugs that require ingestion.
- 1<sup>st</sup> *Slow Consumption*(BoVD p103) – Caster absorbs health and sustenance from helpless subject.
- or-
- Ray of Enfeeblement*(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).
- 2<sup>nd</sup> *Jaws of Adamantine*(DR312 p71) – Subject gains an Adamantine bite attack.
- 3<sup>rd</sup> *Cannibalize*(DR312 p71) – Subject gains a powerful bite attack and gains Temporary HP by consuming flesh.
- 4<sup>th</sup> *Caustic Bile*(DR312 p71) – Acidic splash deals 1d6 per level (max 10d6).
- 5<sup>th</sup> *Enervation*(PH p226) – Subject gains 1d4 negative levels.
- 6<sup>th</sup> *Insatiable Hunger*(DR312 p71) – Subjects starve regardless of how much they eat.
- 7<sup>th</sup> *Whirlwind of Teeth*(BoVD p110) – Creates moving 5’/level cylinder that deals 1d8 damage per 2 levels each round.
- or-
- Destruction*(PH p218) – Kills subject and destroys remains.
- 8<sup>th</sup> *Steal Life*(BoVD p106) – Caster drains 1 ability score point per round and becomes younger.

-or-

- Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30’.
- 9<sup>th</sup> *Gate (abyss only)*(PH p234) – Connects two planes for travel or summoning.

**Illusion**

(PGF p87)

- Cast Illusion spells at +1 Caster Level.
- 1<sup>st</sup> *Silent Image*(PH p279) – Creates a minor illusion of your design.
- 2<sup>nd</sup> *Minor Image*(PH p254) – As *Silent Image*, plus some sound.
- 3<sup>rd</sup> *Displacement*(PH p223) – Attacks miss subject 50% of the time.
- 4<sup>th</sup> *Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.
- 5<sup>th</sup> *Persistent Image*(PH p260) – As *Major Image*, but no concentration required.
- 6<sup>th</sup> *Mislead*(PH p255) – Turns you invisible and creates illusory double.
- 7<sup>th</sup> *Project Image*(PH p265) – Illusory double can talk and cast spells.
- 8<sup>th</sup> *Screen*(PH p274) – Illusion hides area from vision, scrying.
- 9<sup>th</sup> *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30’.

**Inquisition**

(CDiv p139)

- +4 bonus on all **Dispel Checks**.
- 1<sup>st</sup> *Detect Chaos*(PH p218) – Reveals chaotic creatures, spells, or objects.
- 2<sup>nd</sup> *Zone of Truth*(PH p303) – Subjects within range cannot lie.
- 3<sup>rd</sup> *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.
- 4<sup>th</sup> *Discern Lies*(PH p221) – Reveals deliberate falsehoods.
- 5<sup>th</sup> *True Seeing*(PH p296) – See all things as they really are.
- 6<sup>th</sup> *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.
- 7<sup>th</sup> *Dictum*(PH p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.
- 8<sup>th</sup> *Shield of Law*(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.
- 9<sup>th</sup> *Imprisonment*(PH p244) – Entombs subject beneath the earth.

**Joy**

(BoED p87)

- +4 Sacred bonus on Diplomacy.
- 1<sup>st</sup> *Vision of Heaven*(BoED p111) – Evil creature is dazed for 1 round.
- 2<sup>nd</sup> *Elation*(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5’ movement.
- 3<sup>rd</sup> *Distilled Joy*(BoED p96) – Creates Ambrosia.
- 4<sup>th</sup> *Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5<sup>th</sup> *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.
- 6<sup>th</sup> *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 7<sup>th</sup> *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.
- 8<sup>th</sup> *Sympathy*(PH p292) – Object or location attracts certain creatures.

- 9<sup>th</sup> *Otto’s Irresistible Dance*(PH p259) – Forces subject to dance.

**Knowledge**

(PH p187)

- Cast Divinations spells at +1 Caster Level.
- All Knowledge skills become class skills.
- 1<sup>st</sup> *Detect Secret Doors*(PH p220) – Reveals hidden doors within 60’.
- 2<sup>nd</sup> *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.
- 3<sup>rd</sup> *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.
- 4<sup>th</sup> *Divination*(PH p224) – Provides useful advice for specific proposed actions.
- 5<sup>th</sup> *True Seeing*(PH p296) – See all things as they really are.
- 6<sup>th</sup> *Find the Path*(PH p230) – Shows most direct way to a location.
- 7<sup>th</sup> *Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.
- 8<sup>th</sup> *Discern Location*(PH p222) – Reveals the exact location of a creature or object.
- 9<sup>th</sup> *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

**Law**

(PH p187)

- Cast [law] spells at +1 Caster Level.
- 1<sup>st</sup> *Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.
- 2<sup>nd</sup> *Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.
- 3<sup>rd</sup> *Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10’ radius and 10 minutes per level.
- 4<sup>th</sup> *Order’s Wrath*(PH p258) – Damages and dazes chaotic creatures.
- 5<sup>th</sup> *Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.
- 6<sup>th</sup> *Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.
- 7<sup>th</sup> *Dictum*(PH p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.
- 8<sup>th</sup> *Shield of Law*(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.
- 9<sup>th</sup> *Summon Monster IX (law)* (PH p288) – Calls a Lawful extraplanar creature to fight for you.

**Liberation**

(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.
- 1<sup>st</sup> *Omen of Peril*(CDiv p171)(RoD p166) – You know how dangerous the future will be.
- 2<sup>nd</sup> *Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.
- 3<sup>rd</sup> *Rage*(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
- 4<sup>th</sup> *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.
- 5<sup>th</sup> *Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
- 6<sup>th</sup> *Dispel Magic, Greater*(PH p210)(PH3.5e+) – As *Dispel Magic*, but up to +20 on the check.
- 7<sup>th</sup> *Refuge*(PH p270) – Alters item to transport its possessor to you.
- 8<sup>th</sup> *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Unbinding*(CDiv p185) – Frees everyone in range from spells that constrain or bind.

**Life** (Eb p106)

- Grant one touched creature 1d6 + 1 per Cleric level **Temporary HP** for 1 hour per Cleric level. Usable 1/day.
- 1<sup>st</sup> *Hide from Undead*(PH p241) – Undead can't perceive one subject per level.
- 2<sup>nd</sup> *Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
- 3<sup>rd</sup> *Plant Growth*(PH p262) – Grows vegetation, improves crops.
- 4<sup>th</sup> *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.
- 5<sup>th</sup> *Disrupting Weapon*(PH p223) – Melee weapon destroys undead.
- 6<sup>th</sup> *Animate Objects*(PH p199) – Objects attack foes.
- 7<sup>th</sup> *Regenerate*(PH p270) – Subject's severed limbs grow back, cures 4d8 dmg +1 per lvl (max +35).
- 8<sup>th</sup> *Animate Plants*(PH p199) – One or more trees animate and fight for you.
- 9<sup>th</sup> *Heal, Mass*(PH p239) – As *Heal*, but with several subjects.

**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.
- 1<sup>st</sup> *Entropic Shield*(PH p227) – Ranged attacks against you suffer 20% miss chance.
- 2<sup>nd</sup> *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
- 3<sup>rd</sup> *Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.
- 4<sup>th</sup> *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.
- 5<sup>th</sup> *Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
- 6<sup>th</sup> *Mislead*(PH p255) – Turns you invisible and creates illusory double.
- 7<sup>th</sup> *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.
- 8<sup>th</sup> *Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check, or save.
- 9<sup>th</sup> *Miracle*(PH p254) – Requests a deity's intercession.

**Madness** (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.
- 1<sup>st</sup> *Confusion, Lesser*(PH p212) – One creature acts randomly for 1 round.
- 2<sup>nd</sup> *Touch of Madness*(CDiv p184)(Eb p116) – Dazes one creature for 1 round per level.
- 3<sup>rd</sup> *Rage*(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
- 4<sup>th</sup> *Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.
- 5<sup>th</sup> *Bolts of Bedevilment*(CDiv p155) (Eb p109)(EbErrata)+ – 1 ray per round dazes its target for 1d3 rnds.
- 6<sup>th</sup> *Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.
- 7<sup>th</sup> *Insanity*(PH p244) – Subject suffers continuous *Confusion*.
- 8<sup>th</sup> *Maddening Scream*(CDiv p168)(Eb p113) – Subject has –4 AC, no shield, Reflex save on natural 20.
- 9<sup>th</sup> *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30'.

**Magic** (PH p188)

- Use 'spell completion' or 'spell trigger' magic items as a Wizard of half your Cleric level (plus any Wizard levels).
- 1<sup>st</sup> *Nystul's Magic Aura*(PH p257) – Alters object's magic aura.
- 2<sup>nd</sup> *Identify*(PH p243) – Determines properties of a magic item.
- 3<sup>rd</sup> *Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
- 4<sup>th</sup> *Imbue with Spell Ability*(PH p243) – Transfer spells to subject.
- 5<sup>th</sup> *Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.
- 6<sup>th</sup> *Antimagic Field*(PH p200) – Negates magic within 10'.
- 7<sup>th</sup> *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.
- 8<sup>th</sup> *Protection from Spells*(PH p266) – Confers +8 resistance bonus.
- 9<sup>th</sup> *Mordenkainen's Disjunction*(PH p255) – Dispels magic, disenchant magic items.

**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.
- 1<sup>st</sup> *Comprehend Languages*(PH p212) – You understand all spoken and written languages.
- 2<sup>nd</sup> *Owl's Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.
- 3<sup>rd</sup> *Locate Object*(PH p249) – Senses direction toward object (specific or type).
- 4<sup>th</sup> *Tongues*(PH p294) – Speak any language.
- 5<sup>th</sup> *Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.
- 6<sup>th</sup> *Find the Path*(PH p230) – Shows most direct way to a location.
- 7<sup>th</sup> *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.
- 8<sup>th</sup> *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

**Mentalism** (PGF p88)

- Once per day, you may touch a target and give him a Resistance bonus on his next Will save equal to your level + 2. If not used within an hour, it wears off.
- 1<sup>st</sup> *Confusion, Lesser*(PH p212) – One creature acts randomly for 1 round.
- 2<sup>nd</sup> *Detect Thoughts*(PH p220) – Allows "listening" to surface thoughts.
- 3<sup>rd</sup> *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.
- 4<sup>th</sup> *Modify Memory*(PH p255) – Changes 5 minutes of subject's memories.
- 5<sup>th</sup> *Mind Fog*(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.
- 6<sup>th</sup> *Rary's Telepathic Bond*(PH p268) – Link lets allies communicate.
- 7<sup>th</sup> *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.
- 8<sup>th</sup> *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

**Metal** (PGF p88)

- Gain **Feat: Martial Weapon Proficiency** or **Feat: Exotic Weapon Proficiency** –and– **Feat: Weapon Focus** with your choice of hammer (you do not need to meet the prerequisites).
- 1<sup>st</sup> *Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.
- 2<sup>nd</sup> *Heat Metal*(PH p239) – Makes metal so hot it damages those who touch it.
- 3<sup>rd</sup> *Keen Edge*(PH p245) – Doubles normal weapon's threat range.
- 4<sup>th</sup> *Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.
- 5<sup>th</sup> *Wall of Iron*(PH p299) – 30 hp per 4 levels; can topple onto foes.
- 6<sup>th</sup> *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.
- 7<sup>th</sup> *Transmute Metal to Wood*(PH p294) – Metal within 40' becomes wood.
- 8<sup>th</sup> *Iron Body*(PH p245) – You body becomes living iron.
- 9<sup>th</sup> *Repel Metal or Stone*(PH p271) – Pushes away metal and stone.

**Mind** (CDiv p140)

- +2 bonus on Bluff, Diplomacy, & Sense Motive checks.
- 1<sup>st</sup> *Comprehend Languages*(PH p212) – You understand all spoken and written languages.
- 2<sup>nd</sup> *Detect Thoughts*(PH p220) – Allows "listening" to surface thoughts.
- 3<sup>rd</sup> *Telepathic Bond, Lesser*(CDiv p158) – As *Rary's Telepathic Bond*, but you and one other creature.
- 4<sup>th</sup> *Discern Lies*(PH p221) – Reveals deliberate lies.
- 5<sup>th</sup> *Rary's Telepathic Bond*(PH p268) – Link lets allies communicate.
- 6<sup>th</sup> *Probe Thoughts*(CDiv p176)(CDivErrata)+ – You sift through thoughts, learning the answer to one question per round.
- 7<sup>th</sup> *Brain Spider*(CDiv p156) – Listen to thoughts of up to eight other creatures.
- 8<sup>th</sup> *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30'.

**Moon** (PGF p88)

- You may Turn / Destroy Lycanthropes, up to 3 + Charisma modifier times per day.
- 1<sup>st</sup> *Faerie Fire*(PH p229) – Outline subjects with light, canceling *Blur*, concealment, etc.
- 2<sup>nd</sup> *Moonbeam*(FR p73) – Moveable beam of light that penetrates darkness and forces lycanthropes to change shape.
- 3<sup>rd</sup> *Moon Blade*(FR p72) – Touch attack deals 1d8 +1 per 2 levels, more to undead, plus scrambles spellcasting.
- 4<sup>th</sup> *Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5<sup>th</sup> *Moon Path*(FR p72) – Form a bridge of moonlight.
- 6<sup>th</sup> *Permanent Image*(PH p260) – Includes sight, sound, and smell.
- 7<sup>th</sup> *Insanity*(PH p244) – Subject suffers continuous *Confusion*.
- 8<sup>th</sup> *Animal Shapes*(PH p199) – One ally per level polymorphs into chosen animal.
- 9<sup>th</sup> *Moonfire*(FR p73) – A cone of fiery moonlight does damage and forces polymorphed & shapechanging creatures back to their natural form. The targets glows for 1md/lvl & no electricity effects can be used in that area.

**Mysticism**

(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.
- 1<sup>st</sup> *Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.
- 2<sup>nd</sup> *Spiritual Weapon*(PH p283) – Magical weapon attacks on its own.
- 3<sup>rd</sup> *Visage of the Deity, Lesser*(CDiv p187) – You gain +4 Charisma & resistance 10 to certain energy types.
- 4<sup>th</sup> *Weapon of the Deity*(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.
- 5<sup>th</sup> *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.
- 6<sup>th</sup> *Visage of the Deity*(CDiv p187) – As *Lesser Visage of the Deity*, but you become Celestial or Fiendish.
- 7<sup>th</sup> *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.
- 8<sup>th</sup> *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.
- 9<sup>th</sup> *Visage of the Deity, Greater*(CDiv p187) – As *Lesser Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

**Necromancy**

(Eb p107)

- Cast Necromancy spells at +1 Caster level.
- 1<sup>st</sup> *Ray of Enfeeblement*(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).
- 2<sup>nd</sup> *Command Undead*(PH p211) – An undead creature obeys your commands.
- 3<sup>rd</sup> *Vampiric Touch*(PH p298) – Touch deals 1d6 per 2 levels; caster gains damage as hit points.
- 4<sup>th</sup> *Enervation*(PH p226) – Subject gains 1d4 negative levels.
- 5<sup>th</sup> *Wave of Fatigue*(PH p301) – Several targets become fatigued.
- 6<sup>th</sup> *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.
- 7<sup>th</sup> *Control Undead*(PH p214) – Undead don't attack you while under your command.
- 8<sup>th</sup> *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30'.
- 9<sup>th</sup> *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

**Nobility**

(CWar p115)

- Once per day for a number of rounds equal to your Charisma modifier, give your allies a +2 Morale bonus to attack, saving throws, ability checks, skill checks, & weapon damage.
- 1<sup>st</sup> *Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.
- 2<sup>nd</sup> *Enthrall*(PH p227) – Captivates all within 100' + 10' per level.
- 3<sup>rd</sup> *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
- 4<sup>th</sup> *Discern Lies*(PH p221) – Reveals deliberate falsehoods.
- 5<sup>th</sup> *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.
- 6<sup>th</sup> *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.
- 7<sup>th</sup> *Repulsion*(PH p271) – Creatures can't approach you.
- 8<sup>th</sup> *Demand*(PH p217) – As *Sending*, plus you can send *Suggestion*.
- 9<sup>th</sup> *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

**Ocean**

(PGF p89)

- For up to 10 rounds per level, you gain *Water Breathing* when you need it. When you don't, the effect stops, so it can be used multiple times in a day.
- 1<sup>st</sup> *Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.
- 2<sup>nd</sup> *Sound Burst*(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.
- 3<sup>rd</sup> *Water Breathing*(PH p300) – Subject can breathe underwater.
- 4<sup>th</sup> *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.
- 5<sup>th</sup> *Wall of Ice*(PH p299) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.
- 6<sup>th</sup> *Otiluke's Freezing Sphere*(PH p258) – Freezes water or deals cold damage.
- 7<sup>th</sup> *Waterspout*(FR p75) – Create a 10' wide waterspout under your direction.
- 8<sup>th</sup> *Maelstrom*(FR p72) – Create a 120' wide whirlpool, which pulls down anything that gets close.
- 9<sup>th</sup> *Elemental Swarm (water)*(PH p226) – Summons 2d4 Large, 1d4 Huge Water Elementals.

**Oracle**

(CDiv p140)

- Cast Divination spells as +2 level.
- 1<sup>st</sup> *Identify*(PH p243) – Determines properties of a magic item.
- 2<sup>nd</sup> *Augury*(PH p202) – Leans whether an action will be good or bad.
- 3<sup>rd</sup> *Divination*(PH p224) – Provides useful advice for specific proposed actions.
- 4<sup>th</sup> *Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.
- 5<sup>th</sup> *Commune*(PH p211) – Deity answers one yes-or-no question per level.
- 6<sup>th</sup> *Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.
- 7<sup>th</sup> *Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.
- 8<sup>th</sup> *Discern Location*(PH p222) – Reveals the exact location of a creature or object.
- 9<sup>th</sup> *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

**Orc**

(PGF p89)

- ‘Smite’ once per day – Add +4 bonus to the attack and you Cleric level bonus to the damage. +4 to hit if target is a Dwarf or Elf.
- 1<sup>st</sup> *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
- 2<sup>nd</sup> *Produce Flame*(PH p265) – 1d6 damage + 1 per level, touch or thrown.
- 3<sup>rd</sup> *Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
- 4<sup>th</sup> *Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.
- 5<sup>th</sup> *Prying Eyes*(PH p267) – 1d4 floating eyes + 1 per level scout for you.
- 6<sup>th</sup> *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.
- 7<sup>th</sup> *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8<sup>th</sup> *Cloak of Chaos*(PH p210) – +4 to AC, +4 resistance, SR 25 vs. lawful spells.
- 9<sup>th</sup> *Power Word Kill*(PH p263) – Kills one creature with 100 hp or less.

**Pact**

(CDiv p140)

- Appraise, Intimidate, and Sense Motive become Cleric class skills for you.
- 1<sup>st</sup> *Command*(PH p211) – One subject obeys selected command for 1 round.
- 2<sup>nd</sup> *Shield Other*(PH p278) – You take half of subject's damage.
- 3<sup>rd</sup> *Speak with Dead*(PH p281) – Corpse answer one question per two levels.
- 4<sup>th</sup> *Divination*(PH p224) – Provides useful advice for specific proposed actions.
- 5<sup>th</sup> *Stalwart Pact*(CDiv p181)(RoD p168) – You gain combat bonuses automatically when reduced to half hit points or lower.
- 6<sup>th</sup> *Zealot Pact*(CDiv p191) – You automatically gain combat bonuses when you attack someone of opposite alignment.
- 7<sup>th</sup> *Renewal Pact*(CDiv p177) – Creature is automatically healed if adverse condition affects it.
- 8<sup>th</sup> *Death Pact*(CDiv p161)(MoF p88) – Deity brings you back from the dead automatically.
- 9<sup>th</sup> *Gate*(PH p234) – Connects two planes for travel or summoning.

**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.
- 1<sup>st</sup> *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
- 2<sup>nd</sup> *Tasha's Hideous Laughter*(PH p292) – Subject loses actions for 1 round per level.
- 3<sup>rd</sup> *Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.
- 4<sup>th</sup> *Crushing Despair*(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.
- 5<sup>th</sup> *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.
- 6<sup>th</sup> *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 7<sup>th</sup> *Song of Discord*(PH p281) – Forces targets to attack each other.
- 8<sup>th</sup> *Otto's Irresistible Dance*(PH p259) – Forces subject to dance.
- 9<sup>th</sup> *Dominate Monster*(PH p224) – As *Dominate Person*, but any creature.

**Pestilence**

(CDiv p141)

- You are immune to all diseases, though you can still be a carrier.
- 1<sup>st</sup> *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- 2<sup>nd</sup> *Summon Swarm*(PH p289) – Summons a swarm of bats, rats, or spiders.
- 3<sup>rd</sup> *Contagion*(PH p213) – Infects subject with chosen disease.
- 4<sup>th</sup> *Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
- 5<sup>th</sup> *Plague of Rats*(CDiv p174)(CDivErrata)+ – Summons horde of diseased rats.
- 6<sup>th</sup> *Curse of Lycanthropy*(CDiv p160) – Causes temporary lycanthropy in subject.
- 7<sup>th</sup> *Scourge*(CDiv p179) – Inflicts a disease that **must** be magically cured, one subject per level.
- 8<sup>th</sup> *Create Greater Undead (mummies only)*(PH p215) – Creates shadows, wraiths, spectres, or devourers.
- 9<sup>th</sup> *Otyugh Swarm*(CDiv p172) – Creates 3d4 Large Otyughs or 1d3+1 Huge Otyughs.

**Planning**

(CWar p115)

- Gain Feat: **Extend Spell**.
- 1<sup>st</sup> *Deathwatch*(PH p217) – Reveals how near death subjects within 30' are.
- 2<sup>nd</sup> *Augury*(PH p202) – Leans whether an action will be good or bad.
- 3<sup>rd</sup> *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.
- 4<sup>th</sup> *Status*(PH p284) – Monitors condition & position of allies.
- 5<sup>th</sup> *Detect Scrying*(PH p219) – Alerts you to magical eavesdropping.
- 6<sup>th</sup> *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7<sup>th</sup> *Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.
- 8<sup>th</sup> *Discern Location*(PH p222) – Reveals the exact location of a creature or object.
- 9<sup>th</sup> *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

**Plant**

(PH p188)

- Rebuke / Control Plant Creatures, up to 3 + Charisma modifier times per day.
- Knowledge (nature) is a class skill.
- 1<sup>st</sup> *Entangle*(PH p227) – Plants entangle everyone in a 40' radius.
- 2<sup>nd</sup> *Barkskin*(PH p202) – Grants +2 (or higher) enhancement to natural armor.
- 3<sup>rd</sup> *Plant Growth*(PH p236) – Grows vegetation, improves crops.
- 4<sup>th</sup> *Command Plants*(PH p211) – Sway the actions of one or more plant creatures.
- 5<sup>th</sup> *Wall of Thorns*(PH p300) – Thorns damage anyone who tries to pass.
- 6<sup>th</sup> *Repel Wood*(PH p271) – Pushes away wooden objects.
- 7<sup>th</sup> *Animate Plants*(PH p199) – One or more trees animate and fight for you.
- 8<sup>th</sup> *Control Plants*(PH p213) – Control actions of one or more plant creatures.
- 9<sup>th</sup> *Shambler*(PH p277) – Summons 1d4+2 shambling mounds to fight for you.

**Pleasure**

(BoED p87)

- You are immune to any effect that damages or drains your Charisma.
- 1<sup>st</sup> *Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2<sup>nd</sup> *Lastai's Caress*(BoED p102) – Intense feelings of good leave Evil subject cowering, frightened, nauseated, or shaken.
- 3<sup>rd</sup> *Heart's Ease*(BoED p100) – Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.
- 4<sup>th</sup> *Remove Fatigue*(BoED p105) – Removes effects of fatigue as 8 hours of rest.
- 5<sup>th</sup> *Eagle's Splendor, Mass*(PH p225) – As *Eagle's Splendor*, affects one subject per level.
- 6<sup>th</sup> *Celestial Blood*(BoED p94) – Grant energy resistance, +4 on saves against poison, and Damage Reduction 10 / evil.
- 7<sup>th</sup> *Empyrean Ecstasy*(BoED p98) – Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; –4 to skill checks.
- 8<sup>th</sup> *Spread of Contentment*(BoED p107) – Calms hostile creatures within 10' per level radius.
- 9<sup>th</sup> *Sublime Revelry*(BoED p109) – Targets are immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.

**Portal**

(PGF p89)

- Detect an active or inactive *Portal* as if it was a secret door (DC 20).
- 1<sup>st</sup> *Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.
- 2<sup>nd</sup> *Analyze Portal*(FR p66) – Find and understand *Portals* within 60'.
- 3<sup>rd</sup> *Dimensional Anchor*(PH p221)(PH p250)+ – Bars extradimensional movement.
- 4<sup>th</sup> *Dimension Door*(PH p221) – Teleports you a short distance.
- 5<sup>th</sup> *Teleport*(PH p292) – Instantly transports you as far as 100 miles per level.
- 6<sup>th</sup> *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.
- 7<sup>th</sup> *Etherealness*(PH p228) – Travel to Ethereal Plane with companions.
- 8<sup>th</sup> *Dimensional Lock*(PH p221) – Teleportation and interplanar travel are blocked for 1 day per level.
- 9<sup>th</sup> *Gate*(PH p234) – Connects two planes for travel or summoning.

**Portal'**

(Und p53)

- Gain Feat: **Portal Sensitive**.
- 1<sup>st</sup> *Portal Stabilization*(Und p60) – Stabilize malfunctioning *Portal* for 1 minute per level.
- 2<sup>nd</sup> *Analyze Portal*(FR p66) – Find and understand *Portals* within 60'.
- 3<sup>rd</sup> *Portal View*(Und p60) – Turns target *Portal* clear.
- 4<sup>th</sup> *Dimension Door*(PH p221) – Teleports you a short distance.
- 5<sup>th</sup> *Portal Barricade*(Und p60) – Closes *Portal* and prevents it from functioning for 1 hour per level.
- 6<sup>th</sup> *Portal-to-Portal Redirect*(Und p60) – Changes destination of *Portal* for 1 hour per level.
- 7<sup>th</sup> *Etherealness*(PH p228) – Travel to Ethereal Plane with companions.
- 8<sup>th</sup> *Portal Reformat*(Und p60) – Removes or adds one or more keys to a *Portal*.
- 9<sup>th</sup> *Gate*(PH p234) – Connects two planes for travel or summoning.

**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.
- 1<sup>st</sup> *Sanctuary*(PH p274) – Opponents can't attack you and you can't attack.
- 2<sup>nd</sup> *Shield Other*(PH p278) – You take half of subject's damage.
- 3<sup>rd</sup> *Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.
- 4<sup>th</sup> *Spell Immunity*(PH p281) – Subject is immune to one spell per four levels.
- 5<sup>th</sup> *Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.
- 6<sup>th</sup> *Antimagic Field*(PH p200) – Negates magic within 10'.
- 7<sup>th</sup> *Repulsion*(PH p271) – Creatures can't approach you.
- 8<sup>th</sup> *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

**Purification**

(CDiv p141)

- Cast Abjuration spells at +1 Caster level.
- 1<sup>st</sup> *Nimbus of Light*(CDiv p170) – Sunlight illuminates you until released as an attack for 1d8 +1/lvl damage.
- 2<sup>nd</sup> *Deific Vengeance*(CDiv p161) – God's punishment deals 1d6 damage per two levels (max 5d6).
- 3<sup>rd</sup> *Recitation*(CDiv p176)(UE p52) – Allies gain +2 or +3 Luck bonus on attacks and saves, while enemies suffer –2 penalty on attacks & saves.
- 4<sup>th</sup> *Castigate*(CDiv p158) – Verbal rebuke deafens all who hear and damages those whose alignment differs from yours.
- 5<sup>th</sup> *Dance of the Unicorn*(CDiv p161) – Purifying mist washes the air clean of smoke, dust, and poisons.
- 6<sup>th</sup> *Fires of Purity*(CDiv p165) – Target bursts into magical flame, becoming a dangerous weapon.
- 7<sup>th</sup> *Righteous Wrath of the Faithful*(CDiv p178)(CDivErrata)+ – Your allies get bonuses, especially if they worship your deity.
- 8<sup>th</sup> *Sunburst*(PH p289) – Blinds all within 10', deals 6d6 damage.
- 9<sup>th</sup> *Visage of the Deity, Greater*(CDiv p187) – As *Lesser Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

**Renewal**

(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.
- 1<sup>st</sup> *Charm Person*(PH p209) – Make one person your friend.
- 2<sup>nd</sup> *Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
- 3<sup>rd</sup> *Remove Disease*(PH p271) – Cures all diseases affecting subject.
- 4<sup>th</sup> *Reincarnate*(PH p270) – Brings dead subject back in a random humanoid body.
- 5<sup>th</sup> *Atonement*(PH p201) – Removes burden of misdeeds from subject.
- 6<sup>th</sup> *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7<sup>th</sup> *Restoration, Greater*(PH p272) – As *Restoration*, plus restores all levels and ability scores.
- 8<sup>th</sup> *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.
- 9<sup>th</sup> *Freedom*(PH p233) – Releases creature suffering from the spell *Imprisonment*.

**Repose**

(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.

- 1<sup>st</sup> *Hide from Undead*(PH p241) – Undead can't perceive one subject per level.  
 2<sup>nd</sup> *Gentle Repose*(PH p234) – Preserves one corpse.  
 3<sup>rd</sup> *Speak with Dead*(PH p281) – Corpse answer one question per two levels.  
 4<sup>th</sup> *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.  
 5<sup>th</sup> *Slay Living*(PH p280) – Touch attack kills target.  
 6<sup>th</sup> *Undeath to Death*(PH p297) – Destroys 1d4 per level HD of undead (max 20d4).  
 7<sup>th</sup> *Destruction*(PH p218) – Kills subject and destroys remains.  
 8<sup>th</sup> *Surelife*(PGF p115) – Protect yourself from a named natural condition that would kill you, such as an avalanche or boiling oil.  
 9<sup>th</sup> *Wail of the Banshee*(PH p298) – Kills one creature per level.

**Retribution**

(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.

- 1<sup>st</sup> *Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.  
 2<sup>nd</sup> *Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.  
 3<sup>rd</sup> *Speak with Dead*(PH p281) – Corpse answer one question per two levels.  
 4<sup>th</sup> *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).  
 5<sup>th</sup> *Mark of Justice*(PH p252) – Designates action that will trigger cure on subject.  
 6<sup>th</sup> *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.  
 7<sup>th</sup> *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.  
 8<sup>th</sup> *Discern Location*(PH p222) – Reveals the exact location of a creature or object.  
 9<sup>th</sup> *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

**Rune**

(PGF p90)

Gain Feat: **Scribe Scroll**.

- 1<sup>st</sup> *Erase*(PH p227) – Mundane or magical writing vanishes.  
 2<sup>nd</sup> *Secret Page*(PH p275) – Changes one page to hide its real contents.  
 3<sup>rd</sup> *Glyph of Warding*(PH p236) – Inscription harms those who pass it.  
 4<sup>th</sup> *Explosive Runes*(PH p228) – Deals 6d6 damage when read.  
 5<sup>th</sup> *Planar Binding, Lesser*(PH p261) – Traps an extraplanar creature of 6 HD or less until it performs a task.  
 6<sup>th</sup> *Glyph of Warding, Greater*(PH p237) – As *Glyph of Warding*, but up to 10d8 damage or a 6<sup>th</sup> level spell.  
 7<sup>th</sup> *Drawmij's Instant Summons*(PH p225) – Prepared object appears in your hand.

- 8<sup>th</sup> *Transcribe Rune*(PGF p116) – Safely moves an untriggered magical symbol to another location.  
 9<sup>th</sup> *Teleportation Circle*(PH p293) – Circle teleports any creature inside to designated spot.

**Scalykind**

(PGF p90)

- Rebuke / Control Snakes and Reptiles, up to 3 + Charisma modifier times per day.  
 1<sup>st</sup> *Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.  
 2<sup>nd</sup> *Animal Trance (reptiles & snakes)* (PH p198) – Fascinates 2d6 HD of reptiles & snakes.  
 3<sup>rd</sup> *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.  
 4<sup>th</sup> *Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.  
 5<sup>th</sup> *Animal Growth (reptiles & snakes)* (PH p198) – One reptile or snake per two levels doubles in size.  
 6<sup>th</sup> *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.  
 7<sup>th</sup> *Vipergout*(PGF p117) – You spit forth celestial or fiendish vipers that attack your foes.  
 8<sup>th</sup> *Animal Shapes (reptiles & snakes)* (PH p199) – One ally per level polymorphs into chosen reptile or snake.  
 9<sup>th</sup> *Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

**Shadow**

(Eb p108)

Gain Feat: **Blind-Fight**.

- 1<sup>st</sup> *Obscuring Mist*(PH p258) – Fog surrounds you.  
 2<sup>nd</sup> *Darkness*(PH p216) – 20' radius of supernatural shadow.  
 3<sup>rd</sup> *Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60' radius.  
 4<sup>th</sup> *Shadow Conjuration*(PH p276) – Mimics conjuring below 4<sup>th</sup> level, but only 20% real.  
 5<sup>th</sup> *Shadow Evocation*(PH p277) – Mimics evocation of lower than 5<sup>th</sup> level, but only 20% real.  
 6<sup>th</sup> *Shadow Walk*(PH p277) – Step into shadow to travel rapidly.  
 7<sup>th</sup> *Shadow Conjuration, Greater*(PH p276) – As *Shadow Conjuration*, but up to 6<sup>th</sup> level spells and 60% real.  
 8<sup>th</sup> *Shadow Evocation, Greater*(PH p277) – As *Shadow Evocation*, but up to 7<sup>th</sup> level and 60% real.  
 9<sup>th</sup> *Shades*(PH p276) – As *Shadow Conjuration*, but up to 8<sup>th</sup> level and 80% real.

**Slime**

(PGF p91)

- Rebuke / Control Oozes, up to 3 + Charisma modifier times per day.  
 1<sup>st</sup> *Grease*(PH p237) – Makes 10' square or 1 object slippery.  
 2<sup>nd</sup> *Melf's Acid Arrow*(PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).  
 3<sup>rd</sup> *Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.  
 4<sup>th</sup> *Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.  
 5<sup>th</sup> *Evard's Black Tentacles*(PH p228) – Tentacles grapple all within a 15' spread.  
 6<sup>th</sup> *Transmute Rock to Mud*(PH p295) – Transforms two 10' cubes per level.

- 7<sup>th</sup> *Destruction*(PH p218) – Kills subject and destroys remains.  
 8<sup>th</sup> *Power Word Blind*(PH p263) – Blinds creatures with 200 hp or less.  
 9<sup>th</sup> *Implosion*(PH p243) – Kills one creature per round.

**Sky**

(RotW p174)

- Spot becomes a class skill.  
 Your fly / glide speed (if any) increases by +5'.  
 1<sup>st</sup> *Raptor's Sight*(RotW p175) – Gain +4 on Spot checks; range increment penalty is halved.  
 2<sup>nd</sup> *Summon Dire Hawk*(RotW p175) – Summons a Dire Hawk to serve you.  
 3<sup>rd</sup> *Enduring Flight*(RotW p175) – Carry medium loads at full fly speed, flight duration doubles.  
 4<sup>th</sup> *Aerial Alacrity*(RotW p174) – +30' Fly speed, +1 AC and Reflex saves while flying, Maneuverability improves by one category.  
 5<sup>th</sup> *Control Winds*(PH p214) – Change wind direction and speed.  
 6<sup>th</sup> *Wind Walk*(PH p302) – You and your allies turn vaporous and travel fast.  
 7<sup>th</sup> *Reverse Gravity*(PH p273) – Objects and creatures fall upward.  
 8<sup>th</sup> *Master of the Sky*(RotW p175) – Gain +2 on attack rolls and damage rolls while airborne; maneuverability becomes perfect; foes incur penalties against you.  
 9<sup>th</sup> *Summon Devoted Roc*(RotW p175) – Summons powerful Roc to serve you.

**Spell**

(PGF p91)

- +2 bonus on Concentration & Spellcraft checks.  
 1<sup>st</sup> *Mage Armor*(PH p249) – Gives subject +4 armor bonus.  
 2<sup>nd</sup> *Silence*(PH p279) – Negate sound in 15' radius.  
 3<sup>rd</sup> *Anyspell*(FR p67) – Prepare an Arcane spell of up to 2<sup>nd</sup> Level.  
 4<sup>th</sup> *Rary's Mnemonic Enhancer*(PH p268) – Prepares extra spells or retains one just cast.  
 5<sup>th</sup> *Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.  
 6<sup>th</sup> *Greater Anyspell*(FR p70) – Prepare an Arcane spell of up to 5<sup>th</sup> Level.  
 7<sup>th</sup> *Limited Wish*(PH p248) – Alters reality, within spell limits.  
 8<sup>th</sup> *Antimagic Field*(PH p200) – Negates magic within 10'.  
 9<sup>th</sup> *Mordenkainen's Disjunction*(PH p255) – Dispel magic, disenchant magic items.

**Spider**

(PGF p91)

- Rebuke / Control Spiders, up to 3 + Charisma modifier times per day.
- 1<sup>st</sup> *Spider Climb*(PH p283) – Grants ability to walk on walls & ceilings.
- 2<sup>nd</sup> *Summon Swarm (spiders only)*(PH p289) – Summons a swarm of spiders.
- 3<sup>rd</sup> *Phantom Steed (spider form)*(PH p260) – Magical Large monstrous spider mount appears for 1 hour per level.
- 4<sup>th</sup> *Giant Vermin*(PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.
- 5<sup>th</sup> *Insect Plague*(PH p244) – Locust swarms attack creatures.
- 6<sup>th</sup> *Spider Curse*(FR p74) – Transform a target into a drider that you dominate.
- 7<sup>th</sup> *Stone Spider*(FR p75) – Transform 1d3 pebbles into stone constructs of Monstrous Spiders, who are from Tiny-sized to Huge-sized. Alternatively, you can give 1d3 vermin *Stoneskin*.
- 8<sup>th</sup> *Creeping Doom (spider form)*(PH p214) – Swarms of spider attack at your command.
- 9<sup>th</sup> *Spider Shapes*(FR p74) – Polymorph 1 willing subject per level into a Monstrous Spider, who are from Tiny-sized to Huge-sized. Lasts for 1 hour per level.

**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, fingernail, 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.
- 1<sup>st</sup> *Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.
- 2<sup>nd</sup> *Scare*(PH p274) – Panics creatures of less than 6HD.
- 3<sup>rd</sup> *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.
- 4<sup>th</sup> *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.
- 5<sup>th</sup> *Enervation*(PH p226) – Subject gains 1d4 negative levels.
- 6<sup>th</sup> *Magic Jar*(PH p250) – Enables possession of another creature.
- 7<sup>th</sup> *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.
- 8<sup>th</sup> *Finger of Death*(PH p230) – Kills one subject.
- 9<sup>th</sup> *Soul Bind*(PH p226) – Traps newly dead soul to prevent *Resurrection*.

**Storm**

(PGF p91)

- Gain Electricity Resistance 5.
- 1<sup>st</sup> *Entropic Shield*(PH p227) – Ranged attacks against you suffer 20% miss chance.
- 2<sup>nd</sup> *Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.
- 3<sup>rd</sup> *Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.
- 4<sup>th</sup> *Sleet Storm*(PH p280) – Hampers vision and movement.
- 5<sup>th</sup> *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40' across.
- 6<sup>th</sup> *Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.
- 7<sup>th</sup> *Control Weather*(PH p214) – Changes weather in local area.
- 8<sup>th</sup> *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.
- 9<sup>th</sup> *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

**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.
- 1<sup>st</sup> *Enlarge Person*(PH p226) – Humanoid creature doubles in size.
- 2<sup>nd</sup> *Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.
- 3<sup>rd</sup> *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
- 4<sup>th</sup> *Spell Immunity*(PH p281) – Subject is immune to one spell per four levels.
- 5<sup>th</sup> *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.
- 6<sup>th</sup> *Stoneskin*(PH p284) – Ignore 10 points of damage per attack.
- 7<sup>th</sup> *Bigby's Grasping Hand*(PH p204) – Hand provides cover, pushes, or grapples.
- 8<sup>th</sup> *Bigby's Clenched Fist*(PH p203) – Large hand provides cover, pushes, o attacks your foes.
- 9<sup>th</sup> *Bigby's Crushing Hand*(PH p203) – Large hand provides cover, pushes, or crushes your foes.

**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.
- 1<sup>st</sup> *Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.
- 2<sup>nd</sup> *Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.
- 3<sup>rd</sup> *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.
- 4<sup>th</sup> *Enervation*(PH p226) – Subject gains 1d4 negative levels.
- 5<sup>th</sup> *Symbol of Pain*(PH p290) – Triggered rune wracks nearby creatures with pain.
- 6<sup>th</sup> *Harm*(PH p239) – Deals 10 hp per level to target
- 7<sup>th</sup> *Waves of Exhaustion*(PH p301) – Several targets become exhausted.
- 8<sup>th</sup> *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30'.
- 9<sup>th</sup> *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

**Summoner**

(CDiv p141)

- Conjuration(calling) & Conjuration(summoning) spells are at +2 Caster level.
- 1<sup>st</sup> *Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.
- 2<sup>nd</sup> *Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.
- 3<sup>rd</sup> *Summon Monster III*(PH p286) – Summons an extraplanar creature to fight for you.
- 4<sup>th</sup> *Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.
- 5<sup>th</sup> *Summon Monster V*(PH p287) – Summons an extraplanar creature to fight for you.
- 6<sup>th</sup> *Planar Ally*(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.
- 7<sup>th</sup> *Summon Monster VII*(PH p287) – Summons an extraplanar creature to fight for you.
- 8<sup>th</sup> *Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.
- 9<sup>th</sup> *Gate*(PH p234) – Connects two planes for travel or summoning.

**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.
- 1<sup>st</sup> *Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.
- 2<sup>nd</sup> *Heat Metal*(PH p239) – Makes metal so hot it damages those who touch it.
- 3<sup>rd</sup> *Searing Light*(PH p275) – Ray deals 1d8 per two levels, more against undead.
- 4<sup>th</sup> *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).
- 5<sup>th</sup> *Flame Strike*(PH p231) – Smites foes with divine fire (1d6 / level).
- 6<sup>th</sup> *Fire Seeds*(PH p230) – Acorns and berries become grenades and bombs.
- 7<sup>th</sup> *Sunbeam*(PH p289) – Beam blinds and deals 4d6 damage.
- 8<sup>th</sup> *Sunburst*(PH p289) – Blinds all within 10', deals 6d6 damage.
- 9<sup>th</sup> *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

**Time**

(PGF p91)

- Gain **Feat: Improved Initiative**.
- 1<sup>st</sup> *True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.
- 2<sup>nd</sup> *Gentle Repose*(PH p234) – Preserves one corpse.
- 3<sup>rd</sup> *Haste*(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 4<sup>th</sup> *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.
- 5<sup>th</sup> *Permanency*(PH p259) – Makes certain spells permanent.
- 6<sup>th</sup> *Contingency*(PH p213) – Sets trigger condition for another spell.
- 7<sup>th</sup> *Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check, or save.
- 8<sup>th</sup> *Foresight*(PH p207) – "Sixth sense" warns of impending danger.
- 9<sup>th</sup> *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

**Trade**

(PGF p92)

As a Free Action, you may activate *Detect Thoughts* against one target for your Charisma modifier minutes. Usable once per day.

- 1<sup>st</sup> *Message*(PH p253) – Whispered conversation at distance.
- 2<sup>nd</sup> *Gembomb*(FR p70) – Set up 1d8 force damage per 2 levels (max 5d8) spread across 1-5 gems. Once empowered, you can throw each gem up to 100' (range increment 20'), doing a touch attack.
- 3<sup>rd</sup> *Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.
- 4<sup>th</sup> *Sending*(PH p275) – Delivers a short message anywhere, instantly.
- 5<sup>th</sup> *Fabricate*(PH p229) – Transforms raw materials into finished items.
- 6<sup>th</sup> *True Seeing*(PH p296) – See all things as they really are.
- 7<sup>th</sup> *Mordenkainen's Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.
- 8<sup>th</sup> *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

**Transformation**

(RoE p180)

Cast Transmutation spells at +1 Caster Level.

- 1<sup>st</sup> *Enlarge Person*(PH p226) – Humanoid creature doubles in size.
- 2<sup>nd</sup> *Alter Self*(PH p197) – Assume the form of a similar creature.
- 3<sup>rd</sup> *Gaseous Form*(PH p234) – Subject becomes insubstantial and can fly slowly.
- 4<sup>th</sup> *Involuntary Shapeshifting*(RoE p188) – If able to do so, target creature must change shape.
- 5<sup>th</sup> *Polymorph*(PH p263) – Gives one willing subject a new form.
- 6<sup>th</sup> *Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.
- 7<sup>th</sup> *Doppelganger Transformation*(RoE p184) – You gain the physical and mental bonuses of a Doppelganger.
- 8<sup>th</sup> *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.
- 9<sup>th</sup> *Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per rnd

**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.

- 1<sup>st</sup> *Longstrider*(PH p249) – Increases your speed.
- 2<sup>nd</sup> *Locate Object*(PH p249) – Senses direction toward object (specific or type).
- 3<sup>rd</sup> *Fly*(PH p232) – Subject flies at a speed of 60'.
- 4<sup>th</sup> *Dimension Door*(PH p221) – Teleports you a short distance.
- 5<sup>th</sup> *Teleport*(PH p292) – Instantly transports you as far as 100 miles per level.
- 6<sup>th</sup> *Find the Path*(PH p230) – Shows most direct way to a location.
- 7<sup>th</sup> *Teleport, Greater*(PH p292) – As *Teleport*, but no range limit and off-target arrival.
- 8<sup>th</sup> *Phase Door*(PH p261) – Invisible passage through wood or stone.
- 9<sup>th</sup> *Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

**Trickery**

(PH p189)

Bluff, Disguise, & Hide become class skills.

- 1<sup>st</sup> *Disguise Self*(PH p222) – Changes your appearance.
- 2<sup>nd</sup> *Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.
- 3<sup>rd</sup> *Nondetection*(PH p257) – Hides subject from divination and scrying.
- 4<sup>th</sup> *Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.
- 5<sup>th</sup> *False Vision*(PH p229) – Fools scrying with an illusion.
- 6<sup>th</sup> *Mislead*(PH p255) – Turns you invisible and creates illusory double.
- 7<sup>th</sup> *Screen*(PH p274) – Illusion hides area from vision, scrying.
- 8<sup>th</sup> *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.
- 9<sup>th</sup> *Time Stop*(PH p294) – You act freely for 1d4+1 rounds.

**Truth**

(RoE p181)

Cast Divination spells at +1 Caster Level.

Gain a bonus on all Sense Motive checks equal to your Cleric level.

- 1<sup>st</sup> *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.
- 2<sup>nd</sup> *Zone of Truth*(PH p303) – Subjects within range cannot lie.
- 3<sup>rd</sup> *See Invisibility*(PH p275) – Reveals invisible creatures or objects.
- 4<sup>th</sup> *Discern Lies*(PH p221) – Reveals deliberate falsehoods.
- 5<sup>th</sup> *True Seeing*(PH p296) – See all things as they really are.
- 6<sup>th</sup> *Force Shapechange*(RoE p185) – Forces shapechangers into natural form.
- 7<sup>th</sup> *Illusion Purge*(RoE p187) – Dispels illusions within 5' /level radius.
- 8<sup>th</sup> *Discern Location*(PH p222) – Reveals the exact location of a creature or object.
- 9<sup>th</sup> *True Seeing, Mass*(RoE p190) – As *True Seeing*, but affects multiple creatures.

**Tyrant**

(CWar p115)(PGF p92)

All Compulsion spells you cast have a +2 DC.

- 1<sup>st</sup> *Command*(PH p211) – One subject obeys selected command for 1 round.
- 2<sup>nd</sup> *Enthrall*(PH p227) – Captivates all within 100' + 10' per level.
- 3<sup>rd</sup> *Discern Lies*(PH p221) – Reveals deliberate falsehoods.
- 4<sup>th</sup> *Fear*(PH p229) – Subjects within cone flee for 1 round per level.
- 5<sup>th</sup> *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.
- 6<sup>th</sup> *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.
- 7<sup>th</sup> *Bigby's Grasping Hand*(PH p204) – Hand provides cover, pushes, or grapples.
- 8<sup>th</sup> *Charm Monster, Mass*(PH p206) – As *Charm Monster*, but all within 30'.
- 9<sup>th</sup> *Dominate Monster*(PH p224) – As *Dominate Person*, but any creature.

**Undead**

(DR312 p37)

+2 Competence bonus on Turning checks to Turn or Rebuke Undead.

- 1<sup>st</sup> *Chill Touch*(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
- 2<sup>nd</sup> *Command Undead*(PH p211) – An undead creature obeys your commands.
- 3<sup>rd</sup> *Animate Dead*(PH p198) – Creates undead skeletons and zombies.
- 4<sup>th</sup> *Halt Undead*(PH p238) – Immobilizes undead for 1 round per level.
- 5<sup>th</sup> *Slay Living*(PH p280) – Touch attack kills target.
- 6<sup>th</sup> *Create Undead*(PH p215) – Create ghouls, ghosts, mummies, or mohrgs.
- 7<sup>th</sup> *Undeath to Death*(PH p297) – Destroys 1d4 per level HD of undead (max 20d4).
- 8<sup>th</sup> *Create Greater Undead*(PH p215) – Creates shadows, wraiths, spectres, or devourers.
- 9<sup>th</sup> *Wail of the Banshee*(PH p298) – Kills one creature per level.

**Undeath**

(FR p66)

Gain Feat: **Extra Turning**.

- 1<sup>st</sup> *Detect Undead*(PH p220) – Reveals undead within 60'.
- 2<sup>nd</sup> *Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.
- 3<sup>rd</sup> *Animate Dead*(PH p198) – Creates undead skeletons and zombies.
- 4<sup>th</sup> *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.
- 5<sup>th</sup> *Inflict Light Wounds, Mass*(PH p244) – Deals 1d8 + 1 / level to many creatures.
- 6<sup>th</sup> *Create Undead*(PH p215) – Create ghouls, ghosts, mummies, or mohrgs.
- 7<sup>th</sup> *Control Undead*(PH p214) – Undead don't attack you while under your command.
- 8<sup>th</sup> *Create Greater Undead*(PH p215) – Creates shadows, wraiths, spectres, or devourers.
- 9<sup>th</sup> *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

**War**

(PH p189)

Gain Feat: **Martial Weapon Proficiency** and Feat: **Weapon Focus** in the deity's favored weapon.

- 1<sup>st</sup> *Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.
- 2<sup>nd</sup> *Spiritual Weapon*(PH p283) – Magical weapon attacks on its own.
- 3<sup>rd</sup> *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
- 4<sup>th</sup> *Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.
- 5<sup>th</sup> *Flame Strike*(PH p231) – Smites foes with divine fire (1d6 / level).
- 6<sup>th</sup> *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.
- 7<sup>th</sup> *Power Word Blind*(PH p263) – Blinds creatures with 200 hp or less.
- 8<sup>th</sup> *Power Word Stun*(PH p263) – Stuns creatures with 150 hp or less.
- 9<sup>th</sup> *Power Word Kill*(PH p263) – Kills one creature with 100 hp or less.



**Water**

(PH p189)

- Rebuke / Control / Bolster Water Creatures –or– Turn / Destroy Fire Creatures, up to 3+Charisma modifier times per day.
- 1<sup>st</sup> *Obscuring Mist*(PH p258) – Fog surrounds you.
- 2<sup>nd</sup> *Fog Cloud*(PH p232) – Fog obscures vision.
- 3<sup>rd</sup> *Water Breathing*(PH p300) – Subject can breathe underwater.
- 4<sup>th</sup> *Control Water*(PH p214) – Raises, lowers bodies of water.
- 5<sup>th</sup> *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40' across.
- 6<sup>th</sup> *Cone of Cold*(PH p212) – 1d6 cold damage per level (max 15d6).
- 7<sup>th</sup> *Acid Fog*(PH p196) – Fog deals acid damage.
- 8<sup>th</sup> *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30'.
- 9<sup>th</sup> *Elemental Swarm (water)*(PH p226) – Summons 2d4 Large, 1d4 Huge Water Elementals.

**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.
- 1<sup>st</sup> *Entangle*(PH p227) – Plants entangle everyone in a 40' radius.
- 2<sup>nd</sup> *Mark of the Outcast*(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.
- 3<sup>rd</sup> *Control Water*(PH p214) – Raises, lowers bodies of water.
- 4<sup>th</sup> *Rushing Waters*(Und p61) – Wave makes bull rush attack.
- 5<sup>th</sup> *Dehydrate*(Und p58) – Deals Constitution damage to subject.
- 6<sup>th</sup> *Drown*(Und p58) – Target immediately begins to drown.
- 7<sup>th</sup> *Contagious Fog*(Und p57) – 30' radius cloud of fog inflicts disease.
- 8<sup>th</sup> *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30'.
- 9<sup>th</sup> *Drown, Mass*(Und p58) – As *Drown*, but affects one target per level.

**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.
- 1<sup>st</sup> *Obscuring Mist*(PH p258) – Fog surrounds you.
- 2<sup>nd</sup> *Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.
- 3<sup>rd</sup> *Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.
- 4<sup>th</sup> *Binding Winds*(CDiv p153)(MoF p80) – Air prevents target from moving, hinders ranged attacks.
- 5<sup>th</sup> *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40' across.
- 6<sup>th</sup> *Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.
- 7<sup>th</sup> *Cloudwalkers*(CDiv p159) – Targets can walk on clouds, flying at high altitudes.
- 8<sup>th</sup> *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.
- 9<sup>th</sup> *Whirlwind, Greater*(CDiv p189) – As *Whirlwind*, but larger and more destructive.

**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.
- 1<sup>st</sup> *Obscuring Mist*(PH p258) – Fog surrounds you.
- 2<sup>nd</sup> *Fog Cloud*(PH p232) – Fog obscures vision.
- 3<sup>rd</sup> *Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.
- 4<sup>th</sup> *Sleet Storm*(PH p280) – Hampers vision and movement.
- 5<sup>th</sup> *Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.
- 6<sup>th</sup> *Control Winds*(PH p214) – Change wind direction and speed.
- 7<sup>th</sup> *Control Weather*(PH p214) – Changes weather in local area.
- 8<sup>th</sup> *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.
- 9<sup>th</sup> *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

**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.
- 1<sup>st</sup> *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- 2<sup>nd</sup> *Energize Potion*(BoED p98) – Transforms a potion into a grenade that deals energy damage in a 10' radius Burst.
- 3<sup>rd</sup> *Affliction*(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).
- 4<sup>th</sup> *Radiant Shield*(BoED p104) – Creatures attacking you take Electricity damage; you are protected from Electricity.
- 5<sup>th</sup> *Righteous Might*(PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses.
- 6<sup>th</sup> *Vengeance Halo*(BoED p111) – Any creature that slays the spell's recipient takes 1d6 per level damage.
- 7<sup>th</sup> *Righteous Smite*(BoED p106) – Deals 1d6 damage per level (1d8 damage per level to Evil Outsiders) in a 20' radius and blinds Evil foes.
- 8<sup>th</sup> *Last Judgment*(BoED p102) – Evil creatures are struck dead and sent to the Lower Planes.
- 9<sup>th</sup> *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

## Cleric Spell List

## Wisdom-based Prepared Divine Spells

0<sup>th</sup> Level

*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.

1<sup>st</sup> Level

*Airbubble*(DR314 p45) – If underwater, the caster’s head is surrounded by air for 1 minute per level.  
*Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.  
*Bless Water*(PH p205) – Makes Holy Water.  
*Bless*(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.  
*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.  
*Command*(PH p211) – One subject obeys selected command for 1 round.  
*Comprehend Languages*(PH p212) – You understand all spoken and written languages.  
*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 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.  
*Glimpse of Fear*(DR333 p71) – A flash of horror causes the target to become shaken.  
*Grave Strike*(CAAdv 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).  
*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.  
*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.  
*Snowshoes*(DR312 p65) – Subject can walk on ice & snow without falling and not leaving an obvious trail.  
*Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.  
*Summon Undead I*(PGF p114) – Summons undead to fight for you.  
*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.

2<sup>nd</sup> 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.
- Augury*(PH p202) – Leans whether an action will be good or bad.
- Aura against Flame*(MoF p78) – Ignore 12 flame damage/round and extinguish fires.
- Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.
- Body Blades*(MoF p82) – You attack as if armed, deal bonus damage, harm grapples.
- Brambles*(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.
- Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.
- Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.
- Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).
- Curse of Ill Fortune*(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*(CAAdv 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*(CAAdv p151) If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjuraction (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).
- Insignia of Alarm*(RoD p166) – Alert the bearers of a special insignia.
- Iron Silence*(CAAdv 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.
- Make Whole*(PH p252) – Repairs an object.
- Mark of the Outcast*(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.
- 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 Other*(PH p278) – You take half of subject's damage.
- Silence*(PH p279) – Negate sound in 15' radius.
- Sound Burst*(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.
- Spiritual Weapon*(PH p283) – Magical weapon 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.
- Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.
- Summon Undead II*(PGF p114) – Summons undead to fight for you.
- 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.

3<sup>rd</sup> Level

- Affliction*(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).
- Amanuensis*(MoF p77) – Copy nonmagical text.
- 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.
- Bladebane*(UE p48) – Slashing weapon becomes a bane weapon.
- Blessed Aim*(CDiv p154) – +2 bonus of allies' ranged attacks.
- Blessed Sight*(BoED p92) – Evil auras become visible to you.
- Blindness/Deafness*(PH p206) – Makes subject blind or deaf.
- Blindsight*(PGF p100) – Subject gains blindsight 30' for 1min/lvl.
- Briar Web*(CDiv p156) – Area entangles creatures and thorns deal 2d6 damage.
- Burrow*(Und p56) – Subject grows claws and gains a Burrowing speed of 10'.
- Chain of Eyes*(CDiv p158) – You attach a magical sensor to a target, who can unwittingly pass it on to anyone he/she touches, and so on.
- Circle Dance*(MoF p84) – Indicates direction to known target.
- Cloak of Bravery*(CWar p117) – You and your allies gain a bonus on saves against fear.
- Cold Fire*(DR312 p62) – The target fire gives off cold instead of heat for 1 minute per level –or– a creature with cold vulnerability / a fire subtype takes instantaneous damage.
- Contagion*(PH p213) – Infects subject with chosen disease.
- Continual Flame*(PH p213) – Makes a permanent, heatless torch.
- Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.
- Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).
- Dark Way*(MoF p87) – Creates unbreakable bridge supporting up to 200 pounds per level.
- Darkfire*(MoF p86) (LoD p186) – As *Produce Flame*, but dark flames visible only with 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'.
- 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.
- 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.
- 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.
- Inflct 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) – Dispel invisibility within 5' per level.
- Irian's Light*(RoE p188) – Ranged touch attack heals 2d8 damage, +1 ray per four levels (max 3).
- 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 and 10 minutes per level.
- Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
- Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.
- Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.
- Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
- 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.
- 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.
- 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.
- 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 .
- 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.
- 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.
- Wreck*(CDiv p190) – Renders a creature helpless with pain.

4<sup>th</sup> 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 Resistance*(CArc p120) – +10 bonus on caster level checks to defeat one creature's Spell Resistance.
- Beast Claws*(CDiv p151) – Your hands become slashing natural weapons.
- 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*(CDiv p158) – Verbal rebuke deafens all who hear and damages those whose alignment differs from yours.
- Celestial Brilliance*(BoED p94) – Object sheds brilliant light to 120', hurts undead and evil outsiders.
- Control Water*(PH p214) – Raises, lowers bodies of water.
- Corona of Cold*(DR312 p63) – A 10' radius area of cold protects the caster from heat and causes damage & shivers to anyone else in the area.
- 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.
- 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.
- 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.
- 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.
- 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.

5<sup>th</sup> Level

- Atonement*(PH p201) – Removes burden of misdeeds from subject.
- Blistering Radiance*(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, and petrification.
- Chaos'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.
- Contagion, Mass*(RoF p190) – Infects all targets in a 30' area with chosen disease.
- Convert Wand*(BoED p95) – Transforms a magic wand into a heal wand for 1 minute per level.
- Crawling Darkness*(MoF p86)(Sav p64) – Cloud of tentacles provides concealment, skill bonuses, and several defenses.
- 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.
- Dance of the Unicorn*(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.
- 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.
- Energetic Healing*(BoED p98) – Target is immune to one energy type and gain 10% of the energy damage as healing.
- 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.
- 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.
- Mark of Justice*(PH p252) – Designates action that will trigger cure on subject.
- Monstrous Regeneration*(MoF p109) – Grants the regeneration ability for 1 round/2 levels.
- Plane Shift*(PH p262) – As many as eight subjects travel to another plane.
- Raise Dead*(PH p268) – Restores life to subject who died up to 1 day per level ago.
- 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.
- 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.

6<sup>th</sup> 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.

*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.

*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.

*Cold Snap*(DR312 p62) – Lowers the air temperature (possibly below freezing) in a 1 mile radius area for 2d4 hours (2x for Druids).

*Cometfall*(CDiv p159)(CDivErrata)+ – Comet falls atop foes, damaging them and knocking them prone.

*Create Undead*(PH p215) – Create ghouls, ghosts, 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 6<sup>th</sup> 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.

*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 airtight 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.

*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.

*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.

7<sup>th</sup> Level

*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*(CDiv p153)(CDivErrata)+(RoD p164) – As *Bestow Curse*, but more severe penalties.

*Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.

*Blood to Water*(DR314 p45) – Changes some of the blood in up to three creatures into water, causing Constitution damage.

*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.

*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.

*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.

8<sup>th</sup> Level

*Antimagic Field*(PH p200) – Negates magic within 10'.

*Brain Spider*(CDiv p156) – Listen to thoughts of up to eight other creatures.

*Brilliant Blade*(CArc p100) – Weapon or projectiles shed light, ignore armor.

*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) – Dispel 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 8<sup>th</sup> 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 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*.

9<sup>th</sup> Level

*Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

*End to Strife*(BoED p98) – Any attack made within 80' of the caster 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 *Lesser Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.



## Druid Spell List

## Wisdom-based Prepared Divine Spells

0<sup>th</sup> Level

*Create Water*(PH p215) – Creates 2 gallons/level of pure water.  
*Cure Minor Wounds*(PH p216) – Cures 1 point of damage.  
*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 how 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) – Your 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.

1<sup>st</sup> Level

*Animate Water*(CArc p96) – Turn Small or smaller quantity of water into an animated object.  
*Animate Wood*(CArc p96) – Turn Small or smaller wooden item into an animated object.  
*Beget Bogun*(CDiv p152) – You create a Tiny nature servant.  
*Calm Animals*(PH p207) – Calms (2d4 + level) HD of animals.  
*Camouflage*(CDiv p157)(Und p56) – Subject gains a +10 bonus on Hide checks.  
*Charm Animal*(PH p208) – Makes one animal your friend.  
*Claws of the Beast*(PGF p101) – Your hands become 1d6 weapons.  
*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).  
*Hawkeye*(CAAdv p151) Increase range increments by 50%, +5 on Spot checks.  
*Hawkeye*(CDiv p166) – You gain +5 on Spot checks and fire ranged weapons better.  
*Healthful Rest*(CAAdv 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.  
*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 level.  
*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 communicate with animals.  
*Speed Swim*(MoF p121) – Target gains swim speed 30’.  
*Stonemantle*(DR314 p29) – Target object becomes as hard as stone.  
*Summon Nature’s Ally I*(PH p288) – Calls creature to fight.  
*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*(CAAdv p158) – Swift. You can Sneak Attack Plant Creatures for 1 round.  
*Wood Wose*(CDiv p186) – Nature spirit does simple tasks for you.

2<sup>nd</sup> Level

- Animal Messenger*(PH p198) – Sends a Tiny animal to a specific place.
- Animal Trance*(PH p198) – Fascinates 2d6 HD of animals.
- Animate Fire*(CArc p96) – Turn Small or smaller fire into an animated object.
- Balancing Lorecall*(CAAdv 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.
- Blinding Spittle*(PGF p100) – Ranged touch attack makes subject blind.
- Blindsight*(PGF p100) – Subject gains blindsight 30' for 1min/lvl.
- Blood Frenzy*(MoF p82) – Rage gives +2 to Strength and Constitution, +1 on Will saves, and –1 to AC.
- Body of the Sun*(CDiv p155) – Your body emanates fire, dealing 1d4+1 damage.
- Brambles*(CDiv p156) – Wood weapon grows spikes that deal +1 damage per caster level (max +10).
- Branch to Branch*(CAAdv p144)(MoF p83) – You gain +10 Competence bonus on Climb checks in trees and can brachiate through forest.
- Briar Web*(CDiv p156) – Area entangles creatures and thorns deal 2d6 damage.
- Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.
- Burrow*(Und p56) – Subject grows claws and gains a Burrowing speed of 10'.
- Cat's Grace*(PH 3.5 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.
- Cloudburst*(CDiv p158)(MoF p84)(MoFe)+ – Rain obscures vision, extinguishes fires, and hampers missiles.
- Cold Fire*(DR312 p62) – The target fire gives off cold instead of heat for 1 minute per level –or– a creature with cold vulnerability / a fire subtype takes instantaneous damage.
- Creeping Cold*(CDiv p159) – Creature feels chill that increases with each round.
- Daggerspell Stance*(CAAdv 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.
- 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*(CAAdv p147)(MoF p94) – You make a temporary trail through any kind of undergrowth.
- Embrace the Wild*(CAAdv p147)(MoW 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*(CAAdv p151) – If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjunction (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.
- Listening Lorecall*(CAAdv p154) – You gain a +4 bonus on Listen checks, plus Blindsight 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*(CAAdv 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.
- 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.
- Swim*(CArc p125) – Subject gains Swim speed, +8 bonus on Swim checks.
- Train Animal*(CAAdv 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 lose 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*(CAAdv p158) – Deal 1d6 + 1 per level damage; you also deal Sneak Attack damage if you have any.

3<sup>rd</sup> Level

- Affliction*(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).
- Beast Claws*(CDiv p151) – Your hands become slashing natural weapons.
- 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*(DR314 p38) – Creates a ball of spinning wind that the caster can move around. Any creature touched by it receives a Bull Rush.
- Circle Dance*(MoF p84) – Indicates direction to known target.
- Contagion*(PH p213) – Infects subject with chosen disease.
- 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*(CAAdv 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 Wings*(CDiv p165) – Your arms become wings that enable flight & deal 2d6 fire damage.
- Fly, Swift*(CAAdv 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.
- Geysers*(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.
- 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.
- 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.
- 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.
- Snares*(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 .
- Standing Wave*(CDiv p182) – Magically propels boat or swimming creature.
- Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.
- Summon Nature's Ally III*(PH p288) – Calls creature to fight.
- 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 Walk*(PH p302) – Deflects arrows, smaller creatures, and gases.

4<sup>th</sup> 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*(CArc p97) – Line of electricity between two creatures (1d6/level damage).  
*Aspect of the Werebeast*(RoE p183) – Gain bonuses from hybrid animal form.  
*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.  
*Bottle of Smoke*(CDiv p155) – Uncorking a bottle creates a fast horse made of smoke.  
*Camouflage, Mass*(CDiv p157) (MoF p106)(MoFe)+ – As *Camouflage*, but multiple targets.  
*Chain of Eyes*(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.  
*Control Water*(PH p214) – Raises, lowers bodies of water.  
*Corona of Cold*(DR312 p63) – A 10' radius area of cold protects the caster from heat and causes damage & shivers to anyone else in the area.  
*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.  
*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*(CAAdv 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.  
*Ice Lance*(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.

*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.

5<sup>th</sup> Level

*Animal Growth*(PH p198) – One animal per two levels doubles in size.  
*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.  
*Binding Winds*(CDiv p153)(MoF p80) – Air prevents target from moving, hinders ranged attacks.  
*Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.  
*Cloak of the Sea*(CAAdv p144) – Gain *Blur*, *Freedom of Movement*, and *Water Breathing* while in the water.  
*Cold Snap*(DR312 p62) – Lowers the air temperature (possibly below freezing) in a 1 mile radius area for 2d4 hours (2x for Druids).  
*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*(RoF p190) – Infects all targets in a 30' area with chosen disease.  
*Control Winds*(PH p214) – Change wind direction and speed.  
*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).  
*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.  
*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.  
*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.  
*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.

6<sup>th</sup> Level

*Anger of the Noonday Sun*(CDiv p150) – Blinds creatures within 10’.

*Antilife Shell*(PH p199) – 10’ radius field hedges out living creatures.

*Bear’s Endurance, Mass*(PH p203) – As *Bear’s Endurance*, affects one subject per level.

*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.

*Cometfall*(CDiv p159)(CDivErrata)+ – Comet falls atop foes, damaging them and knocking them prone.

*Contagious Touch*(CDiv p159) – You infect one creature per round with a chosen disease.

*Crumble*(CDiv p160)(MoF p86) – 1d6/level (bypassing hardness) to manufactured object or 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 as strong as steel.

*Liveoak*(PH p248) – Oak becomes a treant guardian

*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 11<sup>th</sup>.

*Touch of Adamantine*(BoED p110) – Weapon gains the properties of an adamantite 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.

7<sup>th</sup> Level

*Animate Plants*(PH p199) – One or more trees animate and fight for you.

*Aura of Vitality*(MoF p78) – Subjects gain +4 to Strength, Dexterity, and Constitution.

*Brilliant Aura*(CDiv p157)(MoF p83)(MoFe)+ – Allies’ weapons become brilliant energy, ignoring armor.

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

*Changestones*(Und p57) – Prepared stones become Liths (a CR6 Magical Beast) (Und p93).

*Cloudwalkers*(CDiv p159) – Targets can walk on clouds, flying at high altitudes.

*Control Weather*(PH p214) – Changes weather in local area.

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

*Creeping Cold, Greater*(CDiv p160) – As *Creeping Cold*, but longer duration and more damage.

*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.

*Master Earth*(MoF p107) – Travel through the earth to any location.

*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.

*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.

8<sup>th</sup> Level

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| <p><i>Animal Shapes</i>(PH p198) – One ally per level polymorphs into chosen animal.</p> <p><i>Awaken, Mass</i>(CDiv p151) – As <i>Awaken</i>, but multiple creatures.</p> <p><i>Bombardment</i>(MoF p82) – Falling rocks deal 1d8 damage/level and bury targets.</p> <p><i>Cocoon</i>(MoF p85) – Paralyzes and drains levels from target.</p> <p><i>Control Plants</i>(PH p213) – Control actions of one or more plant creatures.</p> <p><i>Cure Serious Wounds, Mass</i>(PH p216) – Cures 3d8 damage +1 per level for many creatures.</p> <p><i>Earth Glide</i>(RoS p162) – Touched creature can “swim” through earth and stone like an Earth Elemental.</p> | <p><i>Earthquake</i>(PH p225) – Intense tremor shakes 5’ per level radius.</p> <p><i>Finger of Death</i>(PH p230) – Kills one subject.</p> <p><i>Leonal’s Roar</i>(BoED p102) – Kills, paralyzes, weakens, or dazes non-good subjects, and deals 2d6 sonic damage.</p> <p><i>Phantom Wolf</i>(CDiv p174) – Incorporeal wolf fights for you.</p> <p><i>Repel Metal or Stone</i>(PH p271) – Pushes away metal and stone.</p> <p><i>Reverse Gravity</i>(PH p273) – Objects and creatures fall upward.</p> <p><i>Stormrage</i>(CDiv p182)(MoF p125) – <i>Fly</i>, <i>Wind Wall</i>, protection from strong winds, and make electrical attacks.</p> | <p><i>Storm of Elemental Fury</i>(CDiv p182) – Magic cloud creates a wind storm, then hail of stones, then a rainstorm, then flames.</p> <p><i>Summon Nature’s Ally VIII</i>(PH p289) – Carpet of insects attacks at your command.</p> <p><i>Sunburst</i>(PH p289) – Blinds all within 10’, deals 6d6 damage.</p> <p><i>Unearthly Beauty</i>(BoED p110) – As <i>Blinding Beauty</i>, but creatures must save or die.</p> <p><i>Whirlwind</i>(PH p301) – Cyclone inflicts damage and can pick up creatures.</p> <p><i>Wall of Greater Dispel Magic</i>(Und p63) – Creatures passing through a transparent wall become subjects of targeted <i>Greater Dispel Magic</i>.</p> <p><i>Word of Recall</i>(PH p303) – Teleports you back to a designated place.</p> |
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9<sup>th</sup> Level

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| <p><i>Antipathy</i>(PH p200) – Object of location affect by spell repels certain creatures.</p> <p><i>Cast in Stone</i>(MoF p83) – Petrifying gaze attack.</p> <p><i>Cure Critical Wounds, Mass</i>(PH p215) – Cures 4d8 damage +1 per level (max +40) for many creatures.</p> <p><i>Drown, Mass</i>(Und p58) – As <i>Drown</i>, but affects one target per level.</p> <p><i>Elemental Swarm</i>(PH p226) – Summons multiple elementals.</p> <p><i>Foresight</i>(PH p207) – “Sixth sense” warns of impending danger.</p> <p><i>Nature’s Avatar</i>(CDiv p170) – Animal gains +10 on attack and damage, an extra attack, and 1d8hp per caster level.</p> <p><i>Phantom Bear</i>(CDiv p173) – Incorporeal bear fights for you.</p> | <p><i>Rain of Black Tulips</i>(BoED p104) – Black tulips fall from the sky, evil creatures take 5d6 damage per round and are Nauseated.</p> <p><i>Regenerate</i>(PH p270) – Subject’s severed limbs grow back, cures 4d8 damage +1 per level (max +35).</p> <p><i>Shadow Landscape</i>(CDiv p178) – Makes natural terrain more dangerous, creates guardians that you command.</p> <p><i>Shambler</i>(PH p277) – Summons 1d4+2 shambling mounds to fight for you.</p> <p><i>Shapechange</i>(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.</p> <p><i>Storm of Vengeance</i>(PH p285) – Storm rains acid, lightning, and hail.</p> <p><i>Summon Elemental Monolith</i>(CAre p124) – Calls a powerful elemental creature to fight for you.</p> | <p><i>Summon Nature’s Ally IX</i>(PH p289) – Calls creature to fight.</p> <p><i>Sympathy</i>(PH p292) – Object or location attracts certain creatures.</p> <p><i>Transmute Rock to Lava</i>(CAre p127) – Transforms one 10’ cube with subsequent fire damage and effects.</p> <p><i>Tsunami</i>(DR314 p47) – Creates a wave of water on dry land or at sea which knocks down anyone in its path.</p> <p><i>Undermaster</i>(Und p62) – You gain earth-related spell-like abilities.</p> <p><i>Unyielding Roots</i>(CDiv p185)(DR324 p103)+ – Creature grows roots that keep it stationary and heal it every round.</p> <p><i>Whirlwind, Greater</i>(CDiv p189) – As <i>Whirlwind</i>, but larger and more destructive.</p> |
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## Paladin Spell List

### Wisdom-based Prepared Divine Spells

Note that a Paladin's Caster Level is half his/her Class Level.

#### 1<sup>st</sup> Level

*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.

*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*(MoF p87) – Weapon deafens with a successful touch attack.

*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*(CAAdv 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) – Dispel 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.

*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.

#### 2<sup>nd</sup> Level

*Aura of Glory*(MoF p78) – Bonus on Charisma-based skill checks, cure allies, and bolster them against fear.

*Bladebane*(UE p48) – Slashing weapon becomes a bane weapon.

*Blessed Aim*(CDiv p154) – +2 bonus of allies' ranged attacks.

*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.

*Clarity of Mind*(Und p57) – Grants +4 bonus on saves involving charm, compulsion, and glamor spells; reduces glamor miss chance by 10%.

*Cloak of Bravery*(CWar p117) – You and your allies gain a bonus on saves against fear.

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

*Divine Insight*(CAAdv 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.

*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 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.

#### 3<sup>rd</sup> Level

*Blessed Sight*(BoED p92) – Evil auras become visible to you.

*Blessing of Bahamut*(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.

*Foreward*(MoF p95) – Creates sphere that prevents intrusion.

*Heal Mount*(PH p239) – As *Heal* on warhorse or other special mount.

*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 and 10 minutes per level.

*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 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.

4<sup>th</sup> Level

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| <p><i>Aspect of the Deity, Lesser</i>(BoED p91) – Your form becomes more like your deity's.</p> <p><i>Blood of the Martyr</i>(BoED p92) – You heal a target at range and take a like amount of damage.</p> <p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Death Ward</i>(PH p217) – Grants immunity to death spells and negative energy effects.</p> <p><i>Dispel Chaos</i>(PH p222) – +4 bonus against attacks by chaotic creatures.</p> <p><i>Dispel Evil</i>(PH p222) – +4 bonus against attacks by evil creatures.</p> <p><i>Favor of Ilmater</i>(PGF p102) – Subject gains Endurance, plus immunity to nonlethal damage, charm and compulsion effects, pain attacks, and</p> | <p>other adverse conditions; subject can function at –1 to –9 hp.</p> <p><i>Glory of the Martyr</i>(BoED p99) – As <i>Shield Other</i>, but with multiple targets.</p> <p><i>Hand of Torm</i>(MoF p99) – Immobile zone of warding stuns those of different patrons.</p> <p><i>Holy Sword</i>(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.</p> <p><i>Lawful Sword</i>(PGF p105) – Weapon becomes +5 Axiomatic and emits <i>Magic Circle against Chaos</i>.</p> <p><i>Mark of Justice</i>(PH p252) – Designates action that will trigger cure on subject.</p> <p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Restoration</i>(PH p272) – Restores level and ability score drains.</p> | <p><i>Revenance</i>(CDiv p178)(MoF p113) – Restores dead creature to life for 1 minute per level.</p> <p><i>Sacred Haven</i>(CDiv p178)(BoED p106) – Creature gains AC bonus, and you can monitor &amp; heal it magically.</p> <p><i>Seek Eternal Rest</i>(MoF p115) – Turn undead as a paladin two levels higher.</p> <p><i>Spiritual Chariot</i>(CDiv p181) – Creates ghostly chariot behind your mount.</p> <p><i>Sword of Conscience</i>(BoED p109) – Evil creature confesses crime, takes Wisdom damage.</p> <p><i>Visage of the Deity, Lesser</i>(CDiv p187) – You gain +4 Charisma &amp; resistance 10 to certain energy types.</p> <p><i>Weapon of the Deity</i>(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.</p> <p><i>Winged Mount</i>(CDiv p190)(BoED p112) – Your mount sprouts wings and gains a fly speed of 60' (good).</p> |
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## Ranger Spell List

## Wisdom-based Prepared Divine Spells

Note that a Ranger's Caster Level is half his/her Class Level.

1<sup>st</sup> Level

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| <p><i>Accelerated Movement</i>(CAAdv p142) – Swift. Balance, Climb, or Move Silently at normal speed with no penalty on skill check.</p> <p><i>Alarm</i>(PH p197) – Wards an area for 2 hours per level.</p> <p><i>Animal Messenger</i>(PH p198) – Sends a Tiny animal to a specific place.</p> <p><i>Arrow Mind</i>(CAAdv p143) – Immediate. You threaten nearby squares with your bow and fire without provoking attacks of opportunity.</p> <p><i>Bloodhound</i>(CAAdv p144) – You gain an immediate retry if you fail a Survival check while tracking.</p> <p><i>Branch to Branch</i>(CAAdv p144)(MoF p83) – You gain +10 Competence bonus on Climb checks in trees and can brachiate through forest.</p> <p><i>Calm Animals</i>(PH p207) – Calms (2d4 + level) HD of animals.</p> <p><i>Camouflage</i>(CDiv p157)(Und p56) – Subject gains a +10 bonus on Hide checks.</p> <p><i>Charm Animal</i>(PH p208) – Makes one animal your friend.</p> <p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Detect Animals or Plants</i>(PH p218) – Detects species of animals or plants.</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Detect Snares and Pits</i>(PH p220) – Reveals natural or primitive traps.</p> <p><i>Easy Trail</i>(CAAdv p147)(MoF p94) – You make a temporary trail through any kind of undergrowth.</p> <p><i>Embrace the Wild</i>(CAAdv p147)(MoF p87)(Sav p65) – You gain an animal's sense for 10 minutes per level.</p> <p><i>Entangle</i>(PH p227) – Plants entangle everyone in a 40' radius.</p> <p><i>Exacting Shot</i>(CAAdv p148) – Your ranged weapon automatically confirms critical hits against your favored enemies.</p> | <p><i>Extend Shifting</i>(RoE p185) – Extend duration of Shifting racial ability by 4 rounds.</p> <p><i>Eyes of the Avoral</i>(BoED p99) – Subject gets +8 on Spot checks.</p> <p><i>Ground Smoke</i>(DR326 p73) – Prevents smoke from rising from a small fire.</p> <p><i>Guided Shot</i>(CAAdv p150) – Swift. You ignore distance penalties with your ranged attacks for 1 round.</p> <p><i>Hawkeye</i>(CAAdv p151) – Increase range increments by 50%, +5 on Spot checks.</p> <p><i>Healing Lorecall</i>(CAAdv p151) – If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjuraction(healing) spells.</p> <p><i>Hide from Animals</i>(PH p241) – Animals can't perceive one subject per level.</p> <p><i>Hunter's Mercy</i>(MoF p101) – Your next hit with a bow automatically threatens a critical hit.</p> <p><i>Instant Search</i>(CAAdv p153) – Swift. Make Search check at +2 as a Free Action.</p> <p><i>Jump</i>(PH p246) – Subject gains bonus on Jump checks.</p> <p><i>Locate City</i>(RoD p166) – Find nearest city.</p> <p><i>Longstrider</i>(PH p249) – Increases your speed.</p> <p><i>Low-Light Vision</i>(CArc p113) – See twice as far as a Human in poor illumination.</p> <p><i>Magic Fang</i>(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.</p> <p><i>Marked Man</i>(DR325 p71) – Helps track a subject.</p> <p><i>Naturewatch</i>(CDiv p170)(MoF p110) – See how wound level of animals and plants within 30'.</p> <p><i>Pass without Trace</i>(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.</p> <p><i>Ram's Might</i>(MoF p112) – Your hands become harder and your unarmed attacks inflict normal damage.</p> <p><i>Raptor's Sight</i>(RotW p175) – Gain +4 on Spot checks; range increment penalty is halved.</p> | <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Ride of the Valenar</i>(RoE p189) – Gain +5 Competence bonus on Ride checks for 10 minutes per level.</p> <p><i>Shifter Prowess</i>(RoE p190) – Shifter racial bonuses to skills increase to +8 while shifting.</p> <p><i>Silvered Claws</i>(BoED p107) – One creature's natural attacks are treated as silvered weapons.</p> <p><i>Smell of Fear</i>(MoF p119) – Target's aroma triples the chance of wandering encounters.</p> <p><i>Sniper's Shot</i>(CAAdv p157) – Swift. No range limit on next ranged sneak attack.</p> <p><i>Snowshoes</i>(DR312 p65) – Subject can walk on ice &amp; snow without falling and not leaving an obvious trail.</p> <p><i>Speak with Animals</i>(PH p281) – You can communicate with animals.</p> <p><i>Speed Swim</i>(MoF p121) – Target gains swim speed 30.</p> <p><i>Stalking Brand</i>(MoF p123) – Target marked with symbol you can see despite disguises.</p> <p><i>Summon Nature's Ally I</i>(PH p288) – Calls creature to fight.</p> <p><i>Surefoot</i>(MoF p127) – +10 bonus on Balance checks.</p> <p><i>Towering Oak</i>(MoF p128) – +10 on Intimidate checks.</p> <p><i>Traveler's Mount</i>(CDiv p184) – Creature moves faster but can't attack.</p> <p><i>Vengeful Mount</i>(DR326 p74) – Makes an animal more difficult to ride or handle.</p> <p><i>Vine Strike</i>(CAAdv p158) – Swift. You can Sneak Attack Plant Creatures for 1 round.</p> |
| <p><i>Balancing Lorecall</i>(CAAdv p143) – You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.</p> <p><i>Barkskin</i>(PH p202) – Grants +2 (or higher) enhancement to natural armor.</p> <p><i>Bear's Endurance</i>(PH p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Blades of Fire</i>(CArc p99) – Your melee weapons deal +1d6 Fire damage for 1 round.</p> <p><i>Briar Web</i>(CDiv p156) – Area entangles creatures and thorns deal 2d6 damage.</p> <p><i>Burrow</i>(Und p56) – Subject grows claws and gains a Burrowing speed of 10'.</p> <p><i>Cat's Grace</i>(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Claws of the Beast</i>(PGF p101) – Your hands become 1d6 weapons.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p>   | <p><i>Easy Climb</i>(CAAdv p147) – You make a vertical surface easy to Climb (i.e., DC 10).</p> <p><i>Haste, Swift</i>(CAAdv p151) – Swift. Move faster, +1 on attacks, AC, and Reflex saves.</p> <p><i>Hold Animal</i>(PH p241) – Paralyzes one animal for 1 round per level.</p> <p><i>Listening Lorecall</i>(CAAdv p154) – You gain a +4 bonus on Listen checks, plus Blindsense or Blindsight if you 5 or more ranks in Listen.</p> <p><i>Nature's Favor</i>(CAAdv p155) (CDiv p170) (CDiv Errata) – A touched animal gains a Luck bonus on attack and damage rolls of +1 per three levels.</p> <p><i>One with the Land</i>(MoF p111) – Link with nature gives a +2 bonus on nature-related skill checks.</p> <p><i>Owl's Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Protection from Energy</i>(PH p266) – Absorb 12 damage per level from one kind of energy.</p> <p><i>Reachwalker's Wariness</i>(RoE p189) – Automatically locate Aberrations within 30'.</p>   | <p><i>Scent</i>(CDiv p178)(CDiv Errata) – Grants the scent ability for 1 hour/level.</p> <p><i>Silvered Weapon</i>(BoED p107) – Transforms one weapon into a silvered weapon.</p> <p><i>Snares</i>(PH p280) – Creates a magical booby trap.</p> <p><i>Speak with Plants</i>(PH p282) – You can talk to normal plants and plant creatures.</p> <p><i>Spike Growth</i>(PH p283) – Creatures in area take 1d4 damage, may be slowed.</p> <p><i>Summon Nature's Ally II</i>(PH p288) – Calls creature to fight.</p> <p><i>Train Animal</i>(CAAdv p157) – Affected animal gains additional tricks equal to ½ caster level for 1 hour per level.</p> <p><i>Wind Walk</i>(PH p302) – Deflects arrows, smaller creatures, and gases.</p> <p><i>Woodland Veil</i>(RotW p176) – Blend unobtrusively into natural surroundings, along with your friends.</p>   |

2<sup>nd</sup> Level

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| <p><i>Balancing Lorecall</i>(CAAdv p143) – You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.</p> <p><i>Barkskin</i>(PH p202) – Grants +2 (or higher) enhancement to natural armor.</p> <p><i>Bear's Endurance</i>(PH p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Blades of Fire</i>(CArc p99) – Your melee weapons deal +1d6 Fire damage for 1 round.</p> <p><i>Briar Web</i>(CDiv p156) – Area entangles creatures and thorns deal 2d6 damage.</p> <p><i>Burrow</i>(Und p56) – Subject grows claws and gains a Burrowing speed of 10'.</p> <p><i>Cat's Grace</i>(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Claws of the Beast</i>(PGF p101) – Your hands become 1d6 weapons.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> | <p><i>Easy Climb</i>(CAAdv p147) – You make a vertical surface easy to Climb (i.e., DC 10).</p> <p><i>Haste, Swift</i>(CAAdv p151) – Swift. Move faster, +1 on attacks, AC, and Reflex saves.</p> <p><i>Hold Animal</i>(PH p241) – Paralyzes one animal for 1 round per level.</p> <p><i>Listening Lorecall</i>(CAAdv p154) – You gain a +4 bonus on Listen checks, plus Blindsense or Blindsight if you 5 or more ranks in Listen.</p> <p><i>Nature's Favor</i>(CAAdv p155) (CDiv p170) (CDiv Errata) – A touched animal gains a Luck bonus on attack and damage rolls of +1 per three levels.</p> <p><i>One with the Land</i>(MoF p111) – Link with nature gives a +2 bonus on nature-related skill checks.</p> <p><i>Owl's Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Protection from Energy</i>(PH p266) – Absorb 12 damage per level from one kind of energy.</p> <p><i>Reachwalker's Wariness</i>(RoE p189) – Automatically locate Aberrations within 30'.</p> | <p><i>Scent</i>(CDiv p178)(CDiv Errata) – Grants the scent ability for 1 hour/level.</p> <p><i>Silvered Weapon</i>(BoED p107) – Transforms one weapon into a silvered weapon.</p> <p><i>Snares</i>(PH p280) – Creates a magical booby trap.</p> <p><i>Speak with Plants</i>(PH p282) – You can talk to normal plants and plant creatures.</p> <p><i>Spike Growth</i>(PH p283) – Creatures in area take 1d4 damage, may be slowed.</p> <p><i>Summon Nature's Ally II</i>(PH p288) – Calls creature to fight.</p> <p><i>Train Animal</i>(CAAdv p157) – Affected animal gains additional tricks equal to ½ caster level for 1 hour per level.</p> <p><i>Wind Walk</i>(PH p302) – Deflects arrows, smaller creatures, and gases.</p> <p><i>Woodland Veil</i>(RotW p176) – Blend unobtrusively into natural surroundings, along with your friends.</p> |
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3<sup>rd</sup> Level

*Blade Storm*(CAAdv p144) – Swift. You make melee attacks against every foe you threaten.

*Blade Thirst*(MoF p82) – Slashing weapon glows and gains +3 enhancement bonus.

*Bottle of Smoke*(CDiv p155) – Uncorking a bottle creates a fast horse made of smoke.

*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).

*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*(CAAdv 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 lose your Dex bonus to AC when flat-footed or fighting an unseen opponent.

4<sup>th</sup> Level

*Animal Growth*(PH p198) – One animal per two levels doubles in size.

*Arrow Storm*(CAAdv p143) – Swift. You make one ranged attack against each foe within one range increment.

*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.

*Burrow, Mass*(Und p56) – As *Burrow*, but affects one subject per level.

*Camouflage, Mass*(CDiv p157) (MoF p106)(MoFe)+ – As *Camouflage*, but multiple targets.

*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*(CAAdv 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.

*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.

## Artificer Infusion List

Intelligence-based Impromptu Infusions (Eb p103) (EbErrata)+ (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)

### 1<sup>st</sup> Level

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| <p><i>Armor Enhancement, Lesser</i>(Eb p109) – Armor or shield gains special ability with a +1 bonus market price modifier.</p> <p><i>Energy Alteration</i>(Eb p111) – Item using one kind of energy uses another instead.</p> <p><i>Enhancement Alteration</i>(Eb p111) – Magic shield's enhancement bonus applies to shield bas attacks; or magic weapon's enhancement bonus applies to Two-Weapon Defense, Combat Expertise, Full Defense action, etc.</p> <p><i>Identify</i>(PH p243) – Determines properties of a magic item.</p> | <p><i>Inflict Light Damage</i>(Eb p112) – Deals 1d8 +1/lvl (max 1d8+5) to a Construct.</p> <p><i>Light</i>(PH p248) – Object shines like a torch.</p> <p><i>Magic Stone</i>(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.</p> <p><i>Magic Vestment</i>(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Natural Weapon Augmentation, Personal</i>(RoE p189) – One of your Natural Weapons gains a special ability with a +1 bonus market price modifier.</p> | <p><i>Repair Light Damage</i>(CArc p120)(Eb p114)(DR317 p35) – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.</p> <p><i>Shield of Faith</i>(PH p278) – Aura grants +2 (or higher) deflection bonus.</p> <p><i>Skill Enhancement</i>(Eb p115) – Item bestows circumstance bonus on skill checks.</p> <p><i>Spell Storing Item</i>(Eb p115) – Store one spell in an item.</p> <p><i>Weapon Augmentation, Personal</i>(Eb p117) – Your weapon gains a special ability with a +1 bonus market price modifier.</p> |
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### 2<sup>nd</sup> Level

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| <p><i>Align Weapon</i>(PH p197) – Weapon becomes good, evil, lawful, or chaotic.</p> <p><i>Armor Enhancement</i>(Eb p108) – Armor or shield gains special ability with a +3 bonus market price modifier.</p> <p><i>Bear's Endurance</i>(PH p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Bull's Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Cat's Grace</i>(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Chill Metal</i>(PH p209) – Cold metal damages those who touch it.</p> | <p><i>Construct Essence, Lesser</i>(RoE p184) – Grants a Living Construct qualities of the Construct type.</p> <p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Fox's Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Heat Metal</i>(PH p239) – Makes metal so hot it damages those who touch it.</p> <p><i>Inflict Moderate Damage</i>(Eb p113) – Deals 2d8 +1/lvl (max 2d8+10) to a Construct.</p> <p><i>Natural Weapon Augmentation, Lesser</i>(RoE p189) – Touched Natural Weapon gains a special ability with a +1 bonus market price modifier.</p> | <p><i>Owl's Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Repair Moderate Damage</i>(CArc p120)(Eb p114)(DR317 p36) – Restores 2d8 + 1/lvl (max +10) points of damage to a Construct.</p> <p><i>Toughen Construct</i>(Eb p114) – Grants a Construct a +2 (or greater) enhancement to Natural Armor.</p> <p><i>Unseen Crafter</i>(RoE p191) – Invisible force obeys your command and can use the Craft skill.</p> <p><i>Weapon Augmentation, Lesser</i>(Eb p117) – Touched weapon gains a special ability with a +1 bonus market price modifier.</p> |
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### 3<sup>rd</sup> Level

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| <p><i>Armor Enhancement, Greater</i>(Eb p109) – Armor or shield gains special ability with a +5 bonus market price modifier.</p> <p><i>Construct Energy Ward</i>(Eb p109) – Construct gains resistance 10 to specified energy type.</p> <p><i>Humanoid Essence, Lesser</i>(RoE p187) – Imposes upon a Construct some of the weakness of the Humanoid type.</p> | <p><i>Inflict Serious Damage</i>(Eb p113) – Deals 3d8 +1/lvl (max 3d8+15) to a Construct.</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p> <p><i>Metamagic Item</i>(Eb p113) – Imbue spell trigger item with metamagic feat.</p> <p><i>Power Surge</i>(Eb p114) – Charged spell-trigger item gains temporary charges.</p> | <p><i>Repair Serious Damage</i>(Eb p114)(DR317 p36) – Restores 3d8 + 1/lvl (max +15) points of damage to a Construct.</p> <p><i>Stone Construct</i>(Eb p116) – Construct gains DR 10 / adamantine.</p> <p><i>Suppress Requirement</i>(Eb p116) – Item that requires class feature, race, ability score, or alignment to function to its fullest potential no longer carries that requirement.</p> |
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4<sup>th</sup> Level

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| <p><i>Construct Energy Ward, Greater</i>(Eb p109) – Construct gains immunity to specified energy type.</p> <p><i>Globe of Invulnerability, Lesser</i>(PH p236) – Stops 1<sup>st</sup> – 3<sup>rd</sup> level spell effects.</p> <p><i>Humanoid Essence</i>(RoE p186) – Imposes upon a Construct some of the weakness of the Humanoid type.</p> <p><i>Inflict Critical Damage</i>(Eb p113) – Deals 4d8 +1/lvl (max 4d8+20) to a Construct.</p> | <p><i>Iron Construct</i>(Eb p113) – Construct gains DR 15 / adamantine &amp; takes half damage from acid and fire.</p> <p><i>Item Alteration</i>(Eb p113) – Item that provides a certain type of bonus provides a different type of bonus of the same value or roll.</p> <p><i>Minor Creation</i>(PH p253) – Creates one cloth or wood object.</p> <p><i>Natural Weapon Augmentation</i>(Eb p188) – Touched Natural Weapon gains a special ability with a +3 bonus market price modifier.</p> | <p><i>Repair Critical Damage</i>(Eb p114)(DR317 p36) – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.</p> <p><i>Rusting Grasp</i>(PH p273) – Your touch corrodes iron and alloys.</p> <p><i>Shield of Faith, Legion's</i>(Eb p115) – Allies gain +3 or higher AC bonus.</p> <p><i>Weapon Augmentation</i>(Eb p117) – Touched weapon gains a special ability with a +3 bonus market price modifier.</p> |
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5<sup>th</sup> Level

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| <p><i>Construct Essence</i>(RoE p183) – As <i>Lesser Construct Essence</i>, but grants more qualities of the Construct type.</p> <p><i>Disrupting Weapon</i>(PH p223) – Melee weapon destroys undead.</p> <p><i>Dominate Living Construct</i>(RoE p184) – As <i>Dominate Person</i>, but affecting a Living Construct.</p> | <p><i>Fabricate</i>(PH p229) – Transforms raw materials into finished items.</p> <p><i>Inflict Light Damage, Mass</i>(RoE p187) – Deals 1d8 + 1/lvl (max 1d8+25) hp of damage to many Constructs.</p> <p><i>Major Creation</i>(PH p252) – As <i>Minor Creation</i>, plus stone and metal.</p> | <p><i>Repair Light Damage, Mass</i>(RoE p189) – Repairs 1d8 + 1/lvl (max 1d8+25) hp of damage to many Constructs.</p> <p><i>Wall of Force</i>(PH p298) – Wall is immune to damage.</p> <p><i>Wall of Stone</i>(PH p299) – Creates a stone wall that can be shaped.</p> |
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6<sup>th</sup> Level

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| <p><i>Blade Barrier</i>(PH p205) – Wall of blades deals 1d6 per level damage.</p> <p><i>Disable Construct</i>(Eb p111) – Deals 10 per level damage to a Construct.</p> <p><i>Globe of Invulnerability</i>(PH p236) – As <i>Lesser Globe of Invulnerability</i>, plus 4<sup>th</sup> level spell effects.</p> <p><i>Hardening</i>(MoF p99)(Eb p112) – Permanently increases target object's hardness by 1 per 2 levels.</p> <p><i>Humanoid Essence, Greater</i>(RoE p186) – Gives a Construct the Humanoid type.</p> | <p><i>Inflict Moderate Damage, Mass</i>(RoE p187) – Deals 2d8 + 1/lvl (max 2d8+30) hp of damage to many Constructs.</p> <p><i>Move Earth</i>(PH p257) – Digs trenches and builds hills.</p> <p><i>Natural Weapon Augmentation, Greater</i>(RoE p188) – Touched Natural Weapon gains a special ability with a +5 bonus market price modifier.</p> | <p><i>Repair Moderate Damage, Mass</i>(RoE p189) – Repairs 2d8 + 1/lvl (max 2d8+30) hp of damage to many Constructs.</p> <p><i>Total Repair</i>(Eb p116) – Repairs 10 per level damage to a Construct.</p> <p><i>Wall of Iron</i>(PH p299) – 30 hp per 4 levels; can topple onto foes.</p> <p><i>Weapon Augmentation, Greater</i>(Eb p117) – Touched weapon gains a special ability with a +5 bonus market price modifier.</p> |
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## Assassin spell list

Prepared Arcane spells based on Intelligence. (DMG p181) (CWar p117)+ (PGF p82)+ (DR324 p71) (DR325 p72)+ (CArc p87)+ (CAAdv p138)+

1<sup>st</sup> Level

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| <p><i>Critical Strike</i>(CAAdv p145) – Swift. For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical hits.</p> <p><i>Dead End</i>(DR325 p71) – Illusions conceal the targets' trail.</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Disguise Self</i>(PH p222) – Changes our appearance.</p> <p><i>Distract Assailant</i>(CAAdv p146) – Swift. One creature is flat-footed for 1 round.</p> <p><i>Feather Fall</i>(PH p229) – Objects or creatures fall slowly.</p> <p><i>Ghost Sound</i>(PH p235) – Figment sounds.</p> | <p><i>Insightful Feint</i>(CAAdv p153) – Swift. Gain +10 on your next Bluff check to Feint in combat.</p> <p><i>Instant Locksmith</i>(CAAdv p153) – Swift. Make Disable Device or Open Lock check at +2 as a Free Action.</p> <p><i>Instant Search</i>(CAAdv p153) – Swift. Make Search check at +2 as a Free Action.</p> <p><i>Jump</i>(PH p246) – Subject gains bonus on Jump checks.</p> <p><i>Low-Light Vision</i>(CArc p113) – See twice as far as a Human in poor illumination.</p> <p><i>Obscuring Mist</i>(PH p258) – Fog surrounds you.</p> <p><i>Rooftop Strider</i>(RoD p167) – Move across uneven surfaces with ease.</p> | <p><i>Serene Visage</i>(DR325 p72) – Grants a bonus on Bluff checks.</p> <p><i>Shock and Awe</i>(DR325 p72) – Reduces a surprised creature's initiative roll.</p> <p><i>Silent Portal</i>(MoF p117) – Negates sound from door or window.</p> <p><i>Sleep</i>(PH p280) – Puts 4HD of creatures into magical slumber.</p> <p><i>Sniper's Shot</i>(CAAdv p157) – Swift. No range limit on next ranged sneak attack.</p> <p><i>True Strike</i>(PH p296) – Add +20 insight bonus to your next attack roll.</p> |
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2<sup>nd</sup> Level

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| <p><i>Alter Self</i>(PH p197) – Assume the form of a similar creature.</p> <p><i>Cat's Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Darkness</i>(PH p216) – 20' radius of supernatural shadow.</p> <p><i>Fire Shuriken</i>(CArc p107) – Magical shuriken deal 3d6 Fire damage.</p> <p><i>Fox's Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Ice Knife</i>(CArc p112) – Magical shard of ice deals 2d8 cold damage.</p> | <p><i>Illusory Script</i>(PH p243) – Only intended reader can decipher.</p> <p><i>Invisibility</i>(PH p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Invisibility, Swift</i>(CAAdv p153) – Swift. You are invisible for 1 round or until you attack.</p> <p><i>Iron Silence</i>(CAAdv p153) – Armor touched has no Armor Check penalty on Hide &amp; Move Silently checks for 1 hour per level.</p> <p><i>Marked Man</i>(DR325 p71) – Helps track a subject.</p> <p><i>Pass without Trace</i>(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.</p> | <p><i>Phantom Foe</i>(DR324 p71) – Phantasm flanks subject.</p> <p><i>Returning Weapon</i>(RotW p175) – Thrown weapon returns to thrower.</p> <p><i>Spider Climb</i>(PH p283) – Grants ability to walk on walls &amp; ceilings.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p> <p><i>Wraithstrike</i>(CAAdv p158) – Swift. Your melee attacks strike as touch attacks for 1 round.</p> |
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3<sup>rd</sup> Level

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| <p><i>Absorb Weapon</i>(CAAdv p142) – Hide a weapon, gain a Bluff check with a +4 bonus to Feint when you draw it.</p> <p><i>Amorphous Form</i>(Und p56) – Subject becomes puddle-like and can slip through cracks quickly.</p> <p><i>Deep Slumber</i>(PH p217) – Puts 10HD of creatures to sleep.</p> | <p><i>Deeper Darkness</i>(PH p217) – Object sheds supernatural shadow in 60' radius.</p> <p><i>False Life</i>(PH p229) – Gain 1d10 temporary hp + 1 per level (max +10).</p> <p><i>Magic Circle against Good</i>(PH p250) – As <i>Protection from Good</i>, but 10' radius and 10 minutes per level.</p> | <p><i>Misdirection</i>(PH p254) – Misleads divinations for one creature or object.</p> <p><i>Nondetection</i>(PH p257) – Hides subject from divination and scrying.</p> <p><i>Spectral Weapon</i>(CAAdv p157) – Swift. Use quasi-real weapon to make touch attacks.</p> <p><i>Spider Poison</i>(MoF p123) – Touch deals 1d6 Str damage, repeats in 1 minute.</p> |
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4<sup>th</sup> Level

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| <p><i>Clairaudience/Clairvoyance</i>(PH p209) – Hear or see at a distance for 1 minute per level.</p> <p><i>Cursed Blade</i>(CWar p117) – Wounds dealt by weapon can't be healed without <i>Remove Curse</i>.</p> <p><i>Dimension Door</i>(PH p221) – Teleports you a short distance.</p> <p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p> <p><i>Glibness</i>(PH p235) – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.</p> | <p><i>Greater Invisibility</i>(PH p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p> <p><i>Heart Ripper</i>(CArc p110) – Kills living creatures with less than 4HD.</p> <p><i>Locate Creature</i>(PH p249) – Indicates direction to familiar creature.</p> <p><i>Modify Memory</i>(PH p255) – Changes 5 minutes of subject's memories.</p> <p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> | <p><i>Shadow Form</i>(CAAdv 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.</p> <p><i>Sniper's Eye</i>(CAAdv p156) – Gain +10 Spot, Darkvision, 60' range for Sneak Attacks, and Death Attacks with ranged weapons.</p> |
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## Skipped Spells

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### War Spells

The following spells have long casting times, large area of effects, expensive Material Components, & require a special feat.

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| <i>Animate Undead Legion</i> (DR309 p50) | <i>Enhance Armors</i> (DR309 p50)      | <i>Greater Electric Bolt</i> (DR309 p49) | <i>Summon Monstrous Horde</i> (DR309 p48)  |
| <i>Battle Fright</i> (DR309 p50)         | <i>Enhance Weapons</i> (DR309 p51)     | <i>Mire</i> (DR309 p51)                  | <i>Summon the Pack and Herd</i> (DR309p48) |
| <i>Battle Fury</i> (DR309 p48)           | <i>Feed the Many</i> (DR309 p47)       | <i>Morning Mists</i> (DR309 p48)         | <i>Teleport Legion</i> (DR309 p51)         |
| <i>Burned to Bare Rock</i> (DR309 p49)   | <i>Field of Blurs</i> (DR309 p49)      | <i>Plague Cloud</i> (DR309 p50)          |  |
| <i>Cavalry Call</i> (DR309 p48)          | <i>Force Missile Storm</i> (DR309 p49) | <i>Rolling Fire</i> (DR309 p49)          |  |
| <i>Dispel War Spell</i> (DR309 p47)      | <i>Friendsight</i> (DR309 p49)         | <i>Small Stronghold</i> (DR309 p48)      |  |

### Sanctified Spells

The following spells can only be cast by the righteous

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| <i>Armageddon</i> (BoED p90)                | <i>Curtain of Light</i> (BoED p96)         | <i>Inquisition</i> (BoED p101)             | <i>Sicken Evil</i> (BoED p107)     |
| <i>Ayaila's Radiant Burst</i> (BoED p91)    | <i>Diamond Spray</i> (BoED p96)            | <i>Luminous Armor</i> (BoED p102)          | <i>Storm of Shards</i> (BoED p108) |
| <i>Celestial Aspect</i> (BoED p93)          | <i>Divine Inspiration</i> (BoED p96)       | <i>Path of the Exalted</i> (BoED p103)     | <i>Summantle</i> (BoED p109)       |
| <i>Channel Celestial</i> (BoED p94)         | <i>Dragon Cloud</i> (BoED p97)             | <i>Phieran's Resolve</i> (BoED p103)       | <i>Telepathy Tap</i> (BoED p110)   |
| <i>Greater Channel Celestial</i> (BoED p94) | <i>Exalted Fury</i> (BoED p99)             | <i>Phoenix Fire</i> (BoED p103)            | <i>Twilight Luck</i> (BoED p110)   |
| <i>Constricting Chains</i> (BoED p94)       | <i>Exalted Raiment</i> (BoED p99)          | <i>Rain of Embers</i> (BoED p104)          |                                    |
| <i>Cry of Ysgard</i> (BoED p95)             | <i>Hammer of Righteousness</i> (BoED p100) | <i>Restore Soul's Treasure</i> (BoED p105) |                                    |
|   |  | <i>Sanctify the Wicked</i> (BoED p106)     |                                    |

### Spells for Celestials

*Call Faithful Servants*(BoED p93)  
*Last Judgment*(BoED p102)  
*Quickshift*(BoED p104)  
*Sacred Guardian*(BoED p106)

### Spells for Archons

*Axiomatic Creature*(BoED p91)  
*Crown of Brilliance*(BoED p95)  
*Heaven's Trumpet*(BoED p101)  
*Shield of the Archons*(BoED p107)

### Earth Node Spells

The following spells require Feat: Node Spellcasting and only are usable with Earth Nodes (which occur deep underground).

*Node Door*(Und p59)  
*Node Genesis*(Und p59)  
*Node Lock*(Und p60)

### Cerebrotic Spells

The following spells require Feat: Cerebrosis.

|  |   |  |
|--|---|--|
| <i>Aching Dread</i> (DR330 p28)          | <i>Call Nightseed</i> (DR330 p30)       | <i>Living Raver</i> (DR330 p31)            |
| <i>Call Amoebic Crawler</i> (DR330 p28)  | <i>Dimensional Rift</i> (DR330 p30)     | <i>Soul Blasting Dread</i> (DR330 p32)     |
| <i>Call Cranial Encyster</i> (DR330 p28) | <i>Far Realm Visitation</i> (DR330 p30) | <i>Welcome the Amoebic Sea</i> (DR330 p32) |
| <i>Call Kaortic Hulk</i> (DR330 p30)     | <i>Finger of Expulsion</i> (DR330 p31)  |  |

## Appendix

### Revision History

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|                   |   |
|-------------------|---|
| October 1, 2003   | – Start of D&D 3.5 Edition<br>Includes Player’s Handbook v3.5   |
| March 12, 2004    | – Added Dragon #309 – Dragon #313.<br>Added Complete Warrior & the Book of Exalted Deeds.   |
| August 12, 2004   | – Added Dragon #314.<br>Added Player’s Guide to Faerûn.   |
| October 12, 2004  | – Added Complete Divine.  |
| November 12, 2004 | – Added Eberron Campaign Setting.<br>Added Dragon #325.   |
| April 1, 2005     | – Added Complete Arcane.<br>Added Dragon #324, #326 – #329.<br>Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.<br>Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”. |
| September 7, 2005 | – Added Races of Eberron.<br>Added Complete Adventurer.<br>Added Dragon #330 – #335.  |
| December 9, 2005  | – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark<br>Added Dragon #336 – #338.<br>Made a separate Assassin Spell List.   |

### Key to Sourcebooks

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|            |  |   |
|------------|--|---|
| 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             |   |
| DR###      | – Dragon Magazine (with issue number)  |   |
| DU##       | – Dungeon Magazine (with issue number) |   |
| 3.5up      | – D&D v.3.5 Accessory Update           | – <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>         |
| PH3.5e     | – Player’s Handbook v.3.5 Errata       | – <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>             |
| PGFe       | – Player’s Guide to Faerûn Errata      | – <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>           |
| CDivErrata | – Complete Divine Errata               | – <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a>     |
| CArcErrata | – Complete Arcane Errata               | – <a href="http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip">http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip</a> |
| EbErrata   | – Eberron Errata                       | – <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>     |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.