

Dungeons & Dragons 3.5 Edition Index – Full Spell List

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Bard Spell List

Charisma-based Impromptu Arcane Spells

0th Level

Dancing Lights(PH p216) – Creates torches or other lights.
Daze(PH p217) – Humanoid creature of 4HD or less loses next action.
Detect Crossroads(MoF p88) – Detect fey crossroads within 60’.
Detect Magic(PH p219) – Detects spells and magic items within 60’.
Flare(PH p232) – Dazzles one creature (–1 on attack rolls).
Fleeting Flame(DR326 p73) – Gives you a +2 bonus on one Bluff, Diplomacy, or Intimidate check.
Ghost Sound(PH p235) – Figment sounds.
Ghostharp(MoF p97) – Object records, plays a song at your command.

Know Direction(PH p246) – You discern north.
Light(PH p248) – Object shines like a torch.
Lullaby(PH p249) – Makes subject drowsy; –5 on Spot & Listen checks, –2 Will saves against Sleep.
Mage Hand(PH p249) – 5 pound telekinesis.
Mending(PH p253) – Makes minor repairs on an object.
Message(PH p253) – Whispered conversation at distance.
Minor Disguise(MoF p108) – Makes slight changes to your appearance.
Open/Close(PH p258) – Opens or closes small or light things.
Prestidigitation(PH p264) – Performs minor tricks.

Read Magic(PH p269) – Reads scrolls and spellbooks.
Resistance(PH p272) – Subject gains +1 resistance bonus on all saving throws.
Seeker’s Chant(DR326 p74) – Gives you a +1 bonus on Search checks, but a –2 penalty on Move Silently checks.
Songbird(MoF p120) – Perform and gain +1 Competence bonus on your next Charisma check.
Stick(Und p61) – Glues an object weighting 5 pounds or less to a larger object.
Summon Instrument(PH p285) – Summons one instrument of the caster’s choice.

1st Level

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 Horse(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’.
Disguise Self(PH p222) – Changes your appearance
Disquietude(MoF p90) – Target avoids physical contact with others.
Distort Speech(MoF p90) – Target’s speech becomes unintelligible, hampers spellcasting.

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’.
Feather Fall(PH p229) – Objects or creatures fall slowly.
Grease(PH p237) – Makes 10’ square or 1 object slippery.
Harmony(PGF p104) – Increases *Inspire Courage* ability to +4/+2.
Herald’s Call(MoF p100) – Shout dazes those within 30’.
Hypnotism(PH p242) – Fascinates 2d4 HD of creatures.
Identify(PH p243) – Determines properties of a magic item.
Know Protections(MoF p104) – Determine target’s defenses.
Magic Mouth(PH p251) – Speaks once when triggered.
Nystul’s Magic Aura(PH p257) – Alters object’s magic aura.

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

2nd Level

<p><i>Alter Self</i>(PH p197) – Assume the form of a similar creature.</p> <p><i>Animal Messenger</i>(PH p198) – Sends a Tiny animal to a specific place.</p> <p><i>Animal Trance</i>(PH p198) – Fascinates 2d6 HD of animals.</p> <p><i>Blindness/Deafness</i>(PH p206) – Makes subject blind or deaf.</p> <p><i>Blur</i>(PH p206) – Attacks miss subject 20% of the time.</p> <p><i>Calm Emotions</i>(PH p207) – Calms creatures, negating emotion effects.</p> <p><i>Cat's Grace</i>(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Circle Dance</i>(MoF p84) – Indicates direction to known target.</p> <p><i>Cloud of Bewilderment</i>(PGF p101) – Stun and blind targets.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Darkness</i>(PH p216) – 20' radius of supernatural shadow.</p> <p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Delusions of Grandeur</i>(DR324 p71) – Subject becomes overconfident and careless.</p> <p><i>Detect Thoughts</i>(PH p220) – Allows “listening” to surface thoughts.</p> <p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Elation</i>(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5' movement.</p>	<p><i>Enthrall</i>(PH p227) – Captivates all within 100' + 10' per level.</p> <p><i>Faerinaal's Hymn</i>(BoED p99) – Up to one creature per level cannot take attacks of opportunity.</p> <p><i>Force Whip</i>(CArc p108) – Whip of magical force keeps animals at bay and can frighten animals as a ranged touch attack.</p> <p><i>Fox's Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Glitterdust</i>(PH p236) – Blinds creatures, outlines invisible creatures.</p> <p><i>Heartfire</i>(DR314 p20) – Intelligent creatures in a 5' burst are covered with flames, which cause damage and negate <i>Blur</i>, <i>Invisibility</i>, etc.</p> <p><i>Heroism</i>(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.</p> <p><i>Hold Person</i>(PH p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Hypnotic Pattern</i>(PH p242) – Fascinates (2d4 + level) HD of creatures.</p> <p><i>Invisibility</i>(PH p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Lively Step</i>(PGF p106) – You and you allies gain a +10' increase to speed and can ‘hustle’ for an extra hour per day per level.</p> <p><i>Locate Object</i>(PH p249) – Senses direction toward object (specific or type).</p> <p><i>Minor Image</i>(PH p254) – As <i>Silent Image</i>, plus some sound.</p> <p><i>Mirror Image</i>(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).</p>	<p><i>Misdirection</i>(PH p254) – Misleads divinations for one creature or object.</p> <p><i>Phantom Threat</i>(CWar p118) – Subject thinks it's flanked.</p> <p><i>Pyrotechnics</i>(PH p267) – Turns fire into blinding light or choking smoke.</p> <p><i>Rage</i>(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.</p> <p><i>Reflective Disguise</i>(Und p60) – Viewers see you as their own species and gender.</p> <p><i>Scare</i>(PH p274) – Panics creatures of less than 6HD.</p> <p><i>Shatter</i>(PH p278) – Sonic vibration damages objects or crystalline creatures.</p> <p><i>Silence</i>(PH p279) – Negate sound in 15' radius.</p> <p><i>Sound Burst</i>(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.</p> <p><i>Suggestion</i>(PH p285) – Compels subject to follow stated course of action.</p> <p><i>Summon Monster II</i>(PH p286) – Summons an extraplanar creature to fight for you.</p> <p><i>Summon Swarm</i>(PH p289) – Summons a swarm of bats, rats, or spiders.</p> <p><i>Tongues</i>(PH p294) – Speak any language.</p> <p><i>Tvash-Prull's Bonefiddle</i>(DR328 p72) – A spectral bow plays upon the target's bones, dealing sonic damage.</p> <p><i>Wave of Grief</i>(CDiv p188) – All in cone receive a –3 penalty on attacks, checks, and saves.</p> <p><i>Whirling Blade</i>(CArc p129) – Hurling slashing weapon magically attacks all foes in a 60' line.</p> <p><i>Whispering Wind</i>(PH p301) – Sends a short message one mile per level.</p>
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3rd Level

<p><i>Analyze Portal</i>(FR p66) – Detects and analyzes Portals within 60'.</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, & 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>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>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>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>Illusory Script</i>(PH p243) – Only intended reader can decipher.</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>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 <i>Feat: Shadow Weave Magic</i>.</p> <p><i>Warcry</i>(BoED p111) – Creatures within a 30' cone cower for 1d4 rounds.</p> <p><i>Wounding Whispers</i>(MoF p134) – Sonic aura damages foes that strike you.</p>
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4th Level

<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>(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 Tvasht-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>Hold Monster</i>(PH p241) – As <i>Hold Person</i>, but can affect any creature.</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>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>(CArc p121) – Sonic energy deals 1d4 damage per level (max 10d4).</p> <p><i>Shadow Conjuration</i>(PH p276) – Mimics conjuring below 4th level, but only 20% real.</p> <p><i>Shout</i>(PH p279) – Deafens all within cone and deals 5d6 damage.</p> <p><i>Speechlink</i>(MoF p121) – You and the target can verbally communicate at any distance.</p> <p><i>Speak with Plants</i>(PH p282) – You can talk to normal plants and plant creatures.</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>(CArc 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>(MoF p132) – You gain +2 morale bonus on attacks and damage, plus panic melee opponents.</p> <p><i>Zone of Silence</i>(PH p303) – Keeps eavesdroppers from overhearing conversations.</p>
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5th Level

<p><i>Blink, Improved / Greater</i> (CArc p99)UE p50)(CDiv p154) – Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round per level.</p> <p><i>Body Harmonics</i>(DR314 p45) – Target creature's body vibrates, causing ability damage each round.</p> <p><i>Cure Light Wounds, Mass</i>(PH p216) – Cures 1d8 damage +1 per level for many creatures.</p> <p><i>Dispel Magic, Greater</i>(PH p210)(PH3.5e)+ – As <i>Dispel Magic</i>, but up to +20 on the check.</p> <p><i>Dream</i>(PH p225) – Sends message to anyone sleeping.</p> <p><i>False Vision</i>(PH p229) – Fools scrying with an illusion.</p> <p><i>Heroism, Greater</i>(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.</p>	<p><i>Leomund's Hidden Lodge</i>(CArc p113) – Creates a sturdy cottage camouflaged to blend into natural surroundings.</p> <p><i>Mind Fog</i>(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.</p> <p><i>Mirage Arcana</i>(PH p254) – As <i>Hallucinatory Terrain</i>, plus structures.</p> <p><i>Mislead</i>(PH p255) – Turns you invisible and creates illusory double.</p> <p><i>Nightmare</i>(PH p257) – Send vision dealing 1d10 damage, fatigue.</p> <p><i>Persistent Image</i>(PH p260) – As <i>Major Image</i>, but no concentration required.</p> <p><i>Reflective Disguise, Mass</i>(Und p61) – Viewers see subjects as their own species and gender.</p> <p><i>Seeming</i>(PH p275) – Changes the appearance of one person per two levels.</p>	<p><i>Shadow Evocation</i>(PH p277) – Mimics evocation of lower than 5th level, but only 20% real.</p> <p><i>Shadow Walk</i>(PH p277) – Step into shadow to travel rapidly.</p> <p><i>Song of Discord</i>(PH p281) – Forces targets to attack each other.</p> <p><i>Suggestion, Mass</i>(PH p285) – As <i>Suggestion</i>, plus one subject per level.</p> <p><i>Summon Monster V</i>(PH p287) – Summons an extraplanar creature to fight for you.</p> <p><i>Telepathy Block</i>(BoED p109) – Blocks all telepathic communication within an 80' radius.</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>
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6th Level

<p><i>Analyze Dweomer</i>(PH p197) – Reveals magical aspects of subject.</p> <p><i>Animate Objects</i>(PH p199) – Objects attack your foes.</p> <p><i>Bestow Curse, Greater</i>(CDiv p153)(CDivErrata)+ – As <i>Bestow Curse</i>, but more severe penalties.</p> <p><i>Cacophonous Shield</i>(MoF p83) – Immobile shield blocks sound, deflects missiles, deals 1d6 + 1/level and deafens intruders.</p> <p><i>Cat's Grace, Mass</i>(PH p208) – As <i>Cat's Grace</i>, affects one subject per level.</p> <p><i>Cure Moderate Wounds, Mass</i>(PH p216) – Cures 2d8 damage + 1 per level for many creatures.</p> <p><i>Dirge</i>(MoF p89) – Enemies suffer 2 points of Strength & Dexterity damage per round.</p> <p><i>Dominate Person, Mass</i>(DR312 p51) – As <i>Dominate Person</i>, but up to 2 * Caster level of HD.</p> <p><i>Eagle's Splendor, Mass</i>(PH p225) – As <i>Eagle's Splendor</i>, affects one subject per level.</p> <p><i>Empyrean Ecstasy</i>(BoED p98) – Targets become immune to pain and mind-influencing effects,</p>	<p>and take half damage from melee and ranged attacks; –4 to skill checks.</p> <p><i>Eyebite</i>(PH p228) – Target becomes panics, sickened, and comatose.</p> <p><i>Find the Path</i>(PH p230) – Shows most direct way to a location.</p> <p><i>Fox's Cunning, Mass</i>(PH p233) – As <i>Fox's Cunning</i>, affects one subject per level.</p> <p><i>Gate Seal</i>(FR p70) – Permanently seals a <i>Gate</i> or <i>Portal</i>.</p> <p><i>Geas, Mass Lesser</i>(DR312 p51) – As <i>Lesser Geas</i>, but affects one subject per level.</p> <p><i>Geas/Quest</i>(PH p234) – As <i>Lesser Geas</i>, plus it affects any creature.</p> <p><i>Heroes' Feast</i>(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.</p> <p><i>Nixie's Grace</i>(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.</p> <p><i>Otto's Irresistible Dance</i>(PH p259) – Forces subject to dance.</p>	<p><i>Permanent Image</i>(PH p260) – Includes sight, sound, and smell.</p> <p><i>Programmed Image</i>(PH p265) – As <i>Major Image</i>, plus triggered by an event.</p> <p><i>Project Image</i>(PH p265) – Illusory double can talk and cast spells.</p> <p><i>Scrying, Greater</i>(PH p275)(PH3.5e)+ – As <i>Scrying</i>, but faster and longer.</p> <p><i>Shout, Greater</i>(PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.</p> <p><i>Summon Monster VI</i>(PH p287) – Summons an extraplanar creature to fight for you.</p> <p><i>Sympathetic Vibration</i>(PH p291) – Inflicts 2d10 damage per round on a free-standing structure.</p> <p><i>Symphonic Nightmare</i>(DR328 p72) – Disruptive music fills the target's sleep, preventing him from resting, regaining spells, etc.</p> <p><i>Veil</i>(PH p298) – Changes appearance of group of creatures.</p>
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Sorcerer / Wizard Spell List

For Sorcerers – Charisma-based Impromptu Arcane Spells

For Wizards – Intelligence-based Prepared Arcane Spells

0th 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.

1st 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 1st (max 5d8).
Orb of Cold, Lesser(CArc p116) – Ranged touch attack deals 1d8 Cold damage + 1d8 per two levels beyond 1st (max 5d8).
Orb of Electricity, Lesser(CArc p116) – Ranged touch attack deals 1d8 Electricity damage + 1d8 per two levels beyond 1st (max 5d8).
Orb of Fire, Lesser(CArc p116) – Ranged touch attack deals 1d8 Fire damage + 1d8 per two levels beyond 1st (max 5d8).
Orb of Sound, Lesser(CArc p116) – Ranged touch attack deals 1d6 Sonic damage + 1d6 per two levels beyond 1st (max 5d6).
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.
Comprehend Languages(PH p212) – You understand all spoken and written languages.

Detect Secret Doors(PH p220) – Reveals hidden doors within 60'.
Detect Undead(PH p220) – Reveals undead within 60'.
Empathy(DR313 p93) – Read the emotions of one living creature; gain a +2 Competence bonus on Charisma-based skill checks against the target.
Identify(PH p243) – Determines properties of a magic item.
Know Protections(MoF p104) – Determine target's defenses.
Magecraft(Eb p113) – +5 Competence bonus on one Craft check.
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.
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 1st (max 5 missiles).
Shelgarn's Persistent Blade(MoF p117) – Blade of force attacks target, automatically flanks.
Shocking Grasp(PH p279) – Touch delivers 1d6 per level (max 5d6) of electricity damage.
Snilloc's Snowball(UE p52) – Creates an orb of cold that can be used for a touch attack or thrown once per level (up to 5). Does 1d6 +1/lvl cold damage (max 1d6+5).
Tenser's Floating Disk(PH p294) – 3' diameter horizontal disk that holds 100 pounds per level.

Illusion

Color Spray(PH p210) – Knocks unconscious, blinds, or stuns weak creatures.
Dead End(DR325 p71) – Illusions conceal the targets' trail.
Disguise Self(PH p222) – Changes your appearance
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

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'.
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.
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.
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'.

2nd LevelAbjuration

Arcane Lock(PH p200) – Magically locks a portal or chest.
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.
Igedrazaar's Miasma(MoF p101) – Cloud of fog deals 1d4 subdual damage per level (max 5d4).
Melf's Acid Arrow(PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).
Summon Monster II(PH p286) – Summons an extraplanar creature to fight for you.
Summon Swarm(PH p289) – Summons a swarm of bats, rats, or spiders.
Summon Undead II(PGF p114) – Summons undead to fight for you.
Web(PH p301) – Fills 20' radius spread with sticky spider webs.

Divination

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

Enchantment

Daze Monster(PH3.5 217) – Living creature up to 6HD or less loses next action.
Nybor's Gentle Reminder(PGF p107) – Target is dazed for 1 round, –2 on attacks, saves, and checks for 1rnd/lvl.
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.
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.
Gedlee's Electric Loop(PGF p103) – 5' radius burst deals 1d6 electricity damage per 2 levels (max 5d6) plus stunning.
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

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.
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.

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.
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.
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.
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.
Spider Climb(PH p283) – Grants ability to walk on walls & ceilings.
Stonemantle(DR314 p29) – Target object becomes as hard as stone.
Stone Bones(MoF p123) – Corporeal undead gain +3 natural armor bonus.
Swim(CArc p125) – Subject gains Swim speed, +8 bonus on Swim checks.
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.

Necromancy

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

3rd 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.

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) – Penetrates disguises and identifies shapchanging creatures.

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

Tongues(PH p294) – Speak any language.

Enchantment

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

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

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

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

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

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.

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

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

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.

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.

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

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

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'.

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.

4th 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 1st – 3rd level spell effects.

Ilyskar'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 hp 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).

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 rnd.

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 move.

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

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

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

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 SR.

Celestial Brilliance(BoED p94) – Object sheds 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* clear.

Radiant Shield(BoED p104) – Creatures attacking you take Electricity damage; you are protected from Electricity.

Scrying(PH p274)(PH3.5e)+ – Spies on a distant subject

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.

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 lvl 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 & 5d6 dmg all within cone

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, etc).

Illusory Wall(PH p243) – Wall, floor, or ceiling looks real, but anything can pass through.

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 4th level, but only 20% real.

Shadow Well(MoF p116) – Target enters gloomy pocket plane and emerges frightened.

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 target helpless with pain

Transmutation

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 darkness.

Darsson's Potion(MoF p87) – Creates a potion that must be used within 1 hour per level.

Enlarge Person, Mass(PH p226) – Enlarges several creatures.

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(PH3.5 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.

Transmutation

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.

5th 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(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.

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

Bigby'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.

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 gout 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 5th level, but only 20% real.

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.

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'.

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

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.

Shape Metal(RoF p191) – As *Stone Shape*, but affect metal instead of stone

Simbul's Spell Matrix(PGF p110) – Magical matrix stores a 3rd level spell or lower to be cast later as quickened spells.

Telekinesis(PH p292) – Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock(PH p295) – Transforms two 10' cubes per level.

Transmute Rock to Mud(PH p295) – Transforms two 10' cubes per level.

Universal

Permanency(PH p259) – Makes certain spells permanent.

6th LevelAbjuration

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

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

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

Globe of Invulnerability(PH p236) – As *Lesser Globe of Invulnerability*, plus 4th level spell effects.

Guards and Wards(PH p237) – Array of magic effects protect area.

Repulsion(PH p271) – Creatures can’t approach you.

Sign of Sealing, Greater(CArc p122) – Magic sigil protects door, chest, or open space; deals 1d6/level damage (max 20d4) if opened.

Starmantle(BoED p108) – Cloak of stars destroys non-magical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magic weapons by half.

Conjuration

Acid Fog(PH p196) – Fog deals acid damage.

Fire Spiders(MoF p94) – Swarm of 240 Fine-sized fire elementals attacks targets.

Planar Binding(PH p261) – As *Lesser Planar Binding*, but up to 12 HD.

Spore Cloak(RoF p191) – Cloud of yellow mold spores gives you concealment, deals 1d6 Constitution damage to creatures that enter your square.

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

Tunnel Swallow(Und p62) – Tunnel’s peristaltic convulsions deal 1d6 per level damage (max 15d6).

Wall of Iron(PH p299) – 30 hp per 4 levels; can topple onto foes.

Divination

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

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.

Cacophonous Shield(MoF p83) – Immobile shield blocks sound, deflects missiles, deals 1d6 +1/level (max +20), and deafens intruders.

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.

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 Grappler(DR324 p71) – Shadowy force grapples subject.

Solipsism(DR324 p71) – Subject is convinced the world is fake.

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

Necromancy

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, ghosts, 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.

Control Water(PH p214) – Raises, lowers bodies of water.

Darkvision, Mass(Und p57) – As *Darkvision*, but affects one subject per level.

Dhulark’s Glasstrike(MoF p89) – Turns subject into glass for 1 hour per level.

Disintegrate(PH p222) – Makes one creature or object vanish.

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

Energy Transformation Field(MoF p92) – Area absorbs magic energy to power a predetermined spell.

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

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

Flesh to Stone(PH p232) – Turns subject creature into a statue.

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

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

Hardening(MoF p99)(Eb p112) – Permanently increases target object’s hardness by 1 per 2 levels.

Mineralize Warrior(Und p59) – Grants willing subject the mineral warrior template.

Mordenkainen’s Lucubration(PH p256) – Recalls spell of 5th level or lower. Wizards only.

Move Earth(PH p257) – Digs trenches and builds hills.

Owl’s Wisdom, Mass(PH p259) – As *Owl’s Wisdom*, affects one subject per level.

Stone Body(PGF p113) – Your body becomes living stone.

Stone Metamorphosis(Und p61) – Changes type of stone.

Stone to Flesh(PH p285) – Restores a petrified creature.

Subvert Planar Essence(CDiv p183) – Reduces target’s Damage Reduction & Spell Resistance.

Tenser’s Transformation(PH p298) – You gain combat bonuses.

Translocation Trick(MoF p128) – You and target switch places and appear as each other.

Universal

Imbue Familiar with Spell Ability(CArc p112) – You transfer spells and casting ability onto your familiar.

7th 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

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

Hold Person, Mass(PH p241) – As *Hold Person*, but all within 30'.
Insanity(PH p244) – Subject suffers continuous *Confusion*.
Nybor's Stern Reproof(PGF p107) – As *Nybor's Mild Admonishment*, except the target must save or die.
Power Word Blind(PH p263) – Blinds creatures with 200 hp or less.
Symbol of Stunning(PH p291) – Triggered rune stuns nearby creatures.

Evocation

Amber Sarcophagus(BoED p90) – Target is trapped in stasis inside amber.
Bigby's Grasping Hand(PH p204) – Hand provides cover, pushes, or grapples.
Delayed Blast Fireball(PH p217) – 1d6 per level fire damage; you can postpone the blast for up to 5 rounds.
Emerald Flame Fist(CArc p105) – Touch attack deals 3d6 + 1/lvl Fire damage (max +20); target can be engulfed by flame for additional damage
Forcecage(PH p232) – Cube or cage of force imprisons all inside.
Great Thunderclap(MoF p98) – Loud noise causes stunning, deafness, and knocks prone in a large area.
Mordenkainen's Sword(PH p256) – Floating magic blade strikes opponents.
Prismatic Spray(PH p264) – Rays hit subjects with a variety of effects.
Submerge Ship(DR314 p47) – Makes a ship watertight and able to be piloted underwater.
Zajimarn's Ice Claw Prison(MoF p135) – Ice claw grapples and deals normal and cold damage.

Illusion

Invisibility, Mass(PH p245) – As *Invisibility*, but affects all in range.
Project Image(PH p265) – Illusory double can talk and cast spells.
Shadow Conjuration, Greater(PH p276) – As *Shadow Conjuration*, but up to 6th level spells and 60% real
Simulacrum(PH p279) – Creates partially real double of a creature.

Necromancy

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 3rd level or lower to be released later.
Simbul's Synostodweomer(MoF p119) – Channel a spell into positive energy to cure 1d6/spell level.
Statue(PH p284) – Subject can become a statue at will.
Stone Shape, Greater(Und p62) – Sculpts 10 cubic feet + 10 cubic feet per level of stone to any shape.
Teleport, Mass(MoF p107)(T&B p93) – As *Teleport*, but more weight and you don't have to go.
Tomb of Light(BoED p110) – Entraps and harms evil extraplanar creatures.

Universal

Limited Wish(PH p248) – Alters reality, within spell limits.

8th 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.
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.
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, o attacks your foes.

Flensing(FR p70) – Trauma deals 2d6 hp damage and 1d6 Charisma and Constitution damage for up to 4 rounds.

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 7th 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)+ – As *Bestow Curse*, but more severe penalties.

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

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.

Iron Body(PH p245) – You 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-bodies 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.

9th 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.

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.

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 7th level or lower through it.

Illusion

Invisibility, Superior(CArc p125) – Subject is invisible to sight, hearing, and scent for 1 minute per level, and can attack.

Shades(PH p276) – As *Shadow Conjuration*, but up to 8th level and 80% real.

Weird(PH p301) – As *Phantasmal Killer*, but affects all within 30'.

Necromancy

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

Energy Drain(PH p226) – Subject gains 2d4 negative levels.

Soul Bind(PH p226) – Traps newly dead soul to prevent *Resurrection*.

Stasis Clone(LoD p189) – As *Clone*, but if the caster is still alive, the new clone goes into stasis until needed.

Wail of the Banshee(PH p298) – Kills one creature per level.

Transmutation

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

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

Cold

(PGF p85)(CDiv p137)

- Rebuke / Control / Bolster Cold Creatures –or– Turn / Destroy Fire Creatures, up to 3+Charisma modifier times per day.
- 1st *Chill Touch*(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
- 2nd *Chill Metal*(PH p209) – Cold metal damages those who touch it.
- 3rd *Sleet Storm*(PH p280) – Hampers vision and movement.
- 4th *Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40' across.
- 5th *Wall of Ice*(PH p299) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.
- 6th *Cone of Cold*(PH p212) – 1d6 cold damage per level (max 15d6).
- 7th *Control Weather*(PH p214) – Changes weather in local area.
- 8th *Polar Ray*(PH p262) – Ranged touch attack deals 1d6 per level cold damage.
- 9th *Obedient Avalanche*(PGF p108) – Creates an avalanche to bury or bull rush foes, deals varying cold damage.

Commerce

(Eb p105)

- +10 Competence bonus on Profession checks made to earn a living (but not checks to accomplish a specific task).
Appraise becomes a class skill.
- 1st *Comprehend Languages*(PH p212) – You understand all spoken and written languages.
- 2nd *Zone of Truth*(PH p303) – Subjects within range cannot lie.
- 3rd *Tongues*(PH p294) – Speak any language.
- 4th *Glibness*(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape
- 5th *True Seeing*(PH p296) – See all things as they really are.
- 6th *Leomund's Secret Chest*(PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.
- 7th *Refuge*(PH p270) – Alters item to transport its possessor to you.
- 8th *Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.
- 9th *Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.

Community

(BoED p86) (Eb p105)

- Calm Emotion*, usable once per day, –and– +2 Competence bonus on Diplomacy checks.
- 1st *Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.
- 2nd *Status*(PH p284) – Monitors condition & position of allies.
- 3rd *Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
- 4th *Status, Greater*(BoED p100) – As *Status*, but cast some spells through the bond.
- 5th *Rary's Telepathic Bond*(PH p268) – Link lets allies communicate.
- 6th *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7th *Refuge*(PH p270) – Alters item to transport its possessor to you.
- 8th *Sympathy*(PH p292) – Object or location attracts certain creatures.
- 9th *Heal, Mass*(PH p215) – As *Heal*, but with several subjects.

Community

(CDiv p137)

- Calm Emotion*, usable once per day.
+2 Competence bonus on Diplomacy checks.
- 1st *Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.
- 2nd *Status*(PH p284) – Monitors condition & position of allies.
- 3rd *Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
- 4th *Tongues*(PH p294) – Speak any language.
- 5th *Rary's Telepathic Bond*(PH p268) – Link lets allies communicate.
- 6th *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7th *Refuge*(PH p270) – Alters item to transport its possessor to you.
- 8th *Mordenkainen's Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.
- 9th *Heal, Mass*(PH p215) – As *Heal*, but with several subjects.

Competition

(CDiv p138)

- +1 bonus on all Opposed Checks, as an Extraordinary ability.
- 1st *Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2nd *Zeal*(CDiv p191) – You move through foes to attack the enemy you want.
- 3rd *Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
- 4th *Divine Power*(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.
- 5th *Righteous Might*(PH p273) – Your size increases and you gain combat bonuses.
- 6th *Zealot Pact*(CDiv p191) – You automatically gain combat bonuses when you attack someone of opposite alignment.
- 7th *Regenerate*(PH p270) – Subject's severed limbs grow back, cures 4d8 dmg +1 per lvl (max +35).
- 8th *Moment of Prescience*(PH p255) – You gain insight bonus on a single attack roll, check, or save.
- 9th *Visage of the Deity, Greater*(CDiv p187) – As *Less Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

Courage

(CWar p114)

- 'Aura of Courage' – Allies within 10' gain a +4 Morale bonus vs. Fear effects.
- 1st *Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
- 3rd *Cloak of Bravery*(CWar p117) – You and your allies gain a bonus on saves against fear.
- 4th *Heroism*(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.
- 5th *Valiant Fury*(CWar p118) – +4 Str, +4 Con, +2 Will saves; extra attack; cures 1d8+1/level (max +20).
- 6th *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7th *Heroism, Greater*(PH p240) – Gives a +4 on attack rolls, saves, & skill checks; immunity to fear; temporary hp.
- 8th *Lion's Roar*(CWar p118) – Deals 1d8 points of damage per two levels to enemies; allies get +1 on attacks and saves against fear, plus temporary hp.

- 9th *Cloak of Bravery, Greater*(CWar p117) – You and your allies become immune to fear and get +2 bonus on attacks.

Craft

(PGF p85) (FR p92)

- Creation spells are cast at +1 Caster level, and gain *Feat: Skill Focus (craft of your choice)*.
- 1st *Animate Rope*(PH p199) – Makes a rope move at your command.
- 2nd *Wood Shape*(PH p303) – Rearranges wooden objects to suit you.
- 3rd *Stone Shape*(PH p284)(PH3.5e)+ – Sculpts stone into any shape.
- 4th *Minor Creation*(PH p253) – Creates one cloth or wood object.
- 5th *Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.
- 6th *Fantastic Machine*(FR p69) – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.
- 7th *Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.
- 8th *Forcecage*(PH p232) – Cube or cage of force imprisons all inside.
- 9th *Greater Fantastic Machine*(FR p71) – As *Fantastic Machine*, but even more powerful & durable.

Creation

(CDiv p138)

- Conjuration(creation) spells are cast at +1 level.
- 1st *Create Water*(PH p215) – Creates 2 gallons per level of pure water.
- 2nd *Minor Image*(PH p254) – As *Silent Image*, plus some sound.
- 3rd *Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.
- 4th *Minor Creation*(PH p253) – Creates one cloth or wood object.
- 5th *Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.
- 6th *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7th *Permanent Image*(PH p260) – Includes sight, sound, and smell.
- 8th *True Creation*(CDiv p184) (Eb p117) – As *Major Creation*, but permanent.
- 9th *Pavilion of Grandeur*(CDiv p172) – A feast and a great pavilion are created.

Darkness

(FR p62) (D&D p213)

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

Death

(PH p186)

'Death Touch' once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal to the touched creature's current hit-points, it dies. This is a 'death effect'.

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

Deathless

(Eb p105)

Greater Rebuking, 1/day – if you successfully Rebuke a Deathless, you Command it instead. Attempting to do this consumes one of your daily Turn attempts.

- 1st *Detect Undead*(PH p220) – Reveals undead or deathless within 60'.
- 2nd *Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.
- 3rd *Halt Deathless*(Eb p111) – Immobilizes deathless for 1 round per level.
- 4th *Spirit Steed*(Eb p115) – Channels an ancient spirit into your steed, increasing its speed and granting other benefits.
- 5th *Hallow*(PH p238) – Designates location as Holy.
- 6th *Create Deathless*(Eb p109) – Create an Undying Soldier.
- 7th *Control Deathless*(Eb p109) – Deathless don't attack you while under your command.
- 8th *Create Greater Deathless*(Eb p110) – Create an Undying Cleric.
- 9th *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 Con damage. Non-living Constructs, Undead, and objects take 2d6 + 1 per Cleric level damage.

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

Destruction

(PH p186)

'Smite' once per day – Before attacking, declare that Smite is being used. Add +4 to the attack bonus and add the Cleric level to the damage.

- 1st *Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).
- 2nd *Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.
- 3rd *Contagion*(PH p213) – Infects subject with chosen disease.
- 4th *Inflict Critical Wounds*(PH p244) – Touch attack, 4d8 + 1 per level (max +20).
- 5th *Inflict Light Wounds, Mass*(PH p244) – Deals 1d8 + 1 / level to many creatures.
- 6th *Harm*(PH p239) – Deals 10 hp per level to target
- 7th *Disintegrate*(PH p222) – Makes one creature or object vanish.
- 8th *Earthquake*(PH p225) – Intense tremor shakes 5' per level radius.
- 9th *Implosion*(PH p243) – Kills one creature per round.

Dominion

(CDiv p138)

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

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

Dragon Below

(Eb p106)

Gain Feat: **Augment Summoning**.

- 1st *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
- 2nd *Death Knell*(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, & 1 lvl
- 3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.
- 4th *Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.
- 5th *Slay Living*(PH p280) – Touch attack kills target.
- 6th *Planar Ally*(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.
- 7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8th *Planar Ally, Greater*(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.
- 9th *Gate*(PH p234) – Connects two planes for travel or summoning.

Dream

(CDiv p138)

Immune to Fear effects.

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

Drow

(PGF p86)

Gain Feat: **Lightning Reflexes**.

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

Dwarf

(PGF p86) (FR p62)

Gain Feat: **Great Fortitude**.

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

Earth

(PH p186)

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

Elf

(PGF p86) (FR p63)

- Gain **Feat: Point Blank Shot**.
- 1st *True Strike*(PH p296) – Add +20 insight bonus to
your next attack roll.
- 2nd *Cat's Grace*(PH 3.5 p208) – Subject gains +4
Dexterity for 1 minute per level.
- 3rd *Snare*(PH p280) – Creates a magical booby trap.
- 4th *Tree Stride*(PH p296) – Step from one tree to
another far away.
- 5th *Commune with Nature*(PH p211) – Learn about
terrain for one mile per level.
- 6th *Find the Path*(PH p230) – Shows most direct way
to a location.
- 7th *Liveoak*(PH p248) – Oak becomes a treant
guardian
- 8th *Sunburst*(PH p289) – Blinds all within 10', deals
6d6 damage.
- 9th *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.
- 1st *Endure Elements*(PH p226) – Exist comfortably in
hot or cold environments.
- 2nd *Bear's Endurance*(PH p203) – Subject gains +4
Constitution for 1 minute per level.
- 3rd *Refreshment*(BoED p105) – Cures creatures of all
non-lethal damage
- 4th *Sustain*(BoED p109) – Recipients need no food or
drink for 6 hours per level.
- 5th *Stoneskin*(PH p284) – Ignore 10 points of damage
per attack.
- 6th *Bear's Endurance, Mass*(PH p203) – As *Bear's
Endurance*, affects one subject per level.
- 7th *Globe of Invulnerability*(PH p236) – As *Lesser
Globe of Invulnerability*, plus 4th level spell
effects.
- 8th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6
spell levels back at caster.
- 9th *Iron Body*(PH p245) – You body becomes living
iron.

Evil

(PH p186)

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

Exorcism

(Eb p106)

- You may force possessing spirits out of a
subject's body by making a Turn Check that
can turn the possessing creature's HD. If
successful, the possessor cannot attempt to
possess the subject again for at least 24 hours.
- 1st *Protection from Evil*(PH p266) – +2 bonus to AC
& saves against evil, counters mind control, &
hedges out elementals & outsiders.
- 2nd *Magic Circle against Evil*(PH p249) – As
Protection from Evil, but 10' radius and 10
minutes per level.
- 3rd *Remove Curse*(PH p270) – Frees person or object
from a curse.
- 4th *Dismissal*(PH p222) – Forces a creature to return
to native plane.
- 5th *Dispel Evil*(PH p222) – +4 bonus against attacks
by evil creatures.
- 6th *Banishment*(PH p202) – Banishes 2 HD per level
of extraplanar creatures.
- 7th *Holy Word*(PH p242) – Kills, paralyzes, blinds, or
deafens non-good subjects.
- 8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance,
SR25 against evil spells.
- 9th *Freedom*(PH p233) – Releases creature suffering
from the spell *Imprisonment*.

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.
- 1st *Bless*(PH p205) – Allies gain+1 morale bonus to
attacks & saves vs. fear.
- 2nd *Shield Other*(PH p278) – You take half of subject's
damage.
- 3rd *Helping Hand*(PH p239) – Ghostly hand leads
subject to you.
- 4th *Imbue with Spell Ability*(PH p243) – Transfer
spells to subject.
- 5th *Rary's Telepathic Bond*(PH p268) – Link lets allies
communicate.
- 6th *Heroes' Feast*(PH p240) – Ford for one creature
per level, cures, and grants combat bonuses.
- 7th *Refuge*(PH p270) – Alters item to transport its
possessor to you.

8th *Protection from Spells*(PH p266) – Confers +8
resistance bonus.

9th *Prismatic Sphere*(PH p264) – As *Prismatic Wall*,
but surrounds on all sides.

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.
- 1st *True Strike*(PH p296) – Add +20 insight bonus to
your next attack roll.
- 2nd *Augury*(PH p202) – Leans whether an action will
be good or bad.
- 3rd *Bestow Curse*(PH p203) – Subject either receives a
–6 on one ability; –4 penalty on attacks, saves,
and skill checks; or 50% chance of losing each
action.
- 4th *Divination*(PH p224) – Provides useful advice for
specific proposed actions.
- 5th *Mark of Justice*(PH p252) – Designates action that
will trigger cure on subject.
- 6th *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it
affects any creature.
- 7th *Vision*(PH p298) – As *Legend Lore*, but quicker
and strenuous.
- 8th *Moment of Prescience*(PH p255) – You gain
insight bonus on a single attack roll, check, or
save.
- 9th *Foresight*(PH p207) – "Sixth sense" warns of
impending danger.

Feast

(Eb p106)

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

- Fey** (BoED p86)
+4 bonus on saving throws vs. spell-like abilities of Fey.
- 1st *Faerie Fire*(PH p229) – Outline subjects with light, canceling *Blur*, concealment, etc.
- 2nd *Charm Person*(PH p209) – Make one person your friend.
- 3rd *Inspired Aim*(BoED p101) – Allies within 40' gain +2 Insight bonus on ranged attack rolls.
- 4th *Blinding Beauty*(BoED p92) – You become as beautiful as a nymph, and can blind humanoid who look at you.
- 5th *Tree Stride*(PH p296) – Step from one tree to another far away.
- 6th *Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
- 7th *Liveoak*(PH p248) – Oak becomes a treant guardian
- 8th *Unearthly Beauty*(BoED p110) – As *Blinding Beauty*, but creatures must save or die.
- 9th *Summon Nature's Ally IX*(PH p289) – Calls creature to fight.
- Fire** (PH p187)
Rebuke / Control / Bolster Fire Creatures –or– Turn / Destroy Water Creatures, up to 3+Charisma modifier times per day.
- 1st *Burning Hands*(PH p207) – 1d4 fire damage per level (max 5d4).
- 2nd *Produce Flame*(PH p265) – 1d6 damage + 1 per level, touch or thrown.
- 3rd *Resist Energy (fire or cold only)*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
- 4th *Wall of Fire*(PH p298) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.
- 5th *Fire Shield*(PH p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).
- 6th *Fire Seeds*(PH p230) – Acorns and berries become grenades and bombs.
- 7th *Fire Storm*(PH p231) – Deals 1d6 per level fire damage.
- 8th *Incendiary Cloud*(PH p244) – Cloud deals 4d6 fire damage per round.
- 9th *Elemental Swarm (fire)*(PH p226) – Summons 2d4 Large, 1d4 Huge Fire Elementals.
- Force** (CDiv p138)
Re-roll the damage of a weapon, spell, or an ability and take the better of the two. Usable 1/day as a Supernatural ability.
- 1st *Mage Armor*(PH p249) – Gives subject +4 armor bonus.
- 2nd *Magic Missile*(PH p251) – 1d4+1 force damage; +1 missile per two levels above 1st (max 5 missiles)
- 3rd *Blast of Force*(CDiv p153) – Ray deals 1d6 force damage per two caster levels (max 5d6).
- 4th *Otiluke's Resilient Sphere*(PH p258) – Force globe protects but traps one subject.
- 5th *Wall of Force*(PH p298) – Wall is immune to damage.
- 6th *Repulsion*(PH p271) – Creatures can't approach you.
- 7th *Forcecage*(PH p232) – Cube or cage of force imprisons all inside.
- 8th *Otiluke's Telekinetic Sphere*(PH p258) – As *Otiluke's Resilient Sphere*, but you move the sphere telekinetically.
- 9th *Bigby's Crushing Hand*(PH p203) – Large hand provides cover, pushes, or crushes your foes.
- Glory** (CDiv p139)
Turn Undead with a +2 bonus on the Turning Check & +1d6 bonus to Turning Damage.
- 1st *Disrupt Undead*(PH p223) – Deals 1d6 damage to one undead.
- 2nd *Bless Weapon*(PH p205) – Weapon strikes true against evil foes.
- 3rd *Searing Light*(PH p275) – Ray deals 1d8 per two levels, more against undead.
- 4th *Holy Smite*(PH p241) – Damages and blinds evil creatures.
- 5th *Holy Sword*(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.
- 6th *Bolt of Glory*(CDiv p155) – Positive energy ray deals extra damage to Evil Outsiders & Undead.
- 7th *Sunbeam*(PH p289) – Beam blinds and deals 4d6 damage.
- 8th *Crown of Glory*(CDiv p160) – You gain +4 Charisma and enthral those who hear you,
- 9th *Gate*(PH p234) – Connects two planes for travel or summoning.
- Gnome** (PGF p86) (FR p63)
Cast Illusion spells at +1 Caster Level.
- 1st *Silent Image*(PH p279) – Creates a minor illusion of your design.
- 2nd *Gembomb*(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.
- 3rd *Minor Image*(PH p254) – As *Silent Image*, plus some sound.
- 4th *Minor Creation*(PH p253) – Creates one cloth or wood object.
- 5th *Hallucinatory Terrain*(PH p238) – Makes one type of terrain appear like another (field into forest, or the like).
- 6th *Fantastic Machine*(FR p69) – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.
- 7th *Screen*(PH p274) – Illusion hides area from vision, scrying.
- 8th *Otto's Irresistible Dance*(PH p259) – Forces subject to dance.
- 9th *Summon Nature's Ally IX (earth or animal)* (PH p289) – Calls an animal or earth elemental to fight.
- Good** (PH p187)
Cast [good] spells at +1 Caster Level.
- 1st *Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
- 2nd *Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
- 3rd *Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
- 4th *Holy Smite*(PH p241) – Damages and blinds evil creatures.
- 5th *Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.
- 6th *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.
- 7th *Holy Word*(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.
- 8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.
- 9th *Summon Monster IX (good)*(PH p299) – Calls a Good extraplanar creature to fight for you.
- 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.
- 1st *Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.
- 2nd *Cat's Grace*(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.
- 3rd *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
- 4th *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.
- 5th *Mordenkainen's Faithful Hound*(PH p255) – Phantom dog can guard, attack.
- 6th *Move Earth*(PH p257) – Digs trenches & builds hills
- 7th *Shadow Walk*(PH p277) – Step into shadow to travel rapidly.
- 8th *Word of Recall*(PH p303) – Teleports you back to a designated place.
- 9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.
- 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.
- 1st *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- 2nd *Scare*(PH p274) – Panics creatures of less than 6HD.
- 3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.
- 4th *Song of Discord*(PH p281) – Forces targets to attack each other.
- 5th *Righteous Might*(PH p273) – Your size increases and you gain combat bonuses.
- 6th *Forbiddance*(PH p232) – Blocks planar travel, damages creatures of different alignment.
- 7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8th *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.
- 9th *Wail of the Banshee*(PH p298) – Kills one creature per level.
- Healing** (PH p187)
Cast Healing spells at +1 Caster Level.
- 1st *Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).
- 2nd *Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).
- 3rd *Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).
- 4th *Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).
- 5th *Cure Light Wounds, Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.
- 6th *Heal*(PH p239) – Cures 10 points per level, all diseases and mental conditions.
- 7th *Regenerate*(PH p270) – Subject's severed limbs grow back, cures 4d8 damage +1/lvl (max +35).
- 8th *Cure Critical Wounds, Mass*(PH p215) – Cures 4d8 damage +1/lvl (max +40) for many creatures.
- 9th *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.

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

- 1st *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).
- 2nd *Jaws of Adamantine*(DR312 p71) – Subject gains an Adamantine bite attack.
- 3rd *Cannibalize*(DR312 p71) – Subject gains a powerful bite attack and gains Temporary HP by consuming flesh.
- 4th *Caustic Bile*(DR312 p71) – Acidic splash deals 1d6 per level (max 10d6).
- 5th *Energization*(PH p226) – Subject gains 1d4 negative levels.
- 6th *Insatiable Hunger*(DR312 p71) – Subjects starve regardless of how much they eat.
- 7th *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.
- 8th *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'.
- 9th *Gate (abyss only)*(PH p234) – Connects two planes for travel or summoning.

Illusion

(PGF p87)

Cast Illusion spells at +1 Caster Level.

- 1st *Silent Image*(PH p279) – Creates a minor illusion of your design.
- 2nd *Minor Image*(PH p254) – As *Silent Image*, plus some sound.
- 3rd *Displacement*(PH p223) – Attacks miss subject 50% of the time.
- 4th *Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.
- 5th *Persistent Image*(PH p260) – As *Major Image*, but no concentration required.
- 6th *Mislead*(PH p255) – Turns you invisible and creates illusory double.
- 7th *Project Image*(PH p265) – Illusory double can talk and cast spells.

8th *Screen*(PH p274) – Illusion hides area from vision, scrying.9th *Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30'.**Inquisition**

(CDiv p139)

+4 bonus on all *Dispel Checks*.

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

Joy

(BoED p87)

+4 Sacred bonus on Diplomacy.

- 1st *Vision of Heaven*(BoED p111) – Evil creature is dazed for 1 round.
- 2nd *Elation*(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5' movement.
- 3rd *Distilled Joy*(BoED p96) – Creates Ambrosia.
- 4th *Good Hopes*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5th *Chaav's Laugh*(BoED p94) – Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hp +1 per level (max +20). Evil creatures take –2 on attack rolls and saves against fear.
- 6th *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 7th *Starmantle*(BoED p108) – Cloak of stars destroys non-magical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magic weapons by half.
- 8th *Sympathy*(PH p292) – Object or location attracts certain creatures.
- 9th *Otto's Irresistible Dance*(PH p259) – Forces subject to dance.

Knowledge

(PH p187)

Cast Divinations spells at +1 Caster Level.

All Knowledge skills become class skills.

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

9th *Foresight*(PH p207) – “Sixth sense” warns of impending danger.**Law**

(PH p187)

Cast [law] spells at +1 Caster Level.

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

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.

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

Life

(EB p106)

Grant one touched creature 1d6 + 1 per Cleric level *Temporary HP* for 1 hour per Cleric level. Usable 1/day.

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

Luck

(PH p187)

‘Good Fortune’ once per day – A single roll can be rerolled before the DM has declared the roll a success or failure, though the new roll must be kept.

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

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.

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

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

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

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.

- 1st *Confusion, Lesser*(PH p212) – One creature acts randomly for 1 round.
 2nd *Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.
 3rd *Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.
 4th *Modify Memory*(PH p255) – Changes 5 minutes of subject’s memories.
 5th *Mind Fog*(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.
 6th *Rary’s Telepathic Bond*(PH p268) – Link lets allies communicate.
 7th *Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.
 8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
 9th *Astral Projection*(PH p201) – Projects you and companions into the Astral Plane.

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).

- 1st *Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.
 2nd *Heat Metal*(PH p239) – Makes metal so hot it damages those who touch it.
 3rd *Keen Edge*(PH p245) – Doubles normal weapon’s threat range.
 4th *Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.
 5th *Wall of Iron*(PH p299) – 30 hp per 4 levels; can topple onto foes.
 6th *Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.
 7th *Transmute Metal to Wood*(PH p294) – Metal within 40’ becomes wood.
 8th *Iron Body*(PH p245) – You body becomes living iron.
 9th *Repel Metal or Stone*(PH p271) – Pushes away metal and stone.

Mind

(CDiv p140)

+2 bonus on Bluff, Diplomacy, & Sense Motive checks.

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

Moon

(PGF p88)

You may Turn / Destroy Lycanthropes, up to 3 + Charisma modifier times per day.

- 1st *Faerie Fire*(PH p229) – Outline subjects with light, canceling *Blur*, concealment, etc.
 2nd *Moonbeam*(FR p73) – Moveable beam of light that penetrates darkness and forces lycanthropes to change shape.
 3rd *Moon Blade*(FR p72) – Touch attack deals 1d8 +1 per 2 levels, more to undead, plus scrambles spellcasting.
 4th *Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
 5th *Moon Path*(FR p72) – Form a bridge of moonlight.
 6th *Permanent Image*(PH p260) – Includes sight, sound, and smell.
 7th *Insanity*(PH p244) – Subject suffers continuous *Confusion*.
 8th *Animal Shapes*(PH p199) – One ally per level polymorphs into chosen animal.
 9th *Moonfire*(FR p73) – A cone of fiery moonlight does 1d8 per 2 levels (max 10d8), more to undead, and forces polymorphed & shapechanging creatures back to their natural form. The target area glows for 1 round per levels & during that time, 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.
- 1st *Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.
- 2nd *Spiritual Weapon*(PH p283) – Magical weapon attacks on its own.
- 3rd *Visage of the Deity, Lesser*(CDiv p187) – You gain +4 Charisma & resistance 10 to certain energy types.
- 4th *Weapon of the Deity*(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.
- 5th *Righteous Might*(PH p273) – Your size increases and you gain combat bonuses.
- 6th *Visage of the Deity*(CDiv p187) – As *Lesser Visage of the Deity*, but you become Celestial or Fiendish.
- 7th *Blasphemy*(PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.
-or-
Holy Word(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.
- 8th *Holy Aura*(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.
-or-
Unholy Aura(PH p297) – +4 to AC, +4 resistance, SR25 against good spells.
- 9th *Visage of the Deity, Greater*(CDiv p187) – As *Lesser Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.

Necromancy

(Eb p107)

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

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.
- 1st *Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.
- 2nd *Enthrall*(PH p227) – Captivates all within 100' + 10' per level.
- 3rd *Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
- 4th *Discern Lies*(PH p221) – Reveals deliberate falsehoods.
- 5th *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.
- 6th *Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.
- 7th *Repulsion*(PH p271) – Creatures can't approach you.
- 8th *Demand*(PH p217) – As *Sending*, plus you can send *Suggestion*.
- 9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

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.
- 1st *Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.
- 2nd *Sound Burst*(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.
- 3rd *Water Breathing*(PH p300) – Subject can breathe underwater.
- 4th *Freedom of Movement*(PH p233) – Subject moves normally despite impediments.
- 5th *Wall of Ice*(PH p299) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.
- 6th *Otiluke's Freezing Sphere*(PH p258) – Freezes water or deals cold damage.
- 7th *Waterspout*(FR p75) – Create a 10' wide waterspout under your direction.
- 8th *Maelstrom*(FR p72) – Create a 120' wide whirlpool, which pulls down anything that gets close.
- 9th *Elemental Swarm (water)*(PH p226) – Summons 2d4 Large, 1d4 Huge Water Elementals.

Oracle

(CDiv p140)

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

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

Pact

(CDiv p140)

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

Passion

(Eb p107)

- Each day, you can activate *Rage* on yourself as a Free Action for 1 round per Cleric level. The rounds may be used during the day as you wish. This is a Supernatural ability.
- 1st *Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
- 2nd *Tasha's Hideous Laughter*(PH p292) – Subject loses actions for 1 round per level.
- 3rd *Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.
- 4th *Crushing Despair*(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.
- 5th *Command, Greater*(PH p211) – As *Command*, but affects one subject per level.
- 6th *Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 7th *Song of Discord*(PH p281) – Forces targets to attack each other.
- 8th *Otto's Irresistible Dance*(PH p259) – Forces subject to dance.
- 9th *Dominate Monster*(PH p224) – As *Dominate Person*, but any creature.

Pestilence

(CDiv p141)

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

Planning

(CWar p115)

Gain Feat: **Extend Spell**.

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

Plant

(PH p188)

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

Pleasure

(BoED p87)

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

Portal

(PGF p89)

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

Portal

(Und p53)

- Gain Feat: **Portal Sensitive**.
- 1st *Portal Stabilization*(Und p60) – Stabilize malfunctioning *Portal* for 1 minute per level.
- 2nd *Analyze Portal*(FR p66) – Find and understand *Portals* within 60'.
- 3rd *Portal View*(Und p60) – Turns target *Portal* clear.
- 4th *Dimension Door*(PH p221) – Teleports you a short distance.
- 5th *Portal Barricade*(Und p60) – Closes *Portal* and prevents it from functioning for 1 hour per level.
- 6th *Portal-to-Portal Redirect*(Und p60) – Changes destination of *Portal* for 1 hour per level.
- 7th *Etherealness*(PH p228) – Travel to Ethereal Plane with companions.
- 8th *Portal Reformat*(Und p60) – Removes or adds one or more keys to a *Portal*.
- 9th *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.
- 1st *Sanctuary*(PH p274) – Opponents can't attack you and you can't attack.
- 2nd *Shield Other*(PH p278) – You take half of subject's damage.
- 3rd *Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.
- 4th *Spell Immunity*(PH p281) – Subject is immune to one spell per four levels.
- 5th *Spell Resistance*(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.
- 6th *Antimagic Field*(PH p200) – Negates magic within 10'.
- 7th *Repulsion*(PH p271) – Creatures can't approach you.
- 8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
- 9th *Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.

Purification

(CDiv p141)

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

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

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

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.
- 1st *Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.
- 2nd *Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.
- 3rd *Speak with Dead*(PH p281) – Corpse answer one question per two levels.
- 4th *Fire Shield*(PH p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).
- 5th *Mark of Justice*(PH p252) – Designates action that will trigger cure on subject.
- 6th *Banishment*(PH p202) – Banishes 2 HD per level of extraplanar creatures.
- 7th *Spell Turning*(PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.
- 8th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.
- 9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

Rune

(PGF p90)

- Gain Feat: *Scribe Scroll*.
- 1st *Erase*(PH p227) – Mundane or magical writing vanishes.
- 2nd *Secret Page*(PH p275) – Changes one page to hide its real contents.
- 3rd *Glyph of Warding*(PH p236) – Inscription harms those who pass it.
- 4th *Explosive Runes*(PH p228) – Deals 6d6 damage when read.
- 5th *Planar Binding, Lesser*(PH p261) – Traps an extraplanar creature of 6 HD or less until it performs a task.
- 6th *Glyph of Warding, Greater*(PH p237) – As *Glyph of Warding*, but up to 10d8 damage or a 6th level spell.
- 7th *Drawmij's Instant Summons*(PH p225) – Prepared object appears in your hand.
- 8th *Transcribe Rune*(PGF p116) – Safely moves an untriggered magical symbol to another location.
- 9th *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.
- 1st *Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.
- 2nd *Animal Trance (reptiles & snakes)* (PH p198) – Fascinates 2d6 HD of reptiles & snakes.
- 3rd *Magic Fang, Greater*(PH p250) – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.
- 4th *Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
- 5th *Animal Growth (reptiles & snakes)* (PH p198) – One reptile or snake per two levels doubles in size.
- 6th *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.
- 7th *Vipergout*(PGF p117) – You spit forth celestial or fiendish vipers that attack your foes.
- 8th *Animal Shapes(reptiles & snakes)* (PH p199) – One ally per level polymorphs into chosen reptile or snake.
- 9th *Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

Shadow

(Eb p108)

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

Slime

(PGF p91)

- Rebuke / Control Oozes, up to 3 + Charisma modifier times per day.
- 1st *Grease*(PH p237) – Makes 10' square or 1 object slippery.
- 2nd *Melf's Acid Arrow*(PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).
- 3rd *Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
- 4th *Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.
- 5th *Evard's Black Tentacles*(PH p228) – Tentacles grapple all within a 15' spread.
- 6th *Transmute Rock to Mud*(PH p295) – Transforms two 10' cubes per level.
- 7th *Destruction*(PH p218) – Kills subject and destroys remains.
- 8th *Power Word Blind*(PH p263) – Blinds creatures with 200 hp or less.
- 9th *Implosion*(PH p243) – Kills one creature per round.

Spell

(PGF p91)

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

Spider

(PGF p91)

- Rebuke / Control Spiders, up to 3 + Charisma modifier times per day.
- 1st *Spider Climb*(PH p283) – Grants ability to walk on walls & ceilings.
- 2nd *Summon Swarm (spiders only)*(PH p289) – Summons a swarm of spiders.
- 3rd *Phantom Steed (spider form)*(PH p260) – Magical Large monstrous spider mount appears for 1 hour per level.
- 4th *Giant Vermin*(PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.
- 5th *Insect Plague*(PH p244) – Locust swarms attack creatures.
- 6th *Spider Curse*(FR p74) – Transform a target into a drider that you dominate.
- 7th *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*.
- 8th *Creeping Doom (spider form)*(PH p214) – Swarms of spider attack at your command.
- 9th *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.

- 1st *Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.
- 2nd *Scare*(PH p274) – Panics creatures of less than 6HD.
- 3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.
- 4th *Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.
- 5th *Enervation*(PH p226) – Subject gains 1d4 negative levels.
- 6th *Magic Jar*(PH p250) – Enables possession of another creature.
- 7th *Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.
- 8th *Finger of Death*(PH p230) – Kills one subject.
- 9th *Soul Bind*(PH p226) – Traps newly dead soul to prevent *Resurrection*.

Storm

(PGF p91)

Gain Electricity Resistance 5.

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

Strength

(PH p188)

'Feat of Strength' – For one round, the Cleric gains an Enhancement bonus to Strength equal to his/her Cleric level. Activated as a Free Action. Usable once per day.

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

- 1st *Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.
- 2nd *Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.
- 3rd *Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.
- 4th *Enervation*(PH p226) – Subject gains 1d4 negative levels.
- 5th *Symbol of Pain*(PH p290) – Triggered rune wracks nearby creatures with pain.
- 6th *Harm*(PH p239) – Deals 10 hp per level to target
- 7th *Waves of Exhaustion*(PH p301) – Several targets become exhausted.
- 8th *Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30'.
- 9th *Energy Drain*(PH p226) – Subject gains 2d4 negative levels.

Summoner

(CDiv p141)

Conjuration(calling) & Conjuration(summoning) spells are at +2 Caster level.

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

Sun

(PH p188)

'Greater Turning' – Make a normal turning action, but all effected undead are Destroyed. This consumes one of the day's "turns". 1/day

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

Time

(PGF p91)

Gain Feat: *Improved Initiative*.

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

- 1st *Message*(PH p253) – Whispered conversation at distance.
- 2nd *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.
- 3rd *Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.
- 4th *Sending*(PH p275) – Delivers a short message anywhere, instantly.
- 5th *Fabricate*(PH p229) – Transforms raw materials into finished items.
- 6th *True Seeing*(PH p296) – See all things as they really are.
- 7th *Mordenkainen's Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.
- 8th *Mind Blank*(PH p253) – Subject is immune to mental/emotional magic and scrying.
- 9th *Discern Location*(PH p222) – Reveals the exact location of a creature or object.

Travel

(PH p188)

Survival becomes a class skill.

For a total of 1 round per Cleric level per day, the spell *Freedom of Movement* will activate automatically if the Cleric is ever impeded by a magical effect. The *Freedom of Movement* only lasts as long as needed, so the total number of rounds can be split over multiple occurrences.

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

Trickery

(PH p189)

Bluff, Disguise, & Hide become class skills.

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

Tyrant

(CWar p115)(PGF p92)

All Compulsion spells you cast have a +2 DC.

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

Undead

(DR312 p37)

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

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

Undeath

(FR p66)

Gain **Feat: Extra Turning**.

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

War

(PH p189)

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

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

Water

(PH p189)

Rebuke / Control / Bolster Water Creatures –or– Turn / Destroy Fire Creatures, up to 3+Charisma modifier times per day.

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

Watery Death

(PGF p92)

'Smite Non-Aquatic Creature' once per day – Before attacking, declare that Smite is being used. Add your Wisdom modifier as an attack bonus and add the Cleric level to the damage.

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

Weather

(CDiv p141)

You do not receive penalties on Spot & Search check when it is raining or snowing.

You can move through snow-covered & icy terrain at your normal movement rate.

Natural & magical wind effects treat you as if you were one size category larger.

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

1st *Obscuring Mist*(PH p258) – Fog surrounds you.

2nd *Fog Cloud*(PH p232) – Fog obscures vision.

3rd *Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.

4th *Sleet Storm*(PH p280) – Hampers vision and movement.

5th *Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.

6th *Control Winds*(PH p214) – Change wind direction and speed.

7th *Control Winds*(PH p214) – Change wind direction and speed.

8th *Whirlwind*(PH p301) – Cyclone inflicts damage and can pick up creatures.

9th *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.

1st *Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

2nd *Energize Potion*(BoED p98) – Transforms a potion into a grenade that deals energy damage in a 10' radius Burst.

3rd *Affliction*(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).

4th *Radiant Shield*(BoED p104) – Creatures attacking you take Electricity damage; you are protected from Electricity.

5th *Righteous Might*(PH p273) – Your size increases and you gain combat bonuses.

6th *Vengeance Halo*(BoED p111) – Any creature that slays the spell's recipient takes 1d6 per level damage.

7th *Righteous Smite*(BoED p106) – Deals 1d6 damage per level (1d8 damage per level to Evil Outsiders) in a 20' radius and blinds Evil foes.

8th *Last Judgment*(BoED p102) – Evil creatures are struck dead and sent to the Lower Planes.

9th *Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.

Cleric Spell List

Wisdom-based Prepared Divine Spells

0th Level

Create Water(PH p215) – Creates 2 gallons/level of pure water.
Cure Minor Wounds(PH p216) – Cures 1 point of damage.
Detect Magic(PH p219) – Detects spells and magic items within 60'.
Detect Poison(PH p219) – Detects poison in one creature or small object.

Guidance(PH p238) – +1 on one attack roll, saving throw, or skill check.
Inflict Minor Wounds(PH p244) – Touch attack, 1 point of damage.
Fleeting Flame(DR326 p73) – Gives you a +2 bonus on one Bluff, Diplomacy, or Intimidate check.
Light(PH p248) – Object shines like a torch.
Mending(PH p253) – Makes minor repairs on an object.

Purify Food and Drink(PH p267) – Purifies 1 cubic foot per level of food or water.
Read Magic(PH p269) – Reads scrolls and spellbooks.
Resistance(PH p272) – Subject gains +1 resistance bonus on all saving throws.
Virtue(PH p289) – Subject gains 1 temporary hp.

1st Level

Airbubble(DR314 p45) – If underwater, the caster's head is surrounded by air for 1 minute per level.
Bane(PH p203) – Enemies take –1 on attack rolls and saves against fear.
Bless(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Water(PH p205) – Makes Holy Water.
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.
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).
Faith Healing(MoF p93) – Cures 8 hp +1/level damage (max +5) to worshiper of your patron.
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) – 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.
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.
Vigor, Lesser(CDiv p186)(DR324 p103)+ – Creature heals 1hp per round (max 15 rounds).
Vision of Glory(MoF p131) – Target gains +1 morale bonus on next saving throw.
Vision of Heaven(BoED p111) – Evil creature is dazed for 1 round.

2nd Level

<p><i>Aid</i>(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)</p> <p><i>Align Weapon</i>(PH p197) – Weapon becomes good, evil, lawful, or chaotic.</p> <p><i>Augury</i>(PH p202) – Leans whether an action will be good or bad.</p> <p><i>Aura against Flame</i>(MoF p78) – Ignore 12 flame damage/round and extinguish fires.</p> <p><i>Bear's Endurance</i>(PH p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Body Blades</i>(MoF p82) – You attack as if armed, deal bonus damage, harm grapples.</p> <p><i>Brambles</i>(CDiv p156) – Wood weapon grows spikes that deal +1 damage per caster level (max +10).</p> <p><i>Bull's Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Calm Emotions</i>(PH p207) – Calms creatures, negating emotion effects.</p> <p><i>Consecrate</i>(PH p212) – Fills area with positive energy, making undead weaker.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Curse of Ill Fortune</i>(CDiv p160) (MoF p86)(MoFe)+ – Subject suffers –3 penalty on attacks, saves, and checks.</p> <p><i>Darkness</i>(PH p216) – 20' radius of supernatural shadow.</p> <p><i>Death Knell</i>(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.</p> <p><i>Deific Vengeance</i>(CDiv p161) – God's punishment deals 1d6 damage per two levels (max 5d6).</p> <p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p>	<p><i>Desecrate</i>(PH p218) – Fills area with negative energy, making undead stronger.</p> <p><i>Dispel Ward</i>(DR313 p90) – As <i>Dispel Magic</i>, but only dispels Abjuration spells cast on objects and/or areas.</p> <p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Ease Pain</i>(BoED p97) – Remove lingering effects of pain.</p> <p><i>Elation</i>(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5' movement.</p> <p><i>Enthrall</i>(PH p227) – Captivates all within 100' + 10' per level.</p> <p><i>Estanna's Stew</i>(BoED p99) – Conjures stew the heals 1d6+1 per serving (one serving per two levels).</p> <p><i>Find Traps</i>(PH p230) – Notice traps as a rogue does.</p> <p><i>Gentle Repose</i>(PH p234) – Preserves one corpse.</p> <p><i>Hold Person</i>(PH p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Hand of Divinity</i>(MoF p98) – Gives +2 sacred or profane bonus on worshipers of your patron.</p> <p><i>Inflict Moderate Wounds</i>(PH p244) – Touch attack, 2d8 +1 per level (max +10).</p> <p><i>Lastai's Caress</i>(BoED p102) – Intense feelings of good leave an evil subject cowering, frightened, nauseated, or shaken.</p> <p><i>Make Whole</i>(PH p252) – Repairs an object.</p> <p><i>Mark of the Outcast</i>(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.</p> <p><i>Owl's Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Remove Addiction</i>(BoED p105) – Cures target of drug addiction.</p>	<p><i>Remove Paralysis</i>(PH p271) – Frees one or more creatures from paralysis, hold, or <i>Slow</i>.</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>Restoration, Lesser</i>(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Shatter</i>(PH p278) – Sonic vibration damages objects or crystalline creatures.</p> <p><i>Shield Other</i>(PH p278) – You take half of subject's damage.</p> <p><i>Silence</i>(PH p279) – Negate sound in 15' radius.</p> <p><i>Sound Burst</i>(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.</p> <p><i>Spiritual Weapon</i>(PH p283) – Magical weapon attacks on its own.</p> <p><i>Status</i>(PH p284) – Monitors condition & position of allies.</p> <p><i>Stone Bones</i>(MoF p123) – Corporeal undead gains +3 natural armor bonus.</p> <p><i>Stonemantle</i>(DR314 p29) – Target object becomes as hard as stone.</p> <p><i>Summon Monster II</i>(PH p286) – Summons an extraplanar creature to fight for you.</p> <p><i>Summon Undead II</i>(PGF p114) – Summons undead to fight for you.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p> <p><i>Wave of Grief</i>(CDiv p188) – All in cone receive a –3 penalty on attacks, checks, and saves.</p> <p><i>Zone of Truth</i>(PH p303) – Subjects within range cannot lie.</p>
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3rd 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.
- Blinded 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.
- Detect Metal and Minerals*(RoF p189) – Reveals metal & minerals within 60'.
- Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
- Energy 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.
- 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.
- Ice Axe*(DR312 p64) – Creates a shard of ice shaped like a battleaxe blade that does slashing & cold damage, with which the caster has proficiency.
- InFLICT Serious Wounds*(PH p244) – Touch attack, 3d8 +1 per level (max +15).
- 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.
- 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.
- 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).
- Searing Light*(PH p275) – Ray deals 1d8 per two levels, more against undead.
- Skull Watch*(PGF p111) – Skull shrieks when creature enters warded area.
- 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.
- Water Breathing*(PH p300) – Subject can breathe underwater.
- Water Walk*(PH p300) – Subject treads on water as if solid.
- Weapon of Impact*(MoF p134) – As *Keen Edge*, but aids blunt weapons.
- Wind Wall*(PH p302) – Deflects arrows, smaller creatures, and gases.
- Wrack*(CDiv p190) – Renders a creature helpless with pain.

4th Level

- Aerial Summoning Dance*(RoF p189) – A flying caster plus at least 4 Aarakocra (i.e., bird-men) summon a Large Air Elemental to fight for them.
- Air Walk*(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).
- Assay 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.
- 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.
- Energy Vortex*(CDiv p164) – Burst of energy centered on you damages nearby creatures.
- 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.
- Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).
- 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).
- 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.
- 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.

5th Level

<i>Atonement</i> (PH p201) – Removes burden of misdeeds from subject.	<i>Dispel Law</i> (PH p222) – +4 bonus against attacks by lawful creatures.	<i>Sacred Circle</i> (DR314 p73) – All creatures standing in an immobile 10' radius circle receive a +2 Enhancement bonus on their melee and ranged weapon attacks.
<i>Blistering Radiance</i> (CArc p99) – Sphere of light blinds creatures, deals 2d6 Fire damage in a 50' radius spread.	<i>Disrupting Weapon</i> (PH p223) – Melee weapon destroys undead.	<i>Soul Scour</i> (UE p52) – Touch attack causes 2d6 Charisma & 1d6 Wisdom damage immediately, and then 1d6 Charisma damage in 1 minute.
<i>Break Enchantment</i> (PH p207) – Frees subject from enchantments, alterations, curses, and petrification.	<i>Divine Agility</i> (CDiv p162) – You improve a creature's Reflex save, Dexterity, and maneuverability in combat.	<i>Scrying</i> (PH p274)(PH3.5e)+ – Spies on subject from a distance.
<i>Chaav's Laugh</i> (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.	<i>Downdraft</i> (DR314 p40) – A 20' radius column of air forces creatures towards the ground.	<i>Slay Living</i> (PH p280) – Touch attack kills target.
<i>Command, Greater</i> (PH p211) – As <i>Command</i> , but affects one subject per level.	<i>Dragon Breath</i> (CDiv p164) – You choose a dragon type and mimic its breath weapon.	<i>Spell Resistance</i> (PH p282) – Subject gains Spell Resistance of 12 + 1 per level.
<i>Commune</i> (PH p211) – Deity answers one yes-or-no question per level.	<i>Energetic Healing</i> (BoED p98) – Target is immune to one energy type and gain 10% of the energy damage as healing.	<i>Stalwart Pact</i> (CDiv p181) – You gain combat bonuses automatically when reduced to half hit points or lower.
<i>Commune with Earth</i> (RoF p189) – Learn about hills, mountains, and/or underground for ½ mile per level radius & ¼ mile per level depth.	<i>Fallen Soul</i> (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.	<i>Stone Shape, Greater</i> (Und p62) – Sculpts 10 cubic feet + 10 cubic feet per level of stone to any shape.
<i>Contagion, Mass</i> (RoF p190) – Infects all targets in a 30' area with chosen disease.	<i>Flame Strike</i> (PH p231) – Smites foes with divine fire (1d6 / level).	<i>Subvert Planar Essence</i> (CDiv p183) – Reduces target's Damage Reduction & Spell Resistance.
<i>Convert Wand</i> (BoED p95) – Transforms a magic wand into a heal wand for 1 minute per level.	<i>Freeze</i> (DR312 p63) – Ray encases the target in a block of ice for 1 round per 2 levels.	<i>Summon Monster V</i> (PH p287) – Summons an extraplanar creature to fight for you.
<i>Crawling Darkness</i> (MoF p86)(Sav p64) – Cloud of tentacles provides concealment, skill bonuses, and several defenses.	<i>Hallow</i> (PH p238) – Designates location as Holy.	<i>Summon Undead V</i> (PGF p114) – Summons undead to fight for you.
<i>Crown of Flame</i> (BoED p95) – Aura burns evil outsiders, undead, and fey for 2d6 points of damage per round.	<i>Incarnation of Set</i> (DR313 p90) – The caster becomes an animal or vermin that is sacred to Set, including Snakes, Monstrous Scorpions, Crocodiles, Jackals, etc.	<i>Symbol of Pain</i> (PH p290) – Triggered rune wracks nearby creatures with pain.
<i>Cure Light Wounds, Mass</i> (PH p216) – Cures 1d8 + 1 / level damage for many creatures.	<i>Inflict Light Wounds, Mass</i> (PH p244) – Deals 1d8 + 1 / level to many creatures.	<i>Symbol of Sleep</i> (PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.
<i>Dance of the Unicorn</i> (CDiv p161) – Purifying mist washes the air clean of smoke, dust, and poisons.	<i>Insect Plague</i> (PH p244) – Locust swarms attack creatures.	<i>True Seeing</i> (PH p296) – See all things as they really are.
<i>Dancing Web</i> (BoED p96) – Energy strands deal 1d6 non-lethal damage per level plus entangles evil creatures for 1d6 rounds.	<i>Mark of Justice</i> (PH p252) – Designates action that will trigger cure on subject.	<i>Unhallow</i> (PH p297) – Designates location as Unholy.
<i>Dispel Chaos</i> (PH p222) – +4 bonus against attacks by chaotic creatures.	<i>Monstrous Regeneration</i> (MoF p109) – Grants the regeneration ability for 1 round/2 levels.	<i>Vigor, Greater</i> (CDiv p186) (DR324 p103)+ – Creature heals 4hp per round (max 35 rounds).
<i>Dispel Evil</i> (PH p222) – +4 bonus against attacks by evil creatures.	<i>Plane Shift</i> (PH p262) – As many as eight subjects travel to another plane.	<i>Wall of Dispel Magic</i> (Und p63) – Creatures passing through a transparent wall become subjects of targeted <i>Dispel Magic</i> .
<i>Dispel Good</i> (PH p222) – +4 bonus against attacks by good creatures.	<i>Raise Dead</i> (PH p268) – Restores life to subject who died up to 1 day per level ago.	<i>Wall of Stone</i> (PH p299) – Creates a stone wall that can be shaped.
	<i>Righteous Might</i> (PH p273) – Your size increases and you gain combat bonuses.	<i>Warding Gems</i> (BoED p111) – Creates gems that store healing energy, encircle the target, and release their healing power on command.

6th Level

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

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

Auril's Flowers(DR312 p62) – 30' radius of non-dry ground explodes with rocks and ice.

Azuth's Exalted Triad(MoF p78) – Cast a prepared spell three times.

Banishment(PH p202) – Banishes 2 HD per level of extraplanar creatures.

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 6th level spell.

Harm(PH p239) – Deals 10 hp per level to target

Heal(PH p239) – Cures 10 points per level, all diseases and mental conditions.

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

Inflict Moderate Wounds, Mass(PH p244) – Deals 2d8 + 1 / level to many creatures.

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.

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.

7th 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)+ – 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.

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.

8th 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.

Heat Leech(DR312 p64) – Living creatures in a 30' area lose 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.

Inflict Critical Wounds, Mass(PH p244) – Deals 3d8 + 1 / level to many creatures.

Planar Ally, Greater(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

Shield of Law(PH p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.

Spell Immunity, Greater(PH p281) – As *Spell Immunity*, but up to 8th level spells.

Spread of Contentment(BoED p107) – Calms hostile creatures within 10' per level radius.

Stormrage(CDiv p182)(MoF p125) – *Fly, Wind Wall*, protection from strong winds, and make electrical attacks.

Summon 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 lose highest-level spell.

Unholy Aura(PH p297) – +4 to AC, +4 resistance, SR25 against good spells.

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

9th Level

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

0th 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.

1st 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.

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(CDiv p166) – You gain +5 on Spot checks and fire ranged weapons better.
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) – 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.
Sandblast(CDiv p178) – You fire hot sand that deals 1d6 nonlethal damage & stuns enemies.
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).
Wood Wose(CDiv p186) – Nature spirit does simple tasks for you.

2nd Level

- Animal Messenger*(PH p198) – Sends a Tiny animal to a specific place.
- Animate Fire*(CArc p96) – Turn Small or smaller fire into an animated object.
- Animal Trance*(PH p198) – Fascinates 2d6 HD of animals.
- 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).
- 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.
- 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*(MoF p91) – Makes a trail easier to track.
- 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.
- 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.
- 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.
- 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.
- 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 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.
- Tree Shape*(PH p296) – You look exactly like a tree for 1 hour per level.
- Warp Wood*(PH p300) – Bends wood (shaft, handle, door, plank).
- Wood Shape*(PH p303) – Rearranges wooden objects to suit you.

3rd Level

<p><i>Affliction</i>(BoED p89) – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).</p> <p><i>Beast Claws</i>(CDiv p151) – Your hands become slashing natural weapons.</p> <p><i>Call Lightning</i>(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.</p> <p><i>Capricious Zephyr</i>(DR314 p38) – Creates a ball of spinning wind that the caster can move around. Any creature touched by it receives a Bull Rush.</p> <p><i>Circle Dance</i>(MoF p84) – Indicates direction to known target.</p> <p><i>Contagion</i>(PH p213) – Infects subject with chosen disease.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Daylight</i>(PH p216) – 60' radius of bright light.</p> <p><i>Diminish Plants</i>(PH p221) – Reduces size or blights growth of normal plants.</p> <p><i>Dominate Animal</i>(PH p224) – Subject animal obeys silent mental commands.</p> <p><i>Energize Potion</i>(BoED p98) – Transforms a potion into a grenade that deals energy damage in a 10' radius Burst.</p> <p><i>Fire Wings</i>(CDiv p165) – Your arms become wings that enable flight & deal 2d6 fire damage.</p> <p><i>Frost Breath</i>(DR312 p64) – Everyone in the cone takes 1d4 per 2 levels (max 5d4) cold damage.</p> <p><i>Frostbite</i>(DR312 p64) – One creature immediately takes cold & subdual damage from frostbite.</p> <p><i>Greenfire</i>(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.</p> <p><i>Infestation of Maggots</i>(CDiv p166)(MoF p102) – Maggot-like creatures deal 1d4 Constitution damage every round.</p> <p><i>Magic Fang, Greater</i>(PH p250) – One natural weapon of subject creature gets +1 per three</p>	<p>levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.</p> <p><i>Meld into Stone</i>(PH p252) – You and your gear merge with stone.</p> <p><i>Nature's Favor</i>(CDiv p170) (CDivErrata) – Target animal gains an attack and damage bonus of +1 per two levels.</p> <p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Plant Growth</i>(PH p262) – Grows vegetation, improves crops.</p> <p><i>Phantom Plow</i>(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.</p> <p><i>Plague Carrier</i>(RoF p190) – Infects touched target with a chosen disease that is not noticeable immediately, but is infectious.</p> <p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> <p><i>Protection from Energy</i>(PH p266) – Absorb 12 damage per level from one kind of energy.</p> <p><i>Quench</i>(PH p267) – Extinguishes nonmagical fires or one magic item.</p> <p><i>Quillfire</i>(MoF p112) – Your hand sprouts poisonous quills useful for melee or ranged attacks.</p> <p><i>Remove Disease</i>(PH p271) – Cures all diseases affecting subject.</p> <p><i>Resist Energy, Mass</i>(CArc p120) – Targeted creatures ignore damage from specified energy type.</p> <p><i>Rogue Wave</i>(DR314 p46) – Creates a wave of water on dry land or at sea which knocks down anyone in its path.</p> <p><i>Sleet Storm</i>(PH p280) – Hampers vision and movement.</p> <p><i>Snakebite</i>(MoF p120) – Your arm turns into poisonous snake you can use to attack.</p>	<p><i>Snare</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>Spikes</i>(CDiv p181) – As <i>Brambles</i>, but weapon gains a +2 Enhancement bonus on attacks and has a double threat range .</p> <p><i>Spiderskin</i>(Und p61) – Subject gains increasing bonus of natural armor bonus, saves against poison, and Hide checks.</p> <p><i>Standing Wave</i>(CDiv p182) – Magically propels boat or swimming creature.</p> <p><i>Stone Shape</i>(PH p284)(PH3.5e) – Sculpts stone into any shape.</p> <p><i>Summon Nature's Ally III</i>(PH p288) – Calls creature to fight.</p> <p><i>Thornskin</i>(CArc p127) – Your Unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage.</p> <p><i>Tortoise Shell</i>(MoF p127) – Large shell provides cover or shelter.</p> <p><i>Tremor</i>(DR314 p29) – The ground shakes in a 40' radius.</p> <p><i>Updraft</i>(DR314 p40) – Caster is held up by a column of air, which can be used to negate falling or to awkwardly fly.</p> <p><i>Vigor</i>(CDiv p186) (DR324 p103) – Creature heals 2hp per round (max 25 rounds).</p> <p><i>Vigor, Mass Lesser</i>(CDiv p186) (DR324 p103) – As <i>Lesser Vigor</i>, but multiple targets (max 25 rnds).</p> <p><i>Water Breathing</i>(PH p300) – Subject can breathe underwater.</p> <p><i>Weather Eye</i>(CDiv p189) – You accurately predict weather up to one week ahead.</p> <p><i>Wind Walk</i>(PH p302) – Deflects arrows, smaller creatures, and gases.</p>
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4th Level

Air Walk(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).
Antiplant Shell(PH p200) – Keeps animated plants at bay.
Arc of Lightning(CArc p97) – Line of electricity between two creatures (1d6/level damage).
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).

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(CDiv p166) – You gain +20 on Hide and Move silently checks as long as you don't move.
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.
Icelance(PGF p105) – Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.
Ice Storm(PH p243) – Hail deals 5d6 damage in cylinder 40' across.
Jaws of the Wolf(MoF p102) – One carving/2 levels turns into a wolf with SR 13 and frightful presence.
Land Womb(MoF p104) – You and one creature/level hide within the earth.

Languor(CDiv p167) – Ray slows target and diminishes its Strength.
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.
Stars of Arvandor(BoED p108) – Tiny starbursts each deal 1d8 damage (half non-lethal) or 1d8 (all lethal) to evil creatures.
Stone Metamorphosis(Und p61) – Changes type of stone.
Summon Nature's Ally IV(PH p288) – Calls creature to fight.
Wall of Water(DR314 p47) – Creates a wall of water that creatures must swim through to cross.
Wind at Back(MoF p134) – Doubles overland speed for targets for 1 day.

5th Level

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

6th 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.

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 11th.

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.

7th 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.

8th Level

Animal Shapes(PH p198) – One ally per level polymorphs into chosen animal.
Awaken, Mass(CDiv p151) – As *Awaken*, but multiple creatures.
Bombardment(MoF p82) – Falling rocks deal 1d8 damage/level and bury targets.
Cocoon(MoF p85) – Paralyzes and drains levels from target.
Control Plants(PH p213) – Control actions of one or more plant creatures.
Cure Serious Wounds, Mass(PH p216) – Cures 3d8 damage +1 per level for many creatures.
Earthquake(PH p225) – Intense tremor shakes 5' per level radius.
Finger of Death(PH p230) – Kills one subject.

Leonal's Roar(BoED p102) – Kills, paralyzes, weakens, or dazes non-good subjects, and deals 2d6 sonic damage.
Phantom Wolf(CDiv p174) – Incorporeal wolf fights for you.
Repel Metal or Stone(PH p271) – Pushes away metal and stone.
Reverse Gravity(PH p273) – Objects and creatures fall upward.
Stormrage(CDiv p182)(MoF p125) – *Fly, Wind Wall*, protection from strong winds, and make electrical attacks.
Storm of Elemental Fury(CDiv p182) – Magic cloud creates a wind storm, then hail of stones, then a rainstorm, then flames.

Summon Nature's Ally VIII(PH p289) – Carpet of insects attacks at your command.
Sunburst(PH p289) – Blinds all within 10', deals 6d6 damage.
Unearthly Beauty(BoED p110) – As *Blinding Beauty*, but creatures must save or die.
Whirlwind(PH p301) – Cyclone inflicts damage and can pick up creatures.
Wall of Greater Dispel Magic(Und p63) – Creatures passing through a transparent wall become subjects of targeted *Greater Dispel Magic*.
Word of Recall(PH p303) – Teleports you back to a designated place.

9th Level

Antipathy(PH p200) – Object of location affect by spell repels certain creatures.
Cast in Stone(MoF p83) – Petrifying gaze attack.
Cure Critical Wounds, Mass(PH p215) – Cures 4d8 damage +1 per level (max +40) for many creatures.
Drown, Mass(Und p58) – As *Drown*, but affects one target per level.
Elemental Swarm(PH p226) – Summons multiple elementals.
Foresight(PH p207) – “Sixth sense” warns of impending danger.
Nature's Avatar(CDiv p170) – Animal gains +10 on attack and damage, an extra attack, and 1d8hp per caster level.
Phantom Bear(CDiv p173) – Incorporeal bear fights for you.

Rain of Black Tulips(BoED p104) – Black tulips fall from the sky, evil creatures take 5d6 damage per round and are Nauseated.
Regenerate(PH p270) – Subject's severed limbs grow back, cures 4d8 damage +1 per level (max +35).
Shadow Landscape(CDiv p178) – Makes natural terrain more dangerous, creates guardians that you command.
Shambler(PH p277) – Summons 1d4+2 shambling mounds to fight for you.
Shapechange(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.
Storm of Vengeance(PH p285) – Storm rains acid, lightning, and hail.
Summon Elemental Monolith(CArc p124) – Calls a powerful elemental creature to fight for you.

Summon Nature's Ally IX(PH p289) – Calls creature to fight.
Sympathy(PH p292) – Object or location attracts certain creatures.
Transmute Rock to Lava(CArc p127) – Transforms one 10' cube with subsequent fire damage and effects.
Tsunami(DR314 p47) – Creates a wave of water on dry land or at sea which knocks down anyone in its path.
Undermaster(Und p62) – You gain earth-related spell-like abilities.
Unyielding Roots(CDiv p185)(DR324 p103)+ – Creature grows roots that keep it stationary and heal it every round.
Whirlwind, Greater(CDiv p189) – As *Whirlwind*, but larger and more destructive.

Paladin Spell List

Wisdom-based Prepared Divine Spells

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

1st Level

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.

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.

2nd 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.

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.

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.

Moment of Clarity(BoED p103) – Target immediately makes a new saving throw to resist a mind-affecting spell or effect.

Shield Other(PH p278) – You take half of subject's damage.

Strength of Stone(MoF p125) – *Bull's Strength* that ends if you lose contact with the ground.

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

Zeal(CDiv p191) – You move through foes to attack the enemy you want.

Zone of Truth(PH p303) – Subjects within range cannot lie.

3rd Level

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

Blessing of Bahamut(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.

Forceward(MoF p95) – Creates sphere that prevents intrusion.

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

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.

Righteous Fury(MoF p114) – Gain temporary hp, +2 natural armor, +2 to Strength and Dexterity. Undead that strike you take 1 point.

Smite Heretic(BoED p107) – You gain a +2 Sacred bonus on attack roll and deal extra damage with your 'Smite Evil' call ability when used against an evil creature that can cast divine spells.

Undead Bane Weapon(MoF p128) – Weapon gains the *Bane* property and is considered blessed.

4th Level

<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 & 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 & 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.

1st Level

<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>Branch to Branch</i>(MoF p83) – +10 to Climb checks and normal movement in trees.</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>Entangle</i>(PH p227) – Plants entangle everyone in a 40' radius.</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>Hawkeye</i>(CDiv p166) – You gain +5 on Spot checks and fire ranged weapons better.</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>Jump</i>(PH p246) – Subject gains bonus on Jump checks.</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>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>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>Snowshoes</i>(DR312 p65) – Subject can walk on ice & 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>
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2nd Level

<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 Trail</i>(MoF p91) – Makes a trail easier to track.</p> <p><i>Hold Animal</i>(PH p241) – Paralyzes one animal for 1 round per level.</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>Nature's Favor</i>(CDiv p170)(CDivErrata)+ – Target animal gains an attack and damage bonus of +1 per two levels.</p> <p><i>Protection from Energy</i>(PH p266) – Absorb 12 damage per level from one kind of energy.</p>	<p><i>Scent</i>(CDiv p178)(CDivErrata)+ – 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>Snare</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>Wind Wall</i>(PH p302) – Deflects arrows, smaller creatures, and gases.</p>
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3rd Level

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.
Easy Climb(MoF p91) – Changes vertical surface Climb DC to 10.
Forestfold(CDiv p166) – You gain +20 on Hide and Move silently checks as long as you don't move.

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.

4th Level

Animal Growth(PH p198) – One animal per two levels doubles in size.
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.
Commune with Nature(PH p211) – Learn about terrain for one mile per level.
Camouflage, Mass(CDiv p157) (MoF p106)(MoFe)+ – As *Camouflage*, but multiple targets.

Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Darkvision, Mass(Und p57) – As *Darkvision*, but affects one subject per level.
Deeper Darkvision(Und p58) – Subject can see 60' in magical darkness.
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)+

Note: Infusion can only be cast on a Construct or an Object. *Bull's Strength* cannot be cast on a Human, though it can be cast on that Human's belt, granting him/her the benefit of *Bull's Strength* as long as the Infusion lasts and the item is worn. (Eb p31)

1st Level

Armor Enhancement, Lesser(Eb p109) – Armor or shield gains special ability with a +1 bonus market price modifier.

Energy Alteration(Eb p111) – Item using one kind of energy uses another instead.

Enhancement Alteration(Eb p111) – Magic shield's enhancement bonus applies to shield bas attacks; or magic weapon's enhancement bonus applies to Two-Weapon Defense, Combat Expertise, Full Defense action, etc.

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

Inflict Light Damage(Eb p112) – Deals 1d8 +1/lvl (max 1d8+5) to a Construct.

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

Magic Stone(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

Magic Vestment(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

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

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

Shield of Faith(PH p278) – Aura grants +2 (or higher) deflection bonus.

Skill Enhancement(Eb p115) – Item bestows circumstance bonus on skill checks.

Spell Storing Item(Eb p115) – Store one spell in an item.

Weapon Augmentation, Personal(Eb p117) – Your weapon gains a special ability with a +1 bonus market price modifier.

2nd Level

Align Weapon(PH p197) – Weapon becomes good, evil, lawful, or chaotic.

Armor Enhancement(Eb p108) – Armor or shield gains special ability with a +3 bonus market price modifier.

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

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

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

Chill Metal(PH p209) – Cold metal damages those who touch it.

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

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

Heat Metal(PH p239) – Makes metal so hot it damages those who touch it.

Inflict Moderate Damage(Eb p113) – Deals 2d8 +1/lvl (max 2d8+10) to a Construct.

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

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

Toughen Construct(Eb p114) – Grants a Construct a +2 (or greater) enhancement to Natural Armor.

Weapon Augmentation, Lesser(Eb p117) – Touched weapon gains a special ability with a +1 bonus market price modifier.

3rd Level

Armor Enhancement, Greater(Eb p109) – Armor or shield gains special ability with a +5 bonus market price modifier.

Construct Energy Ward(Eb p109) – Construct gains resistance 10 to specified energy type.

Inflict Serious Damage(Eb p113) – Deals 3d8 +1/lvl (max 3d8+15) to a Construct.

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

Metamagic Item(Eb p113) – Imbue spell trigger item with metamagic feat.

Power Surge(Eb p114) – Charged spell-trigger item gains temporary charges.

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

Stone Construct(Eb p116) – Construct gains DR 10 / adamantine.

Suppress Requirement(Eb p116) – Item that requires class feature, race, ability score, or alignment to function to its fullest potential no longer carries that requirement.

4th Level

<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 1st – 3rd level spell effects.</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 & 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>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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5th Level

<p><i>Disrupting Weapon</i>(PH p223) – Melee weapon destroys undead.</p> <p><i>Fabricate</i>(PH p229) – Transforms raw materials into finished items.</p>	<p><i>Major Creation</i>(PH p252) – As <i>Minor Creation</i>, plus stone and metal.</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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6th Level

<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 4th 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>Move Earth</i>(PH p257) – Digs trenches and builds hills.</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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Skipped Spells

War Spells

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

<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

<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 the Node Spellcasting feat and only are usable with Earth Nodes (which occur deep underground).

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

Appendix

Revision History

October 1, 2003	– Start of D&D 3.5 Edition Includes Player’s Handbook v3.5
March 12, 2004	– Added Dragon #309 – Dragon #313. Added Complete Warrior & the Book of Exalted Deeds.
August 12, 2004	– Added Dragon #314. Added Player’s Guide to Faerûn.
October 12, 2004	– Added Complete Divine.
November 12, 2004	– Added Eberron Campaign Setting. Added Dragon #325.
April 1, 2005	– Added Complete Arcane. Added Dragon #324, #326 – #329. Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”. Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

Key to Sourcebooks

PH	– Player’s Handbook v.3.5
DMG	– Dungeon Master’s Guide v.3.5
MM	– Monster Manual v.3.5
MM3	– Monster Manual 3
CWar	– Complete Warrior
CDiv	– Complete Divine
CArc	– Complete Arcane
BoED	– Book of Exalted Deeds
UA	– Unearthed Arcana
FR	– Forgotten Realms Campaign Setting
MoF	– Magic of Faerûn
UE	– Unapproachable East
LoD	– Lords of Darkness
RoF	– Races of Faerûn
SM	– Silver Marches
Und	– Underdark
PGF	– Player’s Guide to Faerûn
Eb	– Eberron Campaign Setting
DR###	– Dragon Magazine (with issue number)
DU##	– Dungeon Magazine (with issue number)
3.5up	– D&D v.3.5 Accessory Update – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e	– Player’s Handbook v.3.5 Errata – http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe	– Player’s Guide to Faerûn Errata – http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata	– Complete Divine Errata – http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
EbErrata	– Eberron Errata – http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

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