

# Dungeons & Dragons 3rd Edition Index – Spells

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## Key to Sourcebooks:

PH	– Player’s Handbook	– TRS 11550
DMG	– Dungeon Master’s Guide	– TSR 11551
DMGe	– Dungeon Master’s Guide errata	– <a href="http://shadow.wizards.com/dnd/files/DMGErrata.pdf">http://shadow.wizards.com/dnd/files/DMGErrata.pdf</a>
MM	– Monster Manual	– TSR 11552
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– <a href="http://www.wizards.com/dnd/files/WTC11829%20_SnF_Weberrata.pdf">http://www.wizards.com/dnd/files/WTC11829%20_SnF_Weberrata.pdf</a>
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
S&S	– Song and Silence	– WTC 11857
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– <a href="http://www.wizards.com/dnd/files/FRCserrata.pdf">http://www.wizards.com/dnd/files/FRCserrata.pdf</a>
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
RL	– Ravenloft	– WW 15099
MotP	– Manual of the Planes	
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	

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

## 1. Magics, Arcane

### 1.1. Bard Spell List

#### Charisma-based Impromptu Arcane Spells

##### 0<sup>th</sup> Level

*Dancing Lights*(PH p190)(DR277 p119)+ – Lights that resemble torches.

*Daze*(PH p191) – Creature loses next action.

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

*Detect Magic*(PH p193) – Detects spells and magic items within 60’.

*Easy Math*(S&S p90) – Acts like counting coins in a stack or estimating distances can be done for 1 round within 10% on a Perform check vs. DC 15

*Fine-Tuning*(S&S p90) – A normal instrument it treated as a masterwork one for 1 minute per level.

*Flare*(PH p206) – Dazzles one creature (-1 attack).

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

*Ghost Sound*(PH p209) – Figment sounds.

*Light*(PH p222) – Object shines like a torch.

*Mage Hand*(PH p223) – 5 pound telekinesis.

*Mending*(PH p227) – Makes minor repairs on an object.

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

*Open/Close*(PH p233) – Opens or closes small or light things.

*Phantasmal Whisperer*(DR291 p44) – Send an undetectable verbal message of any length to an ally within Close-range.

*Prestidigitation*(PH p238) – Performs minor tricks.

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

*Resistance*(PH p245) – Subject gains +1 resistance bonus on all saving throws.

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

*Alarm*(PH p172) – Wards an area for 2 hours per level.

*Ambient Song*(S&S p89) – Disguises your bardic music effect as ambient sound for 1 minute / lvl.

*Amplify*(MoF p77) – Lowers Listen DC by 20.

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

*Cause Fear*(PH p182) – One creature flees for 1d4 rounds.

*Charm Person*(PH p183) – Make one person your friend.

*Cure Light Wounds*(PH p190) – Cures 1d8 +1/level damage (max +5).

*Detect Secret Doors*(PH p193) – Reveals hidden doors within 60’.

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

*Distort Speech*(MoF p90) – Target’s speech becomes unintelligible, hampers spellcasting.

*Erase*(PH p200) – Mundane or magical writing vanishes.

*Expeditious Retreat*(PH p202) – Doubles your speed.

*Feather Fall*(PH p203) – Objects or creatures fall slowly.

*Focusing Chant*(S&S p91) – For up to 5 rounds per level, gain a +1 circumstance bonus on a specific action, such as attacking a named opponent or using a skill to do a named task.

*Grease*(PH p210) – Makes 10’ square or 1 object slippery.

*Harmony*(MoF p99) – Increases *Inspire Courage* ability to +4/+2.

*Herald’s Call*(MoF p100) – Shout dazes those within 30’.

*Hypnotism*(PH p215) – Fascinates 2d4 HD of creatures.

*Identify*(PH p216) – Determines a single features of a magic item.

*Joyful Noise*(S&S p93) – Suppress *Silence* in a 10’ radius around you for as long as you maintain concentration. This spells only has S & F components.

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

*Mage Armor*(PH p223) – Gives subject +4 armor bonus.

*Magic Weapon*(PH p225) – Weapon gains +1 enchantment bonus.

*Message*(PH p227) – Whispered conversation at a distance.

*Protection from Chaos*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against chaos, counters mind control, & hedges out elements & outsiders.

*Protection from Evil*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out elements & outsiders.

*Protection from Good*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out elements & outsiders.

*Protection from Law*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against law, counters mind control, & hedges out elements & outsiders.

*Ray of Light*(DR-A5 p23) – Either

- Ranged touch (close range), blindness for 1d4 rounds, -or-
- Cone of light (close range) that lasts for 10 minutes per level.

*Silent Image*(PH p252) – Creates a minor illusion of your design.

*Sleep*(PH p252) – Puts 2d4 HD of creatures into comatose slumber.

*Summon Monster I*(PH p258) – Summons an Outsider to fight for you.

*Targeting Ray*(DR-A5 p23) – Ranged touch (medium range), a beam of light connects the caster and the subject for 1 round per level. During that time, any ally within 20’ of the caster gains +1 insight bonus per 3 caster levels on ranged attacks upon the subject. The caster does not need to maintain concentration, but must keep line of sight.

*Unseen Servant*(PH p268) – Creates invisible force that obeys your commands.

*Ventriloquism*(PH p269) – Throws voice for 1 minute per level.

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

*Animal Trance*(PH p173) – Fascinates 2d6 HD of animals.

*Blindness/Deafness*(PH p180) – Makes subject blind or deaf.

*Blur*(PH p181) – Attacks miss subject 20% of the time.

*Bull’s Strength*(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

*Cat’s Grace*(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.

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

*Cloud of Bewilderment*(MoF p84) – Stun and blind targets.

*Crescendo*(S&S p90) – All allies within 30’ gain morale bonuses to attack that increase over 4 rounds: 1<sup>st</sup> +0, 2<sup>nd</sup> +1, 3<sup>rd</sup> +2, 4<sup>th</sup> +3.

*Cure Moderate Wounds*(PH p190) – Cures 2d8 +1/level (max +10).

*Darkness*(PH p190) – 20’ radius of supernatural darkness.

*Daylight*(PH p191) – 60’ radius of bright light.

*Delay Poison*(PH p191) – Stops poison from harming subject for 1 hour per level.

*Detect Thoughts*(PH p194) – Allows “listening” to surface thoughts.

*Distracting Ray*(DR-A5 p23) – Ranged touch (close range). Upon hitting a subject who is casting a spell, the subject must make a Concentration check vs. DC 12 + caster’s relevant ability modifier + level of the spell the subject is attempting to cast + 1 per caster level.

*Eagle’s Splendor*(FR p68)(T&B p87) – Subject gains 1d4+1 Charisma for 1 hour per level.

*Enthrall*(PH p200) – Captivates all within 100’ + 10’ per level.

*Fortissimo*(S&S p91) – Increase volume for a creature or instrument for 1 minute per level. If the target is used for a sonic attack, it does +1d6. If used for an effect, (such as *Command*), the DC is at +2. This spell dispels & is dispelled by *Silence*.

*Fox’s Cunning*(T&B p89) – Subject gains 1d4+1 Intelligence for 1 hour per level.

*Glitterdust*(PH p209) – Blinds creatures, outlines invisible creatures.

*Harmonize*(S&S p92) – Up to 4 bards may augment the designated “lead” bard for 1 round per level. The lead bard gains +1 circumstance bonus on Perform checks for each 3 bard levels total of their backup bards.

*Hold Person*(PH p214) – Holds one person helpless for 1 round per level.

*Hypnotic Pattern*(PH p215) – Fascinates 2d4+1 HD per level of creatures.

*Invisibility*(PH p217) – Subject is invisible for 10 minutes per level or until it attacks.

*Levitate*(PH p222) – Subject moves up and down at your direction.

*Locate Object*(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).

*Magic Mouth*(PH p224) – Speaks once when triggered.

*Minor Image*(PH p228) – As *Silent Image*, plus some sound.

*Mirror Image*(PH p229) – Creates decoy duplicates of you (1d4 + 1 per 3 levels (max 8)).

*Misdirection*(PH p230) – Misleads divinations for 1 creature or object.

*Nightmare Lullaby*(MoF p110) – Target is confused as long as you concentrate + 2 rounds.

*Obscure Object*(PH p232) – Masks object against divination.

*Owl's Wisdom*(T&B p94) – Subject gains 1d4+1 Wisdom for 1 hour per level.

*Pyrotechnics*(PH p241) – Turns fire into blinding light or choking smoke.

*Rapid Strikes*(DR275 p85) – The subject gains an additional partial action each round for the purpose of attacking only. Lasts for 1 round per level.

*Ray of Dizziness*(DR-A5 p24) – Ranged touch (close range), subject is staggered for 1 round per level.

*Portal Alarm*(MoF p36) – Any Tiny-sized creature or larger who passes through the warded *Portal* generates a mental or audible alarm (chosen at casting time). You have the option of providing a password to by-pass the alarm. The effect lasts for 2 hour per level.

*Scare*(PH p247) – Panics creatures up to 5 HD within a 15' radius.

*See Invisibility*(PH p248) – Reveals invisible creatures or objects.

*Shatter*(PH p250) – Sonic vibration damages objects or crystalline creatures.

*Silence*(PH p252) – Negate sound in 15' radius.

*Sound Burst*(PH p254) – Deals 1d8 sonic damage to subjects; may stun them.

*Suggestion*(PH p257) – Compels subject to follow stated course of action.

*Summon Monster II*(PH p258) – Summons an Outsider to fight for you.

*Summon Swarm*(PH p261) – Summons a swarm of small crawling or flying creatures.

*Tasha's Hideous Laughter*(PH p263) – Subject loses actions for 1d3 rounds.

*Tongues*(PH p265) – Speak any language.

*Undetectable Alignment*(PH p267) – Conceals alignment for 24 hours.

*Weapon Shift*(DR275 p85) – Transform a non-magic weapon which is Large-size or smaller into another weapon of your choice for 5 minutes per level.

*Whispering Wind*(PH p272) – Sends a short message one mile per level.

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

*Analyze Portal*(FR p66) – Detects and analyzes *Portals* within 60'.

*Battle Hymn*(DR275 p87) – All allies within 30' (but not the caster) gain +2 morale bonus on Will saves for 1 round per level.

*Bestow Curse*(PH p177) – -6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

*Blink*(PH p180) – You randomly vanish and reappear for 1 round per level.

*Blunt Weapon*(S&S p89) – All piercing & slashing weapons in a 20' radius burst at Medium-range have their base damage halved for 1 minute per level. Carried weapons get a Fort save to negate. Does not effect natural weaponry.

*Charm Monster*(PH p183) – Makes monster believe it is your ally.

*Clairaudience/Clairvoyance*(PH p184) – Hear or see at a distance for 1 minute per level.

*Confusion*(PH p186) – Makes subject behave oddly for 1 round per level.

*Cure Serious Wounds*(PH p190) – Cures 3d8 + 1/level damage (max +15).

*Dispel Magic*(PH p196) – Cancels magical spells and effects.

*Displacement*(PH p197) – Attacks miss subject 50% of the time.

*Emotion*(PH p199) – Arouses strong emotion in subject.

*Fear*(PH p203) – Subjects within cone flee for 1 round per level.

*Gaseous Form*(PH p207) – Subject becomes insubstantial and can fly at a speed of 10'.

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

*Greater Magic Weapon*(PH p210) – Enchants a weapon be +1 per 3 levels (max +5).

*Gust of Wind*(PH p212) – Blows away or knocks down smaller creatures.

*Haste*(PH p212) – Extra partial action and +4 AC.

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

*Healthful Slumber*(S&S p93) – All creatures within Close-range double their natural healing rate for 1 day.

*Hymn of Praise*(S&S p93) – Create an circle of positive energy around you out to Medium-range for 1 round per level. This has the effect of a) boosting the effective level of good divine spellcasters by 1, b) +4 sacred bonus on Charisma checks to turn undead, & c) -4 sacred penalty on Charisma checks to rebuke undead.

*Illusory Script*(PH p216) – Only intended reader can decipher.

*Improved Alarm*(MoF p35) – As *Alarm*, but lasts for 8 hours per level & can detect creatures passing through the area in the Ethereal, Astral, or Shadow Plane.

*Infernal Threnody*(S&S p93) – Create an circle of negative energy around you out to Medium-range for 1 round per level. This has the effect of a) boosting the effective level of evil divine spellcasters by 1, b) +4 profane bonus on Charisma checks to rebuke undead, & c) -4 profane penalty on Charisma checks to turn undead.

*Invisibility Sphere*(PH p218) – Makes everyone within 10' invisible.

*Keen Edge*(PH p219) – Doubles normal weapon's threat range.

*Leomund's Tiny Hut*(PH p220) – Creates shelter for 10 creatures.

*Lesser Geas*(PH p221) – Commands subject of 7 HD or less.

*Magic Circle against Chaos*(PH p223) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.

*Magic Circle against Evil*(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

*Magic Circle against Good*(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.

*Magic Circle against Law*(PH p223) – As *Protection from Law*, but 10' radius and 10 minutes per level.

*Major Image*(PH p225) – As *Silent Image*, but sound, smell, and thermal effects.

*Minor Reflection*(DR-A5 p23) – For 1 minute per level, any Ranged Touch attack cast on you is reflected back on its caster.

*Phantom Steed*(PH p235) – Magical horse appears for 1 hour per level.

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

*Remove Curse*(PH p244) – Frees person or object from a curse.

*Remove Disease*(PH p244) – Cures all diseases affecting subject.

*Reveille*(MoF p113) – Target dead creature speaks a short sentence about what causes its death.

*Scrying*(PH p247) – Spies on subject at a distance.

*Sculpt Sound*(PH p248) – Creates new sounds or changes existing ones.

*Sepia Snake Sigil*(PH p249) (DR275 p121)+ – Creates text symbol that immobilizes reader.

*Shadow Cache*(MoF p39) – Create a 1' diameter gate into the Plane of Shadows for 1 minute per level. Any given uses always opens to the same place, so items put in the cache with one casting can be retrieved with another casting (assuming a Shadow Plane Native hasn't picked it up).

*Slow*(PH p253) – One subject per level takes only partial actions, -2 AC, -2 melee rolls.

*Sting Ray*(DR-A5 p24) – Ranged touch (close range). Gives the sensation of being stung all over the body. Each round, the subject gets a Will save to end the spell. Until he does, the subject is staggered (i.e., can only take partial actions) & must make Concentration check vs. the spell's DC + the desired spell to be cast.

*Summon Monster III*(PH p259) – Summons an Outsider to fight for you.

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

*Wind Wall*(PH p273) – Deflects arrows, smaller creatures, and gases.

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

### 4<sup>th</sup> Level

*Allegro*(S&S p89) – All creatures within a 10' radius around you have their movement & jumping distance doubled for 1 minute per level.

*Break Enchantment*(PH p181) – Frees subject from enchantments, alterations, curses, and petrification.

*Celebration*(MoF p84) – Intoxicate subjects.

*Choir*(S&S p89) – Creates 3 illusionary backup singers, dancers, etc., for concentration + 4 rounds. This gives you a +2 circumstance bonus on Perform checks, unless someone makes a will save, in which case you get a -2 penalty.

*Cure Critical Wounds*(PH p190) – Cures 4d8 + 1/level damage (max +20).

*Detect Scrying*(PH p193) – Alerts you to magical eavesdropping.

*Diamondsteel*(DR275 p85) – Toughen metal armor for 1 hour per level. Light and medium metal armors gain +1 hardness bonus to AC & +2 to its own hardness vs. being destroyed. Heavy armors get a +2 hardness bonus to AC & +3 to their own hardness.

*Dimension Door*(PH p195) – Teleports you and up to 500 pounds to a location within 400' + 40' per level.

*Dismissal*(PH p196) – Forces a creature to return to native plane.

*Dolorous Blow*(DR275 p87) – A target weapon glows dull red & has its threat range doubled. Any Threatened Critical automatically becomes a Critical. The effect lasts 1 minute per level.

*Dominate Person*(PH p197) – Controls humanoid telepathically.

*Ethereal Mount*(MoF p35) – While on the Ethereal Plane, create 1 horse-like mount plus 1 per 2 levels, which will carry you and those you

designate around the Ethereal Plane quickly for 1 hour per level.

*Follow the Leader*(S&S p91) – Compels creatures of up to 5 HD to follow you while dancing. Only 1 HD per level can be effected (max 10 HD) & the effect lasts for concentration (max of 1 minute per level). Will save to negate.

*Hallucinatory Terrain*(PH p212) – Makes one type of terrain appear like another (field into forest, etc.).

*Harmonic Chorus*(S&S p92) – For concentration (up to 1 round per level), increase the DC of another's spellcaster's spells by 1d4+1. Also, if the spell deals damage, increase it by +1 point per die.

*Hold Monster*(PH p214) – As *Hold Person*, but can effect any creature.

*Improved Invisibility*(PH p217) – As *Invisibility*, but subject can attack and stay invisible.

*Improved Portal Alarm*(MoF p35) – Any Tiny-sized creature or larger who passes through the warded *Portal* generates a mental or audible alarm, or both (chosen at casting time). The mental alarm allows the receiver to see what set off the alarm. You have the option of providing a password to by-pass the alarm. The effect lasts for 8 hour per level.

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

*Legend Lore*(PH p219) – Learn tales about a person, place, or thing.

*Leomund's Secure Shelter*(PH p220) – Creates study cottage.

*Listening Coin*(S&S p93) – A pair of coins become a transmitter & receiver of sound. Anyone given the transmitter coin is allowed a Scry check vs. DC 20 to notice. For 1 hour per level, the receiver coin can be use to make Listen checks through the transmitter coin, though at DC +5 if it is a sack, etc.

*Locate Creature*(PH p223) – Indicates direction to familiar creature.

*Modify Memory*(PH p230) – Changes 5 minutes of subject's memories.

*Neutralize Poison*(PH p232) – Detoxifies venom in or on subject.

*Rainbow Pattern*(PH p241) – Lights prevent 24 HD of creatures from attacking or moving away.

*Shout*(PH p252) – Deafens all within cone and deals 2d6 damage.

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

*Summon Monster IV*(PH p259) – Summons an Outsider to fight for you.

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

*War Cry*(MoF p132) – You gain +2 morale bonus on attacks and damage, plus panic melee opponents.

#### 5<sup>th</sup> Level

*Contact Other Plane*(PH p187) – Ask question of extraplanar entity.

*Control Water*(PH p188) – Raises, lowers, or parts bodies of water.

*Dream*(PH p198) – Sends message to anyone sleeping.

*False Vision*(PH p202) – Fools scrying with an illusion.

*Greater Dispelling*(PH p210) – As *Dispel Magic*, but +20 on the check.

*Healing Circle*(PH p213) – Cures 1d8 + 1 / level (max +20) damage in all directions.

*Improvisation*(S&S p92) – Create luck bonuses equal to 2 times your bard level for use on attacks, skill, & ability checks. Each bonus is usable once and all left-overs disappear after 1 round per level.

*Mind Fog*(PH p228) – Subjects in fog get –10 Wisdom, Wisdom checks.

*Mirage Arcana*(PH p229) – As *Hallucinatory Terrain*, plus structures.

*Mislead*(PH p230) – Turns you invisible and creates illusory double.

*Nightmare*(PH p232) – Send vision dealing 1d10 damage, fatigue.

*Persistent Image*(PH p235) – As *Major Image*, but no concentration required.

*Revenance*(MoF p113) – Slain ally is restored to life for 1 minute/level.

*Summon Monster V*(PH p259) – Summons an Outsider to fight for you.

#### 6<sup>th</sup> Level

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

*Control Weather*(PH p188) – Changes weather in local area.

*Eyebite*(PH p202) – *Charm*, *Fear*, sicken, or *Sleep* one subject.

*Fanfare*(S&S p90) – Everyone in a 100' cone is stunned for 1d4 rounds & deaf for twice as long. If a target fails its Fort save, it also takes 4d6 damage. Brittle object take 2d6 damages which ignores hardness.

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

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

*Geas/Quest*(PH p208) – As *Lesser Geas*, plus it affects any creature.

*Greater Scrying*(PH p211) – As *Scrying*, but faster and longer.

*Great Shout*(FR p70)(T&E p90)(FRc) – Deafens and stuns all within cone and deals 10d6 sonic damage.

*Insidious Rhythm*(S&S p93) – One subject has a distracting melody placed in his/her mind if a Will save is failed. For 1 hour per level, all Intelligence-based skill checks are at a –4 circumstance penalty & any spell cast requires a Concentration check of this spell's DC + the attempted spell's level.

*Mass Haste*(PH p226) – As *Haste*, but affects one subject per level.

*Permanent Image*(PH p235) – Includes sight, sound, and smell.

*Plane Shift*(PH p235) – Up to eight subjects travel to another plane.

*Programmed Image*(PH p239) – As *Major Image*, plus triggered by an event.

*Project Image*(PH p239) – Illusory double can talk and cast spells.

*Repulsion*(PH p245) – Creatures can't approach you.

*Summon Monster VI*(PH p259) – Summons an Outsider to fight for you.

## 1.2. Sorcerer / Wizard Spell List

For Sorcerers – Charisma-based Impromptu Arcane Spells

For Wizards – Intelligence-based Prepared Arcane Spells

### 0<sup>th</sup> Level

#### Abjuration

*Resistance*(PH p245) – Subject gains +1 resistance bonus on all saving throws.

#### Conjuration

*Acid Splash*(MoF p76) – Missile deals 1d3 acid damage.

*Ray of Frost*(PH p243) – Ray deals 1d3 cold damage.

#### Divination

*Detect Poison*(PH p193) – Detects poison in one creature or small object.

#### Enchantment

*Daze*(PH p191) – Creature loses next action.

#### Evocation

*Dancing Lights*(PH p190)(DR277 p119)+ – Lights that resemble torches.

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

*Flare*(PH p206) – Dazzles one creature (-1 attack).

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

*Light*(PH p222) – Object shines like a torch.

#### Illusion

*Ghost Sound*(PH p209) – Figment sounds.

*Phantasmal Whisperer*(DR291 p44) – Send an undetectable verbal message of any length to an ally within Close-range.

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

#### Necromancy

*Disrupt Undead*(PH p197) – Deals 1d6 damage to one undead.

#### Transmutation

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

*Mage Hand*(PH p223) – 5 pound telekinesis.

*Mending*(PH p227) – Makes minor repairs on an object.

*Open/Close*(PH p233) – Opens or closes small or light things.

*Repair Minor Damage*(T&B p96) – “Cures” 1 damage to a construct.

#### Universal

*Arcane Mark*(PH p176) – Inscribe a personal rune (visible or invisible).

*Detect Magic*(PH p193) – Detects spells and magic items within 60'.

*Prestidigitation*(PH p238) – Performs minor tricks.

*Read Magic*(PH p243) – Reads scrolls and spellbooks.

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

#### Abjuration

*Alarm*(PH p172) – Wards an area for 2 hours per level.

*Endure Elements*(PH p199) – Ignore 5 damage/round from one energy type.

*Hold Portal*(PH p214) – Holds one door shut.

*Iron Guts*(MoF p102) – Target gains +4 circumstance bonus on saving throws vs. poison.

*Protection from Chaos*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against chaos, counters mind control, & hedges out elements & outsiders.

*Protection from Evil*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out elements & outsiders.

*Protection from Good*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out elements & outsiders.

*Protection from Law*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against law, counters mind control, & hedges out elements & outsiders.

*Shield*(PH p251) (DR280 p107)+ (DR282 p106)+ – Invisible disc gives +7 AC cover bonus against half the battlefield, and blocks *Magic Missiles*.

#### Conjuration

*Corrosive Grasp*(MoF p85) – 1 touch per level deals 1d6+1 acid damage.

*Grease*(PH p210) – Makes 10' square or 1 object slippery.

*Mage Armor*(PH p223) – Gives subject +4 armor bonus.

*Mount*(PH p231) – Summons riding horse for 2 hours per level.

*Obscuring Mists*(PH p233) – Fog surrounds you.

*Stun Ray*(DR-A5 p23) – Ranged touch (close range), subject stunned by electricity for 1d4 + 1 rounds.

*Summon Monster I*(PH p258) – Summons an Outsider to fight for you.

*Summon Undead I*(MoF p125) – Summons undead to fight for you.

*Unseen Servant*(PH p268) – Creates invisible force that obeys your commands.

#### Divination

*Comprehend Languages*(PH p186) – Understands all spoken and written languages.

*Detect Secret Doors*(PH p193) – Reveals hidden doors within 60'.

*Detect Undead*(PH p194) – Reveals undead within 60'.

*Identify*(PH p216) – Determines a single features of one magic item per level.

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

*Targeting Ray*(DR-A5 p23) – Ranged touch (medium range), a beam of light connects the caster and the subject for 1 round per level. During that time, any ally within 20' of the caster gains +1 insight bonus per 3 caster levels on ranged attacks upon the subject. The caster does not need to maintain concentration, but must keep line of sight.

*True Strike*(PH p267) – Add +20 insight bonus to your next attack roll.

#### Enchantment

*Charm Person*(PH p183) – Make one person your friend.

*Hypnotism*(PH p215) – Fascinates 2d4 HD of creatures.

*Nybor's Gentle Reminder*(MoF p110) – Target is dazed for 1 round, -1 on attacks, saves, and checks the next, and +2 circumstance bonus to Strength.

*Sleep*(PH p252) – Puts 2d4 HD of creatures into comatose slumber.

#### Evocation

*Blast of Air*(DR285 p47) – Everyone within a cone of air (25' + 5' per 2 levels long) is blinded for 1 round.

*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.

*Lesser Acid Orb*(T&B p92) – Ranged touch, 1d8 acid damage; +1 orb per two levels above 1<sup>st</sup> (max +5).

*Lesser Cold Orb*(T&B p92) – Ranged touch, 1d8 cold damage; +1 orb per two levels above 1<sup>st</sup> (max +5).

*Lesser Electric Orb*(T&B p92) – Ranged touch, 1d8 electricity damage; +1 orb per two levels above 1<sup>st</sup> (max +5).

*Lesser Fire Orb*(T&B p93) – Ranged touch, 1d8 fire damage; +1 orb per two levels above 1<sup>st</sup> (max +5).

*Lesser Sonic Orb*(T&B p93) – Ranged touch, 1d8 sonic damage; +1 orb per two levels above 1<sup>st</sup> (max +5).

*Magic Missile*(PH p224) – 1d4+1 force damage; +1 missile per two levels above 1<sup>st</sup> (max 5 missiles).

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

*Ray of Flame*(DR-A5 p23) – Ranged touch (close range), 1d6 + 1 per level (max +5) of fire damage.

*Ray of Light*(DR-A5 p23) – Either

- Ranged touch (close range), blindness for 1d4 rounds, -or-
- Cone of light (close range) that lasts for 10 minutes per level.

*Stone Missiles*(DR285 p47) – Ranged touch attack to hit 1d4 targets, each of which takes 1d4 bludgeoning damage per level (max 5d4).

*Tenser's Floating Disk*(PH p265) – 3' diameter horizontal disk that holds 100 pounds per level.

*Water Burst*(DR285 p47) – Ranged touch attack to hit a target with a stream of water, which does 1d6 bludgeoning damage per level (max 5d6).

#### Illusion

*Change Self*(PH p183) – Changes your appearance in basic ways (add or lose 1' of height, switch between fat & thin, etc.) for up to 10 min/level. Gives a +10 bonus on Disguise checks.

*Color Spray*(PH p185) (DR281 p105)+ – Knocks unconscious, blinds, or stuns 1d6 weak creatures.

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

*Nystul's Magical Aura*(PH p232) – Grants object false magic aura.

*Nystul's Undetectable Aura*(PH p232) – Masks magic item's aura.

*Silent Image*(PH p252) – Creates a minor illusion of your design.

*Ventriloquism*(PH p269) – Throws voice for 1 minute per level.

Necromancy

*Cause Fear*(PH p182) – One creature flees for 1d4 rounds.

*Chill Touch*(PH p183) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.

*Negative Energy Ray*(T&B p93) – Ranged touch, 1d6 negative energy damage; +1d6 per 2 levels above 1<sup>st</sup> (max 5d6).

*Ray of Enfeeblement*(PH p242) – 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 p174) – Makes a rope move at your command.

*Burning Hands*(PH p181) – 1d4 fire damage per level (max 5d4).

*Enlarge*(PH p200) – Object or creature grows +10% per level (max +50%).

*Erase*(PH p200) – Mundane or magical writing vanishes.

*Expeditious Retreat*(PH p202) – Doubles your speed.

*Feather Fall*(PH p203) – Objects or creatures fall slowly.

*Jump*(PH p219) – Subject gets +30 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*(MoF p106) – See twice as far under current light.

*Magic Weapon*(PH p225) – Weapon gains +1 enchantment bonus.

*Message*(PH p227) – Whispered conversation at a distance.

*Portal Beacon*(MoF p37) – Up to 6 designated people know the direction and distance to the chosen *Portal* for 1 hour per level.

*Ray of Clumsiness*(DR-A5 p23) – Ranged touch (close range), Dexterity enhancement penalty of 1d6 + 1 per 2 levels (max +5) for 1 minute per level.

*Reduce*(PH p243) – Object or creature shrinks 10% per level (max 50%).

*Repair Light Damage*(T&B p95) – “Cures” 1d8 + 1 per level (max +5) damage to a construct.

*Scatterspray*(FR p73) – Targeted items scatter in a burst dealing 1d8 normal or subdual damage.

*Shieldbearer*(DR275 p86) – Animate a shield so that it levitates next to a designated person, who gains the benefits of the shield while leaving both hands free. Lasts for 2 round per level.

*Shocking Grasp*(PH p251) – Touch delivers 1d8 + 1 per level (max +20) of electricity damage.

*Spider Climb*(PH p255) – Grants ability to walk on walls & ceilings.

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

*Weapon Shift*(DR275 p85) – Transform a non-magic weapon which is Large-size or smaller into another weapon of your choice for 5 minutes per level.

2<sup>nd</sup> LevelAbjuration

*Arcane Lock*(PH p176) – Magically locks a portal or chest.

*Arcane Mark Ward*(DR289 p101) – An alarm spell that goes off whenever someone or something

tagged with the caster's *Arcane Mark* passes in or out of a fixed 25' radius area. Lasts 1 day per level.

*Distracting Ray*(DR-A5 p23) – Ranged touch (close range). Upon hitting a subject who is casting a spell, the subject must make a Concentration check vs. DC 12 + caster's relevant ability modifier + level of the spell the subject is attempting to cast + 1 per caster level.

*Filter*(T&B p89) – Makes subject resistant to inhaled toxins for 10 minutes per level.

*Gaze Screen*(T&B p90) – Subject has a 50% chance to avoid gaze attacks for 10 minutes per level.

*Obscure Object*(PH p232) – Masks object against divination.

*Lesser Spell Immunity*(DR275 p86) – Gain unbeatable Spell Resistance against a single 1<sup>st</sup> or 2<sup>nd</sup> level spell for 10 minutes per level.

*Portal Alarm*(MoF p36) – Any Tiny-sized creature or larger who passes through the warded *Portal* generates a mental or audible alarm (chosen at casting time). You have the option of providing a password to by-pass the alarm. The effect lasts for 2 hour per level.

*Protection from Arrows*(PH p239) – Subject immune to most ranged attacks.

*Resist Elements*(PH p246) – Ignores 12 damage per round from one energy type.

Conjuration

*Choke*(T&B p86) – Target takes 1d4 points of damage from strangling hands for one round per level.

*Create Magic Tattoo*(FR p68) – Subject receives a magic tattoo with various effects.

*Fog Cloud*(PH p206) – Fog obscures vision.

*Glitterdust*(PH p209) – Blinds creatures, outlines invisible creatures.

*Ice Knife*(T&B p91) – Standard ranged attack, 1d8 normal damage, 1d8 points of cold damage, and 2 cold Dexterity damage. A miss does 1d8 cold damage in a 10' radius of its landing place.

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

*Familiar's Touch*(DR280 p63) – Cast Touch ranged spells through your familiar for 1 minute per level.

*Melf's Acid Arrow*(PH p227) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).

*Summon Monster II*(PH p258) – Summons an Outsider to fight for you.

*Summon Swarm*(PH p261) – Summons a swarm of small crawling or flying creatures.

*Summon Undead II*(MoF p126) – Summons undead to fight for you.

*Web*(PH p271) – Fills 10' cube per level with sticky spider webs.

Divination

*Detect Thoughts*(PH p194) – Allows “listening” to surface thoughts.

*Familiar's Sense*(DR280 p62) – Use one of your familiar's senses in place of your own for 1 minute per level. The sense can be changed or not used at all as a partial action.

*Locate Object*(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).

*See Invisibility*(PH p248) – Reveals invisible creatures or objects.

Enchantment

*Indifference*(T&B p92) – Makes subject resistant to fear, compulsion, and morale effects for 1 hour per level.

*Ray of Dizziness*(DR-A5 p24) – Ranged touch (close range), subject is staggered for 1 round per level.

*Ray of Stupidity*(DR-A5 p24) – Ranged touch (close range), Intelligence enhancement penalty of 1d4 + 1 per 2 levels (max +5) for 1 minute per level.

*Tasha's Hideous Laughter*(PH p263) – Subject loses actions for 1d3 rounds.

Evocation

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

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

*Combust*(MoF p???) (LoD p185) – A touched creature or object burst into flames, taking 2d6 + 1/level (max +10) fire damage. Ref save vs. DC 15 or catch fire. Popular with the Red Wizards.

*Continual Flame*(PH p188)(DR276 p107)+ – Makes a permanent, heatless torch.

*Cloud of Bewilderment*(MoF p85) – Stun and blind target.

*Darkness*(PH p190) – 20' radius of supernatural darkness.

*Daylight*(PH p191) – 60' radius of bright light.

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

*Flaming Sphere*(PH p206) – Rolling 3' radius ball of fire, 2d6 damage, lasts 1 round per level.

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

*Gedlee's Electric Loop*(MoF p95) – 5' radius burst deals 1d6 electricity damage per 2 levels (max 5d6) plus stunning.

*Ray of Ice*(DR-A5 p24) – Ranged touch (close range). The ray does either

- 1d6 per 2 levels (max 5d6) of cold damage;
- Coat an area with ice (such as freezing a person's feet to the ground or a sword in its scabbard). Breaking the ice is a standard action Strength check vs. the DC of the spell; -or-
- Freeze an area of water caster level feet in diameter (max 10') & caster level inches thick (max 10").

*Shatter*(PH p250) – 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 p181) – 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*.

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

*Hypnotic Pattern*(PH p215) – Fascinates 2d4+1 HD per level of creatures.

*Invisibility*(PH p217) – Subject is invisible for 10 minutes per level or until it attacks.

*Leomund's Trap*(PH p221) – Makes item seem trapped.

*Magic Mouth*(PH p224) – Speaks once when triggered.

*Minor Image*(PH p228) – As *Silent Image*, plus some sound.

*Mirror Image*(PH p229) – Creates decoy duplicates of you (1d4 + 1 per 3 levels (max 8)).

*Misdirection*(PH p230) – Misleads divinations for 1 creature or object.

*Phantasmal Assailants*(DR291 p45) – One target is “attacked” by nightmare creatures only he can

see. Will save to disbelieve. If that fails, the target takes 1d6+1 Wisdom damage (Fort save for ½) & receives a -2 morale penalty on attacks, damage & saves for 1 round per level.  
*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.

#### Necromancy

*Command Undead*(T&B p86) – An undead creature obeys your commands and does not attack you for 1 day per level. Only intelligence undead get saving throws, where the effect is similar to *Charm Person*. Unintelligent undead are simply controlled.

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

*False Life*(T&B p89) – Gain 1d10 +1 per level (max +10) temporary hit points for up to 1 hour per level.

*Ghoul Touch*(PH p209) – Paralyzes one subject, who exudes stench (-2 penalty) nearby.

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

*Ray of Sickness*(DR-A5 p24) – Ranged touch (close range), subject is nauseated for 1 round per level.

*Scare*(PH p247) – Panics creatures up to 5 HD within a 15' radius.

*Share Life*(DR280 p63) – Transfer up to your level in hit points to your familiar by touch.

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

*Spectral Hand*(PH p254) – Creates disembodied glowing hand to deliver touch attacks.

#### Transmutation

*Adrenaline Surge*(MotW p82) – Grants each of your summoned creatures +4 Str.

*Alter Self*(PH p172) – As *Change Self*, plus more drastic changes.

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

*Blindness/Deafness*(PH p180) – Makes subject blind or deaf.

*Bristle*(DR275 p87) – Target armor grows 1d4 bristles for 1 minute per level. When ever the armor's wearer makes a melee attack, the bristles attack too, using their caster level as their attack bonus. Each does 1d4 damage on a hit, but cannot threaten a critical.

*Body of Sun*(MotW p84) – Fire and light extend 5 ft. from caster's body.

*Bull's Strength*(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

*Cat's Grace*(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.

*Darkvision*(PH p190) – See 60' in total darkness.

*Eagle's Splendor*(FR p68)(T&B p87) – Subject gains 1d4+1 Charisma for 1 hour per level.

*Endurance*(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.

*Fox's Cunning*(T&B p89) – Subject gains 1d4+1 Intelligence for 1 hour per level.

*Hurl*(DR275 p87) – A target of Large-size or smaller weapon can be thrown in combat & it will fly back after each attack so that it can be used again at the beginning of the thrower's next action. Weapons not normally thrown have a range increment of 10'. The effect lasts for 1 minute per level.

*Knock*(PH p219) – Opens locked or magically sealed door.

*Levitate*(PH p222) – Subject moves up and down at your direction.

*Owl's Wisdom*(T&B p94) – Subject gains 1d4+1 Wisdom for 1 hour per level.

*Pyrotechnics*(PH p241) – Turns fire into blinding light or choking smoke.

*Repair Moderate Damage*(T&B p95) – "Cures" 2d8 +1 per level (max +10) damage to a construct.

*Rope Trick*(PH p246) – Up to eight creatures hide in extradimensional space.

*Scent*(MoF p115) – Grants the scent ability for 1 hour per level.

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

*Rapid Strikes*(DR275 p85) – The subject gains an additional partial action each round for the purpose of attacking only. Lasts for 1 round per level.

*Whispering Wind*(PH p272) – Sends a short message one mile per level.

#### Universal

*Familiar Pocket*(T&B p88) – Creates an extradimensional hiding place for your familiar for 1 hour per level.

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

#### Abjuration

*Avoid Planar Effects*(MotP p33) – One subject per level is "attuned" to the current plane of existence that he is on for 1 minute per level. For example, if attuned on the Elemental Plane of Water, you would be able to breath water and not take damage from deep water pressure.

*Dispel Magic*(PH p196) – Cancels magical spells and effects.

*Explosive Runes*(PH p202) – Deals 6d6 damage when read.

*Improved Alarm*(MotP p35) – As *Alarm*, but lasts for 8 hours per level & can detect creatures passing through the area in the Ethereal, Astral, or Shadow Plane.

*Lesser Shadow Tentacle*(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.

*Magic Circle against Chaos*(PH p223) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.

*Magic Circle against Evil*(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

*Magic Circle against Good*(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.

*Magic Circle against Law*(PH p223) – As *Protection from Law*, but 10' radius and 10 minutes per level.

*Minor Reflection*(DR-A5 p23) – For 1 minute per level, any Ranged Touch attack cast on you is reflected back on its caster.

*Nondetection*(PH p232) – Hides subject from divination, scrying.

*Protection from Elements*(PH p240) – 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.

#### Conjuration

*Corpse Candle*(T&B p86) – Incorporeal hand and candle reveals hidden & invisible creatures and objects for 1 minute per level.

*Flame Arrow*(PH p205) – Either cause 1 arrow per level to catch fire, doing +1 fire damage per 2 levels (max +10), -or- ranged touch attack with one fiery bolt per 4 levels that does 4d6 fire damage.

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

*Phantom Steed*(PH p235) – Magical horse appears for 1 hour per level.

*Sepia Snake Sigil*(PH p249) (DR275 p121)+ – Creates text symbol that immobilizes reader.

*Sleet Storm*(PH p253) – Hampers vision and movement.

*Stinking Cloud*(PH p256) – Nauseating vapors, 1 round per level.

*Summon Monster III*(PH p259) – Summons an Outsider to fight for you.

*Summon Undead III*(MoF p126) – Summons undead to fight for you.

*Water Glyph*(DR294 p104) – Creates a 5' wide, 20' tall geyser of water.

#### Divination

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

*Clairaudience/Clairvoyance*(PH p184) – Hear or see at a distance for 1 minute per level.

*Arcane Sight*(T&B p85) – Magical auras become visible to you for 1 minute per level.

*Tongues*(PH p265) – Speak any language.

#### Enchantment

*Hold Person*(PH p214) – Holds one person helpless for 1 round per level.

*Nybor's Mild Admonishment*(MoF p111) – Target is dazed for 1d4 rounds, then -2 on attacks, saves, and check, and a +2 circumstance bonus to Strength.

*Sting Ray*(DR-A5 p24) – Ranged touch (close range). Gives the sensation of being stung all over the body. Each round, the subject gets a Will save to end the spell. Until he does, the subject is staggered (i.e., can only take partial actions) & must make Concentration check vs. the spell's DC + the desired spell to be cast.

*Suggestion*(PH p257) – Compels subject to follow stated course of action.

#### Evocation

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

*Chamber*(MotP p34) – Trap a creature on the Ethereal Plane in a force bow for 1 round per level.

*Fireball*(PH p203) – 1d6 fire damage per level (max 10d6), 20' radius.

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

*Gust of Wind*(PH p212) – Blows away or knocks down smaller creatures.

*Ice Burst*(T&B p91) – Chunks of ice deal 1d4 points of cold damage and 1 point of blunt damage per level (max 10d4+10) in a 30' radius.

*Leomund's Tiny Hut*(PH p220) – Creates shelter for 10 creatures.

*Lightning Bolt*(PH p222) – Electricity deals 1d6 damage per level (max 10d6).

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

*Shatterfloor*(MoF p116) – Deals 1d4 sonic damage per level (max 10d4), plus damages floor surfaces 6” deep.

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

*Wind Wall*(PH p273) – Deflects arrows, smaller creatures, and gases.

#### Illusion

*Displacement*(PH p197) – Attacks miss subject 50% of the time.

*Healing Touch*(MoF p100) – You take up to 1d6 per 2 levels (max 10d6) and heal targets that amount.

*Illusory Script*(PH p216) – Only intended reader can decipher.

*Invisibility Sphere*(PH p218) – 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 p225) – As *Silent Image*, but sound, smell, and thermal effects.

*Shadow Binding*(DR291 p45) – Create a 10’ radius of entangling shadows that lasts for 1 round per level. Everyone inside must make a Will save. Those who fail take 2 points of Str damage, are Dazed for 1 round, & are Entangled (Strength check or Escape Artist check vs. DC 20 to escape). Those who make their save are still Entangled (DC 5 to escape).

*Shadow Cache*(MoF p39) – Create a 1’ diameter gate into the Plane of Shadows for 1 minute per level. Any given uses always opens to the same place, so items put in the cache with one casting can be retrieved with another casting (assuming a Shadow Plane Native hasn’t picked it up).

#### Necromancy

*Familiar’s Form*(DR280 p63) – Transfer your mind & spirit into your familiar, leaving your body comatose. While in your familiar, you have full control of its body. The spell ends when you will yourself back to your own body, though you must be within Medium range to do so.

*Feign Death*(T&B p89) – Makes one willing, living creature appear dead for 1 hour per level.

*Gentle Repose*(PH p208) – Preserves one corpse.

*Halt Undead*(PH p212) – Immobilizes undead for 1 round per level.

*Handfang*(LoD p187) – You gain a fanged mouth on your hand for 1 round per level. You can do 1d8 damage on a touch attack & if the target doesn’t make a Ref save, you can start a grapple without generating an attack of opportunity. If you make a hold, the fanged mouth does 1d6 per round.

*Negative Energy Burst*(T&B p93) – 1d8 + 1 per level (max +10) negative energy damage in a 20’ radius.

*Greater Disrupt Undead*(DR-A5 p26) – Ranged touch (close range), 1d6 per level (max 10d6) against undead. If the target is destroyed by the spell, the ray can “burn through”, allowing the caster to make another ranged touch attack on an undead behind the first. The second target only takes the damage left over after disrupting the first.

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

*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 p268) – Touch deals 1d6 per 2 caster levels (max 10d6); caster gains damage as hit points.

#### Transmutation

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

*Blindsight*(MoF p82) – Grants the blindsight ability for 1 hour/level.

*Blink*(PH p180) – You randomly vanish and reappear for 1 round per level.

*Create Crawling Claw*(MoF p30) – Hour-long ritual to animate severed left hands into a Crawling Claws(MoF p29).

*Diamondsteel*(DR275 p85) – Toughen metal armor for 1 hour per level. Light and medium metal armors gain +1 hardness bonus to AC & +2 to its own hardness vs. being destroyed. Heavy armors get a +2 hardness bonus to AC & +3 to their own hardness.

*Call Familiar*(DR280 p63) – Teleport your familiar to you as long as it is within 1 mile.

*Fly*(PH p206) – Subject flies at a speed of 90’.

*Gaseous Form*(PH p207) – Subject becomes insubstantial and can fly at a speed of 10’.

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

*Greater Magic Weapon*(PH p210) – Enchants a weapon be +1 per 3 levels (max +5).

*Haste*(PH p212) – Extra partial action and +4 AC.

*Keen Edge*(PH p219) – Doubles normal weapon’s threat range.

*Repair Serious Damage*(T&B p95) – “Cures” 3d8 + 1 per level (max +15) damage to a construct.

*Rust Ray*(DR-A5 p24) – Ranged touch (close range), Corrodes metal objects, doing 2d6 damage + 1 per 2 levels (max +10) & ignoring their hardness. Any armor that is hit also 1d4 points of AC (destroyed at AC 0). Only magic items get a save.

*Secret Page*(PH p248) – Changes one page to hide its real content.

*Shrink Item*(PH p252) – Object shrinks to 1/12<sup>th</sup> its normal size.

*Slow*(PH p253) – One subject per level takes only partial actions, -2 AC, -2 melee rolls.

*Water Breathing*(PH p271) – Subject can breathe underwater.

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

#### Universal

*Enhance Familiar*(T&B p88) – Your familiar gains a +2 competence bonus on saves, combat rolls, and a +2 dodge bonus AC for 1 hour per level.

#### 4<sup>th</sup> Level

##### Abjuration

*Dimensional Anchor*(PH p195) – Bars extradimensional movement.

*Fire Trap*(PH p205) – Opened object deals 1d4 + 1 per level fire damage.

*Improved Portal Alarm*(MoF p35) – Any Tiny-sized creature or larger who passes through the warded *Portal* generates a mental or audible alarm, or both (chosen at casting time). The mental alarm allows the receiver to see what set off the alarm. You have the option of providing a password to by-pass the alarm. The effect lasts for 8 hour per level.

*Mass Resist Elements*(T&B p93) – One subject per level ignores 12 damage/round from one energy type.

*Minor Globe of Invulnerability*(PH p228) – Stops 1<sup>st</sup> – 3<sup>rd</sup> level spell effects in a 10’ radius around you for 1 round per level.

*Okiluke’s Dispelling Screen*(T&B p94) – Creates a barrier that dispels magic on contact.

*Ray of Deanimation*(DR-A5 p26) – Ranged touch (close range), 1d6 per level (max 10d6) damage to constructs.

*Remove Curse*(PH p244) – Frees person or object from a curse.

*Stoneskin*(PH p257) – Stops blows, cuts, stabs, & slashes.

*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.

*Zone of Respite*(MoF p40) – A 30’ cube area per level become immune to extra-planar intrusions, such as *Dimension Door*, any summoning / conjuring spell, etc. for 10 minutes per level.

#### Conjuration

*Ethereal Mount*(MoF p35) – While on the Ethereal Plane, create 1 horse-like mount plus 1 per 2 levels, which will carry you and those you designate around the Ethereal Plane quickly for 1 hour per level.

*Evard’s Black Tentacles*(PH p201) – 1d4 + 1 per level tentacles grapple randomly within 15’.

*Leomund’s Secure Shelter*(PH p220) – Creates study cottage.

*Minor Creation*(PH p228) – Creates one cloth or wood object.

*Solid Fog*(PH p253) – Blocks vision and slows movement.

*Summon Monster IV*(PH p259) – Summons an Outsider to fight for you.

*Summon Undead IV*(MoF p126) – Summons undead to fight for you.

#### Divination

*Arcane Eye*(PH p175) – Invisible floating eye moves 30’ per round.

*Detect Scrying*(PH p193) – Alerts you to magical eavesdropping.

*Locate Creature*(PH p223) – Indicates direction to familiar creature.

*Scrying*(PH p247) – Spies on subject at a distance.

*Zone of Revelation*(MoF p40) – All invisible, ethereal, entities on overlapping planes of existence, etc. within a 5’ radius per level become visible. The area continues to have this effect for 1 minute per level.

#### Enchantment

*Battle Hymn*(DR275 p87) – All allies within 30’ (but not the caster) gain +2 morale bonus on Will saves for 1 round per level.

*Charm Monster*(PH p183) – Makes monster believe it is your ally.

*Confusion*(PH p186) – Makes subject behave oddly for 1 round per level.

*Emotion*(PH p199) – Arouses strong emotion in subject.

*Lesser Geas*(PH p221) – Commands subject of 7 HD or less.

#### Evocation

*Acid Orb*(T&B p85) – Ranged touch, 1d6 per level (max 15d6) points of acid damage divided as you see fit (min 1d6), plus the target is nauseated for 1 round. If an orb misses, acid



splashes in a 10' burst, dealing 2 points per damage die of that orb.

**Burning Sword**(DR275 p85) – Weapon does +1d6 fire damage on each hit and gives off light like a torch for 10 minutes per level. On a critical hit, the weapon does an additional

**Cold Orb**(T&B p86) – Ranged touch, 1d6 per level (max 15d6) points of cold damage divided as you see fit (min 1d6), plus the target is blinded for 1 round. If an orb misses, ice shards spray in a 10' burst, dealing 2 points per damage die of that orb.

**Electric Orb**(T&B p87) – Ranged touch, 1d6 per level (max 15d6) points of electricity damage divided as you see fit (min 1d6), plus the target is magnetized for 1 round (if in metal armor, target is considered 'entangled' & suffers -2 on attacks & -4 on effective Dexterity, plus will adhere to metal surfaces, etc.). If an orb misses, electricity envelops in a 10' burst, dealing 2 points per damage die of that orb.

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

**Fire Orb**(T&B p89) – Ranged touch, 1d6 per level (max 15d6) points of fire damage divided as you see fit (min 1d6), plus the target is dazzled for 1 round. If an orb misses, fire explodes in a 10' burst, dealing 2 points per damage die of that orb.

**Fire Shield**(PH p204) – 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).

**Heroics**(DR275 p86) – A subject with at least 1 level of Fighter gains a feat off the fighter list that he qualifies for. Lasts for 10 minutes per level.

**Ice Storm**(PH p216) – Hail deals 5d6 damage in cylinder 40' across.

**Otiluke's Resilient Sphere**(PH p233) – Force globe protects but traps one subject.

**Shout**(PH p252) – Deafens all within cone and deals 2d6 sonic damage.

**Sonic Orb**(T&B p96) – Ranged touch, 1d6 per level (max 15d6) points of sonic damage divided as you see fit (min 1d6), plus the target is deafened for 1 round. If an orb misses, sound booms in a 10' burst, dealing 2 points per damage die of that orb.

**Thunderlance**(FR p72) – Lance of force deals 2d6 damage with a reach of up to 20', plus can dispel force effects.

**Tirumael's Energy Spheres**(MoF p127) – Fire colored spheres attack with or negate acid, cold, electricity, fire, and sonic energy. Each does 1d4 energy damage per 4 levels (max 4d4 each).

**Wall of Fire**(PH p269) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.

**Wall of Ice**(PH p270) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

**Illusion**

**Hallucinatory Terrain**(PH p212) – Makes one type of terrain appear like another (field into forest, etc.).

**Illusory Wall**(PH p216) – Wall, floor, or ceiling looks real, but anything can pass through.

**Improved Invisibility**(PH p217) – As *Invisibility*, but subject can attack and stay invisible.

**Phantasmal Killer**(PH p235) – Fearsome illusion kill subject or deals 3d6 damage.

**Rainbow Pattern**(PH p241) – Lights prevent 24 HD of creatures from attacking or moving away.

**Shadow Conjuraton**(PH p249) – Mimics conjuring below 4<sup>th</sup> level.

**Shadow Radiance**(DR291 p45) – Create an illusionary area of bright light 25' + 5'/level radius for 1 round per level. Anyone who fails their Will save is in 'Bright Light' and is Blinded for 1 round & Dazed for the remainder of the duration, assuming they stay in the region of light. 'Bright Light' has a negative effect on Orcs & some other creatures.

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

**Necromancy**

**Contagion**(PH p187) – Infects subject with chosen disease.

**Enervation**(PH p199) – Subject gains 1d4 negative levels.

**Fear**(PH p203) – Subjects within cone flee for 1 round per level.

**Negative Energy Wave**(T&B p94) – Surge of negative energy rebukes or bolsters 1d6 HD per level worth of undead (max 15d6).

**Ray of Weakness**(DR-A5 p26) – Ranged touch (close range), 2d6 + 1 per 2 levels (max +10) Strength damage.

**Transmutation**

**Attune Form**(MoF p33) – One subject per level is "attuned" to the current plane of existence that he is on for 2 hours per level. For example, if attuned to the Elemental Plane of Water, you would be able to breathe water and not take damage from deep pressure.

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

**Bane Weapon**(DR279 p47) – One weapon or 50 projectiles become more effective against one type of creature (use the Ranger List for categories). Against a chosen creature, the weapon gains +2 enhancement bonus in addition to any base bonus, and +2d6 damage when it hits. The effect lasts for 10 minutes per level.

**Bestow Curse**(PH p177) – -6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

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

**Dolorous Blow**(DR275 p87) – A target weapon glows dull red & has its threat range doubled. Any Threatened Critical automatically becomes a Critical. The effect lasts 1 minute per level.

**Dimension Door**(PH p195) – Teleports you and up to 500 pounds to a location within 400' + 40' per level.

**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.

**Mass Darkvision**(T&B p93) – As *Darkvision*, but affects all creatures in a 10' radius sphere around you.

**Polymorph Other**(PH p236)(T&B p94 or DR280 p45)+ – Gives one subject a new form permanently.

**Polymorph Self**(PH p237) (T&B p94)+ – You assume a new form.

**Rary's Mnemonic Enhancer**(PH p242) – Prepares extra spells or retains one just cast. Wizards only.

**Repair Critical Damage**(T&B p95) – "Cures" 4d8 + 1 per level (max +20) damage to a construct.

**Scramble Portal**(MoF p39) – Randomize the destination of a *Portal* for 1 round per level.

**Spell Enhancer**(MoF p121) – Cast as a free action and gives +2 to the DC of the next spell you casts.

**Universal**

**Fortify Familiar**(T&B p89) – You familiar gains +2 enhancement bonus to natural armor, has a 25% chance to avoid critical hits, and gains 2d8 temporary hit points. The effect lasts for 1 hour per level.

**5<sup>th</sup> Level**

**Abjuration**

**Dimensional Lock**(MoF p89) – Protects area from interdimensional travel.

**Dismissal**(PH p196) – Forces a creature to return to native plane.

**Energy Buffer**(T&B p87) – Absorbs 1d6 per level points of damage (max 15d6) from one kind of energy. If the buffer remains 24 hours after being cast, it fades.

**Greater Shadow Tentacle**(LoD p186) – As long as you concentrate (minimum of 1 round per level), a shadow within Medium-range can be animated. It can grapple a target within 10' per level (max 100') of its anchor point.

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

**Indomitability**(DR275 p87) – The first single damage dealing event that would put the subject to 0 hit points or less only does enough damage to bring the subject to 1 hp. Death effects, such as *Slay Living*, are not effected. At the end of the spell's duration (1 minute per level), the balance of the damage is taken by the subject.

**Mordenkainen's Private Sanctum** (T&B p93) – Prevents anyone from viewing or scrying an area for 24 hours.

**Conjuration**

**Cloudkill**(PH p185) – Kills 3 HD or less; 4-6 HD save or die.

**Leomund's Secret Chest**(PH p220) – Hides expensive chest on Ethereal Plane; you retrieve it at will.

**Lesser Planar Binding**(PH p221) – Traps an Outsider until it performs a task.

**Major Creation**(PH p225) – 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 p230) – Phantom dog can guard, attack.

**Summon Monster V**(PH p259) – Summons an Outsider to fight for you.

**Summon Undead V**(MoF p126) – Summons undead to fight for you.

**Wall of Iron**(PH p270) – 30 hp per 4 levels; can topple onto foes.

**Wall of Stone**(PH p270) – 20 hp per 4 levels; can be shaped.

**Divination**

**Contact Other Plane**(PH p187) – Ask question of extraplanar entity.

**Prying Eyes**(PH p240) – 1d4 floating eyes + 1 per level scout for you.

*Rary's Telepathic Bond*(PH p242) – Link lets allies communicate.

#### Enchantment

*Dominate Person*(PH p197) – Controls humanoid telepathically.

*Feeblemind*(PH p203) – Subject's Intelligence drops to 1.

*Hold Monster*(PH p214) – As *Hold Person*, but can affect any creature.

*Mind Fog*(PH p228) – Subjects in fog get –10 Wisdom, Wisdom checks.

#### Evocation

*Ball Lightning*(MoF p80) – Changeable number of energy balls dealing 1d6 electrical damage per level (max 15d6), each of which can affect one target per round. Duration is 1 round per level.

*Bigby's Interposing Hand*(PH p178) – Hand provides 90% cover against one opponent.

*Cone of Cold*(PH p186) – 1d6 cold damage per level (max 15d6).

*Firebrand*(MoF p94) – One 5' radius burst per level deals 1d6 fire damage per level (max 15d6).

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

*Sending*(PH p248) – Delivers a short message anywhere, instantly.

*Wall of Force*(PH p269) – Wall is immune to damage.

#### Illusion

*Dream*(PH p198) – Sends message to anyone sleeping.

*False Vision*(PH p202) – Fools scrying with an illusion.

*Greater Shadow Conjuration*(PH p211) – As *Shadow Conjuration*, but up to 4<sup>th</sup> level spells and 40% real.

*Illusory Feast*(DR291 p46) – Any creature that eat within a 40' radius area must make a Will save or start to eat the "feast" (they are considered Dazed). Lasts for Concentration + 1 round/level.

*Mirage Arcana*(PH p229) – As *Hallucinatory Terrain*, plus structures.

*Nightmare*(PH p232) – Send vision dealing 1d10 damage, fatigue.

*Persistent Image*(PH p235) – As *Major Image*, but no concentration required.

*Seeming*(PH p248) – Changes the appearance of 1 person per two levels.

*Shadow Evocation*(PH p250) – Mimics evocation less than 5<sup>th</sup> level.

*Shadow Hand*(MoF p115) – Medium-size hand attacks, blocks opponents, or carries items.

*Shadowfade*(MoF p40) – Open a gateway to the Plane of Shadows in an area of deep shadow which you and one subject per level can step through. This invisible portal lasts for 1 minute per level.

#### Necromancy

*Animate Dead*(PH p174) – Creates undead skeletons and zombies.

*Grimwald's Graymantle*(FR p71) – Target is prevented from regaining hit points by any means.

*Magic Jar*(PH p224) – Enables possession of another creature.

*Ray of Entropy*(DR-A5 p26) – Ranged touch (close range). –4 to target's Strength, Constitution, and Dexterity for 1 minute per level.

*Spiritwall*(T&B p96) – Creates a wall of wailing spirits that inspires fear; 1d10 points of damage and a negative level on contact. It lasts for 1 minute per level.

#### Transmutation

*Animal Growth*(PH p173) – One animal per two levels doubles in size & HD.

*Fabricate*(PH p202) – Transforms raw materials into finished items.

*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).

*Ghostform*(T&B p90) – You become incorporeal for 1 minute per level.

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

*Passwall*(PH p234) – Breaches walls 1' thick per level.

*Simbul's Spell Matrix*(MoF p118) – Magical matrix stores spells to be cast later as quickened spells.

*Stone Shape*(PH p257) – Sculpts stone into any form.

*Swarm Form*(DR280 p42) – Transform your body into numerous Tiny-sized (or smaller) vermin for up to 1 hour per level. In this form, you may effect opponents in the same way the spell *Summon Swarm* does.

*Telekinesis*(PH p264) – Lifts or moves 25 pounds per level at long range.

*Teleport*(PH p264) – Instantly transports you anywhere.

*Transmute Mud to Rock*(PH p266) – Transforms two 10' cubes per level.

*Transmute Rock to Mud*(PH p266) – Transforms two 10' cubes per level.

*Xorn Movement*(MoF p40) – The subject may phase through natural earth and stone for 1 round per level.

#### Universal

*Permanency*(PH p234) (T&B p84)+ – Makes certain spells permanent; costs XP.

#### 6<sup>th</sup> Level

##### Abjuration

*Antimagic Field*(PH p175) – Negates magic within 10'.

*Globe of Invulnerability*(PH p209) – Stops 1<sup>st</sup> – 4<sup>th</sup> level spell effects in a 10' radius around you for 1 round per level.

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

*Greater Dispelling*(PH p210) – As *Dispel Magic*, but +20 on the check.

*Guards and Wards*(PH p211) – Array of magic effects protect area.

*Repulsion*(PH p245) – Creatures can't approach you.

*Seal Portal*(MoF p39) – Permanently closes a *Portal*.

##### Conjuration

*Acid Fog*(PH p172) – Fog deals acid damage.

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

*Planar Binding*(PH p235) – As *Lesser Planar Binding*, but up to 16 HD.

*Summon Monster VI*(PH p259) – Summons an Outsider to fight for you.

##### Divination

*Analyze Dweomer*(PH p172) – Reveals magical aspects of subject.

*Legend Lore*(PH p219) – Learn tales about a person, place, or thing.

*Probe Thoughts*(DoF p88) – Read subject's memories, one question per round.

*True Seeing*(PH p267) – See all things as they really are.

#### Enchantment

*Geas/Quest*(PH p208) – As *Lesser Geas*, plus it affects any creature.

*Mass Suggestion*(PH p226) – As *Suggestion*, plus one subject per level.

#### Evocation

*Acid Storm*(MoF p76) – 1d6 acid damage per level (max 15d6), 20' radius.

*Bigby's Forceful Hand*(PH p178) – 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 p182) – 1d6 damage per level (max 20d6); secondary bolts.

*Contingency*(PH p187) – Sets trigger condition for another spell.

*Otiluke's Freezing Sphere*(PH p233) – Freezes water or deals cold damage.

*Prismatic Eye*(MoF p112) – Orb produces individual prismatic rays as touch attacks.

*Shadow Canopy*(LoD p188) – Create a dome of darkness 25' tall & 100' + 50'/level in diameter. The dome is opaque from the outside & has 5' visibility on the inside. It lasts for 1 hour / level.

#### Illusion

*Greater Shadow Evocation*(PH p211) – As *Shadow Evocation*, but up to 5<sup>th</sup> level.

*Illusory Pit*(DR291 p46) – A "bottomless pit" of 10' cube per level appears. Those who fail their Will save think they are falling and go prone. If attacked, they are Stunned for 1 round, but the illusion ends. Those who make their save or can fly are still Stunned for 1 round. Duration is Concentration + 1 round per level.

*Mislead*(PH p230) – Turns you invisible and creates illusory double.

*Permanent Image*(PH p235) – Includes sight, sound, and smell.

*Programmed Image*(PH p239) – As *Major Image*, plus triggered by an event.

*Project Image*(PH p239) – Illusory double can talk and cast spells.

*Shades*(PH p249) – As *Shadow Conjuration*, but up to 5<sup>th</sup> level and 60% real.

*Veil*(PH p269) – Changes appearance of a group of creatures.

#### Necromancy

*Circle of Death*(PH p184) – Kills 1d4 HD per level (max 20d4).

*Undeath to Death*(MoF p130)(T&B p96) – As *Circle of Death*, but only affecting undead.

#### Transmutation

*Cloak of the Sea*(MoF p85) – Bestows *Water Breathing*, *Freedom of Movement*, and *Blur* in water.

*Control Water*(PH p188) – Raises, lowers, or parts bodies of water.

*Control Weather*(PH p188) – Changes weather in local area.

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

*Disintegrate*(PH p195) – Makes one creature or object vanish.

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

*Eyebite*(PH p202) – *Charm*, *Fear*, sicken, or *Sleep* one subject.

*Fiendform*(MoF p93) – As *Polymorph Self*, except you can gain the form and power of an Evil Outsider.

*Flesh to Stone*(PH p206) – Turns subject creature into a statue.

*Hardening*(MoF p99) – Permanently increases target object's hardness by 1 per 2 levels.

*Mass Fly*(T&B p93) – As *Fly*, but affects one subject per level.

*Mass Haste*(PH p226) – As *Haste*, but affects one subject per level.

*Mass Strength*(DR275 p85) – One subject per 2 levels gains 1d4+1 enhancement bonus to Strength, which lasts for 10 minutes per level.

*Mordenkainen's Lucubration*(PH p231) – Recalls spell of 5<sup>th</sup> level or less. Wizards only.

*Move Earth*(PH p231) – Digs trenches and builds hills.

*Stone to Flesh*(PH p257) – Restores a petrified creature.

*Tenser's Transformation*(PH p265) – You gain combat bonuses.

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

#### Universal

*Imbue Familiar with Spell Ability*

(T&B p91) – You transfer spells to your familiar.

#### 7<sup>th</sup> Level

##### Abjuration

*Antimagic Aura*(MoF p77) – *Antimagic Field* that affects one creature.

*Banishment*(PH p177) – Banishes 2 HD per level of extraplanar creatures.

*Energy Immunity*(T&B p888) – Subject is immune to damage from one kind of energy for 24 hours.

*Greater Ironguard*(MoF p97) – Subject becomes immune to metal with less than a +3 enhancement bonus.

*Otiluke's Greater Dispelling Screen*(T&B p94) – Creates a barrier that dispels magic on contact with a +20 bonus.

*Sequester*(PH p249) – Subject is invisible to sight and scrying.

*Spell Turning*(PH p255) – Reflects 1d4+6 spell levels back at caster.

##### Conjuration

*Drawmij's Instant Summons*(PH p198) – Prepared object appears in your hand.

*Mordenkainen's Magnificent Mansion*(PH p231) – Door leads to extradimension mansion.

*Phase Door*(PH p235) – Invisible passage through wood or stone.

*Power Word, Stun*(PH p237) – Stuns creature with up to 150 hp.

*Summon Monster VII*(PH p259) – Summons an Outsider to fight for you.

*Vipergout*(MoF p131) – Spit forth celestial or fiendish vipers that attack your foes.

##### Divination

*Greater Scrying*(PH p211) – As *Scrying*, but faster and longer.

*Vision*(PH p269) – As *Legend Lore*, but quicker and strenuous.

##### Enchantment

*Insanity*(PH p217) – Subject suffers continuous *Confusion*.

##### Evocation

*Bigby's Grasping Hand*(PH p178) – Hand provides cover, pushes, or grapples.

*Delayed Blast Fireball*(PH p191) – As *Fireball*; you can delay blast for 5 rounds.

*Forcecage*(PH p207) – Cube 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 p231) – Floating magic blade strikes opponents.

*Prismatic Spray*(PH p238) – Rays hit subjects with a variety of effects.

*Reality Maelstrom*(MoF p38) – Create a 5' radius per level tear to a random plane of existence.

Anything in contact with the tear, or pulled in due to the windstorm of sucked in air, ends up on the other side. The tear closes after 1 round per level.

*Zajimarn's Ice Claw Prison*(MoF p135) – Ice claw grapples and deals normal and cold damage.

##### Illusion

*Mass Invisibility*(PH p226) – As *Invisibility*, but affects all in range.

*Shadow Walk*(PH p250) – Step into shadow to travel rapidly.

*Simulacrum*(PH p252) – Creates partially real double of a creature.

##### Necromancy

*Control Undead*(PH p188) – Undead don't attack you while under your command.

*Finger of Death*(PH p203) – Kills one subject.

*Whirlwind of Bones*(DR284 p75) – Creates a 20' radius of flying bones for 1 round per level that can be moved as a move-equivalent action up to 80' per round within Long-range. Any round it spends "at rest", it does 1d6 + 1 per level (max +10) damage to everyone in the area (Ref save for half). 50% of the damage is bludgeoning & the rest is negative energy.

##### Transmutation

*Ethereal Jaunt*(PH p201) – You become ethereal for 1 round per level.

*Gemjump*(MoF p96) – Teleport to the location of a specially prepared gem.

*Improved Blink*(DR278 p95) – As *Blink*, but greater control of when you blink (i.e., no chance of phasing out during your own attacks, etc.). Lasts 1 round per level.

*Make Manifest*(MoF p36) – Force one creature on an overlapping plane of existence to move into your plane for 1 round per level. This would allow you to force a ghost (which hides on the Ethereal Plane) to fully materialize.

*Mass Teleport*(MoF p107)(T&B p93) – As *Teleport*, but more weight and you don't have to go.

*Mirror Walking*(MoF p205) – The subject can step through a mirror into the Plane of Mirrors. The spell ends when the subject passes through another mirror.

*Plane Shift*(PH p235) – Up to eight subjects travel to another plane.

*Reverse Gravity*(PH p246) – Objects and creatures fall upward.

*Simbul's Spell Sequencer*(MoF p118) – Store up to four spells of 4<sup>th</sup> level or lower to be released later.

*Simbul's Synostodweomer*(MoF p119) – Channel a spell into positive energy to cure 1d6 per spell level.

*Statue*(PH p256) – Subject can become a statue at will.

*Teleport without Error*(PH p265) – As *Teleport*, but no off-target arrival.

*Vanish*(PH p269) – As *Teleport*, but affects a touched object.

#### Universal

*Limited Wish*(PH p222) – Alters reality, within spell limits.

#### 8<sup>th</sup> Level

##### Abjuration

*Dimensional Lock*(T&B p87) – Teleportation and other forms of dimensional travel are blocked for 1 day per level.

*Mind Blank*(PH p228) – Subject is immune to mental/emotional magic and scrying.

*Prismatic Wall*(PH p238) – Wall's colors have array of effects.

*Protection from Spells*(PH p240) – Confers +8 resistance bonus.

*Spell Engine*(MoF p121) – Magical energy disk absorbs incoming spells.

*Transcribe Symbol*(MoF p128) – Safely move an untriggered magical symbol to another location.

##### Conjuration

*Greater Planar Binding*(PH p211) – As *Lesser Planar Binding*, but up to 24 HD.

*Incendiary Cloud*(PH p217) – Cloud deals 4d6 fire damage per round.

*Lava Spikes*(DR294 p104) – Red-hot stone spikes rise from the earth and surround your opponents, doing 3d6 normal damage & 10d6 fire damage, and trapping them.

*Maze*(PH p226) – Traps subject in extradimensional maze.

*Nybor's Wrathful Castigation*(MoF p111) – Target dies or may be dazed and –4 on all saves for 1 round per level.

*Power Word, Blind*(PH p237) – Blinds 200 hp worth of creatures.

*Summon Monster VIII*(PH p259) – Summons an Outsider to fight for you.

*Trap the Soul*(PH p266) – Imprisons subject within gem.

##### Divination

*Discern Location*(PH p195) – Exact location of creature of object.

##### Enchantment

*Antipathy*(PH p175) – Object of location affect by spell repels certain creatures.

*Binding*(PH p179) – Array of techniques to imprison a creature.

*Demand*(PH p191) – As *Sending*, plus you can send *Suggestion*.

*Mass Charm*(PH p226) – As *Charm Monster*, but all within 30'.

*Otto's Irresistible Dance*(PH p234) – Forces subject to dance.

*Sympathy*(PH p263) – Object or location attracts certain creatures.

##### Evocation

*Bigby's Clenched Fist*(PH p178) – Large hand attacks your foes.

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

*Great Shout*(FR p70)(T&B p90)(FR) – Deafens and stuns all within cone and deals 10d6 sonic damage.

*Otiluke's Telekinetic Sphere*(PH p233) – As *Otiluke's Resilient Sphere*, but you move the sphere telekinetically.

*Sunburst*(PH p261) – Blinds all within 10', deals 3d6 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

*Screen*(PH p247) – Illusion hides area from vision, scrying.

*Shifting Paths*(DR291 p46) – Hides the real path and creates an illusionary path in a 1 mile + 1 mile per level area which lasts for 1 hour per level. Will save to see the actual path & know the other if fake.

Necromancy

*Clone*(PH p184) – Duplicate awakens when original dies.

*Devastate Undead*(LoD p186) – Disrupt undead in Close Range who fail their Fort save & have less HD than you. Every undead destroyed results in 5 hp of negative energy transferred to you (damage if living, healing if undead caster).

*Horrid Wilting*(PH p215) – Deals 1d8 damage per level (max 25d8) within 30'.

*Skeletal Guard*(MoF p119) – Creates one skeleton per level that is resistant to turning.

Transmutation

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

*Dream Travel*(MotP p202) – You and 1 subject per level physically travel to the Region of Dreams.

*Elemental Body*(MotP p34) – Transform your body into that of an air, earth, fire, or water elemental for 1 round per level. You gain immunity to critical hits, poison, etc., plus bonus specific to the chosen element.

*Etherealness*(PH p201) – Travel to Ethereal Plane with companions.

*Iron Body*(PH p218) – You body becomes living iron.

*Mass Manifest*(MotP p36) – Force all creatures in a 25' radius on an overlapping plane of existence to move into your plane for 1 round per level. This would allow you to force several ghosts (which hide on the Ethereal Plane) to fully materialize.

*Polymorph Any Object*(PH p236) – Changes any subject into anything else.

*Simbul's Skeletal Deliquescence*

(MoF p118) – Target becomes a soft-bodied ooze-like creature.

Universal

*Symbol*(PH p261) – Triggered runes have array of effects.

9<sup>th</sup> LevelAbjuration

*Absorption*(T&B p85) – Absorb 1d4+6 spell levels, which in turn can be used to power your own spells. If not fully used within 10 minutes per level, the spell fades.

*Elminster's Effulgent Eputation*

(MoF p91) – Creates one sphere per level that negate hostile magic.

*Freedom*(PH p207) – Releases creature suffering from the spell *Imprisonment*.

*Imprisonment*(PH p217) – Entombs subject beneath the earth.

*Maw of Chaos*(MoF p107) – Area of energy damages creatures and disrupts concentration.

*Mordenkainen's Disjunction*(PH p230) – Dispels magic, disenchant magic items.

*Prismatic Sphere*(PH p238) – As *Prismatic Wall*(PH p238), but surrounds on all sides.

*Unbinding*(DotF p91) – Destroys binding spells within 180'.

Conjuration

*Black Blade of Disaster*(MoF p81) – Floating magic weapon deals 2d12 force damage with a melee touch, has a threat range of 18-20, and casts *Disintegrate* on a critical.

*Gate*(PH p207) – Connects two planes for travel or summoning.

*Power Word, Kill*(PH p237) – Kills one touch subject or many weak ones.

*Summon Monster IX*(PH p259) – Summons an Outsider to fight for you.

*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 p197) – As *Dominate Person*, but any creature.

Evocation

*Bigby's Crushing Hand*(PH p178) – As *Bigby's Interposing Hand*, but stronger.

*Chain Contingency*(T&B p86) – As *Contingency*, but you can trigger up to 3 spells.

*Elminster's Evasion*(FR p69) – Enhanced

*Contingency* spell that teleports you under 6 possible conditions.

*Meteor Swarm*(PH p227) – Deals 24d6 fire damage, plus burst.

Illusion

*Stalking Spell*(DR291 p46) – Makes the subject invisible, silent, scentless, doesn't set off tremor-sense, and immune to *Faerie Fire*, *Glitter-Dust*, & *See Invisible*. Attacking doesn't break the spell. Lasts for 1 hour per level.

*Weird*(PH p272) – As *Phantasmal Killer*, but affects all within 30'.

Necromancy

*Astral Projection*(PH p176) – Projects you and companions into the Astral Plane.

*Energy Drain*(PH p199) – Subject gains 2d4 negative levels.

*Hide Life*(T&B p91) – You lock away your life force into a small receptacle and cannot be killed while the receptacle remains intact.

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

*Soul Bind*(PH p254) – Traps newly dead soul to prevent *Resurrection*.

*Wail of the Banshee*(PH p269) – Kills one creature per level.

Transmutation

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

*Refuge*(PH p243) – Alters item to transport its possessor to you.

*Shapechange*(PH p250) – Transforms you into any creature, and change forms once per round.

*Simbul's Spell Trigger*(MoF p118) – Store up to 4 spells of 7<sup>th</sup> level or lower to be released later.

*Teleportation Circle*(PH p265) – Circle teleports any creature inside to designated spot.

*Temporal Stasis*(PH p265) – Puts subject into suspended animation.

*Time Stop*(PH p265) – You act freely for 1d4+1 rounds.

Universal

*Wish*(PH p273) – As *Limited Wish*, but with fewer limits.

## 2. Magics, Divine

### 2.1. Clerical Domains

#### Air (PH p162)

- Rebuke/Control Air Elements—and–  
Turn/Destroy Earth Elementals, up to 3 +  
Charisma bonus times per day.
- 1<sup>st</sup> *Obscuring Mists*(PH p233) – Fog surrounds you.  
-or-  
*Torture Air*(DR285 p46) – Taint 10' radius of air so  
that direct contact with moving air does 1d6  
negative energy damage per round.
- 2<sup>nd</sup> *Wind Wall*(PH p273) – Deflects arrows, smaller  
creatures, and gases.
- 3<sup>rd</sup> *Gaseous Form*(PH p207) – Subject becomes  
insubstantial and can fly at a speed of 10'.
- 4<sup>th</sup> *Air Walk*(PH p172) – Subject treads on air as if  
solid (climb at 45° angle).  
-or-  
*Infuse with Element (air)*(DR285 p47) – Gain *Fly*  
and Electricity Resistance 20 for 10 minutes per  
level.
- 5<sup>th</sup> *Control Winds*(PH p189) – Change wind direction  
and speed.
- 6<sup>th</sup> *Chain Lightning*(PH p182) – 1d6 damage per level  
(max 20d6); secondary bolts.
- 7<sup>th</sup> *Control Weather*(PH p188) – Changes weather in  
local area.
- 8<sup>th</sup> *Whirlwind*(PH p272) – Cyclone inflicts damage  
and can pick up creatures.
- 9<sup>th</sup> *Elemental Swarm (air)*(PH p198) – Summons 2d4  
Large, 1d4 Huge Air Elementals.

#### Animal (PH p162)

- Animal Friendship*(PH p173), once per day –and–  
Knowledge (nature) is a class skill.
- 1<sup>st</sup> *Calm Animals*(PH p182) – Calms 2d4 +1 per level  
animals, beasts, and magical beasts.
- 2<sup>nd</sup> *Hold Animal*(PH p214) – Holds one animal  
helpless for 1 round per level.
- 3<sup>rd</sup> *Dominate Animal*(PH p197) – Subject animal  
obeys silent mental commands.
- 4<sup>th</sup> *Repel Vermin*(PH p245) – Insects stay 10' away.
- 5<sup>th</sup> *Commune with Nature*(PH p186) – Learn about  
terrain for one mile per level.
- 6<sup>th</sup> *Antilife Shell*(PH p174) – 10' radius field hedges  
out living creatures.
- 7<sup>th</sup> *Animal Shapes*(PH p173) – One ally per level  
polymorphs into chosen animal.
- 8<sup>th</sup> *Creeping Doom*(PH p190) – Carpet of insects  
attacks at your command.
- 9<sup>th</sup> *Shapechange*(PH p250) – Transforms you into any  
creature, and change forms once per round.

#### Beast-Master (DotF p78)

- Speak with Animals*(PH p254), once per day.
- 1<sup>st</sup> *Animal Friendship*(PH p173) – Gain permanent  
animal companions.
- 2<sup>nd</sup> *Beastmask*(DotF p81) – Animals and beasts think  
subject is one of them.
- 3<sup>rd</sup> *Animal Trance*(PH p173) – Fascinates 2d6 HD of  
animals.
- 4<sup>th</sup> *Bear's Heart*(DotF p81) – One ally per level gains  
+4 Strength and +1d4/level hit points.
- 5<sup>th</sup> *Animal Growth*(PH p173) – One animal per two  
levels doubles in size & HD.
- 6<sup>th</sup> *Summon Nature's Ally III*(PH p260) – Calls  
creature to fight.
- 7<sup>th</sup> *Animal Shapes*(PH p173) – One ally per level  
polymorphs into chosen animal.

- 8<sup>th</sup> *Summon Nature's Ally IV*(PH p260) – Calls  
creature to fight.
- 9<sup>th</sup> *Shapechange*(PH p250) – Transforms you into any  
creature, and change forms once per round.

#### Cavern (FR p62)

- Gain the dwarven ability 'Stonecunning'. If you  
already have 'Stonecunning', then the bonus to  
observe unusual stone work goes up to +4.
- 1<sup>st</sup> *Detect Secret Doors*(PH p193) – Reveals hidden  
doors within 60'.
- 2<sup>nd</sup> *Darkness*(PH p190) – 20' radius of supernatural  
darkness.
- 3<sup>rd</sup> *Meld into Stone*(PH p226) – You and your gear  
merge with stone.
- 4<sup>th</sup> *Leomund's Secure Shelter*(PH p220) – Creates  
study cottage.
- 5<sup>th</sup> *Passwall*(PH p234) – Breaches walls 1' thick per  
level.
- 6<sup>th</sup> *Find the Path*(PH p203) – Shows most direct way  
to a location.
- 7<sup>th</sup> *Maw of Stone*(FR p72) – Animate a natural  
opening or cavern to attack someone going  
through it when a triggering event occurs.
- 8<sup>th</sup> *Earthquake*(PH p198) – Intense tremor shakes 5'  
per level radius.
- 9<sup>th</sup> *Imprisonment*(PH p217) – Entombs subject  
beneath the earth.

#### Celerity (DotF p78)

- +2 enhancement bonus to Dexterity, +10' speed  
increase while in No or Light Armor, and +2  
enhancement bonus to Initiative.
- 1<sup>st</sup> *Blur*(PH p181) – Attacks miss subject 20% of the  
time.
- 2<sup>nd</sup> *Cat's Grace*(PH p182) – Subject gains 1d4+1  
Dexterity for 1 hour per level.
- 3<sup>rd</sup> *Air Walk*(PH p172) – Subject treads on air as if  
solid (climb at 45° angle).
- 4<sup>th</sup> *Haste*(PH p212) – Extra partial action and +4 AC.
- 5<sup>th</sup> *Tree Stride*(PH p267) – Step from one tree to  
another far away.
- 6<sup>th</sup> *Wind Walk*(PH p272) – You and your allies turn  
vaporous and travel fast.
- 7<sup>th</sup> *Mass Haste*(PH p226) – As *Haste*, but affects one  
subject per level.
- 8<sup>th</sup> *Blink*(PH p180) – You randomly vanish and  
reappear for 1 round per level.
- 9<sup>th</sup> *Time Stop*(PH p265) – You act freely for 1d4+1  
rounds.

#### Chaos (PH p163)

- Cast Chaos spells at +1 Caster Level.
- 1<sup>st</sup> *Protection from Law*(PH p240) – +2 deflection  
bonus to AC & +2 resistance bonus to saves  
against law, counters mind control, & hedges  
out Elementals & Outsiders.
- 2<sup>nd</sup> *Shatter*(PH p250) – Sonic vibration damages  
objects or crystalline creatures.
- 3<sup>rd</sup> *Magic Circle against Law*(PH p223) – As  
*Protection from Law*, but 10' radius and 10  
minutes per level.
- 4<sup>th</sup> *Chaos Hammer*(PH p183) – Damages and staggers  
lawful creatures.
- 5<sup>th</sup> *Dispel Law*(PH p196) – +4 deflection bonus vs.  
lawful attackers, can send Lawful Outsiders

back to their home plane, or can dispel a lawful  
spell.

- 6<sup>th</sup> *Animate Objects*(PH p174) – Objects attack your  
foes.
- 7<sup>th</sup> *Word of Chaos*(PH p273) – Kills, paralyzes,  
weakens, or dazes non-chaotic subjects.
- 8<sup>th</sup> *Cloak of Chaos*(PH p184) – +4 resistance bonus to  
AC and saving throws, and SR 25 against lawful  
spells.
- 9<sup>th</sup> *Summon Monster IX (chaotic)* (PH p259) – Calls a  
Chaotic Outsider to fight for you.

#### Charm (FR p62)

- Gain +4 Charisma for 1 minute, usable once per  
day.
- 1<sup>st</sup> *Charm Person*(PH p183) – Make one person your  
friend.
- 2<sup>nd</sup> *Calm Emotions*(PH p182) – Calms 1d6 subjects  
per level, negating emotion effects.
- 3<sup>rd</sup> *Suggestion*(PH p257) – Compels subject to follow  
stated course of action.
- 4<sup>th</sup> *Emotion*(PH p199) – Arouses strong emotion in  
subject.
- 5<sup>th</sup> *Charm Monster*(PH p183) – Makes monster  
believe it is your ally.
- 6<sup>th</sup> *Geas/Quest*(PH p208) – As *Lesser Geas*(PH p221),  
plus it affects any creature.
- 7<sup>th</sup> *Insanity*(PH p217) – Subject suffers continuous  
*Confusion*(PH p186).
- 8<sup>th</sup> *Demand*(PH p191) – As *Sending*, plus you can  
send *Suggestion*.
- 9<sup>th</sup> *Dominate Monster*(PH p197) – As *Dominate  
Person*, but any creature.

#### Community (DotF p78)

- +2 on Diplomacy checks, and *Calm Emotion*(PH  
p182), usable once per day.
- 1<sup>st</sup> *Bless*(PH p180) – Allies gain+1 morale bonus to  
attacks & saves vs. fear.
- 2<sup>nd</sup> *Shield Other*(PH p251) – You take half of subject's  
damage.
- 3<sup>rd</sup> *Prayer*(PH p238) – Allies gain +1 luck bonus on  
most rolls, enemies suffer –1 luck penalty.
- 4<sup>th</sup> *Status*(PH p256) – Monitors condition & position  
of allies.
- 5<sup>th</sup> *Rary's Telepathic Bond*(PH p242) – Link lets allies  
communicate.
- 6<sup>th</sup> *Heroes' Feast*(PH p213) – Food for one creature  
per level cures and gives a *Bless*.
- 7<sup>th</sup> *Refuge*(PH p243) – Alters item to transport its  
possessor to you.
- 8<sup>th</sup> *Mass Heal*(PH p226) – As *Heal*, but with several  
subjects.
- 9<sup>th</sup> *Miracle*(PH p228) – Requests a deity's  
intercession.

**Craft** (FR p92)

Creation spells are cast at +1 Caster level, and gain **Feat: Skill Focus(craft of your choice)**.

- 1<sup>st</sup> *Animate Rope*(PH p174) – Makes a rope move at your command.
- 2<sup>nd</sup> *Wood Shape*(PH p273) – Rearranges wooden objects to suit you.
- 3<sup>rd</sup> *Stone Shape*(PH p257) – Sculpts stone in any form.
- 4<sup>th</sup> *Minor Creation*(PH p228) – Creates one cloth or wood object.
- 5<sup>th</sup> *Wall of Stone*(PH p270) – 20 hp per four levels; can be shaped.
- 6<sup>th</sup> *Fantastic Machine*(FR p69) – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.
- 7<sup>th</sup> *Major Creation*(PH p225) – As *Minor Creation*, plus stone and metal.
- 8<sup>th</sup> *Forcecage*(PH p207) – Cube of force imprisons all inside.
- 9<sup>th</sup> *Greater Fantastic Machine*(FR p71) – As *Fantastic Machine*, but even more powerful & durable.

**Creation** (DotF p78)

Cast Conjunction (Creation) spells as +2 Caster Level.

- 1<sup>st</sup> *Create Water*(PH p189) – Creates 2 gallons/level of pure water.
- 2<sup>nd</sup> *Minor Image*(PH p228) – As *Silent Image*, plus some sound.
- 3<sup>rd</sup> *Create Food and Water*(PH p189) – Feeds 3 humans (or 1 horse) per level.
- 4<sup>th</sup> *Minor Creation*(PH p228) – Creates one cloth or wood object.
- 5<sup>th</sup> *Major Creation*(PH p225) – As *Minor Creation*, plus stone and metal.
- 6<sup>th</sup> *Heroes' Feast*(PH p213) – Food for one creature per level cures and gives a *Bless*.
- 7<sup>th</sup> *Permanent Image*(PH p235) – Includes sight, sound, and smell.
- 8<sup>th</sup> *True Creation*(DotF p90) – As *Major Creation*, but permanent.
- 9<sup>th</sup> *Genesis*(DotF p86) – Creates a pocket demiplane.

**Darkness** (FR p62)

Gain **Feat: Blind Fighting**.

- 1<sup>st</sup> *Obscuring Mists*(PH p233) – Fog surrounds you.
- 2<sup>nd</sup> *Blindness/Deafness*(PH p180) – Makes subject blind or deaf.
- 3<sup>rd</sup> *Blacklight*(FR p67) – Create a 20' radius area of darkness that even darkvision can't see through, but you can.
- 4<sup>th</sup> *Armor of Darkness*(FR p67) – Shroud of darkness gives subject +3 deflection bonus +1 per 4 levels (max +8), provides darkvision 60', and gains +2 on saves vs. holy, good, or light spells.
- 5<sup>th</sup> *Darkbolt*(FR p68) – Ranged touch, 2d8 damage and daze, 1 bolt per 2 levels (max 7).
- 6<sup>th</sup> *Prying Eyes*(PH p240) – 1d4 floating eyes + 1 per level scout for you.
- 7<sup>th</sup> *Nightmare*(PH p232) – Send vision dealing 1d10 damage, fatigue.
- 8<sup>th</sup> *Power Word, Blind*(PH p237) – Blinds 200 hp worth of creatures.
- 9<sup>th</sup> *Power Word, Kill*(PH p237) – Kills one touch subject or many weak ones.

**Death** (PH p163)

'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.

- 1<sup>st</sup> *Cause Fear*(PH p182) – One creature flees for 1d4 rounds.
- 2<sup>nd</sup> *Death Knell*(PH p191) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.
- 3<sup>rd</sup> *Animate Dead*(PH p174) – Creates undead skeletons and zombies.
- 4<sup>th</sup> *Death Ward*(PH p191) – Grants immunity to death spells and effects.
- 5<sup>th</sup> *Slay Living*(PH p252) – Touch attack, kills one subject.
- 6<sup>th</sup> *Create Undead*(PH p189) – Create ghouls, shadows, ghastrs, wights, or wraiths.
- 7<sup>th</sup> *Destruction*(PH p192) – Kills subject and destroys remains.
- 8<sup>th</sup> *Create Greater Undead*(PH p189) – Mummies, spectres, vampires, and ghosts.
- 9<sup>th</sup> *Wail of the Banshee*(PH p269) – Kills one creature per level.

**Destruction** (PH p163)

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

- 1<sup>st</sup> *Inflct Light Wounds*(PH p217) – Touch, 1d8 +1/level (max +5).
- 2<sup>nd</sup> *Shatter*(PH p250) – Sonic vibration damages objects or crystalline creatures.
- 3<sup>rd</sup> *Contagion*(PH p187) – Infects subject with disease.
- 4<sup>th</sup> *Inflct Critical Wounds*(PH p217) – Touch attack, 4d8 + 1/level (max +20).
- 5<sup>th</sup> *Circle of Doom*(PH p184) – Deals 1d8 + 1 / level (max +20) damage in all directions.
- 6<sup>th</sup> *Harm*(PH p212) – Subject loses all but 1d4 hp.
- 7<sup>th</sup> *Disintegrate*(PH p195) – Makes one creature or object vanish.
- 8<sup>th</sup> *Earthquake*(PH p198) – Intense tremor shakes 5' per level radius.
- 9<sup>th</sup> *Implosion*(PH p217) – Kills one creature per round

**Divination** (DotF p78)

Cast Divination spells at +2 Caster Level. Only available to the Divine Oracle Prestige Class(DotF p56).

- 1<sup>st</sup> *Identify*(PH p216) – Determines a single features of a magic item.
- 2<sup>nd</sup> *Augury*(PH p177) – Leans whether an action will be good or bad.
- 3<sup>rd</sup> *Divination*(PH p197) – Provides useful advice for specific proposed actions.
- 4<sup>th</sup> *Scrying*(PH p247) – Spies on subject from a distance.
- 5<sup>th</sup> *Commune*(PH p186) – Deity answers one yes-or-no question per level.
- 6<sup>th</sup> *Legend Lore*(PH p219) – Learn tales about a person, place, or thing.
- 7<sup>th</sup> *Greater Scrying*(PH p211) – As *Scrying*, but faster and longer.
- 8<sup>th</sup> *Discern Location*(PH p195) – Exact location of creature or object.
- 9<sup>th</sup> *Foresight*(PH p207) – "Sixth sense" warns of impending danger.

**Domination** (DotF p78)

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

- 1<sup>st</sup> *Command*(PH p185) – One subject obeys one-word command for 1 round.
- 2<sup>nd</sup> *Enthrall*(PH p200) – Captivates all within 100' + 10' per level.
- 3<sup>rd</sup> *Suggestion*(PH p257) – Compels subject to follow stated course of action.
- 4<sup>th</sup> *Dominate Person*(PH p197) – Controls humanoid telepathically.
- 5<sup>th</sup> *Greater Command*(PH p210) – As *Command*(PH p185), but affects one subject per level.
- 6<sup>th</sup> *Geas/Quest*(PH p208) – As *Lesser Geas*(PH p221), plus it affects any creature.
- 7<sup>th</sup> *Mass Suggestion*(PH p226) – As *Suggestion*, plus one subject per level.
- 8<sup>th</sup> *True Domination*(DotF p91) – As *Dominate Person*, but save at -4.
- 9<sup>th</sup> *Monstrous Thrall*(DotF p87) – As *Dominate Person*, but permanent and affects any creature.

**Drow** (FR p62)

Gain **Feat: Lightning Reflexes**.

- 1<sup>st</sup> *Cloak of Dark Power*(FR p68) – Protection from sunlight, +4 resistance bonus on saves vs. light and darkness spells.
- 2<sup>nd</sup> *Clairaudience/Clairvoyance*(PH p184) – Hear or see at a distance for 1 minute per level.
- 3<sup>rd</sup> *Suggestion*(PH p257) – Compels subject to follow stated course of action.
- 4<sup>th</sup> *Discern Lies*(PH p195) – Reveals deliberate falsehoods.
- 5<sup>th</sup> *Spiderform*(FR p74) – Polymorph into a drider or monstrous spider of size Tiny to Large.
- 6<sup>th</sup> *Greater Dispelling*(PH p210) – As *Dispelling Magic*, but +20 on the check.
- 7<sup>th</sup> *Word of Chaos*(PH p273) – Kills, paralyzes, weakens, or dazes non-chaotic subjects.
- 8<sup>th</sup> *Greater Planar Ally*(PH p211) – As *Lesser Planar Ally*, but up to 24 HD.
- 9<sup>th</sup> *Power Word, Kill*(PH p237) – Kills one touch subject or many weak ones.

**Dwarf** (FR p62)

Gain **Feat: Great Fortitude**.

- 1<sup>st</sup> *Magic Weapon*(PH p225) – Weapon gains +1 enchantment bonus.
- 2<sup>nd</sup> *Endurance*(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.
- 3<sup>rd</sup> *Glyph of Warding*(PH p209) – Inscription harms those who pass it.
- 4<sup>th</sup> *Greater Magic Weapon*(PH p210) – +1 bonus per three levels (max +5).
- 5<sup>th</sup> *Fabricate*(PH p202) – Transforms raw materials into finished items.
- 6<sup>th</sup> *Stone Tell*(PH p257) – Talk to natural or worked stone.
- 7<sup>th</sup> *Dictum*(PH p194) – Kills, paralyzes, weakens, or dazes non-lawful subjects.
- 8<sup>th</sup> *Protection from Spells*(PH p240) – Confers +8 resistance bonus.
- 9<sup>th</sup> *Elemental Swarm (earth)*(PH p198) – Summons 2d4 Large, 1d4 Huge Earth Elementals.

**Earth** (PH p163)

- Rebuke / Control Earth Elements –and– Turn / Destroy Air Elementals, up to 3 + Charisma bonus times per day.
- 1<sup>st</sup> *Magic Stone*(PH p225) – 3 stones gain +1 attack & deal 1d6 +1 damage.  
–or–  
*Rot Earth*(DR285 p46) – Taint 10' radius of earth & stone so that direct contact with it does 1d6 negative energy damage per round.
- 2<sup>nd</sup> *Soften Earth and Stone*(PH p253) – Turns stone to clay or dirt to sand or mud.
- 3<sup>rd</sup> *Stone Shape*(PH p257) – Sculpt stone in any form.
- 4<sup>th</sup> *Spike Stones*(PH p255) – Creatures in area take 1d8 damage, may be *Slow*'d.  
–or–  
*Infuse with Element (earth)*(DR285 p47) – Gain +2 enhancement bonus to Strength, damage reduction 10/+1, and Acid Resistance 20 for 10 minutes per level.
- 5<sup>th</sup> *Wall of Stone*(PH p270) – 20 hp per four levels; can be shaped.
- 6<sup>th</sup> *Stoneskin*(PH p257) – Stops blows, cuts, stabs, & slashes.
- 7<sup>th</sup> *Earthquake*(PH p198) – Intense tremor shakes 5' per level radius.
- 8<sup>th</sup> *Iron Body*(PH p218) – You body becomes living iron.
- 9<sup>th</sup> *Elemental Swarm (earth)*(PH p198) – Summons 2d4 Large, 1d4 Huge Earth Elementals.

**Elf** (FR p63)

- Gain **Feat: Point Blank Shot**.
- 1<sup>st</sup> *True Strike*(PH p267) – Add +20 insight bonus to your next attack roll.
- 2<sup>nd</sup> *Cat's Grace*(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.
- 3<sup>rd</sup> *Snare*(PH p253) – Creates a magical booby trap.
- 4<sup>th</sup> *Tree Stride*(PH p267) – Step from one tree to another far away.
- 5<sup>th</sup> *Commune with Nature*(PH p186) – Learn about terrain for one mile per level.
- 6<sup>th</sup> *Find the Path*(PH p203) – Shows most direct way to a location.
- 7<sup>th</sup> *Liveoak*(PH p222) – Oak becomes a treant guardian.
- 8<sup>th</sup> *Sunburst*(PH p261) – Blinds all within 10', deals 3d6 damage.
- 9<sup>th</sup> *Antipathy*(PH p175) – Object or location affected by spell repels certain creatures.

**Exorcism** (DotF p79)

- Force possessing spirits (ghosts, *Magic Jar*, etc.) out of a victim by doing a Charisma check vs. Player's Handbook table 8-16.  
Only available to the Sacred Exorcists Prestige Class(DotF p69).
- 1<sup>st</sup> *Protection from Evil*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.
- 2<sup>nd</sup> *Magic Circle against Evil*(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
- 3<sup>rd</sup> *Remove Curse*(PH p244) – Frees object or person from curse.

- 4<sup>th</sup> *Dismissal*(PH p196) – Forces a creature to return to its native plane.
- 5<sup>th</sup> *Dispel Evil*(PH p196) – +4 deflection bonus vs. evil attackers, can send Evil Outsiders back to their home plane, or can dispel an evil spell.
- 6<sup>th</sup> *Banishment*(PH p177) – Banishes 2 HD per level extraplanar creatures.
- 7<sup>th</sup> *Holy Word*(PH p215) – Kills, paralyzes, weakens, or dazes non-good subjects.
- 8<sup>th</sup> *Holy Aura*(PH p214) +4 resistance bonus to AC and saving throws, and SR 25 against evil spells.
- 9<sup>th</sup> *Unbinding*(DotF p91) – Destroys binding spells within 180'.

**Evil** (PH p163)

- Cast Evil spells at +1 Caster Level.
- 1<sup>st</sup> *Protection from Good*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out Elementals & Outsiders.
- 2<sup>nd</sup> *Desecrate*(PH p192) – Fills area with negative energy, making undead stronger.
- 3<sup>rd</sup> *Magic Circle against Good*(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.
- 4<sup>th</sup> *Unholy Blight*(PH p268) – Damages and sickens good creatures.
- 5<sup>th</sup> *Dispel Good*(PH p196) – +4 deflection bonus vs. good attackers, can send Good Outsiders back to their home plane, or can dispel a good spell.
- 6<sup>th</sup> *Create Undead*(PH p189) – Create ghouls, shadows, ghosts, wights, or wraiths.
- 7<sup>th</sup> *Blasphemy*(PH p179) – Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8<sup>th</sup> *Unholy Aura*(PH p268) – +4 resistance bonus to AC and saving throws, and SR 25 against good spells.
- 9<sup>th</sup> *Summon Monster IX (evil)* (PH p259) – Calls an Evil Outsider to fight for you.

**Family** (FR p63) (FR)+

- You may protect of individuals equal to your Charisma bonus (min 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. You may protect yourself. Usable once per day.
- 1<sup>st</sup> *Bless*(PH p180) – Allies gain +1 morale bonus to attacks & saves vs. fear.
- 2<sup>nd</sup> *Shield Other*(PH p251) – You take half of subject's damage.
- 3<sup>rd</sup> *Helping Hand*(PH p213) – Ghostly hand leads subject to you.
- 4<sup>th</sup> *Imbue with Spell Ability*(PH p216) – Transfer spells to subject.
- 5<sup>th</sup> *Rary's Telepathic Bond*(PH p242) – Link lets allies communicate.
- 6<sup>th</sup> *Heroes' Feast*(PH p213) – Food for one creature per level cures and gives a *Bless*.
- 7<sup>th</sup> *Refuge*(PH p243) – Alters item to transport its possessor to you.
- 8<sup>th</sup> *Protection from Spells*(PH p240) – Confers +8 resistance bonus.
- 9<sup>th</sup> *Prismatic Sphere*(PH p238) – As *Prismatic Wall*(PH p238), but surrounds on all sides.

**Fate** (FR p63)

- Gain 'Uncanny Dodge', as if you were a 3<sup>rd</sup> level Rogue.
- 1<sup>st</sup> *True Strike*(PH p267) – Add +20 insight bonus to your next attack roll.
- 2<sup>nd</sup> *Augury*(PH p177) – Leans whether an action will be good or bad.
- 3<sup>rd</sup> *Bestow Curse*(PH p177) – -6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.
- 4<sup>th</sup> *Status*(PH p256) – Monitors condition & position of allies.
- 5<sup>th</sup> *Mark of Justice*(PH p225) – Designates action that will trigger *Bestow Curse*(PH p177) on subject.
- 6<sup>th</sup> *Geas/Quest*(PH p208) – As *Lesser Geas*(PH p221), plus it affects any creature.
- 7<sup>th</sup> *Vision*(PH p269) – As *Legend Lore*, but quicker and strenuous.
- 8<sup>th</sup> *Mind Blank*(PH p228) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Foresight*(PH p207) – "Sixth sense" warns of impending danger.

**Fire** (PH p163)

- Rebuke / Control Fire Elements –and– Turn / Destroy Water Elementals, up to 3 + Charisma bonus times per day.
- 1<sup>st</sup> *Burning Hands*(PH p181) – 1d4 fire damage per level (max 5d4).  
–or–  
*Blight Fire*(DR285 p46) – Taint 20' radius of fire so that direct contact with it does +1d6 negative energy damage per round.
- 2<sup>nd</sup> *Produce Flame*(PH p238) – 1d4 + 1 per 2 levels damage, touch or thrown.
- 3<sup>rd</sup> *Resist Elements (fire/cold)*(PH p246) – Ignores 12 damage/round from either fire or cold energy.
- 4<sup>th</sup> *Wall of Fire*(PH p269) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.  
–or–  
*Infuse with Element (fire)* (DR285 p47) – Gain +2 enhancement bonus to Dexterity, +10' enhancement bonus to movement, and Fire Resistance 20 for 10 minutes per level.
- 5<sup>th</sup> *Fire Shield*(PH p204) – 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).
- 6<sup>th</sup> *Fire Seeds*(PH p204) – Acorns and berries become grenades and bombs.
- 7<sup>th</sup> *Fire Storm*(PH p205) – Deals 1d6 fire damage per level (max 20d6).
- 8<sup>th</sup> *Incendiary Cloud*(PH p217) – Cloud deals 4d6 fire damage per round.
- 9<sup>th</sup> *Elemental Swarm (fire)*(PH p198) – Summons 2d4 Large, 1d4 Huge Fire Elementals.

**Force** (RTEE p161)(DR294 p33)

Once per day, reroll a damage roll and take the better of the two.

- 1<sup>st</sup> *Mage Armor*(PH p223) – Gives subject +4 armor bonus.
- 2<sup>nd</sup> *Magic Missile*(PH p224) – 1d4+1 damage; +1 missile per two levels above 1<sup>st</sup> (max 5 missiles).
- 3<sup>rd</sup> *Blast of Force*(RTEE p162) (DR294 p33) – Ranged touch attack does 1d6 force damage per 2 levels (max 5d6), plus knock back.
- 4<sup>th</sup> *Otiluke's Resilient Sphere*(PH p233) – Fore globe protects but traps one subject.
- 5<sup>th</sup> *Wall of Force*(PH p269) – Wall is immune to damage.
- 6<sup>th</sup> *Repulsion*(PH p245) – Creatures can't approach you.
- 7<sup>th</sup> *Forcecage*(PH p207) – Cube of force imprisons all inside.
- 8<sup>th</sup> *Otiluke's Telekinetic Sphere*(PH p233) – As *Otiluke's Resilient Sphere*, but you move the sphere telekinetically.
- 9<sup>th</sup> *Annihilation*(RTEE p162) (DR294 p33) – Create a *Sphere of Annihilation* under your control that lasts for 1 round per level.

**Glory** (DotF p79)

Turn undead with a +2 bonus on the turning check & +1d6 on the turning check.

- 1<sup>st</sup> *Disrupt Undead*(PH p197) – Deals 1d6 damage to one undead.
- 2<sup>nd</sup> *Bless Weapon*(PH p180) – When using this weapon against an **evil** opponent, all “critical threats” become actual criticals, damage reduction is negated, and it can hit incorporeal enemies as if it had a +1 enhancement bonus.
- 3<sup>rd</sup> *Searing Light*(PH p248) – Ray deals 1d8 per two levels, more against undead.
- 4<sup>th</sup> *Holy Smite*(PH p214) – Damages and blinds evil creatures.
- 5<sup>th</sup> *Holy Sword*(PH p215) – Weapon becomes +5, does double damage against evil.
- 6<sup>th</sup> *Bolt of Glory*(DotF p82) – Ray deals positive energy damage, more against undead and evil Outsiders.
- 7<sup>th</sup> *Sunbeam*(PH p261) – Beam blinds and deals 3d6 damage.
- 8<sup>th</sup> *Crown of Glory*(DotF p84) – Gain +4 Charisma and enthrall subjects.
- 9<sup>th</sup> *Gate*(PH p207) – Connects two planes for travel or summoning.

**Gnome** (FR p63)

Cast Illusion spells at +1 Caster Level.

- 1<sup>st</sup> *Silent Image*(PH p252) – Creates a minor illusion of your design.
- 2<sup>nd</sup> *Gembomb*(FR p70) – Set up 1d8 force damage per 2 levels (max 5d8) spread across 1-5 gems. Once empowered, you can throw each gem up to 100' (range increment 20'), doing a touch attack.
- 3<sup>rd</sup> *Minor Image*(PH p228) – As *Silent Image*, plus some sound.
- 4<sup>th</sup> *Minor Creation*(PH p228) – Creates one cloth or wood object.
- 5<sup>th</sup> *Hallucinatory Terrain*(PH p212) – Makes one type of terrain appear like another (field into forest, etc.).

6<sup>th</sup> *Fantastic Machine*(FR p69) – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.

- 7<sup>th</sup> *Screen*(PH p247) – Illusion hides area from vision, scrying.
- 8<sup>th</sup> *Oto's Irresistible Dance*(PH p234) – Forces subject to dance.
- 9<sup>th</sup> *Summon Nature's Ally IX (earth or animal)*(PH p261) – Calls an animal or earth element to fight.

**Good** (PH p164)

Cast Good spells at +1 Caster Level.

- 1<sup>st</sup> *Protection from Evil*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.
- 2<sup>nd</sup> *Aid*(PH p172) – +1 morale bonus to attack & saves vs. fear and +1d8 temporary hp.
- 3<sup>rd</sup> *Magic Circle against Evil*(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
- 4<sup>th</sup> *Holy Smite*(PH p214) – Damages and blinds evil creatures.
- 5<sup>th</sup> *Dispel Evil*(PH p196) – +4 deflection bonus vs. evil attackers, can send Evil Outsiders back to their home plane, or can dispel a evil spell.
- 6<sup>th</sup> *Blade Barrier*(PH p179) – Blades encircling you deal 1d6 damage per level (max 20d6).
- 7<sup>th</sup> *Holy Word*(PH p215) – Kills, paralyzes, weakens, or dazes non-good subjects.
- 8<sup>th</sup> *Holy Aura*(PH p214) +4 resistance bonus to AC and saving throws, and SR 25 against evil spells.
- 9<sup>th</sup> *Summon Monster IX (good)*(PH p259) – Calls a Good Outsider to fight for you.

**Halfling** (FR p63)

Add your Charisma bonus to Climb, Jump, Move Silently, & Hide checks for 10 minutes. Usable once per day.

- 1<sup>st</sup> *Magic Stone*(PH p225) – 3 stones gain +1 attack & deal 1d6 +1 damage.
- 2<sup>nd</sup> *Cat's Grace*(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.
- 3<sup>rd</sup> *Magic Vestment*(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.
- 4<sup>th</sup> *Freedom of Movement*(PH p207) – Subject moves normally despite impediments.
- 5<sup>th</sup> *Mordenkainen's Faithful Hound*(PH p230) – Phantom dog can guard, attack.
- 6<sup>th</sup> *Move Earth*(PH p231) – Digs trenches and builds hills.
- 7<sup>th</sup> *Shadow Walk*(PH p250) – Step into shadow to travel rapidly.
- 8<sup>th</sup> *Word of Recall*(PH p274) – Teleports you back to a designated place.
- 9<sup>th</sup> *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

**Hatred** (FR p63)

Once per day, choose one opponent. For 1 minute, you get +2 profane bonus to attack, saving throws, & AC vs. that opponent only.

- 1<sup>st</sup> *Doom*(PH p198) – One subject suffers –2 morale penalty on attacks, damage, saves, and checks.
- 2<sup>nd</sup> *Scare*(PH p247) – Panics creatures up to 5 HD within a 15' radius.

3<sup>rd</sup> *Bestow Curse*(PH p177) – -6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

- 4<sup>th</sup> *Emotion (hate)* (PH p199) – Arouses strong hate in subject.
- 5<sup>th</sup> *Righteous Might*(PH p246) – Your size increases, and you gain +4 Strength.
- 6<sup>th</sup> *Forbiddance*(PH p206) – Denies area to creatures of another alignment.
- 7<sup>th</sup> *Blasphemy*(PH p179) – Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8<sup>th</sup> *Antipathy*(PH p175) – Object or location affected by spell repels certain creatures.
- 9<sup>th</sup> *Wail of the Banshee*(PH p269) – Kills one creature per level.

**Healing** (PH p164)

Cast Healing spells at +1 Caster Level.

- 1<sup>st</sup> *Cure Light Wounds*(PH p190) – Cures 1d8 +1/level (max +5).
- 2<sup>nd</sup> *Cure Moderate Wounds*(PH p190) – Cures 2d8 +1/level (max +10).
- 3<sup>rd</sup> *Cure Serious Wounds*(PH p190) – Cures 3d8 +1/level (max +15).
- 4<sup>th</sup> *Cure Critical Wounds*(PH p190) – Cures 4d8 +1/level (max. +20).
- 5<sup>th</sup> *Healing Circle*(PH p213) – Cures 1d8 + 1/level (max +20) damage in all directions.
- 6<sup>th</sup> *Heal*(PH p213) – Cures all damage, diseases, and mental conditions.
- 7<sup>th</sup> *Regenerate*(PH p244) – Subject's severed limbs grow back.
- 8<sup>th</sup> *Mass Heal*(PH p226) – As *Heal*, but with several subjects.
- 9<sup>th</sup> *True Resurrection*(PH p267) – As *Resurrection*(PH p246), plus remains aren't needed.

**Illusion** (FR p63)

Cast Illusion spells at +1 Caster Level.

- 1<sup>st</sup> *Silent Image*(PH p252) – Creates a minor illusion of your design.
- 2<sup>nd</sup> *Minor Image*(PH p228) – As *Silent Image*, plus some sound.
- 3<sup>rd</sup> *Displacement*(PH p197) – Attacks miss subject 50% of the time.
- 4<sup>th</sup> *Phantasmal Killer*(PH p235) – Fearsome illusion kill subject or deals 3d6 damage.
- 5<sup>th</sup> *Persistent Image*(PH p235) – As *Major Image*, but no concentration required.
- 6<sup>th</sup> *Mislead*(PH p230) – Turns you invisible and creates illusory double.
- 7<sup>th</sup> *Project Image*(PH p239) – Illusory double can talk and cast spells.
- 8<sup>th</sup> *Screen*(PH p247) – Illusion hides area from vision, scrying.
- 9<sup>th</sup> *Weird*(PH p272) – As *Phantasmal Killer*, but affects all within 30'.



**Inquisition** (DotF p79)

+4 bonus on all dispel checks.

Only available to the Church Inquisitor Prestige Class (DotF p51).

- 1<sup>st</sup> *Detect Evil* (PH p192) – Reveals evil creatures, spells, or objects.
- 2<sup>nd</sup> *Zone of Truth* (PH p274) – Subjects within range cannot lie.
- 3<sup>rd</sup> *Detect Thoughts* (PH p194) – Allows “listening” to surface thoughts.
- 4<sup>th</sup> *Discern Lies* (PH p195) – Reveals deliberate falsehoods.
- 5<sup>th</sup> *True Seeing* (PH p267) – See all things as they really are.
- 6<sup>th</sup> *Forbiddance* (PH p206) – Denies area to creatures of another alignment.
- 7<sup>th</sup> *Dictum* (PH p194) – Kills, paralyzes, weakens, or dazes non-lawful subjects.
- 8<sup>th</sup> *Holy Aura* (PH p214) +4 resistance bonus to AC and saving throws, and SR 25 against evil spells.
- 9<sup>th</sup> *Trap the Soul* (PH p266) – Imprisons subject within gem.

**Knowledge** (PH p164)

Cast Divinations spells at +1 Caster Level, and treat all Knowledge skills as class skills.

- 1<sup>st</sup> *Detect Secret Doors* (PH p193) – Reveals hidden doors within 60’.
- 2<sup>nd</sup> *Detect Thoughts* (PH p194) – Allows “listening” to surface thoughts.
- 3<sup>rd</sup> *Clairaudience/Clairvoyance* (PH p184) – Hear or see at a distance for 1 minute per level.
- 4<sup>th</sup> *Divination* (PH p197) – Provides useful advice for specific proposed actions.
- 5<sup>th</sup> *True Seeing* (PH p267) – See all things as they really are.
- 6<sup>th</sup> *Find the Path* (PH p203) – Shows most direct way to a location.
- 7<sup>th</sup> *Legend Lore* (PH p219) – Learn tales about a person, place, or thing.
- 8<sup>th</sup> *Discern Location* (PH p195) – Exact location of creature or object.
- 9<sup>th</sup> *Foresight* (PH p207) – “Sixth sense” warns of impending danger.

**Law** (PH p164)

Cast Law spells at +1 Caster Level.

- 1<sup>st</sup> *Protection from Chaos* (PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against chaos, counters mind control, & hedges out Elementals & Outsiders.
- 2<sup>nd</sup> *Calm Emotions* (PH p182) – Calms 1d6 subjects per level, negating emotion effects.
- 3<sup>rd</sup> *Magic Circle against Chaos* (PH p223) – As *Protection from Chaos*, but 10’ radius and 10 minutes per level.
- 4<sup>th</sup> *Order’s Wrath* (PH p233) – Damages and dazes chaotic creatures.
- 5<sup>th</sup> *Dispel Chaos* (PH p196) – +4 deflection bonus vs. chaotic attackers, can send Chaotic Outsiders back to their home plane, or can dispel a chaotic spell.
- 6<sup>th</sup> *Hold Monster* (PH p214) – As *Hold Person*, but can effect any creature.
- 7<sup>th</sup> *Dictum* (PH p194) – Kills, paralyzes, weakens, or dazes non-lawful subjects.

8<sup>th</sup> *Shield of Law* (PH p251) – +4 resistance bonus to AC and saving throws, and SR 25 against chaotic spells.

9<sup>th</sup> *Summon Monster IX (law)* (PH p259) – Calls a Lawful Outsider to fight for you.

**Luck** (PH p164)

‘Good Fortune’ once per day – A single roll can be rerolled, though the new value must be kept.

- 1<sup>st</sup> *Entropic Shield* (PH p200) – Ranged attacks against you suffer 20% miss chance.
- 2<sup>nd</sup> *Aid* (PH p172) – +1 morale bonus to attack & saves vs. fear and +1d8 temporary hp.
- 3<sup>rd</sup> *Protection from Elements* (PH p240) – Absorbs 12 damage per level from one kind of energy.
- 4<sup>th</sup> *Freedom of Movement* (PH p207) – Subject moves normally despite impediments.
- 5<sup>th</sup> *Break Enchantment* (PH p181) – Frees subject from enchantments, alterations, curses, and petrification.
- 6<sup>th</sup> *Mislead* (PH p230) – Turns you invisible and creates illusory double.
- 7<sup>th</sup> *Spell Turning* (PH p255) – Reflects 1d4+6 spell levels back at caster.
- 8<sup>th</sup> *Holy Aura* (PH p214) +4 resistance bonus to AC and saving throws, and SR 25 against evil spells.
- 9<sup>th</sup> *Miracle* (PH p228) – Requests a deity’s intercession.

**Madness** (DotF p79) (RTEE p161) (DR294 p32)

Gain an Insanity score equal to half your (cleric levels + clerical prestige class levels). Your Insanity score is added to your Wisdom with regards to bonus spells and the DC to resist your spells, but is subtracted from your Wisdom for any other check, such as Listen or Will saving throws.

Once per day, add your Insanity score as a bonus to a single roll involving Wisdom, such as Listen checks or Will saving throws.

-or-

Once per day, add your Charisma modifier to the DC of a spell you are about to cast.

- 1<sup>st</sup> *Random Action* (PH p242) – One creature acts randomly for one round.
- 2<sup>nd</sup> *Touch of Madness* (a.k.a. *Tharizdun’s Touch*) (DotF p90) (RTEE p162) (DU87 p70) (DR294 p32) – Touch attack that dazes the target for 1 round per level.
- 3<sup>rd</sup> *Rage* (DotF p88) (RTEE p161) (DR294 p32) – Put the target into a frenzy, granting +4 Strength, +4 Constitution, & +2 morale bonus on Will saves for 1 round per level.
- 4<sup>th</sup> *Confusion* (PH p186) – Makes subject behave oddly for 1 round per level.
- 5<sup>th</sup> *Bolts of Bedevilment* (DotF p82) (RTEE p161) (DR294 p32) – Make 1 ray attack per level that causes the target to be dazed for 1d3 rounds.
- 6<sup>th</sup> *Phantasmal Killer* (PH p235) – Fearsome illusion kill subject or deals 3d6 damage.
- 7<sup>th</sup> *Insanity* (PH p217) – Subject suffers continuous *Confusion*.
- 8<sup>th</sup> *Maddening Scream* (a.k.a. *Tharizdun’s Maddening Scream*) (DotF p87) (RTEE p162) (DR294 p33) – Touch attack puts the target into a screaming, twitching fit that gives a –4 AC penalty, allows Reflex saves only on a natural 20, and makes it impossible to use a shield.

9<sup>th</sup> *Weird* (PH p272) – As *Phantasmal Killer*, but affects all within 30’.

**Magic** (PH p164)

Use magic items as if you were a wizard of half your cleric level.

- 1<sup>st</sup> *Nystul’s Undetectable Aura* (PH p232) – Masks magic item’s aura.
- 2<sup>nd</sup> *Identify* (PH p216) – Determines a single feature of a magic item.
- 3<sup>rd</sup> *Dispel Magic* (PH p196) – Cancels magical spells and effects.
- 4<sup>th</sup> *Imbue with Spell Ability* (PH p216) – Transfer spells to subject.
- 5<sup>th</sup> *Spell Resistance* (PH p255) – Subject gains Spell Resistance of 12 + 1 per level.
- 6<sup>th</sup> *Antimagic Field* (PH p175) – Negates magic in 10’.
- 7<sup>th</sup> *Spell Turning* (PH p255) – Reflects 1d4+6 spell levels back at caster.
- 8<sup>th</sup> *Protection from Spells* (PH p240) – Confers +8 resistance bonus.
- 9<sup>th</sup> *Mordenkainen’s Disjunction* (PH p230) – Dispel magic, disenchant magic items.

**Mentalism** (FR p64)

Once per day, you may touch a target and give him a resistance bonus on his next Will save equal to your level + 2. If not used within an hour, it wears off.

- 1<sup>st</sup> *Random Action* (PH p242) – One creature acts randomly for one round.
- 2<sup>nd</sup> *Detect Thoughts* (PH p194) – Allows “listening” to surface thoughts.
- 3<sup>rd</sup> *Clairaudience/Clairvoyance* (PH p184) – Hear or see at a distance for 1 minute per level.
- 4<sup>th</sup> *Modify Memory* (PH p230) – Changes 5 minutes of subject’s memories.
- 5<sup>th</sup> *Mind Fog* (PH p228) – Subjects in fog get –10 Wisdom, Wisdom checks.
- 6<sup>th</sup> *Rary’s Telepathic Bond* (PH p242) – Link lets allies communicate.
- 7<sup>th</sup> *Antipathy* (PH p175) – Object or location affected by spell repels certain creatures.
- 8<sup>th</sup> *Mind Blank* (PH p228) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Astral Projection* (PH p179) – Projects you and companions into the Astral Plane.

**Metal** (FR p64)

Gain **Feat: Martial Weapon Proficiency** or **Feat: Exotic Weapon Proficiency** – and – **Feat: Weapon Focus** with your choice of hammer.

- 1<sup>st</sup> *Magic Weapon* (PH p225) – Weapon gains +1 enhancement bonus.
- 2<sup>nd</sup> *Heat Metal* (PH p213) – Hot metal damages those who touch it.
- 3<sup>rd</sup> *Keen Edge* (PH p219) – Doubles normal weapon’s threat range.
- 4<sup>th</sup> *Rusting Grasp* (PH p247) – Your touch corrodes iron and alloys.
- 5<sup>th</sup> *Wall of Iron* (PH p270) – 30 hp per 4 levels; can topple onto foes.
- 6<sup>th</sup> *Blade Barrier* (PH p179) – Blades encircling you deal 1d6 damage per level (max 20d6).
- 7<sup>th</sup> *Transmute Metal to Wood* (PH p266) – Metal within 40’ becomes wood.

8<sup>th</sup> *Iron Body*(PH p218) – Your body becomes iron.

9<sup>th</sup> *Repel Metal or Stone*(PH p245) – Pushes away metal and stone.

### Mind (DotF p80)

+2 on Bluff, Diplomacy, Innuendo, Read Lips, & Sense Motive checks; and +2 on Will saves vs. Enchantments.

1<sup>st</sup> *Comprehend Languages*(PH p186) – Understand all spoken and written languages.

2<sup>nd</sup> *Detect Thoughts*(PH p194) – Allows “listening” to surface thoughts.

3<sup>rd</sup> *Lesser Telepathic Bond*(DotF p87) – Link with subject within 30’ for 10 minutes per level.

4<sup>th</sup> *Discern Lies*(PH p195) – Reveals deliberate falsehoods.

5<sup>th</sup> *Rary’s Telepathic Bond*(PH p242) – Link lets allies communicate.

6<sup>th</sup> *Probe Thoughts*(DotF p88) – Read subject’s memories, one question per round.

7<sup>th</sup> *Brain Spider*(DotF p82) – Eavesdrop on thoughts of up to eight other creatures.

8<sup>th</sup> *Mind Blank*(PH p228) – Subject is immune to mental/emotional magic and scrying.

9<sup>th</sup> *Weird*(PH p272) – As *Phantasmal Killer*, but affects all within 30’.

### Mists (RL p55)

Cover your body with a protective layer of mist for 1 round per Cleric level, usable once per day. The protection is alignment specific:

LG – 25/+5 damage reduction vs. metal weapon

LN – 15/+1 damage reduction vs. physical atks

N – +10 on Fort&Ref saves vs. damaging spells

LE – +10 on Will saves vs. mind-affecting spells

1<sup>st</sup> *Obscuring Mists*(PH p233) – Fog surrounds you.

2<sup>nd</sup> *Fog Cloud*(PH p206) – Fog obscures vision.

3<sup>rd</sup> *Gaseous Form*(PH p207) – Subject becomes insubstantial and can fly at a speed of 10’.

4<sup>th</sup> *Solid Fog*(PH p253) – Blocks vision and slows movement.

5<sup>th</sup> *Mind Fog*(PH p228) – Subjects in fog get –10 Wisdom, Wisdom checks.

6<sup>th</sup> *Wind Walk*(PH p272) – You and your allies turn vaporous and travel fast.

7<sup>th</sup> *Teleport without Error*(PH p265) – As *Teleport*, but no off-target arrival.

8<sup>th</sup> *Vanish*(PH p269) – As *Teleport*, but affects a touched object.

9<sup>th</sup> *Imprisonment*(PH p217) – Entombs subject beneath the earth.

### Moon (FR p64)

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

1<sup>st</sup> *Faerie Fire*(PH p202) – Outline subjects with light, canceling *Blur*, concealment, etc.

2<sup>nd</sup> *Moonbeam*(FR p73) – Moveable beam of light that penetrates darkness and forces lycanthropes to change shape.

3<sup>rd</sup> *Moon Blade*(FR p72) – Touch attack deals 1d8 + 1 per 2 levels, more to undead, plus scrambles spellcasting.

4<sup>th</sup> *Emotion*(PH p199) – Arouses strong emotion in subject.

5<sup>th</sup> *Moon Path*(FR p72) – Form a bridge of moonlight.

6<sup>th</sup> *Permanent Image*(PH p235) – Includes sight, sound, and smell.

7<sup>th</sup> *Insanity*(PH p217) – Subject suffers continuous *Confusion*.

8<sup>th</sup> *Animal Shapes*(PH p173) – One ally per level polymorphs into chosen animal.

9<sup>th</sup> *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 (DotF p80)

Charisma bonus is added to all saving throws.

1<sup>st</sup> *Divine Favor*(PH p197) – You gain attack & damage bonus of +1/three levels.

2<sup>nd</sup> *Spiritual Weapon*(PH p256) – Magical weapon attacks on its own.

3<sup>rd</sup> *Lesser Aspect of the Deity*(DotF p87) – Your form becomes more like your deity’s.

4<sup>th</sup> *Weapon of the Deity*(DotF p92) – +1 to your weapon’s attack and damage, plus a special ability.

5<sup>th</sup> *Righteous Might*(PH p246) – Your size increases, and you gain +4 Strength.

6<sup>th</sup> *Aspect of the Deity*(DotF p81) – As *Lesser Aspect*, but you get celestial or fiendish qualities.

7<sup>th</sup> *Holy Word*(PH p215) – Kills, paralyzes, weakens, or dazes non-good subjects.

–or–

*Blasphemy*(PH p179) – Kills, paralyzes, weakens, or dazes non-evil subjects.

8<sup>th</sup> *Holy Aura*(PH p214) +4 resistance bonus to AC and saving throws, and SR 25 against evil spells.

–or–

*Unholy Aura*(PH p268) – +4 resistance bonus to AC and saving throws, and SR 25 against good spells.

9<sup>th</sup> *Greater Aspect of the Deity*(DotF p86) – As *Lesser Aspect*, but you gain wings, enhanced ability scores, and various resistances and immunities.

### Nobility (FR p64)

Once per day for a number of rounds equal to your Charisma bonus, give your allies a +2 moral bonus to attack, saving throws, ability checks, skill checks, & weapon damage.

1<sup>st</sup> *Divine Favor*(PH p197) – You gain attack & damage bonus of +1/three levels.

2<sup>nd</sup> *Enthrall*(PH p200) – Captivates all within 100’ + 10’ per level.

3<sup>rd</sup> *Magic Vestment*(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.

4<sup>th</sup> *Discern Lies*(PH p195) – Reveals deliberate falsehoods.

5<sup>th</sup> *Greater Command*(PH p210) – As *Command*(PH p185), but affects one subject per level.

6<sup>th</sup> *Geas/Quest*(PH p208) – As *Lesser Geas*(PH p221), plus it affects any creature.

7<sup>th</sup> *Repulsion*(PH p245) – Creatures can’t approach you.

8<sup>th</sup> *Demand*(PH p191) – As *Sending*, plus you can send *Suggestion*.

9<sup>th</sup> *Storm of Vengeance*(PH p257) – Storm rains acid, lightning, and hail.

### Ocean (FR p64)

For up to 10 rounds per level, you gain *Water Breathing*(PH p271) when you need it. When you don’t, the effect stops, so it can be used multiple times in a day.

1<sup>st</sup> *Endure Elements*(PH p199) – Ignore 5 damage/round from one energy type.

2<sup>nd</sup> *Sound Burst*(PH p254) – Deals 1d8 sonic damage to subjects; may stun them.

3<sup>rd</sup> *Water Breathing*(PH p271) – Subjects can breathe underwater.

4<sup>th</sup> *Freedom of Movement*(PH p207) – Subject moves normally despite impediments.

5<sup>th</sup> *Wall of Ice*(PH p270) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

6<sup>th</sup> *Otiluke’s Freezing Sphere*(PH p233) – Freezes water or deals cold damage.

7<sup>th</sup> *Waterspout*(FR p75) – Create a 10’ wide waterspout under your direction.

8<sup>th</sup> *Maelstrom*(FR p72) – Create a 120’ wide whirlpool, which pulls down anything that gets close.

9<sup>th</sup> *Elemental Swarm (water)*(PH p198) – Summons 2d4 Large, 1d4 Huge Water Elementals.

### Orc (FR p64)

‘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. +4 to hit if target is a dwarf or elf.

1<sup>st</sup> *Cause Fear*(PH p182) – One creature flees for 1d4 rounds.

2<sup>nd</sup> *Produce Flame*(PH p238) – 1d4 + 1 per 2 levels damage, touch or thrown.

3<sup>rd</sup> *Prayer*(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer –1 luck penalty.

4<sup>th</sup> *Divine Power*(PH p197) – You gain attack bonus, 18 Strength, and 1 hp per level.

5<sup>th</sup> *Prying Eyes*(PH p240) – 1d4 floating eyes + 1 per level scout for you.

6<sup>th</sup> *Eyebite*(PH p202) – *Charm*, *Fear*, sicken, or *Sleep* one subject.

7<sup>th</sup> *Blasphemy*(PH p179) – Kills, paralyzes, weakens, or dazes non-evil subjects.

8<sup>th</sup> *Cloak of Chaos*(PH p184) – +4 resistance bonus to AC and saving throws, and SR 25 against lawful spells.

9<sup>th</sup> *Power Word, Kill*(PH p237) – Kills one touch subject or many weak ones.

### Pestilence (DotF p80)

Immunity to all diseases, though you can still be a carrier.

1<sup>st</sup> *Doom*(PH p198) – One subject suffers –2 morale penalty on attacks, damage, saves, and checks.

2<sup>nd</sup> *Summon Monster II*(PH p258) – Summons an Outsider to fight for you.

3<sup>rd</sup> *Contagion*(PH p187) – Infects subject with chosen disease.

4<sup>th</sup> *Poison*(PH p236) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

5<sup>th</sup> *Plague of Rats*(DotF p88) – Summons a horde of diseased rats.

6<sup>th</sup> *Curse of Lycanthropy*(DotF p84) – Causes temporary lycanthropy in subject.

- 7<sup>th</sup> *Scourge*(DoF p89) – Inflicts a disease that must be magically cured, one subject per level.
- 8<sup>th</sup> *Create Greater Undead*(PH p189) – Mummies, spectres, vampires, and ghosts.
- 9<sup>th</sup> *Otyugh Swarm*(DoF p88) – Creates 3d4 Large Otyughs or 1d3+1 Huge Otyughs.

**Planning** (FR p64)

Gain Feat: **Extend Spell**.

- 1<sup>st</sup> *Deathwatch*(PH p191) – See how wounded subjects within 30' are.
- 2<sup>nd</sup> *Augury*(PH p177) – Leans whether an action will be good or bad.
- 3<sup>rd</sup> *Clairaudience/Clairvoyance*(PH p184) – Hear or see at a distance for 1 minute per level.
- 4<sup>th</sup> *Status*(PH p256) – Monitors condition & position of allies.
- 5<sup>th</sup> *Detect Scrying*(PH p193) – Alerts you to magical eavesdropping.
- 6<sup>th</sup> *Heroes' Feast*(PH p213) – Food for one creature per level cures and gives a *Bless*.
- 7<sup>th</sup> *Greater Scrying*(PH p211) – As *Scrying*, but faster and longer.
- 8<sup>th</sup> *Discern Location*(PH p195) – Exact location of creature or object.
- 9<sup>th</sup> *Time Stop*(PH p265) – You act freely for 1d4+1 rounds.

**Plant** (PH p164)

Rebuke / Control Plant Creatures, up to 3 + Charisma bonus times per day, and Knowledge (nature) is a class skill.

- 1<sup>st</sup> *Entangle*(PH p200) – Plants entangle everyone in a 40' radius circle.
- 2<sup>nd</sup> *Barkskin*(PH p177) – Grants +3 natural armor bonus (or higher).
- 3<sup>rd</sup> *Plant Growth*(PH p236) – Grows vegetation, improves crops.
- 4<sup>th</sup> *Control Plants*(PH p188) – Talk to and control plants & fungi.
- 5<sup>th</sup> *Wall of Thorns*(PH p271) – Thorns damage anyone who tries to pass.
- 6<sup>th</sup> *Repel Wood*(PH p245) – Pushes away wooden objects.
- 7<sup>th</sup> *Changestaff*(PH p183) – Your staff becomes a treant on command.
- 8<sup>th</sup> *Command Plants*(PH p186) – Plants animate and vegetation entangles.
- 9<sup>th</sup> *Shambler*(PH p250) – Summons 1d4+2 shambling mounds to fight for you.

**Portal** (FR p64)

Detect a *Portal* as if it was a secret door (DC 20).

- 1<sup>st</sup> *Summon Monster I*(PH p258) – Summons an Outsider to fight for you.
- 2<sup>nd</sup> *Analyze Portal*(FR p66) – Find and understand *Portals* within 60'.
- 3<sup>rd</sup> *Dimensional Anchor*(PH p195) – Bars extradimensional movement.
- 4<sup>th</sup> *Dimension Door*(PH p195) – Teleports you and up to 500 pounds to a location within Long Range.
- 5<sup>th</sup> *Teleport*(PH p264) – Instantly transports you anywhere.
- 6<sup>th</sup> *Banishment*(PH p177) – Banishes 2 HD per level extraplanar creatures.

7<sup>th</sup> *Etherealness*(PH p201) – Travel to the Ethereal Plane with companions.

- 8<sup>th</sup> *Maze*(PH p226) – Traps subject in extradimensional maze.
- 9<sup>th</sup> *Gate*(PH p207) – Connects two planes for travel or summoning.

**Protection** (PH p165)

'Protective Ward' once per day – For one hour, the touched target gets a resistance bonus to his next saving throw equal to your level. Activation is a standard action.

- 1<sup>st</sup> *Sanctuary*(PH p247) – Opponents can't attack you and you can't attack.
- 2<sup>nd</sup> *Shield Other*(PH p251) – You take half of subject's damage.
- 3<sup>rd</sup> *Protection from Elements*(PH p240) – Absorbs 12 damage per level from one kind of energy.
- 4<sup>th</sup> *Spell Immunity*(PH p255) – Subject is immune to one spell per four levels.
- 5<sup>th</sup> *Spell Resistance*(PH p255) – Subject gains +12 + 1 / level SR.
- 6<sup>th</sup> *Antimagic Field*(PH p175) – Negates magic in 10'.
- 7<sup>th</sup> *Repulsion*(PH p245) – Creatures can't approach you.
- 8<sup>th</sup> *Mind Blank*(PH p228) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Prismatic Sphere*(PH p238) – As *Prismatic Wall*(PH p238), but surrounds on all sides.

**Renewal** (FR p65)

If your hit points falls below 0, gain 1d8 + Charisma bonus hit points, usable once per day.

- 1<sup>st</sup> *Charm Person*(PH p183) – Make one person your friend.
- 2<sup>nd</sup> *Lesser Restoration*(PH p222) – Dispel magic ability penalty or repairs 1d4 ability damage.
- 3<sup>rd</sup> *Remove Disease*(PH p244) – Cures all diseases affecting subject.
- 4<sup>th</sup> *Reincarnate*(PH p244) – Brings dead subject back in a random body.
- 5<sup>th</sup> *Atonement*(PH p176) – Removes burden of misdeeds from subject.
- 6<sup>th</sup> *Heroes' Feast*(PH p213) – Food for one creature per level cures and gives a *Bless*.
- 7<sup>th</sup> *Greater Restoration*(PH p211) – As *Restoration*(PH p246), plus restores all levels and ability scores.
- 8<sup>th</sup> *Polymorph Any Object*(PH p236) – Changes any subject into anything else.
- 9<sup>th</sup> *Freedom*(PH p207) – Releases creature suffering from the spell *Imprisonment*.

**Repose** (RL p55)

Give a corpse a Will save (using your Will save bonus) vs. being turned into an undead. Usable once per day.

- 1<sup>st</sup> *Detect Undead*(PH p194) – Reveals undead within 60'.
- 2<sup>nd</sup> *Gentle Repose*(PH p208) – Preserves one corpse.
- 3<sup>rd</sup> *Speak with Dead*(PH p254) – Corpse answer one question per two levels.
- 4<sup>th</sup> *Halt Undead*(PH p212) – Immobilizes undead for 1 round per level.
- 5<sup>th</sup> *Raise Dead*(PH p242) – Restores life to subject who died up to 1 day per level ago.
- 6<sup>th</sup> *Antilife Shell*(PH p174) – 10' radius field hedges out living creatures.

7<sup>th</sup> *Resurrection*(PH p246) – Fully restore dead subject.

- 8<sup>th</sup> *Control Undead*(PH p188) – Undead don't attack you while under your command.
- 9<sup>th</sup> *Soul Bind*(PH p254) – Traps newly dead soul to prevent *Resurrection*.

**Retribution** (FR p65)

'Strike of Vengeance' once per day – When you have been harmed in combat you may make an attack with a melee or ranged weapon. on your next action. If it hits, you do maximum damage.

- 1<sup>st</sup> *Shield of Faith*(PH p251) – Aura grants +2 (or higher) deflection bonus.
- 2<sup>nd</sup> *Endurance*(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.
- 3<sup>rd</sup> *Speak with Dead*(PH p254) – Corpse answer one question per two levels.
- 4<sup>th</sup> *Fire Shield*(PH p204) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).
- 5<sup>th</sup> *Mark of Justice*(PH p225) – Designates action that will trigger *Bestow Curse*(PH p177) on subject.
- 6<sup>th</sup> *Banishment*(PH p177) – Banishes 2 HD per level extraplanar creatures.
- 7<sup>th</sup> *Spell Turning*(PH p255) – Reflects 1d4+6 spell levels back at caster.
- 8<sup>th</sup> *Discern Location*(PH p195) – Exact location of creature or object.
- 9<sup>th</sup> *Storm of Vengeance*(PH p257) – Storm rains acid, lightning, and hail.

**Rune** (FR p65)

Gain Feat: **Scribe Scroll**.

- 1<sup>st</sup> *Erase*(PH p200) – Mundane or magical writing vanishes.
- 2<sup>nd</sup> *Secret Page*(PH p248) – Changes one page to hide its real content.
- 3<sup>rd</sup> *Glyph of Warding*(PH p209) – Inscription harms those who pass it.
- 4<sup>th</sup> *Explosive Runes*(PH p202) – Deals 6d6 damage when read.
- 5<sup>th</sup> *Lesser Planar Binding*(PH p221) – Traps an Outsider until it performs a task.
- 6<sup>th</sup> *Greater Glyph of Warding*(PH p210) – As *Glyph of Warding*(PH p209), but up to 10d8 damage or 6<sup>th</sup> level spell.
- 7<sup>th</sup> *Drawmij's Instant Summons*(PH p198) – Prepared object appears in your hand.
- 8<sup>th</sup> *Symbol*(PH p261) – Triggered runes have array of effects.
- 9<sup>th</sup> *Teleportation Circle*(PH p265) – Circle teleports any creature inside to designated spot.

**Scalykind** (FR p65)

Rebuke / Control Snakes and Reptiles, up to 3 + Charisma bonus times per day.

- 1<sup>st</sup> *Magic Fang*(PH p223) – One natural weapon of subject creature gets +1 enhancement bonus to attack and damage.
- 2<sup>nd</sup> *Animal Trance (reptiles & snakes)* (PH p173) – Fascinates 2d6 HD of reptiles & snakes.
- 3<sup>rd</sup> *Greater Magic Fang*(PH p210) – One natural weapon of subject creature gets +1 enhancement

- bonus to attack and damage per 3 caster levels (max. +5).
- 4<sup>th</sup> *Poison*(PH p236) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
- 5<sup>th</sup> *Animal Growth (reptiles & snakes)* (PH p173) – One reptile or snake per two levels doubles in size & HD.
- 6<sup>th</sup> *Eyebite*(PH p202) – *Charm, Fear, sicken, or Sleep* one subject.
- 7<sup>th</sup> *Creeping Doom (snakes)*(PH p190) – Carpet of snakes attacks at your command.
- 8<sup>th</sup> *Animal Shapes(reptiles & snakes)* (PH p173) – One ally per level polymorphs into chosen reptile or snake.
- 9<sup>th</sup> *Shapechange*(PH p250) – Transforms you into any creature, and change forms once per round.

**Slime** (FR p65)

- Rebuke / Control Oozes, up to 3 + Charisma bonus times per day.
- 1<sup>st</sup> *Grease*(PH p210) – Makes 10' square or 1 object slippery.
- 2<sup>nd</sup> *Melf's Acid Arrow*(PH p227) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).
- 3<sup>rd</sup> *Poison*(PH p236) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
- 4<sup>th</sup> *Rusting Grasp*(PH p247) – Your touch corrodes iron and alloys.
- 5<sup>th</sup> *Evard's Black Tentacles*(PH p201) – 1d4 + 1 per level tentacles grapple randomly within 15'.
- 6<sup>th</sup> *Transmute Rock to Mud*(PH p266) – Transforms two 10' cubes per level.
- 7<sup>th</sup> *Destruction*(PH p192) – Kills subject and destroys remains.
- 8<sup>th</sup> *Power Word, Blind*(PH p237) – Blinds 200 hp worth of creatures.
- 9<sup>th</sup> *Implosion*(PH p217) – Kills one creature per round.

**Spell** (FR p65)

- +2 on Concentration & Spellcraft checks.
- 1<sup>st</sup> *Mage Armor*(PH p223) – Gives subject +4 armor bonus.
- 2<sup>nd</sup> *Silence*(PH p252) – Negate sound in 15' radius.
- 3<sup>rd</sup> *Anyspell*(FR p67) – Prepare an Arcane spell of up to 2<sup>nd</sup> Level.
- 4<sup>th</sup> *Rary's Mnemonic Enhancer*(PH p242) – Prepares extra spells or retains one just cast. Wizards only.
- 5<sup>th</sup> *Break Enchantment*(PH p181) – Frees subject from enchantments, alterations, curses, and petrification.
- 6<sup>th</sup> *Greater Anyspell*(FR p70) – Prepare an Arcane spell of up to 5<sup>th</sup> Level.
- 7<sup>th</sup> *Limited Wish*(PH p222) – Alters reality – within spell limits.
- 8<sup>th</sup> *Antimagic Field*(PH p175) – Negates magic within 10'.
- 9<sup>th</sup> *Mordenkainen's Disjunction*(PH p230) – Dispels magic, disenchant magic items.

**Spider** (FR p65)

- Rebuke / Control Spiders, up to 3 + Charisma bonus times per day.
- 1<sup>st</sup> *Spider Climb*(PH p255) – Grants ability to walk on walls & ceilings.

- 2<sup>nd</sup> *Summon Swarm*(PH p261) – Summons swarm of small crawling or flying creatures.
- 3<sup>rd</sup> *Phantom Steed (spider)*(PH p235) – Magical Large monstrous spider mount appears for 1 hour per level.
- 4<sup>th</sup> *Giant Vermin*(PH p209) – Turns insects into giant vermin.
- 5<sup>th</sup> *Insect Plague*(PH p217) – Insect horde limits vision, inflicts damage, and weak creatures flee.
- 6<sup>th</sup> *Spider Curse*(FR p74) – Transform a target into a drider that you dominate.
- 7<sup>th</sup> *Stone Spider*(FR p75) – Transform 1d3 pebbles into stone constructs of Monstrous Spiders, who are from Tiny-sized to Huge-sized. Alternatively, you can give 1d3 vermin *Stoneskin*.
- 8<sup>th</sup> *Creeping Doom*(PH p190) – Carpet of insects attacks at your command.
- 9<sup>th</sup> *Spider Shapes*(FR p74) – Polymorph 1 willing subject per level into a Monstrous Spider, who are from Tiny-sized to Huge-sized. Lasts for 1 hour per level.

**Storm** (FR p65)

- Gain Electricity Resistance 5.
- 1<sup>st</sup> *Entropic Shield*(PH p200) – Ranged attacks against you suffer 20% miss chance.
- 2<sup>nd</sup> *Gust of Wind*(PH p212) – Blows away or knocks down smaller creatures.
- 3<sup>rd</sup> *Call Lightning*(PH p182) – Directs lightning bolts (1d10 / level) during storms.
- 4<sup>th</sup> *Sleet Storm*(PH p253) – Hampers vision and movement.
- 5<sup>th</sup> *Ice Storm*(PH p216) – Hail deals 5d6 damage in cylinder 40' across.
- 6<sup>th</sup> *Summon Monster VI (air)*(PH p259) – Calls Air Elemental/Outsider to fight for you.
- 7<sup>th</sup> *Control Weather*(PH p188) – Changes weather in local area.
- 8<sup>th</sup> *Whirlwind*(PH p272) – Cyclone inflicts damage and can pick up creatures.
- 9<sup>th</sup> *Storm of Vengeance*(PH p257) – Storm rains acid, lightning, and hail.

**Strength** (PH p165)

- 'Feat of Strength' once per day – For one round, you get an enhancement bonus to strength equal to your level. Activation is a free action.
- 1<sup>st</sup> *Endure Elements*(PH p199) – Ignore 5 damage/round from one energy type.
- 2<sup>nd</sup> *Bull's Strength*(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.
- 3<sup>rd</sup> *Magic Vestment*(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.
- 4<sup>th</sup> *Spell Immunity*(PH p255) – Subject is immune to one spell per four levels.
- 5<sup>th</sup> *Righteous Might*(PH p246) – Your size increases, and you gain +4 Strength.
- 6<sup>th</sup> *Stoneskin*(PH p257) – Stops blows, cuts, stabs, & slashes.
- 7<sup>th</sup> *Bigby's Grasping Hand*(PH p178) – Hand provides cover, pushes, or grapples.
- 8<sup>th</sup> *Bigby's Clenched Fist*(PH p178) – Large hand attacks your foes.
- 9<sup>th</sup> *Bigby's Crushing Hand*(PH p178) – As *Bigby's Interposing Hand*, but stronger.

**Suffering** (FR p65)

- 'Pain Touch' once per day – By making a successful touch attack vs. a living creatures vulnerable to critical hits, bestow a –2 enhancement penalty to Strength and Dexterity for 1 minute.
- 1<sup>st</sup> *Bane*(PH p177) – Enemies suffer –1 morale penalty on attacks & –1 morale penalty on saves vs. fear.
- 2<sup>nd</sup> *Endurance*(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.
- 3<sup>rd</sup> *Bestow Curse*(PH p177) – –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.
- 4<sup>th</sup> *Enervation*(PH p199) – Subject gains 1d4 negative levels.
- 5<sup>th</sup> *Feeblemind*(PH p203) – Subject's Intelligence drops to 1.
- 6<sup>th</sup> *Harm*(PH p212) – Subject loses all but 1d4 hp.
- 7<sup>th</sup> *Eyebite (sicken)*(PH p202) – Sicken one subject.
- 8<sup>th</sup> *Symbol(pain)*(PH p261) – Triggered rune for a pain effect.
- 9<sup>th</sup> *Horrid Wilting*(PH p215) – Deals 1d8 damage per level (max 25d8) within 30'.

**Summoning** (DotF p80)

- Summoning spells cast as if you were twice your level.
- 1<sup>st</sup> *Summon Monster I*(PH p258) – Summons an Outsider to fight for you.
- 2<sup>nd</sup> *Summon Monster II*(PH p258) – Summons an Outsider to fight for you.
- 3<sup>rd</sup> *Summon Monster III*(PH p259) – Summons an Outsider to fight for you.
- 4<sup>th</sup> *Lesser Planar Ally*(PH p221) – Exchange services with an 8 HD Outsider.
- 5<sup>th</sup> *Summon Monster V*(PH p259) – Calls Outsider to fight for you.
- 6<sup>th</sup> *Planar Ally*(PH p235) – As *Lesser Planar Ally*(PH p221), but up to 16 HD.
- 7<sup>th</sup> *Summon Monster VII*(PH p259) – Calls Outsider to fight for you.
- 8<sup>th</sup> *Greater Planar Ally*(PH p211) – As *Lesser Planar Ally*, but up to 24 HD.
- 9<sup>th</sup> *Gate*(PH p207) – Connects two planes for travel or summoning.

**Sun** (PH p165)

- 'Greater Turning' once per day – Make a normal turning action, but all undead effected are destroyed. This consumes one of the day's "turns".
- 1<sup>st</sup> *Endure Elements (fire/cold)*(PH p199) – Ignore 5 damage/round from either fire or cold.
- 2<sup>nd</sup> *Heat Metal*(PH p213) – Hot metal damages those who touch it.
- 3<sup>rd</sup> *Searing Light*(PH p248) – Ray deals 1d8 per two levels, more against undead.
- 4<sup>th</sup> *Fire Shield*(PH p204) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).
- 5<sup>th</sup> *Flame Strike*(PH p205) – Smites foes with divine fire (1d6 / level).

6<sup>th</sup> *Fire Seeds*(PH p204) – Acorns and berries become grenades and bombs.

7<sup>th</sup> *Sunbeam*(PH p261) – Beam blinds and deals 3d6 damage.

8<sup>th</sup> *Sunburst*(PH p261) – Blinds all within 10', deals 3d6 damage.

9<sup>th</sup> *Prismatic Sphere*(PH p238) – As *Prismatic Wall*(PH p238), but surrounds on all sides.

### Thunder (DR290 p50)

Gain Sonic Resistance 5.

1<sup>st</sup> *Shatter*(PH p250) – Sonic vibration damages objects or crystalline creatures.

2<sup>nd</sup> *Sound Burst*(PH p254) – Deals 1d8 sonic damage to subjects; may stun them.

3<sup>rd</sup> *Call Lightning*(PH p182) – Directs lightning bolts (1d10 / level) during storms.

4<sup>th</sup> *Lightning Bolt*(PH p222) – Electricity deals 1d6 damage per level (max 10d6).

5<sup>th</sup> *Shout*(PH p252) – Deafens all within cone and deals 2d6 damage.

6<sup>th</sup> *Chain Lightning*(PH p182) – 1d6 damage per level (max 20d6); secondary bolts.

7<sup>th</sup> *Control Weather*(PH p188) – Changes weather in local area.

8<sup>th</sup> *Power Word, Stun*(PH p237) – Stuns creature with up to 150 hp.

9<sup>th</sup> *Storm of Vengeance*(PH p257) – Storm rains acid, lightning, and hail.

### Time (FR p66)

Gain Feat: Improved Initiative.

1<sup>st</sup> *True Strike*(PH p267) – Add +20 insight bonus to your next attack roll.

2<sup>nd</sup> *Gentle Repose*(PH p208) – Preserves one corpse.

3<sup>rd</sup> *Haste*(PH p212) – Extra partial action and +4 AC.

4<sup>th</sup> *Freedom of Movement*(PH p207) – Subject moves normally despite impediments.

5<sup>th</sup> *Permanency*(PH p234) (T&B p84)+ – Makes certain spells permanent; costs XP.

6<sup>th</sup> *Contingency*(PH p187) – Sets trigger condition for another spell.

7<sup>th</sup> *Mass Haste*(PH p226) – As *Haste*, but affects one subject per level.

8<sup>th</sup> *Foresight*(PH p207) – “Sixth sense” warns of impending danger.

9<sup>th</sup> *Time Stop*(PH p265) – You act freely for 1d4+1 rounds.

### Trade (FR p66)

As a free action, you may activate *Detect Thoughts*(PH p194) against one target for your Charisma Bonus minutes. Usable once per day.

1<sup>st</sup> *Message*(PH p227) – Whispered conversation at a distance.

2<sup>nd</sup> *Gembomb*(FR p70) – Set up 1d8 force damage per 2 levels (max 5d8) spread across 1-5 gems. Once empowered, you can throw each gem up to 100' (range increment 20'), doing a touch attack.

3<sup>rd</sup> *Eagle's Splendor*(FR p68)(T&B p87) – Subject gains 1d4+1 Charisma for 1 hour per level.

4<sup>th</sup> *Sending*(PH p248) – Delivers short message anywhere instantly.

5<sup>th</sup> *Fabricate*(PH p202) – Transforms raw materials into finished items.

6<sup>th</sup> *True Seeing*(PH p267) – See all things as they really are.

7<sup>th</sup> *Mordenkainen's Magnificent Mansion*(PH p231) – Door leads to extradimension mansion.

8<sup>th</sup> *Mind Blank*(PH p228) – Subject is immune to mental/emotional magic and scrying.

9<sup>th</sup> *Discern Location*(PH p195) – Exact location of creature or object.

### Travel (PH p165)

For a total of 1 round per cleric level per day, a *Freedom of Movement*(PH p207) will activate automatically on you if you are ever in need of it. The effect only lasts as long as needed, so the total number of rounds can be split over multiple occurrences.

Also, Wilderness Lore is a class skill.

1<sup>st</sup> *Expeditious Retreat*(PH p202) – Doubles your speed.

2<sup>nd</sup> *Locate Object*(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).

3<sup>rd</sup> *Fly*(PH p206) – Subject flies at a speed of 90'.

4<sup>th</sup> *Dimension Door*(PH p195) – Teleports you and up to 500 pounds to a location within 400' + 40' per level.

5<sup>th</sup> *Teleport*(PH p264) – Instantly transports you anywhere.

6<sup>th</sup> *Find the Path*(PH p203) – Shows most direct way to a location.

7<sup>th</sup> *Teleport without Error*(PH p265) – As *Teleport*, but no off-target arrival.

8<sup>th</sup> *Phase Door*(PH p235) – Invisible passage through wood or stone.

9<sup>th</sup> *Astral Projection*(PH p179) – Projects you and companions into the Astral Plane.

### Trickery (PH p165)

Bluff, Disguise, & Hide are class skills.

1<sup>st</sup> *Change Self*(PH p183) – Changes your appearance in basic ways (add or lose 1' of height, switch between fat & thin, etc.) for up to 10 min/level. Gives a +10 bonus on Disguise checks.

2<sup>nd</sup> *Invisibility*(PH p217) – Subject is invisible for 10 minutes per level or until it attacks.

3<sup>rd</sup> *Nondetection*(PH p232) – Hides subject from divination, scrying.

4<sup>th</sup> *Confusion*(PH p186) – Makes subject behave oddly for 1 round per level.

5<sup>th</sup> *False Vision*(PH p202) – Fools scrying with an illusion.

6<sup>th</sup> *Mislead*(PH p230) – Turns you invisible and creates illusory double.

7<sup>th</sup> *Screen*(PH p247) – Illusion hides area from vision, scrying.

8<sup>th</sup> *Polymorph Any Object*(PH p236) – Changes any subject into anything else.

9<sup>th</sup> *Time Stop*(PH p265) – You act freely for 1d4+1 rounds.

### Tyrant (FR p66)

All compulsion spells you cast have a +2 DC.

1<sup>st</sup> *Command*(PH p185) – One subject obeys one-word command for 1 round.

2<sup>nd</sup> *Enthrall*(PH p200) – Captivates all within 100' + 10' per level.

3<sup>rd</sup> *Discern Lies*(PH p195) – Reveals deliberate falsehoods.

4<sup>th</sup> *Fear*(PH p203) – Subjects within cone flee for 1 round per level.

5<sup>th</sup> *Greater Command*(PH p210) – As *Command*(PH p185), but affects one subject per level.

6<sup>th</sup> *Geas/Quest*(PH p208) – As *Lesser Geas*(PH p221), plus it affects any creature.

7<sup>th</sup> *Bigby's Grasping Hand*(PH p178) – Hand provides cover, pushes, or grapples.

8<sup>th</sup> *Mass Charm*(PH p226) – As *Charm Monster*, but all within 30'.

9<sup>th</sup> *Dominate Monster*(PH p197) – As *Dominate Person*, but any creature.

### Undeath (FR p66)

Gain Feat: Extra Turning.

1<sup>st</sup> *Detect Undead*(PH p194) – Reveals undead within 60'.

2<sup>nd</sup> *Desecrate*(PH p192) – Fills area with negative energy, making undead stronger.

3<sup>rd</sup> *Animate Dead*(PH p174) – Creates undead skeletons and zombies.

4<sup>th</sup> *Death Ward*(PH p191) – Grants immunity to death spells and effects.

5<sup>th</sup> *Circle of Doom*(PH p184) – Deals 1d8 + 1 / level (max +20) damage in all directions.

6<sup>th</sup> *Create Undead*(PH p189) – Create ghouls, shadows, ghosts, wights, or wraiths.

7<sup>th</sup> *Control Undead*(PH p188) – Undead don't attack you while under your command.

8<sup>th</sup> *Create Greater Undead*(PH p189) – Mummies, spectres, vampires, and ghosts.

9<sup>th</sup> *Energy Drain*(PH p199) – Subject gains 2d4 negative levels.

### War (PH p165)

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

1<sup>st</sup> *Magic Weapon*(PH p225) – Weapon gains +1 enhancement bonus.

2<sup>nd</sup> *Spiritual Weapon*(PH p256) – Magical weapon attacks on its own.

3<sup>rd</sup> *Magic Vestment*(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.

4<sup>th</sup> *Divine Power*(PH p197) – You gain attack bonus, 18 Strength, and 1 hp per level.

5<sup>th</sup> *Flame Strike*(PH p205) – Smites foes with divine fire (1d6 / level).

6<sup>th</sup> *Blade Barrier*(PH p179) – Blades encircling you deal 1d6 damage per level (max 20d6).

7<sup>th</sup> *Power Word, Stun*(PH p237) – Stuns creature with up to 150 hp.

8<sup>th</sup> *Power Word, Blind*(PH p237) – Blinds 200 hp worth of creatures.

9<sup>th</sup> *Power Word, Kill*(PH p237) – Kills one touch subject or many weak ones.

### Water (PH p165)

Rebuke / Control Water Elements –and– Turn / Destroy Fire Elementals, up to 3 + Charisma bonus times per day.

1<sup>st</sup> *Obscuring Mists*(PH p233) – Fog surrounds you.

–or–

*Be foul Water*(DR285 p46) – Taint 10' radius of water so that direct contact with moving water does 1d6 negative energy damage per round.

2<sup>nd</sup> *Fog Cloud*(PH p206) – Fog obscures vision.

3<sup>rd</sup> *Water Breathing*(PH p271) – Subjects can breathe underwater.

4<sup>th</sup> *Control Water*(PH p188) – Raises, lowers, & parts bodies of water.

-or-

*Infuse with Element (water)*(DR285 p47) – Gain *Water Breathing*, +2 enhancement bonus to Constitution, and Cold Resistance 20 for 10 minutes per level.

5<sup>th</sup> *Ice Storm*(PH p216) – Hail deals 5d6 damage in cylinder 40' across.

6<sup>th</sup> *Cone of Cold*(PH p186) – 1d6 cold damage per level (max 15d6).

7<sup>th</sup> *Acid Fog*(PH p172) – Fog deals acid damage.

8<sup>th</sup> *Horrid Wilting*(PH p215) – Deals 1d8 damage per level (max 25d8) within 30'.

9<sup>th</sup> *Elemental Swarm (water)*(PH p198) – Summons 2d4 Large, 1d4 Huge Water Elementals.

#### Winter (DR290 p50)

Gain Cold Resistance 5.

1<sup>st</sup> *Ray of Frost*(PH p243) – Ray deals 1d3 cold damage.

2<sup>nd</sup> *Chill Metal*(PH p183) – Cold metal damages those who touch it.

3<sup>rd</sup> *Protection from Elements*(PH p240) – Absorbs 12 damage per level from one kind of energy.

4<sup>th</sup> *Sleet Storm*(PH p253) – Hampers vision and movement.

5<sup>th</sup> *Ice Storm*(PH p216) – Hail deals 5d6 damage in cylinder 40' across.

6<sup>th</sup> *Cone of Cold*(PH p186) – 1d6 cold damage per level (max 15d6).

7<sup>th</sup> *Otiluke's Freezing Sphere*(PH p233) – Freezes water or deals cold damage.

8<sup>th</sup> *Simulacrum*(PH p252) – Creates partially real double of a creature.

9<sup>th</sup> *Elemental Swarm (air)*(PH p198) – Summons 2d4 Large, 1d4 Huge Air Elementals.

## 2.2. Cleric Spell List

## Wisdom-based Prepared Divine Spells

0<sup>th</sup> Level

*Create Water*(PH p189) – Creates 2 gallons/level of pure water.

*Cure Minor Wounds*(PH p190) – Cures 1 point of damage.

*Detect Magic*(PH p193) – Detects spells and magic items within 60’.

*Detect Poison*(PH p193) – Detects poison in one creature or small object.

*Forager’s Blessing*(DR279 p35) – +2 bonus on Wilderness Lore checks for the purpose of finding food. Effects 1 subject per level & lasts for 1 hour per level.  
Favored by elven male followers of Corellon Larethian.

*Guidance*(PH p211) – +1 competence bonus on one roll, save, or check.

*Inflict Minor Wounds*(PH p217) – Touch attack, 1 point of damage.

*Light*(PH p222) – Object shines like a torch.

*Mending*(PH p227) – Makes minor repairs on an object.

*Purify Food and Drink*(PH p241) – Purifies 1 cubic foot per level of food or water.

*Read Magic*(PH p243) – Read scrolls and spellbooks.

*Resistance*(PH p245) – Subject gains +1 resistance bonus on saving throws.

*Virtue*(PH p269) – Subject gains 1 temporary hp.

1<sup>st</sup> Level

*Bane*(PH p177) – Enemies suffer –1 morale penalty on attacks & –1 morale penalty on saves vs. fear.

*Bless*(PH p180) – Allies gain +1 morale bonus to attacks & saves vs. fear.

*Bless Water*(PH p180) – Makes Holy Water.

*Burial Blessing*(DoF p83) – Prevents a corpse from rising as undead.

*Cause Fear*(PH p182) – One creature flees for 1d4 rounds.

*Command*(PH p185) – One subject obeys one-word command for 1 round.

*Comprehend Languages*(PH p186) – Understand all spoken and written languages.

*Cure Light Wounds*(PH p190) – Cures 1d8 +1/level damage (max +5).

*Curse Water*(PH p190) – Makes Unholy Water.

*Deathwatch*(PH p191) – See how wounded subjects within 30’ are.

*Detect Chaos*(PH p192) – Reveals chaotic creatures, spells, or objects.

*Detect Evil*(PH p192) – Reveals evil creatures, spells, or objects.

*Detect Good*(PH p193) – Reveals good creatures, spells, or objects.

*Detect Law*(PH p193) – Reveals lawful creatures, spells, or objects.

*Detect Undead*(PH p194) – Reveals undead within 60’.

*Divine Favor*(PH p197) – You gain attack & damage bonus of +1/three levels.

*Doom*(PH p198) – One subject suffers –2 morale penalty on attacks, damage, saves, and checks.

*Endure Elements*(PH p199) – Ignore 5 damage/round from one energy type.

*Entropic Shield*(PH p200) – Ranged attacks against you suffer 20% miss chance.

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

*Handfire*(MoF p98) – Your hand glows and can make a touch attack dealing 1d4 +1/level, more against undead.

*Inflict Light Wounds*(PH p217) – Touch, 1d8 +1/level (max +5).

*Invisibility to Undead*(PH p218) – Undead can’t perceive one subject per level.

*Magic Stone*(PH p225) – 3 stones gain +1 attack & deal 1d6 +1 damage.

*Magic Weapon*(PH p225) – Weapon gains +1 enhancement bonus.

*Obscuring Mists*(PH p233) – Fog surrounds you.

*Portal Beacon*(MoF p37) – Up to 6 designated people know the direction and distance to the chosen *Portal* for 1 hour per level.

*Protection from Chaos*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against chaos, counters mind control, & hedges out Elementals & Outsiders.

*Protection from Evil*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.

*Protection from Good*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out Elementals & Outsiders.

*Protection from Law*(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against law, counters mind control, & hedges out Elementals & Outsiders.

*Random Action*(PH p242) – One creature acts randomly for one round.

*Regenerate Light Wounds*(MoF p92) – Target heals 1 hp/round.

*Remove Fear*(PH p245) – +4 morale bonus on saves vs. fear for one subject +1/four levels.

*Rosemantle*(MoF p114) – Subject gains a bonus to saves against pain, nausea, & fear effects, and is under the effect of *Delay Poison*.

*Sanctuary*(PH p247) – Opponents can’t attack you and you can’t attack.

*Shield of Faith*(PH p251) – Aura grants +2 (or higher) deflection bonus.

*Summon Monster I*(PH p258) – Summons an Outsider to fight for you.

*Vision of Glory*(MoF p131) – Target gains +1 morale bonus on next saving throw.

*Wieldskill*(MoF p134) – Target gains +10 to one skill, or can use it untrained, or gains a weapon or armor proficiency.

*Womb of the Land*(DR279 p35) – An area of natural light vegetation will grow crops in 1 day. Once cast, the seeds must still be planted. The area is 15’ + 10’ per level diameter.  
Favored by elven female followers of Corellon Larethian.

2<sup>nd</sup> Level

*Aid*(PH p172) – +1 morale bonus to attack & saves vs. fear and +1d8 temporary hp.

*Animal Messenger*(PH p173) – Sends a Tiny animal to a specific place.

*Augury*(PH p177) – Leans whether an action will be good or bad.

*Aura against Flame*(MoF p78) – Ignore 12 flame damage/round and extinguish fires.

*Avoid Planar Effects*(MoF p33) – One subject per level is “attuned” to the current plane of existent that he is on for 1 minute per level. For example, if attuned on the Elemental Plane of Water, you would be able to breathe water and not take damage from deep water pressure.

*Body Blades*(MoF p82) – You attack as if armed, deal bonus damage, harm grapples.

*Brambles*(DoF p82) – Blunt wooden weapon +1 attack & +1/level damage (max +10).

*Bull’s Strength*(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

*Calm Emotions*(PH p182) – Calms 1d6 subjects per level, negating emotion effects.

*Consecrate*(PH p187) – Fills area with positive energy, making undead weaker.

*Cure Moderate Wounds*(PH p190) – Cures 2d8 +1/level (max +10).

*Cure of Ill Fortune*(MoF p86) – Subject suffers –3 penalty on attacks, saves, and checks.

*Darkness*(PH p190) – 20’ radius of supernatural darkness.

*Death Knell*(PH p191) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.

*Delay Poison*(PH p191) – Stops poison from harming subject for 1 hour per level.

*Desecrate*(PH p192) – Fills area with negative energy, making undead stronger.

*Divine Flame*(DoF p85) – Wards area against cold creatures.

*Divine Zephyr*(DoF p85) – Wards area against fire creatures.

*Eagle’s Splendor*(FR p68)(T&B p87) – Subject gains 1d4+1 Charisma for 1 hour per level.

*Endurance*(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.

*Enthrall*(PH p200) – Captivates all within 100’ + 10’ per level.

*Filter*(T&B p89) – Makes subject resistant to inhaled toxins for 10 minutes per level.

*Find Traps*(PH p203) – Notice traps as a rogue does.

*Fox’s Cunning*(T&B p89) – Subject gains 1d4+1 Intelligence for 1 hour per level.

*Gaze Screen*(T&B p90) – Subject has a 50% chance to avoid gaze attacks for 10 minutes per level.

*Gentle Repose*(PH p208) – Preserves one corpse.

*Hand of Divinity*(MoF p98) – Gives +2 sacred or profane bonus on worshipers of your patron.

*Hold Person*(PH p214) – Holds one person helpless for 1 round per level.

*Inflict Moderate Wounds*(PH p217) – Touch attack, 2d8 +1/level (max +10).

*Knife Spray*(DoF p87) – Cone of droplets, 1d6 + 1/level (max +5).

*Lesser Restoration*(PH p222) – Dispel magic ability penalty or repairs 1d4 ability damage.

*Make Whole*(PH p225) – Repairs an object.

*Owl’s Wisdom*(T&B p94) – Subject gains 1d4+1 Wisdom for 1 hour per level.

*Remove Paralysis*(PH p245) – Frees one or more creatures from paralysis, hold, or *Slow*.

*Resist Elements*(PH p246) – Ignores 12 damage/round from one energy type.

*Shatter*(PH p250) – Sonic vibration damages objects or crystalline creatures.

*Shield Other*(PH p251) – You take half of subject's damage.  
*Silence*(PH p252) – Negate sound in 15' radius.  
*Sound Burst*(PH p254) – Deals 1d8 sonic damage to subjects; may stun them.  
*Speak with Animals*(PH p254) – You may communicate with natural animals.  
*Spectral Stag*(MoF p120) – Phantom stag can bull rush and be a mount.  
*Spell Shield*(MoF p122) – Target gains +3 resistance on saving throws against spells and spell-like abilities.  
*Spiritual Weapon*(PH p256) – Magical weapon attacks on its own.  
*Stone Bones*(MoF p123) – Corporeal undead gains +3 natural armor bonus.  
*Summon Monster II*(PH p258) – Summons an Outsider to fight for you.  
*Undetectable Alignment*(PH p267) – Conceals alignment for 24 hours.  
*Zone of Truth*(PH p274) – Subjects within range cannot lie.

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

*Amanuensis*(MoF p77) – Copy nonmagical text.  
*Animate Dead*(PH p174) – Creates undead skeletons and zombies.  
*Attune Form*(MoF p33) – One subject per level is "attuned" to the current plane of existence that he is on for 2 hours per level. For example, if attuned on the Elemental Plane of Water, you would be able to breathe water and not take damage from deep pressure.  
*Beastmask*(DotF p81) – Animals and beasts think subject is one of them.  
*Bestow Curse*(PH p177) – -6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.  
*Blessed Aim*(DotF p81) – Allies receive a +2 morale bonus on ranged attacks.  
*Blindness/Deafness*(PH p180) – Makes subject blind or deaf.  
*Briar Web*(DotF p83) – As *Entangle*, but thorns deal damage each round.  
*Chain of Eyes*(DotF p84) – Scrying sensor passed along by touch.  
*Circle Dance*(MoF p84) – Indicates direction to known target.  
*Contagion*(PH p187) – Infects subject with chosen disease.  
*Continual Flame*(PH p188)(DR276 p107)+ – Makes a permanent, heatless torch.  
*Create Food and Water*(PH p189) – Feeds 3 humans (or 1 horse) per level.  
*Cure Serious Wounds*(PH p190) – Cures 3d8 + 1/level damage (max +15).  
*Curse of the Brute*(DotF p84) – Up to +1 per level to Strength, Dexterity, or Constitution, but both Intelligence and Charisma go down by the same amount.  
*Darkfire*(MoF p86)(LoD p186) – A lightless flame appears in your hand for 1 round per level. Each round you may throw it or touch with it, doing 1d4 + 1 per 2 levels (max +10). Only seable with darkvision. Popular with Drow.  
*Dark Way*(MoF p87) – Creates temporary unbreakable bridge supporting up to 200 pounds per level.  
*Daylight*(PH p191) – 60' radius of bright light.  
*Deeper Darkness*(PH p191) – Object sheds absolute darkness in 60' radius.  
*Dispel Magic*(PH p196) – Cancels magical spells and effects.

*Flame of Faith*(DotF p86) – Normal or masterwork weapon becomes a temporary *Flaming Burst* weapon.  
*Forceward*(MoF p95) – Creates sphere that prevents intrusion.  
*Glyph of Warding*(PH p209) – Inscription harms those who pass it.  
*Handfang*(LoD p187) – You gain a fanged mouth on your hand for 1 round per level. You can do 1d8 damage on a touch attack & if the target doesn't make a Ref save, you can start a grapple without generating an attack of opportunity. If you make a hold, the fanged mouth does 1d6 per round.  
*Helping Hand*(PH p213) – Ghostly hand leads subject to you.  
*Inflct Serious Wounds*(PH p217) – Touch attack, 3d8 +1 / level (max +15).  
*Interplanar Message*(MoF p36) – This spell is initially cast by touch. At any time in the future, you can send that person a single message of up to 25 words no matter what plane of existence you are on.  
*Invisibility Purge*(PH p218) – Dispels invisibility within 5' per level.  
*Lesser Telepathic Bond*(DotF p87) – Link with subject within 30' for 10 minutes per level.  
*Locate Object*(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).  
*Mace of Odo*(MoF p106) – Force effect damages target or absorbs spell.  
*Magic Circle against Chaos*(PH p223) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.  
*Magic Circle against Evil*(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.  
*Magic Circle against Good*(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.  
*Magic Circle against Law*(PH p223) – As *Protection from Law*, but 10' radius and 10 minutes per level.  
*Magic Vestment*(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.  
*Mass Resist Elements*(T&B p93) – One subject per level ignores 12 damage/round from one energy type.  
*Meld into Stone*(PH p226) – You and your gear merge with stone.  
*Mystic Lash*(MoF p109)(LoD p187) – Ranged touch attack deals 1d8 +1/2 levels electricity, plus stunning. You may release the lash & it will keep attacking. If the target is stunned or dropped, it will return to you. Popular with followers of Bane.  
*Negative Energy Protection*(PH p231) – Subject resists level and ability drains.  
*Obscure Object*(PH p232) – Masks object against divination.  
*Phantom Plow*(LoD p187) – "Plow" a furrow 20' long per level. Anyone standing in its path must make a Balance check to avoid falling. Underground creatures take 4d4 damage.  
*Positive Energy Protection*(MoF p37) – Protects the target from being turned, healed, the effects of the Positive Material Plane, etc., for 1 round per level.  
*Prayer*(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer -1 luck penalty.  
*Protection from Elements*(PH p240) – Absorbs 12 damage per level from one kind of energy.

*Regenerate Moderate Wounds*(MoF p93) – Target heals 2 hp/round.  
*Remedy Moderate Wounds*(MoF p113) – Target gains fast healing 2 for 10 rounds +1 rounds/2 levels.  
*Remove Blindness/Deafness*(PH p244) – Cures normal or magical conditions.  
*Remove Curse*(PH p244) – Frees object or person from curse.  
*Remove Disease*(PH p244) – Cures all diseases affecting subject.  
*Safety*(MoF p38) – The target can find the shortest, more direct path to a place of safety. The effect lasts 10 minutes per level.  
*Searing Light*(PH p248) – Ray deals 1d8 per two levels, more against undead.  
*Speak with Dead*(PH p254) – Corpse answer one question per two levels.  
*Speak with Plants*(PH p254) – You can talk to normal plants and plant creatures.  
*Spikes*(DotF p90) – As *Brambles*(DotF p82), but +2 attack and lasts longer.  
*Stone Shape*(PH p257) – Sculpt stone in any form.  
*Summon Monster III*(PH p259) – Summons an Outsider to fight for you.  
*Sweet Water*(DotF p90) – Creates a well to fresh water up to 100' down.  
*Sword Stream*(DotF p90) – As *Knife Spray*(DotF p87), but does 1d8 + 1/level (max +10).  
*Understand Device*(MoF p130) – You can make untrained Disable Device checks, or gives +4 bonus if you have the skill.  
*Water Breathing*(PH p271) – Subjects can breathe underwater.  
*Water Walk*(PH p271) – Subject treads on water as if solid.  
*Weapon of Impact*(MoF p134) – As *Keen Edge*, but aids blunt weapons.  
*Wind Walk*(PH p273) – Deflects arrows, smaller creatures, and gases.  
*Zone of Respite*(MoF p40) – A 30' cube area per level become immune to extra-planar intrusions, such as *Dimension Door*, any summoning / conjuring spell, etc. for 10 minutes per level.  
*Zone of Revelation*(MoF p40) – All invisible, ethereal, entities on overlapping planes of existence, etc. within a 5' radius per level become visible. The area continues to have this effect for 1 minute per level.

### 4<sup>th</sup> Level

*Air Walk*(PH p172) – Subject treads on air as if solid (climb at 45° angle).  
*Bane Weapon*(DR279 p47) – One weapon or 50 projectiles become more effective against one type of creature (use the Ranger List for categories). Against a chosen creature, the weapon gains +2 enhancement bonus in addition to any base bonus, and +2d6 damage when it hits. The effect lasts for 10 minutes per level.  
*Beast Claws*(DotF p81) – Your hands become slashing weapons (1d6).  
*Blindsight*(MoF p82) – Grants the blindsight ability for 1 hour/level.  
*Castigate*(DotF p83) – Deafen or damage foes, depending on their alignment.  
*Control Water*(PH p188) – Raises, lowers, & parts bodies of water.  
*Cure Critical Wounds*(PH p190) – Cures 4d8 + 1/level damage (max +20).  
*Death Ward*(PH p191) – Grants immunity to death spells and effects.  
*Dimensional Anchor*(PH p195) – Bars extradimensional movement.



*Discern Lies*(PH p195) – Reveals deliberate falsehoods.

*Dismissal*(PH p196) – Forces a creature to return to its native plane.

*Divination*(PH p197) – Provides useful advice for specific proposed actions.

*Divine Power*(PH p197) – You gain attack bonus, 18 Strength, and 1 hp per level.

*Divine Storm*(DoF p85) – Create a 30' radius of spinning weapons that do 1d6 + 2/level (max +20) damage.

*Doomtide*(MoF p90) – Black mist obscures vision, dazes creatures.

*Dread Blast*(LoD p186) – Medium-range ray does 3d8 + 1/level (max +20) of negative energy damage to living creature. Popular with followers of Cyric.

*Ether Blast*(MoF p35) – Create a Close-Range Ether Cyclone for 1 round per level centered on you. Only being on the Ethereal Plane are effected.

*Favor of Ilmater*(MoF p93) – Target becomes immune to subdual damage and pain, or you switch hp totals with the target.

*Freedom of Movement*(PH p207) – Subject moves normally despite impediments.

*Giant Vermin*(PH p209) – Turns insects into giant vermin.

*Greater Magic Weapon*(PH p210) – +1 bonus per three levels (max +5).

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

*Harrier*(DoF p87) – Summons an incorporeal bird of prey to fight for you.

*Imbue with Spell Ability*(PH p216) – Transfer spells to subject.

*Inflict Critical Wounds*(PH p217) – Touch attack, 4d8 + 1/level (max +20).

*Iron Bones*(MoF p102) – Corporeal undead gains +5 natural armor bonus.

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

*Lesser Planar Ally*(PH p221) – Exchange services with an 8 HD Outsider.

*Make Manifest*(MoF p36) – Force one creature on an overlapping plane of existence to move into your plane for 1 round per level. This would allow you to force a ghost (which hides on the Ethereal Plane) to fully materialize.

*Night's Mantle*(LoD p187) – For 10 minutes per level, the touched creature is protected from the effects of sunlight. This spell can be counted by a light spell of greater level.

*Neutralize Poison*(PH p232) – Detoxifies venom in or on subject.

*Poison*(PH p236) – Touch deals 1d10 Constitution damage, repeats in 1 min.

*Primal Lightning*(DR294 p105) – 1 Undead per 3 levels takes 1d6 per level (max 10d6) of positive energy.

*Recitation*(DoF p89) – Allies gain +2 or +3 luck bonus on attacks and saves, while enemies suffer –2 luck penalty.

*Repel Vermin*(PH p245) – Insects stay 10' away.

*Restoration*(PH p246) – Restores level and ability score drains.

*Reverence*(MoF p113) – Slain ally is restored to life for 1 minute/level.

*Sending*(PH p248) – Delivers short message anywhere instantly.

*Shadowblast*(MoF p39) – A 20' radius area has the barrier between the Prime Material Plane and the Plane of Shadows strengthened. All opening between the planes are closed, any Shadow

creatures (and some undead) on Prime are stunned, possibly damaged, and may lose their special abilities for a time.

*Skull of Secrets*(MoF p119)(LoD p188) – Intangible skull stores a message and can be triggered to breathe fire. Popular with followers of Cyric.

*Spell Immunity*(PH p255) – Subject is immune to one spell per four levels.

*Status*(PH p256) – Monitors condition & position of allies.

*Summon Monster IV*(PH p259) – Calls an outsider to fight for you.

*Tongues*(PH p265) – Speak any language.

*Unfailing Endurance*(DoF p91) – +4 bonus against weakness or fatigue, endurance bonuses.

*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*(MoF p132) – Gives your weapon magical powers appropriate to your patron.

*Weather Eye*(DoF p92) – Forecast natural weather for one week.

#### 5<sup>th</sup> Level

*Atonement*(PH p176) – Removes burden of misdeeds from subject.

*Battlelode*(MoF p80) (LoD p185) – Targets have attack penalties and you gain a partial action each round. Popular with followers of Xvim/Bane.

*Bear's Heart*(DoF p81) – One ally per level gains +4 Strength and +1d4/level hit points.

*Blight*(DoF p81)(MoF p84) – Deal 1d6 per level to plant creatures, or blight a 100' spread.

*Break Enchantment*(PH p181) – Frees subject from enchantments, alterations, curses, and petrification.

*Circle of Doom*(PH p184) – Deals 1d8 + 1 / level (max +20) damage in all directions.

*Commune*(PH p186) – Deity answers one yes-or-no question per level.

*Crawling Darkness*(MoF p86) – Cloud of tentacles provides concealment, skill bonuses, and several defenses.

*Dispel Chaos*(PH p196) – +4 deflection bonus vs. chaotic attackers, can send Chaotic Outsiders back to their home plane, or can dispel a chaotic spell.

*Dispel Evil*(PH p196) – +4 deflection bonus vs. evil attackers, can send Evil Outsiders back to their home plane, or can dispel an evil spell.

*Dispel Good*(PH p196) – +4 deflection bonus vs. good attackers, can send Good Outsiders back to their home plane, or can dispel a good spell.

*Dispel Law*(PH p196) – +4 deflection bonus vs. lawful attackers, can send Lawful Outsiders back to their home plane, or can dispel a lawful spell.

*Divine Agility*(DoF p85) – Subject gains Reflex save bonus, 18 Dexterity, and **Feat: Spring Attack**.

*Ethereal Jaunt*(PH p201) – You become ethereal for 1 round per level.

*Flame Strike*(PH p205) – Smites foes with divine fire (1d6 / level).

*Greater Command*(PH p210) – As *Command*(PH p185), but affects one subject per level.

*Hallow*(PH p212) – Designates location as Holy.

*Healing Circle*(PH p213) – Cures 1d8 + 1 / level (max +20) damage in all directions.

*Insect Plague*(PH p217) – Insect horde limits vision, inflicts damage, and weak creatures flee.

*Mark of Justice*(PH p225) – Designates action that will trigger *Bestow Curse*(PH p177) on subject.

*Mass Manifest*(MoF p36) – Force all creatures in a 25' radius on an overlapping plane of existence to move into your plane for 1 round per level. This would allow you to force several ghosts (which hide on the Ethereal Plane) to fully materialize.

*Mirror Walking*(MoF p205) – The subject can step through a mirror into the Plane of Mirrors. The spell ends when the subject passes through another mirror.

*Monstrous Regeneration*(MoF p109) – Grants the regeneration ability for 1 round/2 levels.

*Plane Shift*(PH p235) – Up to eight subjects travel to another plane.

*Raise Dead*(PH p242) – Restores life to subject who died up to 1 day per level ago.

*Regenerate Serious Wounds*(MoF p93) – Target heals 3 hp / round.

*Righteous Might*(PH p246) – Your size increases, and you gain +4 Strength.

*Scrying*(PH p247) – Spies on subject from a distance.

*Skull Eyes*(LoD p188) – For 1 round per 3 levels, effect one Close-range target per round with either *Charm Monster* or *Confusion*. Popular with followers of Cyric.

*Slay Living*(PH p252) – Touch attack, kills one subject.

*Spell Phylactery*(MoF p122) – Scroll activates upon you if conditions are met.

*Spell Resistance*(PH p255) – Subject gains +12 + 1 / level SR.

*Summon Monster V*(PH p259) – Calls Outsider to fight for you.

*True Seeing*(PH p267) – See all things as they really are.

*Unhallow*(PH p268) – Designates location as Unholy.

*Wall of Stone*(PH p270) – 20 hp per four levels; can be shaped.

#### 6<sup>th</sup> Level

*Animate Objects*(PH p174) – Objects attack your foes.

*Antilife Shell*(PH p174) – 10' radius field hedges out living creatures.

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

*Banishment*(PH p177) – Banishes 2 HD per level extraplanar creatures.

*Blade Barrier*(PH p179) – Blades encircling you deal 1d6 damage per level (max 20d6).

*Create Undead*(PH p189) – Create ghouls, shadows, ghosts, wights, or wraiths.

*Energy Immunity*(T&B p888) – Subject is immune to damage from one kind of energy for 24 hours.

*Etherealness*(PH p201) – Travel to the Ethereal Plane with companions.

*Find the Path*(PH p203) – Shows most direct way to a location.

*Forbiddance*(PH p206) – Denies area to creatures of another alignment.

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

*Geas/Quest*(PH p208) – As *Lesser Geas*(PH p221), plus it affects any creature.

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

*Greater Glyph of Warding*(PH p210) – As *Glyph of Warding*(PH p209), but up to 10d8 damage or 6<sup>th</sup> level spell.

*Harm*(PH p212) – Subject loses all but 1d4 hp.  
*Heal*(PH p213) – Cures all damage, diseases, and mental conditions.  
*Heroes' Feast*(PH p213) – Food for one creature per level cures and gives a *Bless*.  
*Planar Ally*(PH p235) – As *Lesser Planar Ally*(PH p221), but up to 16 HD.  
*Regenerate Critical Wounds*(MoTW p92) – Target heals 4 hp / round.  
*Revive Outsider*(MoTP p38) – Restore life to an Outsider as long as its number of hit dice do not exceed your own.  
*Stone Walk*(MoF p124)(LoD p189) – Linked area allow multiple teleportations.  
*Summon Monster VI*(PH p259) – Calls Outsider to fight for you.  
*Suppress Glyph*(MoF p126) – You notice but do not trigger magical writing traps.  
*Wind Walk*(PH p272) – You and your allies turn vaporous and travel fast.  
*Word of Recall*(PH p274) – Teleports you back to a designated place.  
*Undeath to Death*(MoF p130)(T&B p96) – As *Circle of Death*, but only affecting undead.

7<sup>th</sup> Level

*Azuth's Spell Shield*(MoF p79) – Subjects gain +12 +1/level SR.  
*Blasphemy*(PH p179) – Kills, paralyzes, weakens, or dazes non-evil subjects.  
*Control Weather*(PH p188) – Changes weather in local area.  
*Death Dragon*(MoF p88) – You gain +4 natural armor, +4 deflection, and natural attacks.  
*Destruction*(PH p192) – Kills subject and destroys remains.  
*Dictum*(PH p194) – Kills, paralyzes, weakens, or dazes non-lawful subjects.  
*Fortunate Fate*(MoF p95) – Target immediately receives a *Heal* if killed by damage.  
*Greater Restoration*(PH p211) – As *Restoration*(PH p246), plus restores all levels and ability scores.  
*Greater Scrying*(PH p211) – As *Scrying*, but faster and longer.  
*Holy Word*(PH p215) – Kills, paralyzes, weakens, or dazes non-good subjects.

*Holy Star*(MoF p100) – Glowing light turns spells, gives a cover bonus to AC, or shoots beams of fire.  
*Refuge*(PH p243) – Alters item to transport its possessor to you.  
*Regenerate*(PH p244) – Subject's severed limbs grow back.  
*Repulsion*(PH p245) – Creatures can't approach you.  
*Resurrection*(PH p246) – Fully restore dead subject.  
*Righteous Wrath of the Faithful*(DotF p89) – As *Aid* within 30', followers of your deity receive more.  
*Slime Wave*(DotF p89)(MoTW p93) – Creates a 15' spread of green slime.  
*Triple Mask*(LoD p189) – Create 3 quasi-real duplicates of yourself. As a free action, you can switch your perception to one of the duplicates, where you can see, hear, speak, or even cast spells. When not in use, a shadow is inert (unless left walking in a direction). Lasts for 1 round per level. Popular with followers of Cyric.  
*Summon Monster VII*(PH p259) – Calls Outsider to fight for you.  
*Word of Chaos*(PH p273) – Kills, paralyzes, weakens, or dazes non-chaotic subjects.  
*Undeath after Death*(MoF p130) – -2 to Constitution, in exchange gaining the Crypt Spawn Template at death.

8<sup>th</sup> Level

*Antimagic Field*(PH p175) – Negates magic within 10'.  
*Brain Spider*(DotF p82) – Eavesdrop on thoughts of up to eight other creatures.  
*Chain of Chaos*(DotF p83) – Creates a plague of *Insanity*, passed by touch.  
*Cloak of Chaos*(PH p184) – +4 resistance bonus to AC and saving throws, and SR 25 against lawful spells.  
*Create Greater Undead*(PH p189) – Mummies, spectres, vampires, and ghosts.  
*Death Pact*(MoF p88) – -2 to Constitution, in exchange for effects of *Word of Recall*, *Raise Dead*, and *Heal*.  
*Dimensional Lock*(MoF p89) – Protects area from interdimensional travel.

*Discern Location*(PH p195) – Exact location of creature or object.  
*Earthquake*(PH p198) – Intense tremor shakes 5' per level radius.  
*Firestorm*(PH p205) – Deals 1d6 fire damage per level.  
*General of Undeath*(MoF p96) – Increases your maximum HD of controlled undead by 10 times your level.  
*Greater Planar Ally*(PH p211) – As *Lesser Planar Ally*, but up to 24 HD.  
*Holy Aura*(PH p214) +4 resistance bonus to AC and saving throws, and SR 25 against evil spells.  
*Shield of Law*(PH p251) – +4 resistance bonus to AC and saving throws, and SR 25 against chaotic spells.  
*Stormrage*(MoF p125) – *Fly*, *Wind Wall*, protection from strong winds, and make electrical attacks.  
*Summon Monster VIII*(PH p259) – Calls Outsider to fight for you.  
*Symbol*(PH p261) – Triggered runes have array of effects.  
*Unholy Aura*(PH p268) – +4 resistance bonus to AC and saving throws, and SR 25 against good spells.

9<sup>th</sup> Level

*Astral Projection*(PH p179) – Projects you and companions into the Astral Plane.  
*Energy Drain*(PH p199) – Subject gains 2d4 negative levels.  
*Gate*(PH p207) – Connects two planes for travel or summoning.  
*Implosion*(PH p217) – Kills one creature per round.  
*Miracle*(PH p228) – Requests a deity's intercession.  
*Soul Bind*(PH p254) – Traps newly dead soul to prevent *Resurrection*.  
*Storm of Vengeance*(PH p257) – Storm rains acid, lightning, and hail.  
*Summon Monster IX*(PH p259) – Calls outsider to fight for you.  
*True Resurrection*(PH p267) – As *Resurrection*, plus remains aren't needed.  
*Undeath's Eternal Foe*(MoF p130) – Targets receive *Negative Energy Protection* and immunity to most undead special attacks.

## 2.3. Druid Spell List

## Wisdom-based Prepared Divine Spells

0<sup>th</sup> Level

*Animal Trick*(MoTW p82) – Animal companion performs a trick.  
*Create Water*(PH p189) – Creates 2 gallons/level of pure water.  
*Cure Minor Wounds*(PH p190) – Cures 1 point of damage.  
*Darkseed*(MoTW p86) – Slow-kills plants.  
*Dawn*(MoTW p86) – Awakens sleeping creatures.  
*Daze Animal*(MoTW p86) – Animal loses one action.  
*Detect Crossroads*(MoF p88) – Detect fey crossroads within 60’.  
*Detect Magic*(PH p193) – Detects spells and magic items within 60’.  
*Detect Poison*(PH p193) – Detects poison in one creature or small object.  
*Fire Eyes*(MoTW p88) – You see through natural fire, smoke, & fog.  
*Flare*(PH p206) – Dazzles one creature (-1 attack).  
*Guidance*(PH p211) – +1 competence bonus on one roll, save, or check.  
*Know Direction*(PH p219) – You discern north.  
*Light*(PH p222) – Object shines like a torch.  
*Mending*(PH p227) – Makes minor repairs on an object.  
*Naturewatch*(MoF p110) – See how wounded animals and plants within 30’ are.  
*Purify Food and Drink*(PH p241) – Purifies 1 cubic foot per level of food or water.  
*Ram’s Might*(MoF p112) – You hands become harder and your unarmed attacks inflict normal damage.  
*Read Magic*(PH p243) – Read scrolls and spellbooks.  
*Resistance*(PH p245) – Subject gains +1 resistance bonus on saving throws.  
*Scarecrow*(MoTW p93) – Animal becomes shaken.  
*Virtue*(PH p269) – Subject gains 1 temporary hp.

1<sup>st</sup> Level

*Animal Friendship*(PH p173) – Gain permanent animal companions.  
*Blinding Spittle*(MoF p82) – Ranged touch attack makes subject blink.  
*Calm Animals*(PH p182) – Calms 2d4 +1 per level animals, beasts, and magical beasts.  
*Camouflage*(MoF p83)(MoTW p85) – +10 bonus on Hide checks.  
*Claws of the Beast*(MoF p84) – Your hands become 1d6 weapons.  
*Cure Light Wounds*(PH p190) – Cures 1d8 +1/level damage (max +5).  
*Detect Animals or Plants*(PH p192) – Detects species of animals or plants.  
*Detect Snares and Pits*(PH p194) – Reveals natural or primitive traps.  
*Endure Elements*(PH p199) – Ignore 5 damage/round from one energy type.  
*Entangle*(PH p200) – Plants entangle everyone in a 40’ radius circle.  
*Faerie Fire*(PH p202) – Outline subjects with light, canceling *Blur*, concealment, etc.  
*Goodberry*(PH p210) – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).  
*Handfire*(MoF p98) – Your hand glows and can make a touch attack dealing 1d4 +1/level, more against undead.  
*Hawkeye*(MoTW p89) – Increases range increments.  
*Invisibility to Animals*(PH p218) – Animals can’t perceive one subject per level.

*Magic Fang*(PH p223) – One natural weapon of subject creature gets +1 enhancement bonus to attack and damage.  
*Obscuring Mists*(PH p233) – Fog surrounds you.  
*Pass without Trace*(PH p234) – One subject per level leaves no tracks or scent trail for 10 min/level.  
*Power Sight*(MoTW p92) – Determines a creature’s HD or level.  
*Regenerate Light Wounds*(MoTW p92) – Target heals 1 hp/round.  
*Sandblast*(MoTW p93) – Creates a brief sandstorm in an area.  
*Shillelagh*(PH p251) – Cudgel or quarterstaff becomes a +1 enhancement weapon (1d10 damage) for 1 minute per level.  
*Speed Swim*(MoF p121) – Target gains swim speed 30.  
*Summon Nature’s Ally I*(PH p260) – Calls creature to fight.  
*Wood Wose*(MoTW p96) – Summon minor nature spirit.

2<sup>nd</sup> Level

*Adrenaline Surge*(MoTW p82) – Grants each of your summoned creatures +4 Str.  
*Animal Messenger*(PH p173) – Sends a Tiny animal to a specific place.  
*Animal Reduction*(MoTW p82) – Animal shrinks in size.  
*Animal Trance*(PH p173) – Fascinates 2d6 HD of animals.  
*Avoid Planar Effects*(MoTP p33) – One subject per level is “attuned” to the current plane of existent that he is on for 1 minute per level. For example, if attuned on the Elemental Plane of Water, you would be able to breathe water and not take damage from deep water pressure.  
*Barkskin*(PH p177) – Grants +3 natural armor bonus (or higher).  
*Beastmask*(DoF p81) – Animals and beasts think subject is one of them.  
*Blood Frenzy*(MoF p82) – Rage gives +2 to Strength and Constitution, +1 on Will saves, and -1 to AC.  
*Brambles*(DoF p82) – Blunt wooden weapon +1 attack & +1/level damage (max +10).  
*Briar Web*(DoF p83)(MoTW p85) – As *Entangle*, but thorns deal damage each round.  
*Body of Sun*(MoTW p84) – Fire and light extend 5 ft. from caster’s body.  
*Charm Person or Animal*(PH p183) – Makes on person or animal your friend.  
*Chill Metal*(PH p183) – Cold metal damages those who touch it.  
*Cloudburst*(MoF p84) – Rain obscures vision, extinguishes fires, and hampers missiles.  
*Creeping Cold*(MoTW p86) – Deals progressive damage from cold (+1d6/round).  
*Decomposition*(MoTW p87) – Wounded creatures suffer 1 extra hp/round.  
*Delay Poison*(PH p191) – Stops poison from harming subject for 1 hour per level.  
*Earthfast*(MoF p90) – Double hardness and hit points for stone structures or rock formation.  
*Easy Trail*(MoF p91) – Makes a trail easier to track.  
*Filter*(T&B p89) – Makes subject resistant to inhaled toxins for 10 minutes per level.  
*Fire Trap*(PH p203) – Opened object deals 1d4 + 1 per level damage.

*Flame Blade*(PH p205) – Touch attack deals 1d8 + 1 per 2 levels damage.  
*Flaming Sphere*(PH p206) – Rolling ball of fire, 2d6 damage, lasts 1 round per level.  
*Gaze Screen*(T&B p90) – Subject has a 50% chance to avoid gaze attacks for 10 minutes per level.  
*Green Blockade*(MoTW p89) – Creates a wall of vegetable mater.  
*Heat Metal*(PH p213) – Hot metal damages those who touch it.  
*Hold Animal*(PH p214) – Holds one animal helpless for 1 round per level.  
*Lesser Restoration*(PH p222) – Dispel magic ability penalty or repairs 1d4 ability damage.  
*Master Air*(MoF p107) – You sprout insubstantial wings and can fly.  
*Might of the Oak*(MoTW p91) – Grants +4 Str, -2 Dex.  
*One with the Land*(MoF p111) – Link with nature gives a +2 bonus on nature-related skill checks.  
*Persistence of the Waves*(MoTW p92) – Grants +4 Con, -2 Str.  
*Produce Flame*(PH p238) – 1d4 + 1 per 2 levels damage, touch or thrown.  
*Regenerate Moderate Wounds*(MoTW p93) – Target heals 2 hp/round.  
*Remedy Moderate Wounds*(MoF p113) – Target gains fast healing 2 for 10 rounds +1 rounds/2 levels.  
*Resist Elements*(PH p246) – Ignores first 12 damage from one energy type each round.  
*Scent*(MoF p115) – Grants the scent ability for 1 hour/level.  
*Share Husk*(MoF p116) – See and hear through the sense of a touched animal.  
*Soften Earth and Stone*(PH p253) – Turns stone to clay or dirt to sand or mud.  
*Speak with Animals*(PH p254) – You can communicate with natural animals.  
*Speed of the Wind*(MoTW p94) – Grants +4 Dex, -2 Con.  
*Summon Nature’s Ally II*(PH p260) – Calls creature to fight.  
*Summon Swarm*(PH p261) – Summons swarm of small crawling or flying creatures.  
*Sweet Water*(DoF p90) – Creates a well to fresh water up to 100’ down.  
*Tree Shape*(PH p267) – You look exactly like a tree for 1 hour per level.  
*Warp Wood*(PH p271) – Bends wood (shaft, handle, door, plank).  
*Wood Shape*(PH p273) – Rearranges wooden objects to suit you.

3<sup>rd</sup> Level

*Attune Form*(MoTP p33) – One subject per level is “attuned” to the current plane of existent that he is on for 2 hours per level. For example, if attuned on the Elemental Plane of Water, you would be able to breathe water and not take damage from deep water pressure.  
*Beast Claws*(DoF p81) – Your hands become slashing weapons (1d6).  
*Blindsight*(MoF p82) – Grants the blindsight ability for 1 hour/level.  
*Bottle of Smoke*(MoTW p84) – Creates a steed made of smoke.  
*Call Lightning*(PH p182) – Directs lightning bolts (1d10 / level) during storms.  
*Circle Dance*(MoF p84) – Indicates direction to known target.

*Contagion*(PH p187) – Inflicts subject with chosen disease.

*Countermoon*(MotW p86) – Stops lycanthropic shapechanging for 12 hours.

*Cure Moderate Wounds*(PH p190) – Cures 2d8 +1 per level (max. +10).

*Diminish Plants*(PH p195) – Reduces size or blights growth of normal plants.

*Dominant Animal*(PH p197) – Subject animal obeys silent mental commands.

*Embrace the Wild*(MotW p87) – The caster gains an animal's senses and skills.

*False Bravado*(MotW p88) – Causes false barbarian rage.

*Greater Magic Fang*(PH p210) – One natural weapon of subject creature gets +1 enhancement bonus to attack and damage per 3 caster levels (max. +5).

*Harrier*(DotF p87) – Summons an incorporeal bird of prey to fight for you.

*Healing Sting*(MoF p100) – Touch deals 1d6 +1 per 2 levels; caster gains damage as hp.

*Infestation of Maggots*(MoF p102) – Maggot-like creatures deal 1d4 Constitution damage every round.

*Mass Resist Elements*(T&B p93) – One subject per level ignores 12 damage/round from one energy type.

*Meld into Stone*(PH p226) – You and your gear merge with stone.

*Nature's Favor*(MotW p92) – Target animal gains attack and damage bonus of +1/two levels.

*Neutralize Poison*(PH p232) – Detoxifies venom in or on subject.

*Phantom Plow*(LoD p187) – “Plow” a furrow 20' long per level. Anyone standing in its path must make a Balance check to avoid falling. Underground creatures take 4d4 damage.

*Plant Growth*(PH p236) – Grows vegetation, improves crops.

*Poison*(PH p236) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

*Protection from Elements*(PH p240) – Absorb 12 damage per level from on kind of energy.

*Quillfire*(MoF p112) – Your hand sprouts poisonous quills useful for melee or ranged attacks.

*Regenerate Ring*(MotW p93) – One creature/two levels heals 1 hp / round.

*Remove Disease*(PH p244) – Cures all diseases affecting subject.

*Snakebite*(MoF p120) – Your arm turns into poisonous snake you can use to attack.

*Snare*(PH p253) – Creates a magical booby trap.

*Speak with Plants*(PH p254) – You can talk to normal plants and plant creatures.

*Spike Growth*(PH p255) – Creatures in area take 1d4 damage, may be *Slow*'d.

*Spikes*(DotF p90) – As *Brambles*(DotF p82), but +2 attack and lasts longer.

*Spiritjaws*(DR292 p49) – Ghostly jaws grapple the target, causing 2d6 damage.

*Standing Wave*(MotW p94) – Transports across water.

*Stone Shape*(PH p257) – Sculpts stone into any form.

*Summon Nature's Ally III*(PH p260) – Calls creature to fight.

*Thunderous Roar*(DR292 p50) – Deafening roar fill the area of effect, causing 1d6 sonic damage/2 levels, and creatures in the area might fall prone or be deafened.

*Tortoise Shell*(MoF p127) – Large shell provides cover or shelter.

*Weather Eye*(DotF p92) – Forecast natural weather for one week.

*Water Breathing*(PH p271) – Subject can breathe underwater.

*Water Glyph*(DR294 p104) – Creates a 5' wide, 20' tall geyser of water.

#### 4<sup>th</sup> Level

*Aniplant Shell*(PH p175) – Keeps animated plants at bay.

*Bear's Heart*(DotF p81) – One ally per level gains +4 Strength and +1d4/level hit points.

*Beget Bogun*(MotW p82) – Creates natural homunculus.

*Blight*(DotF p81)(MotW p84) – Deal 1d6 per level to plant creatures, or blight a 100' spread.

*Chain of Eyes*(DotF p84) – Scrying sensor passed along by touch.

*Control Plants*(PH p188) – Talk to and control plants & fungi.

*Cure Serious Wounds*(PH p190) – Cures 3d8 + 1 per level (max. +15).

*Dispel Magic*(PH p196) – Cancels magical spells and effects.

*Enhance Wildshape*(DR292 p48) – Your wildshape ability improves in one of several possible ways.

*Essence of the Raptor*(DR292 p48) – Your speed increases to 60', and you gain the scent ability and a +8 bonus to Hide, Jump, Listen, Sport and Wilderness Lore checks.

*Feathers*(MotW p88) – *Polymorphs* willing creature into a bird.

*Flame Strike*(PH p205) – Smites foes with divine fire (1d6 per level).

*Forestfold*(MotW p88) – Grants +20 on Hide and Move Silently checks.

*Freedom of Movement*(PH p207) – Subject moves normally despite impediments.

*Giant Vermin*(PH p209) – Turns insects into giant vermin.

*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*(MotW p89) – Causes short-term Strength loss and slowing.

*Last Breath*(MotW p90) – Creature killed within 1 round returns to 0 hp.

*Mass Calm*(MotW p91) – As *Calm Animals*, but affects any number of targets.

*Mass Camouflage*(MoF p106) – As *Camouflage*, but affects all in range.

*Miasma*(MotW p91) – Gas cloud suffocates target.

*Murderous Mist*(MoF p109) – Cloud of steam deals 2d6 damage and causes blindness and inflicts 1d6/round thereafter.

*Nature's Balance*(MoF p110) – You transfer 1d4+1 ability score points to the target for 1 hour/level.

*Quench*(PH p241) – Extinguishes nonmagical fires or one magic item.

*Regenerate Serious Wounds*(MotW p93) – Target heals 3 hp / round.

*Reincarnate*(PH p244) – Brings dead subject back in a random body.

*Repel Vermin*(PH p245) – Insects stay 10' away.

*Rusting Grasp*(PH p247) – Your touch corrodes iron and alloys.

*Scrying*(PH p247) – Spies on subject from a distance.

*Shadowblast*(MotW p39) – A 20' radius area has the barrier between the Prime Material Plane and the Plane of Shadows strengthened. All opening between the planes are closed, any Shadow creatures (and some undead) on Prime are

stunned, possibly damaged, and may lose their special abilities for a time.

*Sleet Storm*(PH p253) – Hampers vision and movement.

*Spike Stones*(PH p255) – Creatures in area take 1d8 damage, may be *Slow*'d.

*Starvation*(DR292 p50) – Target living creature suffers 1d6 subdual damage/level and becomes fatigued.

*Summon Nature's Ally IV*(PH p260) – Calls creature to fight.

*Waterball*(MotW p96) – Splash does subdual damage.

*Wind at Back*(MoF p134) – Doubles overland speed for targets for 1 day.

#### 5<sup>th</sup> Level

*Animal Growth*(PH p173) – One animal per two levels doubles in size & HD.

*Atonement*(PH p176) – Removes burden of misdeeds from subject.

*Awaken*(PH p177) – Animal or tree gains human intellect.

*Big Sky*(MotW p83) – Sky spirits cause fear.

*Binding Winds*(MoF p80) – Sound cannot penetrate to or from target and –2 on ranged attacks.

*Cloak of the Sea*(MotW p85) – Bestows *Water Breathing*, *Freedom of Movement*, and *Blur* in water.

*Commune with Nature*(PH p186) – Learn about terrain for one mile per level.

*Control Winds*(PH p189) – Change wind direction and speed.

*Cure Critical Wounds*(PH p190) – Cures 4d8 + 1 per level (max. +20).

*Death Ward*(PH p191) – Grants immunity to all death spells and effects.

*Dire Hunger*(DR292 p47) – Target creature grows dinosaur jaws and, maddened by hunger, attacks the nearest creature.

*Druid Grove*(MotW p87) – Trees store spells for 24 hours.

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

*Hallow*(PH p212) – Designates location as holy.

*Ice Storm*(PH p216) – Hail deals 5d6 damage in cylinder 40' across.

*Inferno*(MoF p102) – Creature bursts into flames and suffers 2d6 fire damage per round.

*Insect Plague*(PH p217) – Insect horde limits vision, inflicts damage, and weak creatures flee.

*Kiss of Death*(MotW p89) – Creates reusable poison, delivered by touch attack.

*Mass Trance*(MotW p91) – As *Animal Trance*, but affects any number of targets.

*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.

*Regenerate Critical Wounds*(MotW p92) – Target heals 4 hp / round.

*Summon Nature's Ally V*(PH p260) – Calls creature to fight.

*Transmute Mud to Rock*(PH p266) – Transforms two 10' cubes per level.

*Transmute Rock to Mud*(PH p266) – Transforms two 10' cubes per level.

*Tree Stride*(PH p267) – Step from one tree to another far away.

*Unhallow*(PH p268) – Designates location as unholy.

*Vine Mine*(MoF p130) – Vines grow rapidly, giving various effects.

*Wall of Fire*(PH p269) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.

*Wall of Thorns*(PH p271) – Thorns damage anyone who tries to pass.

*Wind Tunnel*(MoF p134) – Ranged weapons gain +10 bonus and double range increment.

#### 6<sup>th</sup> Level

*Antilife Shell*(PH p174) – 10' field hedges out living creatures.

*Contagious Touch*(MoTW p86) – Infects one touched creature / round with chosen disease.

*Crumble*(MoF p86) – 1d6/level (bypassing hardness) to manufactured object or structure.

*Drown*(MoF p90) – Target immediately begins to drown.

*Energy Immunity*(T&B p888) – Subject is immune to damage from one kind of energy for 24 hours.

*Find the Path*(PH p203) – Shows most direct way to a location.

*Fire Seeds*(PH p204) – Acorns and berries become grenades and bombs.

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

*Greater Call Lightning*(MoTW p88) – As *Call Lightning*, but produces twice as many bolts.

*Greater Dispelling*(PH p210) – As *Dispel Magic*, but +20 on check.

*Healing Circle*(PH p213) – Cures 1d8 + 1 per level (max +20) damage in all directions.

*Hungry Gizzard*(DR292 p49) – Large gizzard swallows Medium-sized or smaller target, dealing 2d8+8 damage plus 1d8 acid damage.

*Ironwood*(PH p218) – Magical wood is as strong as steel.

*Liveoak*(PH p222) – Oak becomes a treant guardian. *Mandragora*(MoTW p90) – Deafens those who fail Will saves, grants *True Seeing* to others.

*Protection from All Elements*(MoTW p92) – Reduces the effects of all elemental spells.

*Regeneration Circle*(MoTW p92) – Once creature / two levels heals 3 hp / round.

*Repel Wood*(PH p245) – Pushes away wooden objects.

*Spellstaff*(PH p255) – Stores one spell in wooden quarterstaff.

*Stonehold*(MoF p124) – Stony arm trap grapples and damages creatures.

*Stone Tell*(PH p257) – Talk to natural or worked stone.

*Summon Nature's Ally VI*(PH p260) – Calls creature to fight.

*Transport via Plants*(PH p266) – Move instantly from one plant to another of the same species.

*Wall of Stone*(PH p270) – 20 hp per four levels; can be shaped.

#### 7<sup>th</sup> Level

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

*Brilliant Aura*(MoF p83) – Allies glow and their weapons become brilliant energy weapons +1 damage/2 levels.

*Changestaff*(PH p183) – Your staff becomes a treant on command.

*Cloudwalkers*(MoTW p85) – Clouds support creatures, allowing flight.

*Control Weather*(PH p188) – Changes weather in local area.

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

*Creeping Doom*(PH p190) – Carpet of insects attacks at your command.

*Dinosaur Stampede*(DR292 p47) – Summons a swarm of spectral dinosaurs to stampede about, causing 1d8+1/level damage for 1 round/level.

*Fire Storm*(PH p205) – Deals 1d6 fire damage per level (max 20d6).

*Greater Creeping Cold*(MoTW p89) – As *Creeping Cold*, but has a higher damage cap.

*Greater Scrying*(PH p211) – As *Scrying*, but faster and longer.

*Harm*(PH p212) – Subject loosen all but 1d4 hit points.

*Heal*(PH p213) – Cures all damage, diseases, and mental conditions.

*Lava Spikes*(DR294 p104) – Red-hot stone spikes rise from the earth and surround your opponents, doing 3d6 normal damage & 10d6 fire damage, and trapping them.

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

*Poison Vines*(MoF p111) – As *Vine Mine*, but the vines are poisonous.

*Shifting Paths*(DR291 p46) – Hides the real path and creates an illusionary path in a 1 mile + 1 mile per level area which lasts for 1 hour per level. Will save to see the actual path & know the other if fake.

*Slime Wave*(DotF p89)(MoTW p93) – Creates a 15' spread of green slime.

*Storm Tower*(MoF p125) – Tower of swirling clouds absorbs electricity, gives concealment, and prevents movement.

*Summon Nature's Ally VII*(PH p260) – Calls creature to fight.

*Sunbeam*(PH p261) – Beam blinds and deals 3d6 damage.

*Transmute Metal to Wood*(PH p266) – Metal within 40' becomes wood.

*True Seeing*(PH p267) – See all things as they really are.

*Wind Walk*(PH p272) – You and your allies turn vaporous and travel fast.

#### 8<sup>th</sup> Level

*Animal Shapes*(PH p173) – One ally per level polymorphs into chosen animal.

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

*Cocoon*(MoF p85) – Paralyzes and drains levels from target.

*Command Plants*(PH p186) – Plants animate and vegetation entangles.

*Finger of Death*(PH p203) – Kills one subject.

*Mass Awaken*(MoTW p90) – One animal or tree / three levels gains human intellect.

*Repel Metal or Stone*(PH p245) – Pushes away metal and stone.

*Reverse Gravity*(PH p246) – Objects and creatures fall upward.

*Speak with Anything*(MoTW p94) – Allows conversation with any creature or object.

*Summon Nature's Ally VIII*(PH p261) – Calls creature to fight.

*Sunburst*(PH p261) – Blinds all within 10', deals 3d6 damage.

*Whirlwind*(PH p272) – Cyclone inflicts damage and can pick up creatures.

*Word of Recall*(PH p274) – Teleports you back to designated place.

#### 9<sup>th</sup> Level

*Antipathy*(PH p175) – Object or location affected by spell repels certain creatures.

*Cast in Stone*(MoF p83) – Petrifying gaze attack.

*Earthquake*(PH p198) – Intense tremor shakes 5' per level radius.

*Epidemic*(MoTW p88) – Infects subject with chosen disease, and subject can infect others.

*Foresight*(PH p207) – "Sixth sense" warns of impending danger.

*Invulnerability to Elements*(MoTW p89) – Grants immunity to energy damage.

*Lookingglass*(MoTW p90) – Connects two mirrored surfaces for *Clairvoyance* and transport.

*Mass Heal*(PH p226) – As *Heal*, but with several subjects.

*Nature's Avatar*(MoTW p91) – Target animal gains +10 attack and damage bonus, *Haste*, and +1d8 temporary hit points / level.

*Shambler*(PH p250) – Summons 1d4+2 shambling mounds to fight for you.

*Shapechange*(PH p250) – Transforms you into any creature, and change forms once per round.

*Summon Nature's Ally IX*(PH p261) – Calls creature to fight.

*Sympathy*(PH p263) – Object or location attracts certain creatures.

*Thunderswarm*(MoTW p94) – Deals 1d8 points of lightning damage, plus bursts.

*Transmute Rock to Lava*(DR292 p50) – Transforms one 10-ft cube to lava.

*True Reincarnate*(MoTW p96) – As *Reincarnate*, plus remains aren't needed and some choice of form exists.

## 2.4. Paladin Spell List

Wisdom-based Prepared Divine Spells

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

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

*Bless*(PH p180) – Allies gain +1 morale bonus to attacks & saves vs. fear.  
*Bless Water*(PH p180) – Makes Holy Water.  
*Bless Weapon*(PH p180) – Against an evil opponent, all “threats” become criticals, damage reduction is negated, and it can hit incorporeal enemies as if it had a +1 enhancement bonus.  
*Create Water*(PH 189) – Creates 2 gallons/level of pure water.  
*Cure Light Wounds*(PH p190) – Cures 1d8 +1/level damage (max +5).  
*Deafening Clang*(MoF p87) – Weapon deafens with a successful touch attack.  
*Detect Poison*(PH p193) – Detects poison in one creature or small object.  
*Detect Undead*(PH p194) – Reveals undead within 60’.  
*Divine Favor*(PH p197) – You gain attack & damage bonus of +1/three levels.  
*Divine Sacrifice*(DoF p85) – Sacrifice hit points for a damage bonus.  
*Endure Elements*(PH p199) – Ignore 5 damage/round from one energy type.  
*Faith Healing*(MoF p93) – Cures 8 +1/level damage (max +5) to worshiper of your patron.  
*Magic Weapon*(PH p225) – Weapon gains +1 enhancement bonus.  
*Protection from Evil*(PH p240) – +2 AC & saves against evil, counters mind control, & hedges out elements & outsiders.  
*Read Magic*(PH p243) – Read scrolls and spellbooks.  
*Resistance*(PH p245) – Subject gains +1 resistance bonus on saving throws.  
*Silverbeard*(MoF p117) – You grow a hard silver beard that gives +2 bonus to armor.  
*Strategic Charge*(MoF p125) – You gain the benefits of the Mobility feat.  
*Virtue*(PH p269) – Subject gains 1 temporary hp.  
*Vision of Glory*(MoF p131) – Target gains +1 morale bonus on next saving throw.  
*Warning Shout*(MoF p132) – All living creatures within half a mile hear your shout.  
*Zeal*(DoF p92) – You gain +4 AC against attacks of opportunity, move through enemies.

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

*Aura of Glory*(MoF p78) – Bonus on Charisma-based skill checks, cure allies, and bolster them against fear.  
*Blessed Aim*(DoF p81) – Allies receive a +2 morale bonus on ranged attacks.  
*Curse of the Brute*(DoF p84) – Up to +1 per level to Strength, Dexterity, or Constitution, but both Intelligence and Charisma go down by the same amount.  
*Delay Poison*(PH p191) – Stops poison from harming subject for 1 hour per level.  
*Hand of Divinity*(MoF p98) – Gives +2 sacred or profane bonus to worshipers of your patron.  
*Remove Paralysis*(PH p245) – Frees one or more creatures from paralysis, hold, or *Slow*.  
*Resist Elements*(PH p246) – Ignores 12 damage/round from one energy type.  
*Shield Other*(PH p251) – You take half of subject's damage.  
*Strength of Stone*(MoF p125) – *Bull's Strength* that ends if you lose contact with the ground.  
*Remove Blindness/Deafness*(PH p244) – Cures normal or magical conditions.

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

*Cure Moderate Wounds*(PH p190) – Cures 2d8 +1/level (max +10).  
*Discern Lies*(PH p195) – Reveals deliberate falsehoods.  
*Dispel Magic*(PH p196) – Cancels magical spells and effects.  
*Forceward*(MoF p95) – Creates sphere that prevents intrusion.  
*Greater Magic Weapon*(PH p210) – +1 bonus per three levels (max +5).  
*Heal Mount*(PH p213) – As *Heal* on war-horse or other mount.  
*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.

*Magic Circle against Evil*(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

*Prayer*(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer –1 luck penalty.  
*Remove Blindness/Deafness*(PH p244) – Cures normal or magical conditions.  
*Righteous Fury*(MoF p114) – Gain temporary hp, +2 natural armor, +2 to Strength and Dexterity. Undead that strike you take 1 point.  
*Undead Bane Weapon*(MoF p128) – Weapon gains the *Bane* property and is considered blessed.

### 4<sup>th</sup> Level

*Cure Serious Wounds*(PH p190) – Cures 3d8 +1/level damage (max +15).  
*Death Ward*(PH 191) – Grants immunity to death spells and effects.  
*Dispel Evil*(PH p196) – +4 deflection bonus vs. evil attackers, can send evil outsiders back to their home plane, or can dispel a evil spell.  
*Freedom of Movement*(PH p207) – Subject moves normally despite impediments.  
*Favor of Ilmater*(MoF p93) – Target becomes immune to subdual damage and pain, or you switch hp totals with target.  
*Glory of the Martyr*(MoF p97) – As *Shield Other*, but affecting multiple creatures, and healing them if you die.  
*Hand of Torm*(MoF p99) – Immobile zone of warding stuns those of different patrons.  
*Holy Sword*(PH p215) – Weapon becomes +5, does double damage against evil.  
*Lesser Aspect of the Deity*(DoF p87) – Your form becomes more like your deity's.  
*Neutralize Poison*(PH p232) – Detoxifies venom in or on subject.  
*Revenance*(MoF p113) – Slain ally is restored to life for 1 minute/level.  
*Seek Eternal Rest*(MoF p115) – Turn undead as a paladin two levels higher.  
*Weapon of the Deity*(DoF p92) (MoF p132) – Gives your weapon magical powers appropriate to your patron.

## 2.5. Ranger Spell List

Wisdom-based Prepared Divine Spells

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

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

*Alarm*(PH p172) – wards an area for 2 hours per level.

*Animal Friendship*(PH p173) – Gain permanent animal companions.

*Animal Trick*(MoTW p82) – Animal companion performs a trick.

*Bloodhound*(MoTW p84) – Grants extra checks when tracking.

*Camouflage*(MoF p83)(MoTW p85) – +10 bonus on Hide checks.

*Dawn*(MoTW p86) – Awakens sleeping creatures.

*Delay Poison* (PH p191) – Stops poison from harming subject for 1 hour per level.

*Detect Animals or Plants*(PH p192) – Detects species of animals or plants.

*Detect Snares and Pits*(PH p194) – Reveals natural or primitive traps.

*Entangle*(PH p200) – Plants entangle everyone in a 40' radius circle.

*Forager's Blessing*(DR279 p35) – +2 bonus on Wilderness Lore checks for the purpose of finding food. Effects 1 subject per level & lasts for 1 hour per level. Favored by elven male followers of Corellon Larethian.

*Handfire*(MoF p98) – Your hand glows and can make a touch attack dealing 1d4 +1/level, more against undead.

*Hawkeye*(MoTW p89) – Increases range increments.

*Hunter's Mercy*(MoF p101) – Your next hit with a bow automatically threatens a critical hit.

*Low-Light Vision*(MoF p106) – See twice as far under current light.

*Magic Fang*(PH p223) – One natural weapon of subject creature gets +1 enhancement bonus to attack and damage.

*Naturewatch*(MoF p110) – See how wounded animals and plants within 30' are.

*Pass without Trace*(PH p234) – One subject per level leaves no tracks or scent trail for 10 min/level.

*Ram's Might*(MoF p112) – Your hands become harder and your unarmed attacks inflict normal damage.

*Read Magic*(PH p243) – Read scrolls and spellbooks.

*Resist Elements*(PH p246) – Ignores 12 damage per round from one energy type.

*Smell of Fear*(MoF p119) – Target's aroma triples the chance of wandering encounters.

*Speak with Animals*(PH p254) – You may communicate with natural animals.

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

*Stalking Brand*(MoF p123) – Target marked with symbol you can see despite disguises.

*Summon Nature's Ally I*(PH p260) – Calls creature to fight.

*Surefoot*(MoF p127) – +10 bonus on Balance checks.

*Towering Oak*(MoF p128) – +10 on Intimidate checks.

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

*Animal Messenger*(PH p173) – Sends a Tiny animal to a specific place.

*Cure Light Wounds*(PH p190) – Cures 1d8 +1/level damage (max +5).

*Branch to Branch*(MoF p83) – +10 to Climb checks and normal movement in trees.

*Briar Web*(DoTF p83)(MoTW p85) – As *Entangle*, but thorns deal damage each round.

*Claws of the Beast*(MoF p84) – Your hands become 1d6 weapons.

*Detect Chaos*(PH p192) – Reveals chaotic creatures, spells, or objects.

*Detect Evil*(PH p192) – Reveals evil creatures, spells, or objects.

*Detect Good*(PH p193) – Reveals good creatures, spells, or objects.

*Detect Law*(PH p193) – Reveals lawful creatures, spells, or objects.

*Easy Trail*(MoF p91) – Makes a trail easier to track.

*Hold Animal*(PH p214) – Holds one animal helpless for 1 round per level.

*Nature's Favor*(MoTW p92) – Target animal gains attack and damage bonus of +1/two levels.

*Protection from Elements*(PH p240) – Absorbs 12 damage per level from one kind of energy.

*One with the Land*(MoF p111) – Link with nature gives a +2 bonus on nature-related skill checks.

*Scent*(MoF p115) – Grants the scent ability for 1 hour/level.

*Sleep*(PH p252) – Put 2d4 HD of creatures into comatose slumber.

*Snare*(PH p253) – Creates a magical booby trap.

*Speak with Plants*(PH p254) – You can talk to normal plants and plant creatures.

*Summon Nature's Ally II*(PH p260) – Calls creature to fight.

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

*Animal Reduction*(MoTW p82) – Animal shrinks in size.

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

*Bottle of Smoke*(MoTW p84) – Creates a steed made of smoke.

*Control Plants*(PH p188) – Talk to and control plants & fungi.

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

*Detect Favored Enemy*(MoTW p87) – Reveals favored enemies.

*Diminish Plants*(PH p195) – Reduces size or blights growth of normal plants.

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

*Embrace the Wild*(MoTW p87) – The caster gains an animal's senses and skills.

*Forestfold*(MoTW p88) – Grants +20 on Hide and Move Silently checks.

*Greater Magic Fang*(PH p210) – One natural weapon of subject creature gets +1 enhancement bonus to attack and damage per 3 caster levels (max. +5).

*Living Prints*(MoF p106) – You perceive tracks as if they had just been made.

*Neutralize Poison*(PH p232) – Detoxifies venom in or on subject.

*Plant Growth*(PH p236) – Grows vegetation, improves crops.

*Remove Disease*(PH p244) – Cures all diseases affecting subject.

*Safe Clearing*(MoF p114) – As *Sanctuary*, but protects an area and lasts 1 hour/level.

*Summon Nature's Ally III*(PH p260) – Calls creature to fight.

*Tree Shape*(PH p267) – You look exactly like a tree for 1 hour per level.

*Water Walk*(PH p271) – Subject treads on water as if solid.

### 4<sup>th</sup> Level

*Cure Serious Wounds*(PH p190) – Cures 3d8 + 1/level (max +15).

*Freedom of Movement*(PH p207) – Subject moves normally despite impediments.

*Land Womb*(MoF p104) – You and one creature/level hide within the earth.

*Mass Camouflage*(MoF p106) – As *Camouflage*, but affects all in range.

*Nondetection*(PH p232) – Hides subject from divination, scrying.

*Polymorph Self*(PH p237) (T&B p94+) – You assume a new form.

*Snakebite*(MoF p120) – Your arm turns into poisonous snake you cause to attack.

*Summon Nature's Ally IV*(PH p260) – Calls creature to fight.

*Tree Stride*(PH p267) – Step from one tree to another far away.

*Wind Walk*(PH p273) – Deflects arrows, smaller creatures, and gases.

## 3. Summoning Tables

	Summon Monster		Summon Nature's Ally		Summon Undead
I	Celestial Dog Celestial Badger	Fiendish Dire Rat Fiendish Hawk	Badger Dire Rat	Hawk Viper, Tiny	Skeleton, medium Zombie, small
II	Celestial Eagle Formian Worker Lemure (devil) Fiendish Squid Fiendish Wolf	Fiendish Shark (med) Fiendish Tiny Viper Fiendish Hyena (as Wolf) Fiendish Octopus Fiendish Octopus	Eagle Hyena Octopus Shark, medium	Squid Wolf Viper, Small	Skeleton, large Zombie, medium
III	Celestial Black Bear Celestial Bison Triton Celestial Dire Badger Azer Elemental, Small Thoqqua Fiendish Dire Weasel Fiendish Gorilla Fiendish Constrictor Snake (medium) Fiendish Wolverine	Fiendish Boar Fiendish Dire Bat Fiendish Giant Lizard Salamander, Small Fiendish Shark, Large Fiendish Viper, small Fiendish Crocodile Dretch Fiendish Leopard Fiendish Constrictor Snake (medium) Fiendish Wolverine	Ape Bear, black Bison Boar Crocodile Dire Badger Dire Bat Dire Weasel Elemental, Small	Leopard Lizard, giant Salamander, small Satyr (without pipes) Shark, large Snake, Constrictor Thoqqua Viper, Medium-size Wolverine	Ghoul Skeleton, huge Zombie, large
IV	Lantern Archon Owl, giant Eagle, giant Celestial Lion Tojanida, small Xorn, small Awworhalk, small Magmin	Imp Fiendish Dire Ape Fiendish Dire Wolf Hell Hound Vargouille Fiendish Viper, medium Snake, howler	Arrowhalk, small Assassin Vine Dire Ape Dire Wolf Giant Eagle Giant Owl Grig (sprite) [without pipes]	Lion Phantom Fungus Tojanida, small Viper, large Xorn, small	Allip Ghast Zombie, huge
V	Celestial Brown Bear Hound Archon Celestial Orca Whale Celestial Pegasus Celestial Dire Lion Formorian Warrior Elemental, medium Mephit Arrowhawk, medium Tojanida, medium Achaierai Fiendish Griffon Fiendish Snake, giant Constrictor	Yeth Hound Fiendish Dire Boar Fiendish Rhinoceros Fiendish Shark, large Salamander, medium Shadow Mastiff Fiendish Viper, large Quasit Fiendish Dire Wolverine Fiendish Crocodile, giant Fiendish Tiger Fiendish Girallon	Arrowhalk, medium Brown, Brown Dire Boar Dire Lion Dire Wolverine Elemental, medium Giant Crocodile Rhinoceros	Salamander, medium Satyr [no pipes] Shark, large Snake, giant constrictor Tiger Tojanida, medium Viper, huge Whale, Orca	Mummy Shadow Wight Vampire Spawn
VI	Celestial Dire Bear Celestial Unicorn Elemental, large Rast Xorn, medium Slaad, red Chaos Beast	Kyton Barbazû (devil) Bezekira Erinyes Belker Fiendish Viper, Huge	Dire Bear Elemental, large Shambling Mound Tendriculos Unicorn Xorn, medium		n/a
VII	Celestial Elephant Avalar Guardian Djinni Ravid [alone] Elemental, huge Invisible Stalker Xorn, Large Arrowhawk, large	Tojanida, large Slaad, blue Hamatula (devil) Osyloth (devil) Fiendish Dire Tiger Bebilith Fiendish Octopus, giant	Arrowhawk, large Dire Tiger Elemental, huge Elephant Octopus, giant Pixie [can't cast <i>Otto's Irresistible Dance</i> ]	Tojanida Treat Xorn, large	n/a
VIII	Lillend Janni (genie) Elemental, greater Barghest, medium Formorian Taskmaster [alone]	Cornugon Fiendish Squid, giant Salamander, Large Succubus (demon)	Elemental, greater Salamander, large Squid, giant		n/a
IX	Lammasu Couatl Astral Deva (celestial) Elemental, elder Barghest, large Ghaele Eladrin (celestial) Xill	Rakshasa Gelugon (devil) Night Hag Nightmare Vrok (demon)	Elemental, elder Pixie [can cast <i>Otto's Irresistible Dance</i> ]		n/a



Revision History

- October 25, 2001 – Initial release of the Spell List Index.  
Provides an index for the following books: Player’s Handbook, Dungeon Master’s Guide, Monster Manual, Sword and Fist, Defenders of the Faith, Tome and Blood, Forgotten Realms Campaign Book, Monster Compendium: Monsters of Faerûn, Magic of Faerûn, Return to the Temple of Elemental Evil, and any associated errata, plus Dragon Magazines from #274 - #288, Dragon Magazine Annual #5, and Dungeon Magazine #82 - #89.
- March 31, 2002 – Added Dragon Magazine #289 - #294, Dungeon Magazine #90 - #91, Ravenloft, Song & Silence, Lords of Darkness, and Masters of the Wild.  
Added Summoning Tables.