

Dungeons & Dragons 3.5 Edition Index – Base Classes

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

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Note: Changes from 3rd Edition and 3.5 Edition are marked in [Blue](#).

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Basic Classes – Standard

1st level abilities listed only.

Class	Class Features	Skills	Proficiencies	Misc.
Barbarian (PH3.5 p24)	Hit Dice: d12 Class Skill Points ¹ : 4 Attack Table: Fighter Good Save: Fortitude Alignment: Non-Lawful.	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival . Cha: Handle Animals, Intimidate.	Armor: Light, Medium, Shields. Weapons: Simple, Martial.	??Rage (1/day) ? +4 Str, +4 Con, +2 Morale bonus to Will saves, & -2 AC for (3 + new Con modifier) rounds, then Fatigued. Usable once per encounter. ??+10' movement in non-Heavy Armor.
Bard (PH3.5 p26)	Hit Dice: d6 Class Skill Points: 6 Attack Table: Rogue Good Save: Reflex, Will Alignment: Non-Lawful.	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand , Tumble. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Con: Concentration. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Armor: Light, Medium , Shields. Weapons: Simple + all of the following : Longbow, Longsword, Rapier, Sap, Shortbow, Shortsword, & Whip.	??Casts Impromptu Arcane spells based on Charisma . ?? Ignore Arcane Failure chance due to Light armor . ??Bardic Music – able to do 1 magical musical effect per level per day. ??Bardic Knowledge – know various lore by making a Intelligence check with your Bard level as a bonus.
Cleric (PH3.5 p30)	Hit Dice: d8 Class Skill Points: 2 Attack Table: Rogue Good Save: Fortitude, Will Alignment: Any	Int: Craft, Know(arcana) , Know(history) , Know(religion) , Know(the planes) , Spellcraft. Wis: Heal, Profession. Con: Concentration. Cha: Diplomacy.	Armor: Light, Medium, Heavy, Shields. Weapons: Simple ² .	??Casts Prepared Divine spells based on Wisdom . May Spontaneously substitute healing or injury spells for a previously prepared spell. ??Turn undead (3 + Char Mod.) times per day. (2d6 + Level + Char Mod) hit-dice are turned.
Druid (PH3.5 p33)	Hit Dice: d8 Class Skill Points: 4 Attack Table: Rogue Good Save: Fortitude, Will Alignment: Any Neutral.	Str: Swim. Dex: Ride . Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen , Profession, Spot , Survival . Con: Concentration. Cha: Diplomacy, Handle Animal.	Armor: Padded, Leather, Hide, Wooden Shields. Weapons: Club, Dagger, Dart, Halfspear , Longspear , Quarterstaff, Scimitar, Sickle, Shortspear, Sling.	??Casts Prepared Divine spells based on Wisdom . May Spontaneously substitute a Summon Nature's Ally spell for a previously prepared spell . ??Nature Sense – +2 bonus on Know(nature) & Survival checks. ??Animal Companion ?? Wild Empathy – change an animal's attitude towards the druid by making a Charisma check with your Druid level as a bonus.
Fighter (PH3.5 p37)	Hit Dice: d10 Class Skill Points: 2 Attack Table: Fighter Good Save: Fortitude Alignment: Any	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate .	Armor: Light, Medium, Heavy, Shields. Weapons: Simple, Martial.	??Extra Combat Feat at 1 st level & every even level.
Monk (PH3.5 p39)	Hit Dice: d8 Class Skill Points: 4 Attack Table: Rogue Good Save: Fortitude, Will, Reflex Alignment: Any Lawful.	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) . Wis: Listen, Profession, Sense Motive , Spot . Con: Concentration. Cha: Diplomacy, Perform.	Armor: none. Weapons: Club, Crossbow (light & heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai , Shuriken, Siangham, Sling.	??Wisdom Modifier added to AC, in addition to Dex Modifier. ?? Bonus Feat: Improved Unarmed Strike . ??Improved unarmed strike damage (1d6 for Medium, 1d4 for Small). ??Unarmed strike considered a natural & a manufactured weapon when targeted by spells (such as Magic Weapon and/or Magic Fang). ??Flurry of Blows – one extra unarmed attack, but all attacks are at -2 to hit.

¹ All Classes use the following equation for Skill Points:
1st Level – (Class Skill Points + Intelligence Modifier) x 4
Additional Levels – (Class Skill Points + Intelligence Modifier)

² Clerics who adhere to the [Domain of War](#) are proficient in their Deity's preferred weapon, even if it is a Martial Weapon, and have also have [Feat: Weapon Focus](#) for that weapon.

Class	Class Features	Skills	Proficiencies	Misc.
Paladin (PH3.5 p42)	Hit Dice: d10 Class Skill Points: 2 Attack Table: Fighter Good Save: Fortitude Alignment: Lawful Good	Dex: Ride. Int: Craft, Know(nobility & royalty) , Know(religion), Profession. Wis: Heal, Sense Motive . Con: Concentration. Cha: Diplomacy, Handle Animals.	Armor: Light, Medium, Heavy, Shields. Weapons: Simple, Martial.	?? <i>Detect Evil</i> (PH p192) at will. ??Immune to all diseases ?? Adds Charisma Modifier to all saving throws ?? Lay on Hands—can heal (Level x Charisma Mod.) hit points total per day. ??Casts Prepared Divine spells base on Wisdom at higher levels.
Ranger (PH3.5 p46)	Hit Dice: d8 Class Skill Points: 6 Attack Table: Fighter Good Save: Fortitude Alignment: Any	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeoneering) , Know(geography) , Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival . Con: Concentration. Cha: Handle Animal.	Armor: Light, Medium, Shields. Weapons: Simple, Martial.	??Bonus Feat: Track . ?? When is light or no armor, the Ranger can fight with 2 weapons as if he has Feat: Ambidexterity and Feat: Two-Weapon Fighting. ??Favored Enemy – +2 on the following rolls vs. the chosen enemy: Bluff, Listen, Sense Motives, Spot, & Survival . The Ranger also does +2 damage, even if the enemy is immune to critical hits. ?? Wild Empathy – change an animal's attitude towards the druid by making a Charisma check with your Ranger level as a bonus. ??Casts Prepared Divine spells based on Wisdom at higher levels.
Rogue (PH3.5 p49)	Hit Dice: d6 Class Skill Points: 8 Attack Table: Rogue Good Save: Reflex Alignment: Any	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand , Tumble, Use Rope . Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local) , Read Lips, Search. Wis: Innuendo, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magic Device.	Armor: Light. Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Shortsword	??Sneak Attack – if attacking a creature that is effected by critical hits & who is surprised / flanked / deprived of its Dex AC bonus, then do +1d6 damage at 1 st level. ??Able to find traps with a DC higher than 20.
Sorcerer (PH3.5 p51)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: Will Alignment: Any	Int: Craft, Knowledge(arcana), Spellcraft. Wis: Profession. Con: Concentration. Cha: Bluff .	Armor: none. Weapons: Simple.	??Casts Impromptu Arcane spells based on Charisma . ??Summon Familiar
Wizard (PH3.5 p55)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: Will Alignment: Any	Int: Craft, Decipher Script , Know(any), Spellcraft. Wis: Profession. Con: Concentration.	Armor: none. Weapons: Club, Dagger, Crossbow (light & heavy), Quarterstaff.	??Casts Prepared Arcane spells based on Intelligence . ??Summon Familiar ??Bonus Feat: Scribe Scroll ??Option of Magic School Specialization – get +1 spell from specialized school for each magic level in exchange for not being able to cast spells from two other schools (out of 8).

Basic Classes – Variants

Cleric Variants

The following are specialized types of Clerics, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Cleric must be done when the 1st level of Cleric is taken. A character can only be the member of one Cleric class.

Common Features:

?? Attack on the Rogue combat chart.

?? Can be any alignment within one step of his/her Deity.

?? Cannot cast spells of the opposing alignment.

?? Has an alignment aura of a Cleric.

Lvl	Cleric (PH3.5 p30)	Ancestral Speaker (DR311 p49)	Arcane Disciple (DR311 p49)	Aspirant (DR311 p50)	Benevolent (DR311 p50)	Crusader (DR311 p50)	Evangelist (DR311 p52)
Class Features	Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple Class Skill Points: 2 Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession Con: Concentration. Cha: Diplomacy.	Hit Dice: d8. Good Save: Fort, Ref, Will Armor: Light, Medium, Heavy , Shields Weapons: Simple Class Skill Points: 4 Int: Craft, Know(history), Know(local), Know(religion), Know(the planes) , Spellcraft. Wis: Heal, Profession, Sense Motive . Con: Concentration. Cha: Diplomacy, Perform . Any 2 skills become In-Class.	Hit Dice: d6 Good Save: Fort, Will Armor: Light, Medium, Heavy , Shields Weapons: Simple Class Skill Points: 4 Int: Craft, Know(arcana), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession Con: Concentration. Cha: Diplomacy, Use Magic Device .	Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple Class Skill Points: 4 Int: Craft, Know(arcana), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession Con: Concentration. Cha: Diplomacy.	Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple Class Skill Points: 4 Int: Craft, Know(arcana), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession Con: Concentration. Cha: Diplomacy.	Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple, one Martial Weapon Class Skill Points: 2 Dex: Ride . Int: Craft, Know(arcana) , Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession, Know(the planes) , Spellcraft. Con: Concentration. Cha: Diplomacy , Handle Animal , Intimidate .	Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy , Shields Weapons: Simple Class Skill Points: 2 Int: Craft, Know(history) , Know(religion), Know(the planes) , Spellcraft. Wis: Heal, Profession Con: Concentration. Cha: Diplomacy, Gather Info .
1	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure or Inflict</i> spells Turn Undead	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure or Inflict</i> spells Turn Undead Holy Presence Ancestral Communion (skills), 1/day	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure or Inflict</i> spells Turn Undead Bonus Item Creation or Metamagic Feat Add spells from the Magic Domain to your Known spells Arcane to Divine	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure or Inflict</i> spells Turn Undead +1 Bonus to AC, even when Helpless Aspirant Spontaneous Casting, 1/day	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure or Inflict</i> spells Turn Undead Benevolent Spontaneous Casting	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure or Inflict</i> spells Turn Undead Deific Foe Turn Foe's Followers	Cast Prepared Impromptu Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure or Inflict</i> spells Turn Undead
2			Arcane to Divine				
3			Arcane to Divine	Divine Counterspell		Bonus Crusader Feat	
4		Death Talker +2	Arcane to Divine	Aspirant Spontaneous Casting, 2/day	Luck of the Gods, 1/day		
5		Ancestral Communion, 2/day	Bonus Item Creation or Metamagic Feat Arcane to Divine	+2 Bonus to AC, even when Helpless		Smite, 1/day	Bonus Domain
6			Arcane to Divine			Deific Foe	
7			Arcane to Divine				
8		Death Talker +4	Arcane to Divine	Aspirant Spontaneous Casting, 3/day	Luck of the Gods, 2/day	Bonus Crusader Feat	
9		Ancestral Communion (questions) Improved Resurrection	Arcane to Divine				
10		Ancestral Communion, 3/day	Bonus Item Creation or Metamagic Feat Arcane to Divine	+3 Bonus to AC, even when Helpless		Smite, 2/day	Bonus Domain
11			Arcane to Divine			Deific Foe	

Lvl	Cleric (PH3.5 p30)	Ancestral Speaker (DR311 p49)	Arcane Disciple (DR311 p49)	Aspirant (DR311 p50)	Benevolent (DR311 p50)	Crusader (DR311 p50)	Evangelist (DR311 p52)
12		Death Talker +6	Arcane to Divine	Aspirant Spontaneous Casting, 4/day	Luck of the Gods, 3/day		
13			Arcane to Divine			Bonus Crusader Feat	
14			Arcane to Divine				
15		Ancestral Communion, 4/day	Bonus Item Creation or Metamagic Feat Arcane to Divine	+4 Bonus to AC, even when Helpless		Smite, 3/day	Bonus Domain
16		Death Talker +8	Arcane to Divine	Aspirant Spontaneous Casting, 5/day	Luck of the Gods, 4/day	Deific Foe	
17			Arcane to Divine				
18			Arcane to Divine			Bonus Crusader Feat	
19			Arcane to Divine				
20		Ancestral Communion, 5/day Death Talker +10	Bonus Item Creation or Metamagic Feat Arcane to Divine	+5 Bonus to AC, even when Helpless Perfect Self	Luck of the Gods, 5/day	Smite, 4/day	Bonus Domain

‘Ancestral Speaker’ Class Abilities:

Ancestral Communication (skills) – An Ancestor spirit imparts understanding of a skill, providing a bonus of (Charisma modifier + Class level) for (1 + Charisma modifier bonus) rounds.

Ancestral Communion (questions) – *Commune* at Class level. This use of Ancestral Communion is limited to one use per day.

Death Talker +N – Gain a +N bonus to Diplomacy, Bluff, Intimidate, & Sense Motive checks vs. Undead.

Holy Presence – The Ancestral Speaker acts as his/her own holy symbol & does not require any other object.

Improved Resurrection – When raising someone from the dead, they still loose a level, but their new XP is 3/4th of the way through the level (instead of 1/2).

‘Arcane Disciple’ Class Abilities:

Arcane to Divine – The Arcane Disciple chooses one spell from the Bard or Wizard/Sorcerer spell list to add to his/her Divine spell list. The spell’s level is limited to one lower than the Arcane Disciple’s highest spell level.

‘Aspirant Class Abilities:

Aspirant Spontaneous Casting, N/day – The Aspirant may removes one prepared spell and substitute one spell of equal or lower level. This ability may be used N times per day.

Divine Counterspell – The Aspirant may counter any Divine spell on his/her spell list that he/she can cast with a Readied Action, but doing so does not consume the usage of the spell. Usable (3 + Charisma modifier) times per day.

Perfect Self – The Aspirant becomes a magical creatures (as per the Monk ability).

‘Benevolent’ Class Abilities:

Benevolent Spontaneous Casting – The Benevolent may substitute one of the following spells (same level or lower) for a prepared spell.

0 th : <i>Cure Minor Wounds, Guidance, Resistance.</i>	3 rd : <i>Cure Serious Wounds, Prayer, Remove Curse.</i>	6 th : <i>Mass Cure Moderate Wounds, Heal.</i>
1 st : <i>Bless, Cure Light Wounds, Sanctuary.</i>	4 th : <i>Cure Critical Wounds, Restoration, Spell Immunity.</i>	7 th : <i>Greater Restoration, Mass Cure Serious Wounds.</i>
2 nd : <i>Aid, Cure Moderate Wounds, Shield Other.</i>	5 th : <i>Atonement, Mass Cure Light Wounds.</i>	8 th : <i>Mass Cure Critical Wounds.</i>
		9 th : <i>Mass Heal.</i>

Luck of the Gods, N/day – The Benevolent says a prayer over a subject (but not himself/herself) within one alignment step of the Benevolent’s Deity. The subject can do the following in the next 24 hours.

1. Reroll one roll, as per the Luck Domain ability; and
 2. Add the Benevolent’s Charisma modifier as a Luck bonus to any single roll.
- Multiple applications of this ability do not stack.

‘Crusader’ Class Abilities:

Deific Foe – The Crusader chooses a Deity opposed to his/her Patron Deity. Against worshipers of an enemy Deity, the Crusader gains a +4 Morale bonus on attacks & damage.

Turn Foe’s Followers – The Crusader may Turn / Destroy worshipers of a Deific Foe. This is resolved in the same way as Turning / Destroying Undead. Usable (3 + Charisma modifier) times per day. 5+ ranks of Knowledge (religion) grants a +2 bonus on the Turning check.

Crusader Bonus Feats – Same as Fighter Bonus Feats, except remove Weapon Specialization & Greater Weapon Specialization and add Combat Casting.

Smite, N/day – The Crusader declares a use of Smite before attacking. As long as the target does not worship the Crusader’s Deity, does not have the Crusader’s alignment, & does not have the Deity’s alignment, the attack has a bonus of the Crusader’s Charisma modifier, and if successful, does +Class level damage.

‘Evangelist’ Class Abilities:

Bonus Domain – The Evangelist add the spell of a new Domain to his/her spell list.

Druid Variants

The following are specialized types of Druids, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Druid must be done when the 1st level of Druid is taken. A character can only be the member of one Druid class.

Common Features:

?? Attack on the Rogue combat chart.

?? Alignment must be one of the following: NG, LN, N, CN, NE (Exception: Urban Druids cannot be CN).

?? Cannot cast spells of opposing alignment.

Note: Class Abilities that are underlined are detailed below the table.

Lvl	Druid (PH3.5 p33)	Metal Master (DR311 p59)	Urban Druid (DR317 p30)	Wild Reaper (DR311 p55)	Wind Walker (DR311 p57)	Winter Warden (DR311 p60)	
Class Features	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Shortspear, Sickle, Sling. Class Skill Points: 4 Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: <u>d10</u> Good Save: Fort, Will Armor: <u>Light, Medium, Heavy, Shields, Tower Shields.</u> Weapons: <u>Simple & Martial that are primarily of metal.</u> Class Skill Points: <u>2</u> Str: Swim. Dex: Ride. Int: Craft, <u>Know(architecture), Know(dungeoneering), Know(nature),</u> Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, <u>Handle Animal.</u>	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, <u>Hide, Studded Leather, Wooden Shield, Buckler</u> Weapons: Club, <u>Crossbow(any), Dagger, Dart, Quarterstaff, Rapier, Sap, Scimitar, Shortsword, Shortspear, Sickle, Sling.</u> Class Skill Points: 4 Str-Swim. Dex: Ride. Int: Craft, <u>Know(architect. & eng), Know(history), Know(local), Know(nature),</u> Spellcraft. Wis: <u>Heal, Listen, Profession, Spot, Survival.</u> Con: Concentration. Cha: <u>Bluff, Diplomacy, Gather Info., Intimidate, Handle Animal, Perform</u> Speak Language.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, <u>Battleaxe, Dagger, Dart, Kama, Nunchaku, Quarterstaff, Scimitar, Shortspear,</u> Sickle, Sling, <u>Throwing Axe.</u> Class Skill Points: <u>2</u> Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, <u>Intimidate, Handle Animal.</u>	Hit Dice: d8 Good Save: Fort , <u>Ref, Will</u> Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, <u>Javelin, Quarterstaff, Scimitar, Shortbow, Shortspear, Sickle, Spear,</u> Sling. Class Skill Points: 4 Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Shortspear, Sickle, Sling. Class Skill Points: 4 Str: Swim. Dex: <u>Balance, Ride.</u> Int: Craft, <u>Know(geography), Know(nature),</u> Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	
	1	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting <u>Metal Master Spontaneous Casting</u> Animal Companion Nature Sense <u>Mine Sense</u> Wild Empathy Gain 'Terran' as a free language	Cast Prepared Divine Wisdom-based <u>Charisma-based</u> spells from Urban Druid list Druid Spontaneous Casting <u>Urban Druid Spontaneous Casting</u> Animal Companion Nature Sense <u>Urban Companion Nature Sense</u> <u>City Sense</u> Wild Empathy <u>Favored City 1</u>	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion (must be carnivorous or omnivorous that eats carrion) Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting <u>Wind Walker Spontaneous Casting</u> Animal Companion Aerial Companion <u>Nature Sense</u> Wild Empathy <u>Aerial Empathy</u> Gain 'Auran' as a free language <u>Zephyr Spellcasting</u>	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy, no penalty vs. Magical Beasts with [cold] subtype. <u>Cold Casting</u>
	2	Woodland Stride	Woodland Stride	Woodland Stride <u>Crowdwalk</u>	Woodland Stride	Woodland Stride <u>Feather Fall, 1/day</u>	Woodland Stride <u>Ray of Frost</u> added to spell list
	3	Trackless Step	Trackless Step <u>Metal Sense</u>	Trackless Step <u>Alley Fighting</u>	Trackless Step <u>Wild Reaper Spontaneous Casting</u>	Trackless Step <u>Whispering Winds, 1/day</u>	Trackless Step <u>Drift Stride</u>
	4	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure <u>Disease Immunity</u> <u>Favored City 2</u>	Resist Nature's Lure	Resist Nature's Lure <u>Air Mastery</u>	Resist Nature's Lure <u>Trackless Step</u>
	5	Wild Shape, 1/day	Wild Shape, 1/day	Wild Shape, 1/day <u>Urban Shape, 1/day</u>	Wild Shape, 1/day	Wild Shape, 1/day <u>Feather Fall, 2/day</u>	Wild Shape, 1/day <u>Ice Stride</u>
	6	Wild Shape, 2/day	Wild Shape, 2/day <u>Damage Reduction 1 / bludgeoning</u>	Wild Shape, 2/day <u>Urban Shape, 2/day</u>	Wild Shape, 2/day	Wild Shape, 2/day <u>Friend of the Air</u>	Wild Shape, 1/day <u>2/day</u>
	7	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day <u>Urban Shape, 3/day</u>	Wild Shape, 3/day	Wild Shape, 3/day <u>Fly, 1/day</u> <u>Whispering Winds, 2/day</u>	Wild Shape, 2/day <u>3/day</u>

Lvl	Druid (PH3.5 p33)	Metal Master (DR311 p59)	Urban Druid (DR317 p30)	Wild Reaper (DR311 p55)	Wind Walker (DR311 p57)	Winter Warden (DR311 p60)
8	Wild Shape (Large)	Wild Shape (Large) Damage Reduction 2 / bludgeoning	Wild Shape (Large) Urban Shape (Large) Favored City 3	Wild Shape (Large)	Wild Shape (Large) Feather Fall, 3/day	Wild Shape 3/day (Large)
9	Venom Immunity	Venom Immunity	Venom Immunity Information Network	Venom Immunity Disease Immunity	Venom Immunity Air Spell Immunity	Venom Immunity Resistance to Cold 5
10	Wild Shape, 4/day	Wild Shape, 4/day Damage Reduction 3 / bludgeoning	Wild Shape, 4/day Urban Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day Fly, 2/day	Wild Shape, (Large) 4/day
11	Wild Shape (Tiny)	Wild Shape (Tiny) Major Creation, 1/day	Wild Shape (Tiny) Urban Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny) Whispering Winds, 3/day	Wild Shape 4/day (Tiny)
12	Wild Shape (Plants)	Wild Shape (Plants) Damage Reduction 4 / bludgeoning	Wild Shape (Plants) Urban Shape (Object) Favored City 4	Wild Shape (Plants) Turn Undead	Wild Shape (Plants) Air Domain (granted power)	Wild Shape (Plants) Resistance to Cold 10
13	A Thousand Faces	A Thousand Faces	A Thousand Faces	A Thousand Faces Resist Death's Lure	A Thousand Faces Fly, 3/day	A Thousand Faces Wall of Ice, 1/day
14	Wild Shape, 5/day	Wild Shape, 5/day Damage Reduction 5 / bludgeoning	Wild Shape, 5/day Urban Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day Air Domain (domain spells)	Wild Shape, 5/day
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge) Urban Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge) Resistance to Cold 15
16	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day Damage Reduction 5 / cold iron, adamantine, or silver	Wild Shape, Elemental 1/day Urban Shape, Animated Object 1/day Favored City 5	Wild Shape, Elemental 1/day Fast Healing 1	Wild Shape, Air Elemental 1/day	Wild Shape, Elemental 1/day Wild Shape (Huge)
17				Ability Damage Healing 1		Otluke's Freezing Sphere, 1/day
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day Damage Reduction 5 / adamantine, or silver	Wild Shape, 6/day Wild Shape, Elemental 2/day Urban Shape, 6/day Urban Shape, Animated Object 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Air Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day Immunity to Cold
19		Iron Body, 1/day		Timeless Body		Wild Shape, 6/day
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day Damage Reduction 5 / adamantine	Wild Shape, Elemental (Huge), 3/day Urban Shape, Animated Object (Gargantuan) 3/day Favored City 5	Wild Shape of Elemental (Huge Elemental), 3/day Fast Healing 3 Ability Damage Healing 2	Wild Shape, Air Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day Polar Ray, 1/day

Spontaneous Casting, by class

Lvl	Druid	Metal Master	Urban Druid	Wild Reaper	Wind Walker	Winter Warden
1	Summon Nature's Ally I	Summon Nature's Ally I	Summon Nature's Ally I Repair Light Damage	Summon Nature's Ally I	Summon Nature's Ally I (flying only)	Summon Nature's Ally I
2	Summon Nature's Ally II	Summon Nature's Ally II Chill Metal Heat Metal	Summon Nature's Ally II Repair Moderate Damage	Summon Nature's Ally II Soften Earth and Stone Warp Wood	Summon Nature's Ally II (flying only) Gust of Wind	Summon Nature's Ally II
3	Summon Nature's Ally III	Summon Nature's Ally III	Summon Nature's Ally III Repair Serious Damage	Summon Nature's Ally III Diminish Plants Poison	Summon Nature's Ally III (flying only) Wind Wall	Summon Nature's Ally III
4	Summon Nature's Ally IV	Summon Nature's Ally IV Rusting Grasp	Summon Nature's Ally IV Repair Critical Damage	Summon Nature's Ally IV Blight Rusting Grasp	Summon Nature's Ally IV (flying only) Air Walk	Summon Nature's Ally IV
5	Summon Nature's Ally V	Summon Nature's Ally V	Summon Nature's Ally V Repair Light Damage, Mass	Summon Nature's Ally V Transmute Rock to Mud	Summon Nature's Ally V (flying only) Control Winds	Summon Nature's Ally V
6	Summon Nature's Ally VI	Summon Nature's Ally VI Ironwood	Summon Nature's Ally VI Repair Moderate Damage, Mass	Summon Nature's Ally VI Antilife Shell	Summon Nature's Ally VI (flying only)	Summon Nature's Ally VI
7	Summon Nature's Ally VII	Summon Nature's Ally VII Transmute Metal to Wood	Summon Nature's Ally VII Repair Serious Damage, Mass	Summon Nature's Ally VII	Summon Nature's Ally VII (flying only) Wind Walk	Summon Nature's Ally VII
8	Summon Nature's Ally VIII	Summon Nature's Ally VIII Repel Metal and Stone	Summon Nature's Ally VIII Repair Critical Damage, Mass	Summon Nature's Ally VIII Finger of Death	Summon Nature's Ally VIII (flying only) Whirlwind	Summon Nature's Ally VIII
9	Summon Nature's Ally IX	Summon Nature's Ally IX	Summon Nature's Ally IX	Summon Nature's Ally IX	Summon Nature's Ally IX (flying only)	Summon Nature's Ally IX

Druid Variant Class Abilities

‘Metal Master’ Class Abilities:

- Mine Sense – +2 bonus on Knowledge (dungeoneering) and Knowledge (architecture and engineering) checks.
Metal Sense – +2 bonus on Craft (armorsmithing), Craft (blacksmithing), and Craft (weaponsmithing) checks.

‘Wild Reaper’ Class Abilities:

- Turn Undead – Turns / Destroys Undead as a Cleric two levels lower than the Druid’s level.
Resist Death’s Lure – +4 bonus on saves vs. level drain and Death effects.

‘Winter Warden’ Class Abilities:

- Cold Casting – Casts spells & spell-like abilities with the [cold] subtype at +1 level & +1 DC.
Drift Stride – The Winter Warden can walk on non-magic snow without slowing or sinking.
Ice Stride – The Winter Warden can walk on non-magic ice without slowing or sinking.

‘Wind Walker’ Class Abilities:

- Aerial Companion – As Animal Companion, except with a different list:
 1 – Eagle, Hawk, Owl 10– Griffon, Adult Arrowhawk
 4 – Dire Bat, Hippogriff 13– Dragonne
 7 – Giant Eagle, Giant Owl, 16– Elder Arrowhawk
 Juvenile Arrowhawk
Aerial Empathy – As Wild Empathy, except it applies to animals & magical beasts that fly or have the [air] subtype. There is no penalty to target a magical beast.
Zephyr Spellcasting – Casts Druid spells with the [air] subtype at +1 level & +1 DC.
Air Mastery – Airborne attackers receives a –1 penalty on attacks & damage rolls against the Wind Walker.
Friend of the Air – The Wind Walker is considered two sizes larger when determining the effects of wind.
Air Spell Immunity – The Wind Walker as unbeatable Spell Resistance to spells with the [air] subtype.
Air Domain (granted power) – Gain the Air Domain Granted Power (i.e., Rebuke / Command creatures of Air & Turn / Destroy creatures of Earth).
Air Domain (domain spells) – Gain an extra spell per spell level, which must come from the Air Domain list & can not be spontaneously cast as another spell.

‘Urban Druid’ Class Abilities:

- City Sense – +2 bonus on Gather Information & Know (local) checks.
Favored City – Each time this class ability occurs, the Urban Druid chooses a city with which he/she is familiar (but not necessarily currently residing in). Within that city, the Urban Druid gains a Sacred bonus equal to his/her Wisdom to all Bluff, Diplomacy, Gather Info., & Intimidate checks –and– a +2 Morale bonus on all Will saves.
City Sense – +2 bonus on Gather Information & Know (local) checks.
Crowd Walk – +4 bonus to skill checks, Strength checks, or attack rolls made to get through a square occupied by a hostile creature (including Tumble, Overrun, etc.).
Alley Fighting – If fighting in a space the same width as the Urban Druid (typically 5’), gain a +1 Competence bonus on attack rolls & an opponent around the corner does not get Cover (but keeps Total Cover, if appropriate).
Information Network – The Urban Druid establishes information networks in a number of cities equal to his/her Charisma modifier. In these cities, a Gather Information check only takes 30 minutes (vs. a full evening). Very information important to the Urban Druid arrives at his/her ears in 1d4 hours (if he/she is nearby) on a successful check.
Urban Companion – As Animal Companion, except with a different list:
 1 – Animated Object (small), Bat, Dire Rat, Rat, Cat, Dog, Riding Dog, Horse (light or heavy), Monstrous Centipede (med.), Monstrous Scorpion (small), Monstrous Spider (small), Mule, Owl, Pony, Raven, Snake (small viper, med. viper), Warhorse (light).
 4 – Animated Object (med.), Giant Ant (soldier), Dire Bat, Monstrous Centipede (large), Monstrous Scorpion (med.), Monstrous Spider (med.), Snake (large viper), Warhorse (heavy).
 7 – Animated Object (large), Carrion Crawler, Hammer(MM2 p27), Otyugh, Monstrous Centipede (huge), Monstrous Scorpion (large), Monstrous Spider (large), Snake (huge viper), Pulverizer(MM2 p27).
 10– Animated Object (huge), Monstrous Spider (huge).
 13– Monstrous Centipede (gargantuan), Monstrous Scorpion (huge).
 16– Animated Object (gargantuan), Monstrous Spider (gargantuan).
Urban Shape – As Wild Shape, except with a different list of creatures. The Urban Druid can become Humanoids & creatures from the Urban Companion list (except for Animated Objects initially). At higher levels, he/she can become immobile objects of an appropriate size, and then Animated Objects.

Fighter Variants

The following are specialized types of Fighters, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Fighter must be done when the 1st level of fighter is taken. A character can only be the member of one Fighter class.

Other common features: d10 HD, 2 Skill Points per level, Fighter attack table, Fortitude is the good save, & can be any alignment.

Fighter Class	Class Features	Misc.
Bodyguard (trained to protect another at the expense of himself / herself) (DR310 p33)	Armor: All Weapons: Simple, Martial Skills: Dex: Ride. Int: Search. Wis: Sense Motive, Spot. Cha: Diplomacy, Gather Info, Handle Animal, Intimidate.	As a Fighter, with the following changes: In place of a bonus Bodyguard feat, a Bodyguard may choose one of the following: <u>Cover</u> – The Bodyguard may transfer his/her Shield bonus to AC and / or his/her Dodge bonus to AC due to Combat Expertise to a creature in an adjacent hex (the two bonuses can apply to the same or different creatures). If the creature gaining protection moves more than 5’ away from the Bodyguard, it loses the AC bonus. <u>Clear the Path</u> – The Bodyguard can use the Cleave & Great Cleave feats, but only when Fighting Defensively, using Combat Reflexes, and/or transferring his/her Shield bonus to AC to another using the ‘Cover’ ability.
Commander (leader who can inspire like a Bard, but kill like a Fighter) (DR310 p33)	Armor: All Weapons: Simple, Martial Skills: Dex: Ride. Int: Craft, Know(architecture & engineering). Wis: Profession(siege engineer), Sense Motive, Spot. Cha: Diplomacy, Handle Animal, Intimidate.	As a Fighter, with the following changes: In place of a bonus Commander feat, a Commander may choose one of the following: <u>Helpful Hints</u> – The Commander can make an ‘Aid Other’ action to grant a bonus to AC or attack rolls from up to 60’ away. <u>Rousing Speech</u> – Either before or during battle, the Commander can make a speech as a Full Round Action. All allies within 60’ gain a +1 Morale bonus on attacks for 1 round + 1 round for every point the Commander beats a DC15 on a Diplomacy check. Usable once per 2 Commander levels. Cannot be taken until Commander level 2.
Corsair (sailor trained to fight on a ship, in its ropes, or in the sea) (DR310 p34)	Armor: Light, Shields Weapons: Simple, Martial Skills: Str: Climb, Jump, Swim. Dex: Balance, Use Rope. Int: Appraise, Craft. Wis: Profession(sailor), Spot.	Gains one of the following abilities at 1 st level & 2 nd level, and can take one instead of a bonus Corsair feat: <u>Climb-Fighting</u> – Not considered Flat-Footed while climbing. <u>Rope Movement</u> – As long as riggings / hanging ropes are available, the Corsair may make a Use Rope check in place of a Tumble check to move through an opponent’s hex without generating an Attack of Opportunity. <u>Slow Fall</u> – When falling near a sail, tapestry, etc., the Corsair can use a bladed weapon, rope, or pole to slow his / her fall by reducing the effective distance 30’. <u>Swinging Bull Rush</u> – By swinging on a rope, the Corsair gains a bonus on Bull Rush checks equal to +1 per 5’ swung. <u>Big Breath</u> – When holding his / her breath, the Corsair only needs to make a Constitution check once per two rounds. <u>Ocean Tangle</u> – When grappling in water deep enough to swim in, the Corsair can use his / her Swim check instead of the Grapple check.
Exoticist (specialist in Exotic Weapons at the cost of normal Martial weapons) (DR310 p35)	Armor: All Weapons: Simple, any 4 Exotic Weapons. Skills: Str: Climb, Jump, Swim Dex: Tumble. Int: Craft. Cha: Intimidate.	May take one of the following in place of a bonus Exoticist feat: <u>Dazzling Display</u> – +4 bonus to Feint checks. <u>Exotic Attack</u> – +2 bonus on Trip attempts that the Exoticist instantiates with an Exotic Weapon, & a +2 bonus on any Disarm roll. <u>Strange Strike</u> – +1 Competence bonus on attack rolls when using an Exotic weapon that the opponent is not proficient in.
Fencer (good at tricking strong fighters to attacking badly) (DR310 p35)	Armor: Light, Buckler Weapons: Simple, Martial Skills: Dex: Ride, Tumble. Cha: Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate	Starting at 4 th level, the Fencer may take one of the following in place of a bonus Fencer feat: <u>Encouraging Blow</u> – When the Fencer threatens a critical, he / she gains a +3 Morale bonus to AC against the threatened foe’s attacks for Charisma modifier rounds (min 1). If the threat becomes a critical, the Moral bonus increases to +6. Only affects creatures with 4+ Intelligence that are vulnerable to mind-influencing effects. <u>Denigrating Banter</u> – This ability is a Standard Action, up to 3 + Charisma modifier times per day. The Fencer & the opponent make opposed Charisma checks. If the opponent losses, he / she receives a penalty to his / her Base Attack Bonus of –2 & an additional –1 per 5 points by which the check missed. The penalty lasts Charisma modifier + 1 rounds (min 1). The ability can be used multiple times, but the penalties do not stack. Loss in BAB may result in loss of extra attacks, inability to use certain feats, etc. This ability is a Language-Dependant, Sonic, Mind-Affecting effect. <u>Insurmountable Counter</u> – +2 Dodge bonus to AC when attacked by an opponent using Power Attack or Combat Expertise.

Fighter Class	Class Features	Misc.
Horseman (focuses on horse riding & being able to protect ones mount) (DR310 p36)	Armor: Light, Shields Weapons: Simple, Martial Skills: Str: Jump. Dex: Balance, Ride, Tumble. Int: Craft. Cha: Handle Animal.	The Horseman may choose any of the following in place of a bonus Horseman feat: <u>Quick Turn</u> – When making a charge on a mount, the mount may make one turn of up to 90 degree per point of Dexterity modifier. Each turn requires a Ride check vs. DC 15. Failure turns the charge into a double move. <u>Share Shield</u> – As a Move Action, the Horseman & his / her mount may both gain the Horseman’s Shield bonus to AC. Requires a Ride check vs. DC 15. <u>Spur</u> – The mount gains +10’ movement for 1 round. Usable once per the mount’s Constitution modifier times per day. <u>Steady Hand</u> – Any time the mount must make a Will save vs. a Mind-Influencing effect, the Horseman may made a Ride check vs. DC 10 + spell DC. If successful, the mount makes its save.
Kensai (specialist in a single weapon) (DR310 p36)	Armor: Light. Weapons: Simple, <u>one</u> Martial or Exotic weapon (this is the chosen weapon) Skills: Str: Jump, Swim Dex: Balance, Tumble. Int: Craft. Con: Concentrate.	The Kensai <u>does not</u> gain a bonus feat at 1 st level. Instead, the Kensai gains +1 bonus to attacks & damage with his / her chosen weapon. This bonus increases by +1 at 5 th level & every 5 levels afterwards. The Kensai may choose any of the following in place of a bonus Kensai feat. The ability only applies to the chosen weapon: <u>Rain of Blows</u> – As part of a Full Round Attack, the Kensai may take a –3 penalty to all attacks to receive an additional attack at the highest attack bonus. <u>Storm of Blows</u> – (requires Rain of Blows) As part of a Full Round Attack, the Kensai may take a –6 penalty to all attacks to receive two additional attacks at the highest attack bonus.
Knight (specially trained to joust and other forms of horse back combat) (DR310 p36)	Armor: Light, Medium, Heavy, Shields. Weapons: Simple, Martial. Skills: Str: Jump. Dex: Ride. Int: Craft. Wis: Heal. Cha: Diplomacy, Handle Animal.	The Knight may take on of the following in place of a bonus Knight feat: <u>Hard Charge</u> – The Knight & mount both do +2 damage when charging at least the mount’s movement. <u>Jousting Charge</u> – If the Knight has a Heavy or Light Shield readied, he does suffer the –2 penalty to AC (but the mount still does). <u>Staggered Gait</u> – (prerequisite: Trample) On a successful Overrun action, the mount can make two hoof attacks, though each hoof attack has a –2 penalty. <u>Vicious Mount</u> – When ridden by the Knight, the mount gains a +1 bonus to damage.
Pugilist (bare-fisted fighter) (DR310 p37)	Armor: Light, Medium, Heavy. Weapons: Simple. Skills: Str: Climb, Swim. Wis: Sense Motive, Spot. Cha: Bluff, Intimidate.	At 1 st level, gain <u>Feat: Improved Unarmed Strike</u> and <u>Feat: Endurance</u> . A Medium-sized Pugilist does 1d4 damage with his/her unarmed strikes. The Pugilist may take on of the following in place of a bonus Pugilist feat: <u>Combo</u> – The 1 st & 2 nd unarmed strike per round can be a “Combo”, which have their BAB’s averaged. <u>Heavy Hitting</u> – Unarmed strikes do +2 non-lethal damage. Can be taken multiple times. Min lvl is 2 nd . <u>Iron Jaw</u> – The Pugilist gains Damage Reduction equal to his/her Constitution modifier vs. non-lethal damage. Also, the Pugilist gains a +1 bonus to saves vs. being <u>Stunned</u> . <u>Shake It Off</u> – Any stunning effect has its duration reduced by 1 round (minimum of 1 round). Can be taken multiple times.
Shield Bearer (despite the name, this class is actually an expert in the use of armor, getting more out of it than other classes) (DR310 p38)	Armor: Light, Medium, Heavy, Shields, Tower Shields. Weapons: Simple, Martial. Skills: Str: Climb, Jump. Dex: Ride. Int: Craft. Cha: Diplomacy, Handle Animal, Intimidate.	The Shield Bearer may take on of the following in place of a bonus Shield Bearer feat: <u>Armored Gait</u> – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The armor is considered one category lighter when determining the Shield Bearer’s movement rate only. May be taken multiple times, each time applying to a different armor. <u>Armored Grace</u> – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The maximum Dexterity modifier for the armor is considered one higher. May be taken multiple times, each time applying to a different armor. <u>Armor Optimization</u> – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The Shield Bearer gains a +1 Dodge bonus to AC when wearing this type of armor. May be taken multiple times, each time applying to a different armor. <u>Fortification</u> – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The Shield Bearer gains a +2 bonus to AC <u>against the confirmation of a critical only</u> when wearing this type of armor. May be taken multiple times, each time applying to a different armor. <u>Shield Strike</u> – The Shield Bearer may use a readied Shield as if it were a free hand for purposes of special maneuvers, such as Stunning Fist & Deflect Arrows.

Fighter Class	Class Features	Misc.
Survivalist (trained to survive in the out-of-doors) (DR310 p38)	Armor: Light, Medium, Shields. Weapons: Simple, Martial. Skills: Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Use Rope. Int: Craft. Wis: Survival.	Chooses bonus feats from the Survivalist Bonus Feat List.
Targetteer (focused on projectile weapons) (DR310 p38)	Armor: Light, Medium, Heavy, Bucklers. Weapons: Simple, Ranged Martial, two Ranged Exotic. Skills: Str: Climb. Dex: Hide, Move Silently, Ride. Int: Craft. Wis: Profession.	Chooses bonus feats from the Targetteer Bonus Feat List, or may choose one of the following: <u>Arrow Swarm</u> – (prerequisite: Rapid Shot) As a Full Round Attack, the Targetteer may make two extra ranged attacks at his/her highest attack bonus, but all attacks receive a –5 penalty. <u>Sniper</u> – As a Full Round Attack, the Targetteer may “sacrifice” one shot to gain +1 critical threat range on a shot in that Full Round Attack. Multiple attacks may be sacrificed. The bonus is only for one shot & does not “carry over” from round to round. <u>Vital Aim</u> – When shooting an opponent who is vulnerable to critical hits, the Targetteer may use his/her Dexterity modifier as a damage bonus instead of his/her Strength modifier. This ability can only be used if the Strength modifier is positive –or– both modifiers are negative.

Skill	Class	Ability	Bodyguard	Commander	Corsair	Exoticist	Fencer	Fighter	Horseman	Kensai	Knight	Pugilist	Shield Bearer	Survivalist	Targetteer
Appraise		Int			+										
Balance		Dex			+				+	+				+	
Bluff		Cha					+					+			
Climb		Str			+	+		+				+	+	+	+
Concentration		Con								+					
Craft		Int		+	+	+		+	+	+	+		+	+	+
Diplomacy		Cha	+	+			+				+		+		
Gather Information		Cha	+				+								
Handle Animals		Cha	+	+			+	+	+		+		+		
Heal		Wis									+				
Hide		Dex												+	+
Intimidate		Cha	+	+		+	+	+				+	+		
Jump		Str			+	+		+	+	+	+		+	+	
Know – architecture		Int		+											
Listen		Wis	+												
Move Silently		Dex												+	+
Profession – any		Wis													+
Profession – sailor		Wis			+										
Profession – siege engineer		Wis		+											
Ride		Dex	+	+			+	+	+		+		+		+
Search		Int	+												
Sense Motive		Wis	+	+								+			
Spot		Wis	+	+	+							+			
Survival		Wis												+	
Swim		Str			+	+		+		+		+		+	
Tumble		Dex				+	+		+	+					
Use Rope		Dex												+	

Feats for Variant Fighters

Feat	Class	Bodyguard	Commander	Corsair	Exoticist	Fencer	Fighter	Horseman	Kensai	Knight	Pugilist	Shield Bearer	Survivalist	Targeteer
Acrobatic				+		+								
Agile				+										
Alertness		+	+								+			
Animal Affinity		+	+											
Athletic				+						+	+			
Blind-Fight		+			+	+	+				+	+	+	
Cleave			+	+	+			+	+	+	+	+		
Combat Expertise		+		+	+	+	+	+	+		+	+	+	
Combat Reflexes		+	+	+	+	+	+	+	+	+	+	+	+	
Deflect Arrows							+							
Diehard											+	+	+	
Dodge		+	+	+	+	+	+	+	+		+	+	+	+
Endurance												+	+	
Exotic Weapon Proficiency			+	+			+	+		+				+
Far Shot					+		+						+	+
Great Cleave				+	+		+	+	+	+	+	+		
Great Fortitude		+	+	+						+	+	+	+	
Greater Two-Weapon Fighting				+	+	+	+		+		+	+		
Greater Weapon Focus			+		+	+	+	+	+	+	+	+	+	+
Greater Weapon Specialization					+	+	+	+	+	+	+	+	+	+
Improved Bull Rush			+	+			+			+	+	+	+	
Improved Critical		+	+	+	+	+	+	+	+	+	+	+	+	+
Improved Disarm		+		+	+	+	+				+	+	+	
Improved Feint					+	+	+				+	+		
Improved Grapple				+			+				+	+	+	
Improved Initiative		+	+	+	+	+	+	+	+		+	+	+	+
Improved Overrun			+				+			+	+	+	+	
Improved Precise Shot					+		+						+	+
Improved Shield Bash		+	+				+					*		
Improved Sunder				+	+		+	+	+	+		+		
Improved Trip		+		+			+				+	+	+	
Improved Two-Weapon Fighting				+	+	+	+		+		+	+		
Improved Unarmed Strike				+			+						+	+
Investigator		+												
Iron Will		+	+										+	
Leadership			+											
Lightning Reflexes		+			+	+		+	+				+	+
Manyshot					+		+							+
Mobility		+	+		+	+	+	+	+	+	+	+	+	+
Mounted Archery							+	+						
Mounted Combat			+				+	+		+				

Feat	Class	Bodyguard	Commander	Corsair	Exoticist	Fencer	Fighter	Horseman	Kensai	Knight	Pugilist	Shield Bearer	Survivalist	Targeteer
Negotiator		+	+							+				
Persuasive		+	+			+					+	+		
Point Blank Shot					+		+						+	+
Power Attack		+	+	+			+	+	+	+	+	+	+	
Precise Shot													+	+
Quick Draw		+	+	+	+	+	+		+					
Rapid Reload					+		+							+
Rapid Shot					+		+							+
Ride-By Attack							+	+		+				
Run		+											+	+
Self-Sufficient													+	
Shield Proficiency						+								
Shot on the Run					+		+						+	+
Skill Focus (any class skill)				+		+							+	
Snatch Arrows							+				+			
Spring Attack		+	+		+	+	+		+		+	+	+	
Spirited Charge							+	+		+				
Stealthy													+	+
Stunning Fist							+				+	+		
Toughness		+	+	+						+	+	+	+	
Track													+	
Trample							+	+		+				
Two-Weapon Defense				+	+	+	+		+					
Two-Weapon Fighting				+	+	+	+		+		+	+	+	
Weapon Finesse				+		+	+	+	+		+	+	+	
Weapon Focus		+	+	+		+	+	+	+	+	+	+	+	+
Weapon Specialization		+		+	+	+	+	+	+	+	+	+	+	+
Whirlwind Attack		+	+		+		+		+		+	+		

Monk Variants – Fighting Styles

By taking the listed feats at 1st, 2nd, & 6th levels, the Monk gains a +2 bonus on a skill (starting at 1st). If the Monk meets the additional prerequisites when taking the 6th level feat, he/she gains the Bonus Ability.

Monk Fighting Styles	Class Features	Additional Prerequisites by 6 th level	Bonus Ability
Cobra Strike (fast moving attack & defense of a snake) (DR310 p42)	Skill Bonus: Escape Artist 1 st lvl Feat: Dodge 2 nd lvl Feat: Mobility 6 th lvl Feat: Spring Attack	Balance: 4 ranks. Escape Artist: 9 ranks	Dodge feat now grants a +2 bonus to AC.
Denying Stance (focuses on creating an unbeatable defense) (DR310 p42)	Skill Bonus: Tumble 1 st lvl Feat: Improved Grapple 2 nd lvl Feat: Combat Reflexes 6 th lvl Feat: Improved Disarm	Tumble: 9 ranks. Feat: Combat Expertise.	When Fighting Defensively or using Combat Expertise, gain a +2 bonus on Grapple checks & Disarm attempts.
Hand and Foot (difficult to knock over) (DR310 p42)	Skill Bonus: Balance 1 st lvl Feat: Stunning Fist 2 nd lvl Feat: Deflect Arrows 6 th lvl Feat: Improved Trip	Balance: 9 ranks. Tumble: 4 ranks.	+2 bonus on Attacks of Opportunity against someone trying to Bull Rush or Trip you. +4 bonus on Dexterity or Strength checks to avoid being Bull Rushed or Tripped.
Invisible Eye (very good at being defensive) (DR310 p43)	Skill Bonus: Listen 1 st lvl Feat: Combat Reflexes 2 nd lvl Feat: Lightning Reflexes 6 th lvl Feat: Blind-Fight	Listen: 9 ranks. Feat: Agile.	Gain an additional +1 bonus to AC when unarmed & doing any of the following: Fighting Defensively, Total Defense, or using Combat Expertise.
Overwhelming Attack (scare a foe, and then knock them down or run past) (DR310 p44)	Skill Bonus: Intimidate 1 st lvl Feat: Power Attack 2 nd lvl Feat: Improved Bull Rush 6 th lvl Feat: Improved Overrun	Intimidate: 4 ranks. Perform (dance): 4 ranks.	If you have used Intimidate to perform a Demoralize action against an opponent within 10 rounds, you gain a +4 bonus to Strength checks made to Bull Rush or Overrun that opponent.
Passive Way (signature move is feint followed by a trip) (DR310 p44)	Skill Bonus: Bluff 1 st lvl Feat: Combat Expertise 2 nd lvl Feat: Improved Trip 6 th lvl Feat: Improved Feint	Bluff: 4 ranks. Sense Motive: 4 ranks. Feat: Skill Focus (Bluff).	+4 bonus on a Strength check to Trip an opponent who is denied his/her Dexterity bonus to AC (typically due to a Feint maneuver).
Sleeping Tiger (fast style that works well from an ambush) (DR310 p44)	Skill Bonus: Hide 1 st lvl Feat: Weapon Finesse 2 nd lvl Feat: Improved Initiative 6 th lvl Feat: Improved Sunder	Hide: 9 ranks. Feat: Power Attack.	When an opponent is denied his/her Dexterity bonus to AC, you do +1d6 damage with a melee attack made with a Light weapon (including Unarmed). Usable once per round & the opponent must be vulnerable to sneak attacks.
Undying Way (Dwarven style whose members are tough as stone) (DR310 p44)	Skill Bonus: Concentration 1 st lvl Feat: Toughness 2 nd lvl Feat: Endurance 6 th lvl Feat: Diehard	Concentration: 9 ranks.	When Fighting Defensively, using Total Defense, or using Combat Expertise, you gain Damage Reduction 2 / —.

Monk Variants – Martial Arts Schools

Monk Schools	Mastery I Prerequisites	Mastery I Benefit	Mastery II Prerequisites	Mastery II Benefit
Black Panda School (Focuses on causing pain. Most students are Lawful Evil) (DR309 p65)	Dexterity 13+, Wisdom 15+ Feats: Combat Expertise, Dodge, Improved Unarmed Strike, Pain Touch ^{OA} , Stunning Fist.	+2 bonus to the DC of your Stunning Fist ability.	‘Black Panda Mastery I’ Dexterity 15+, Wisdom 19+ Balance: 4+ ranks. Feats: Extra Stunning Attacks ^{S&F} , Freezing the Lifeblood ^{OA} , Distant Touch ^{DR309} .	The following attacks do additionally cause 1 point of Constitution damage (FortNeg, DC is Wisdom-based): Distant Touch, Freezing the Lifeblood, Pain Touch, Stunning Fist.
Blue Mountain School (Fast style that focuses on kicks. Most students are Lawful Good) (DR309 p65)	Strength 13+, Dexterity 14+ Jump: 4+ ranks. Feats: Flying Kick ^{OA} , Improved Initiative, Improved Unarmed Strike, Ki Shout ^{OA} , Power Attack, Roundabout Kick ^{OA} .	On a successful Jump check, you may move an extra 5’.	‘Blue Mountain Mastery I’ Strength 14+, Dexterity 16+ Balance: 4+ ranks. Jump: 8+ ranks. Feats: Circle Kick ^{S&F} , Flying Dragon Kick, Great Ki Shout ^{OA} .	+2 bonus on Initiative rolls.
Broken Fist School (Halfling style focusing on trips Most students are Lawful Neutral) (DR309 p68)	Strength 13+. Feats: Dirty Fighting, Improved Initiative, Improved Trip, Improved Unarmed Strike.	You are treated as one size-category larger when involved in a Trip attack.	‘Broken Fist Mastery I’. Feats: Knock-Down ^{S&F} , Lightning Fists ^{S&F} , Whirlwind Attack.	Gain a bonus on all Trip checks equal to half your character level.
Demon Wrestling School (Specialized in grappling Most students are Lawful Neutral) (DR309 p66)	Strength 15+. Feats: Chock Hold ^{OA} , Improved Grapple, Improved Unarmed Strike, Stunning Fist.	+2 bonus on Grapple checks.	‘Demon Wrestling Mastery I’ Strength 17+. Feats: Earth’s Embrace ^{OA} , Fists of Iron ^{S&F} , Knock- Down ^{S&F} , Power Attack, Ten Ox Stomp ^{???} .	An additional +2 bonus on Grapple checks.
Temerad School (Elvish fighting school based on moving like the wind & water. Most students are Lawful Good) (DR309 p68)	Dexterity 15+. Feats: Dodge, Improved Unarmed Strike, Mobility, Spring Attack.	Gains a second use of Dodge each round. This allows a +2 bonus against one target, or +1 bonus each against two targets.	‘Temerad Mastery I’ Dexterity 19+ Balance: 8+ ranks. Feats: Deflect Arrows, Extra Sunning Attacks, Lightning Fists ^{S&F} , Sunning Fist.	+1 Insight bonus to Armor Class.

Monk Variants – Alternate Classes

Details on next page.

Holy Monk

(May cross-class freely as a Paladin)
 (DR310 p45)

Hunter Monk

(May cross-class freely as a Ranger. Class levels stack for Favored Enemy)
 (DR310 p45)

Martial Monk

(May cross-class freely as a Fighter)
 (DR310 p45)

Raging Monk

(Raging Monk levels stack with Barbarian levels to determine effectiveness of the character’s Rage)
 (DR310 p45)

Steadfast Monk

(Tougher (i.e., gain Damage Reduction) at the cost of moving quickly)
 (DR310 p45)

Vigilant Monk

(Training focuses on awareness of surroundings (i.e., Uncanny Dodge))
 (DR310 p45)

Additions to the Standard Monk’s Class Abilities list are marked in **Blue**.
 Deletions from the Standard Monk’s Class Abilities list are marked in **Red**.

^{OA} – This feat contained in ‘Oriental Adventures’.

^{S&F} – This feat contained in ‘Sword & Fist’.

^{DR309} – This feat contained in ‘Dragon #309’.

^{???} – Supposed to be in ‘Dragon #309’, but I couldn’t find it.

Lvl	Standard Monk	Holy Monk	Hunting Monk	Martial Monk	Raging Monk	Steadfast Monk	Vigilant Monk	
In-Class Skills	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive,Spot, Survival Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 3. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana); Know(religion); Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Intimidate , Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.
	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC Aura of Courage Smite Evil Turn Undead	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC Favored Enemy	Bonus Feat (may be a Fighter feat) Unarmed Strike Flurry of Blows Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC Rage, 1/day	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC Detect Chaos
	Bonus Feat Evasion	Bonus Feat Evasion	Evasion Bonus Feat	Bonus Feat (may be a Fighter feat) Evasion	Bonus Feat Evasion	Bonus Feat Evasion	Bonus Feat Evasion	Bonus Feat Evasion Uncanny Dodge
	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement
	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20' Rage, 2/day	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'
	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC Improved Uncanny Dodge
	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement Favored Enemy	Bonus Feat (may be a Fighter feat) Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement
	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body Damage Reduction 1/-	Wholeness of Body
	Slow Fall 40'	Slow Fall 40'	Slow Fall 40' Swift Tracker	Slow Fall 40'	Slow Fall 40' Rage, 3/day	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'
	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement
	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC Favored Enemy	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC Damage Reduction 2/-	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC
	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry Greater Rage	Diamond Body Greater Flurry	Diamond Body Greater Flurry
	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement Rage, 4/day	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement
	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul Damage Reduction 3/-	Diamond Soul
	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'
	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC Favored Enemy	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +2 bonus to AC	Quivering Palm +3 bonus to AC
	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement Rage, 5/day	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement Damage Reduction 4/-	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement
	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement
	Empty Body	Empty Body	Empty Body	Empty Body	Empty Body	Empty Body	Empty Body Damage Reduction 5/-	Empty Body
Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC Favored Enemy	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC Mighty Rage Rage, 6/day	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	

Paladin Variants – Other Alignments

Anarch
(Chaotic Neutral Holy Warrior)
(DR310 p47)
Anti-Paladin
(Chaotic Evil Unholy Warrior)
(DR312 p20)
Avenger
(Chaotic Good Holy Warrior)
(DR310 p49)
Corrupter
(Neutral Evil Unholy Warrior)
(DR312 p24)

Despot
(Lawful Evil Unholy Warrior)
(DR312 p23)
Enforcer
(Lawful Neutral Holy Warrior)
(DR310 p53)
Incarnate
(True Neutral Holy Warrior)
(DR310 p52)

Alignment	Lawful	Neutral	Chaotic
Good	Paladin	Sentinel	Avenger
Neutral	Enforcer	Incarnate	Anarch
Evil	Despot	Corrupter	Anti-Paladin

Paladin
(Lawful Good Holy Warrior)
(PH3.5 p42)
Sentinel
(Neutral Good Holy Warrior)
(DR310 p50)

Underlined class features are defined on the following page.

Lvl	Anarch (CN)	Anti-Paladin (CE)	Avenger (CG)	Corrupter (NE)	Despot (LE)	Enforcer (LN)	Incarnate (N)	Paladin (LG)	Sentinel (NG)
1	<u>Aura of Chaos</u> <u>Detect Law</u> , at will <u>Smite Law</u> , 1/day	<u>Aura of Evil</u> <u>Detect Good</u> , at will <u>Smite Good</u> , 1/day	<u>Aura of Chaos</u> <u>Detect Law</u> , at will <u>Smite Law</u> , 1/day	<u>Aura of Evil</u> <u>Detect Good</u> , at will <u>Smite Heathen</u> , 1/day	<u>Aura of Law</u> <u>Detect Chaos</u> , at will <u>Smite Chaos</u> , 1/day	<u>Aura of Law</u> <u>Detect Chaos</u> , at will <u>Smite Chaos</u> , 1/day	<u>Elemental Affinity</u> <u>Detect Imbalance</u> , at will <u>Smite Extremist</u> , 1/day	<u>Aura of Good</u> <u>Detect Evil</u> , at will <u>Smite Evil</u> , 1/day	<u>Aura of Good</u> <u>Detect Evil</u> , at will <u>Smite Evil</u> , 1/day
2	<u>Divine Grace</u> <u>Destructive Strike</u>	<u>Divine Grace</u> <u>Slaughter of the Weak</u>	<u>Divine Grace</u> <u>Lay on Hands</u>	<u>Divine Grace</u> <u>Hidden Faith</u>	<u>Divine Grace</u> <u>Slippery Mind</u>	<u>Divine Grace</u> <u>Subdue</u>	<u>Divine Grace</u> <u>Elemental Burst</u>	<u>Divine Grace</u> <u>Lay on Hands</u>	<u>Divine Grace</u> <u>Resist Fiendish Lure</u>
3	<u>Aura of Courage</u> <u>Slippery Mind</u>	<u>Aura of Fear</u> <u>Death Knell</u> , 1/day	<u>Aura of Courage</u> <u>Slippery Mind</u>	<u>Aura of Fear</u> <u>Disguise Self</u> , Cha modifier times per day	<u>Aura of Fear</u> <u>Indomitable Will</u>	<u>Aura of Courage</u> <u>Suggestion</u> , 1/day	<u>Aura of Courage</u> <u>Energy Resistance</u>	<u>Aura of Courage</u> <u>Divine Health</u>	<u>Aura of Courage</u> <u>Celestial Fortitude</u>
4	<u>Turn Construct</u>	<u>Turn or Rebuke Outsider</u>	<u>Turn Undead</u>	<u>Rebuke Divine Magic</u>	<u>Oppression</u>	<u>Rebuke Undead</u>	<u>Rebuke Outsider</u>	<u>Turn Undead</u>	<u>Turn Outsider</u>
5	<u>Smite Law</u> , 2/day <u>Special Mount</u>	<u>Smite Good</u> , 2/day <u>Fiendish Mount</u>	<u>Smite Law</u> , 2/day <u>Animal Minion</u>	<u>Smite Heathen</u> , 2/day <u>Fiendish Familiar</u>	<u>Smite Chaos</u> , 2/day <u>Leadership</u>	<u>Smite Chaos</u> , 2/day <u>Leadership</u>	<u>Smite Extremist</u> , 2/day <u>Elemental Minion</u>	<u>Smite Evil</u> , 2/day <u>Special Mount</u>	<u>Smite Evil</u> , 2/day <u>Celestial Minion</u>
6		<u>Contagion</u> , 1/week	<u>Break Enchantment</u> , 1/week		<u>Mark of Justice</u> , 1/week			<u>Remove Disease</u> , 1/week	
7						<u>Dominate Person</u> , 1/week			
8	<u>Dispel Law</u> , 1/week	<u>Death Knell</u> , 2/day		<u>Fallen Soul</u> , 1/week		<u>Suggestion</u> , 2/day	<u>Commune with Nature</u> , 1/week		<u>Dispel Evil</u> , 1/week
9		<u>Contagion</u> , 2/week	<u>Break Enchantment</u> , 2/week		<u>Mark of Justice</u> , 2/week			<u>Remove Disease</u> , 1/week	
10	<u>Smite Law</u> , 3/day	<u>Smite Good</u> , 3/day	<u>Smite Law</u> , 3/day	<u>Smite Heathen</u> , 3/day	<u>Smite Chaos</u> , 3/day	<u>Smite Chaos</u> , 3/day	<u>Smite Extremist</u> , 3/day	<u>Smite Evil</u> , 3/day	<u>Smite Evil</u> , 3/day
11						<u>Dominate Person</u> , 2/week			
12	<u>Dispel Law</u> , 2/week	<u>Contagion</u> , 3/week	<u>Break Enchantment</u> , 3/week	<u>Fallen Soul</u> , 2/week	<u>Mark of Justice</u> , 3/week		<u>Commune with Nature</u> , 2/week	<u>Remove Disease</u> , 1/week	<u>Dispel Evil</u> , 2/week
13		<u>Death Knell</u> , 3/day				<u>Suggestion</u> , 3/day			
14									
15	<u>Smite Law</u> , 4/day	<u>Smite Good</u> , 4/day <u>Contagion</u> , 4/week	<u>Smite Law</u> , 4/day <u>Break Enchantment</u> , 4/week	<u>Smite Heathen</u> , 4/day	<u>Smite Chaos</u> , 4/day <u>Mark of Justice</u> , 4/week	<u>Smite Chaos</u> , 4/day <u>Dominate Person</u> , 3/week	<u>Smite Extremist</u> , 4/day	<u>Smite Evil</u> , 4/day <u>Remove Disease</u> , 1/week	<u>Smite Evil</u> , 4/day
16	<u>Dispel Law</u> , 3/week			<u>Fallen Soul</u> , 3/week			<u>Commune with Nature</u> , 3/week		<u>Dispel Evil</u> , 3/week
17									
18		<u>Contagion</u> , 4/week <u>Death Knell</u> , 4/day	<u>Break Enchantment</u> , 5/week		<u>Mark of Justice</u> , 5/week	<u>Suggestion</u> , 4/day		<u>Remove Disease</u> , 1/week	
19						<u>Dominate Person</u> , 4/week			
20	<u>Smite Law</u> , 5/day <u>Dispel Law</u> , 4/week	<u>Smite Good</u> , 5/day	<u>Smite Law</u> , 5/day	<u>Smite Heathen</u> , 5/day <u>Fallen Soul</u> , 4/week	<u>Smite Chaos</u> , 5/day	<u>Smite Chaos</u> , 5/day	<u>Smite Extremist</u> , 5/day <u>Commune with Nature</u> , 4/week	<u>Smite Evil</u> , 5/day	<u>Smite Evil</u> , 5/day <u>Dispel Evil</u> , 4/week

Class Features Defined

Animal Minion(DR310 p49) – The Holy Warrior gains a magical bird as a scout & guardian. It gains abilities based as the Holy Warrior goes up in level based on the “Paladin’s Mount” table(PH3.5 p45).

Aura of Chaos(DR310 p48) – A *Detect Chaos* spell will observe the Holy Warrior’s aura as brightly as a Cleric for the same Class level.

Aura of Courage(PH3.5 p44) – The Holy Warrior is immune to Fear effects. All allies within 10’ of the Holy Warrior gain a +4 Morale bonus on saves vs. Fear effects.

Aura of Evil(DR312 p21) – A *Detect Evil* spell will observe the Unholy Warrior’s aura as brightly as a Cleric for the same Class level.

Aura of Fear(DR312 p21) – The Unholy Warrior is immune to Fear effects. All enemies within 10’ of the Unholy Warrior receive a –4 Morale penalty on saves vs. Fear effects. This ability may be suppressed or activated as a Free Action.

Aura of Good(PH3.5 p44) – A *Detect Good* spell will observe the Holy Warrior’s aura as brightly as a Cleric for the same Class level.

Aura of Law(DR310 p53) – A *Detect Law* spell will observe the Holy Warrior’s aura as brightly as a Cleric for the same Class level.

Celestial Fortitude(DR310 p51) – The Holy Warrior gains a +2 Sacred bonus on saving throws against the effects of Evil Outsiders & Evil Spells. If the effect or spell normally causes half or partial damage on a successful save, the effect does no damage on a successful save to the Holy Warrior.

Celestial Minion(DR310 p51) – The Holy Warrior can summon a Medium-size (or smaller) animal with the Celestial Template once per day. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities based as the Holy Warrior goes up in level based on the “Paladin’s Mount” table(PH3.5 p45).

Destructive Strike(DR310 p48) – The Holy Warrior is able to inflict critical hit damage on Constructs or objects, usable Charisma modifier times per day. The Destructive Strike is designated when a critical is threatened but before it is confirmed. If the threatened critical is not confirmed, that use of Destructive Strike is wasted.

Detect Imbalance(DR310 p52) – Similar to *Detect Undead*, but detects creatures with an alignment subtype, but not the specific subtype.

Divine Grace(PH3.5 p44) – Gain a bonus equal to his/her Charisma modifier on all saving throws.

Divine Health(PH3.5 p44) – The Holy Warrior is immune to all diseases, including magical & supernatural ones.

Elemental Affinity(DR310 p52) – The Holy Warrior gains an affinity to either Fire & Water –or– Air & Earth. Once chosen, the Holy Warrior cannot change his/her affinity. This choice effects the Elemental Burst, Energy Resistance, & Elemental Minion Class Features.

Elemental Burst(DR310 p52) – The Holy Warrior is able to make a ranged touch attack (max range of 60’) that does 1d4 + Charisma modifier damage of both of his/her Elemental Affinity energies (i.e., a total of 2d4 + (2 x Charisma modifier damage)). Holy Warriors with ‘Fire & Water’ affinity do Fire & Cold damage, while ‘Air & Earth’ affinity do Electricity & Acid damage. Usable Charisma bonus times per day.

Elemental Minion(DR310 p52) – The Holy Warrior can summon a Medium-sized Elemental of a type matching the Holy Warrior’s Elemental Affinity. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities based as the Holy Warrior goes up in level based on the “Paladin’s Mount” table(PH3.5 p45).

Energy Resistance(DR310 p52) – The Holy Warrior gains Energy Resistance 5 against Fire & Cold –or– Electricity & Acid, based on his/her Elemental Affinity.

Fiendish Familiar(DR312 p26) – The Unholy Warrior gains **Feat: Improved Familiar** as a bonus feat & can take either an Imp or a Quasit. It gains abilities based as the Unholy Warrior goes up in level based on the “Familiar” table(PH3.5 p52).

Fiendish Mount(DR312 p21) – The Unholy Warrior gains a magical steed, typically a Heavy Warhorse or Warpony that has the Fiendish Template. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities based as the Unholy Warrior goes up in level based on the “Paladin’s Mount” table(PH3.5 p45).

Indomitable Will(DR312 p23) – The Unholy Warrior becomes immune to all spells of the ‘charm’ sub-school.

Lay on Hands(PH3.5 p44) – The Holy Warrior is able to heal Class level X Charisma modifier hit-points of damage by touch each day. The hp may be split up across multiple targets (including the Holy Warrior himself/herself). The healing may also be used to damage Undead.

Leadership(DR310 p54) – The Holy Warrior gains **Feat: Leadership** & has a +1 bonus on his/her Leadership score, though this does not effect the maximum number & level of followers and cohorts.

Oppression(DR312 p23) – The Unholy Warrior can use a ‘Turning’-like ability on living creatures. He/she makes a Turn Check & Turn Damage rolls as a Cleric three levels lower. Chaotic creatures within 60’ are effected first, and Lawful ones are effected last. The closer creatures of a given alignment category are effected first. Creatures that are “Turned” receive a –2 penalty on attacks, saves, skill checks, ability checks, and damage for 1 minute. If the Turn Check indicates that the Unholy Warrior could effect a creature with 2x the target’s HD (i.e., “Destroyed”) are Nauseated for 1 minute. This is a Language-Dependant, Mind-Affecting ability.

Rebuke Divine Magic (i.e., Intercession) (DR312 p24) – The Unholy Warrior can use a ‘Turning’-like ability on Divine spellcasters. He/she makes a Turn Check & Turn Damage rolls as a Cleric three levels lower. Casters that are “Turned” cannot cast Divine spells for 1 minute. If “Destroyed”, the caster cannot cast Divine spells for 24 hours. Either effect is cancelled if the Unholy Warrior (but not his/her allies) attack the target –or– the target receives an *Atonement* spell.

Rebuke Outsiders(DR310 p52) – Able to Rebuke / Command Outsiders as a Cleric three levels lower Rebukes / Commands Undead. Usable 3 + Charisma modifier times per day.

Rebuke Undead(DR310 p54) – Able to Rebuke / Command Undead as a Cleric three levels lower. Usable 3 + Charisma modifier times per day.

Resist Fiendish Lure(DR310 p51) – The Holy Warrior gains a +4 Sacred bonus on saving throws against Mind-Affecting attacks of Evil Outsiders.

Slaughter the Weak(DR312 p21) – The Unholy Warrior gains a +2 Morale bonus to attacks & damage when attacking a creature with fewer HD than he/she has. Also, a target with fewer HD than the Unholy Warrior receives a –2 penalty on saves vs. the spell *Death Knell* that the Unholy Warrior casts.

Slippery Mind(DR310 p48) – If the Holy Warrior fails his/her saving throw against an Enchantment, he/she receives a new saving throw after 1 round.

Smite Chaos(DR310 p54) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Chaotic, then the smite has no effect.

Smite Evil(PH3.5 p44) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Evil, then the smite has no effect.

Smite Extremist(DR310 p52) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil, then the smite has no effect.

Smite Good(DR312 p21) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Good, then the smite has no effect.

Smite Heathen(DR312 p24) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not in a class that can cast Divine spells, then the smite has no effect. Does not effect those who share the Unholy Warrior’s own faith.

Smite Law(DR310 p48) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Lawful when the smite has no effect.

Special Mount(PH3.5 p44) – The Holy Warrior gains a magical steed, typically a Heavy Warhorse or Warpony. It gains abilities based as the Holy Warrior goes up in level based on the “Paladin’s Mount” table(PH3.5 p45).

Subdue(DR310 p54) – The Holy Warrior can inflict non-lethal damage without taking a –4 attack penalty. If attacking with a weapon designed to do non-lethal damage (e.g., a sap), the Holy Warrior gains a +2 bonus on the weapon’s damage.

Turn Constructs(DR310 p48) – Able to Turn / Destroy Constructs as a Cleric three levels lower Turns / Destroys Undead. Usable 3 + Charisma modifier times per day.

Turn Outsider(DR310 p51) – Able to Turn / Destroy Outsiders as a Cleric three levels lower Turns / Destroys Undead. Usable 3 + Charisma modifier times per day.

Turn or Rebuke Outsider(DR312 p21) – Able to Turn / Destroy Good Outsiders or Rebuke / Command Evil Outsiders as a Cleric three levels lower Turns / Destroys Undead. Usable 3 + Charisma modifier times per day.

Turn Undead(PH3.5 p44) – Able to Turn / Destroy Undead as a Cleric three levels lower. Usable 3 + Charisma modifier times per day.

Paladin Variant Skills

Skills	Ability	Anarch (CN)	Anti-Paladin (CE)	Avenger (CG)	Corrupter (NE)	Despot (LE)	Enforcer (LN)	Incarnate (N)	Paladin (LG)	Sentinel (NG)
Bluff	Cha	+	+	+	+	+				
Climb	Str		+							
Concentration	Con	+	+	+	+	+	+	+	+	+
Craft	Int	+		+	+	+	+	+	+	+
Diplomacy	Cha			+	+	+	+	+	+	
Disable Device	Int	+								
Disguise	Cha				+					
Forgery	Int				+					
Gather Information	Cha						+			
Handle Animals	Cha								+	
Heal	Wis								+	
Hide	Dex		+	+	+					
Intimidate	Cha	+	+	+		+	+			
Jump	Str		+							
Know – architecture	Int	+								
Know – history	Int				+		+			
Know – local	Int			+						
Know – nature	Int							+		
Know – nobility & royalty	Int					+			+	
Know – religion	Int	+	+	+	+	+	+	+	+	+
Know – the planes	Int		+							+
Listen	Wis							+		+
Move Silently	Dex			+						
Profession	Wis	+				+		+	+	
Ride	Dex		+						+	
Search	Int					+	+	+		+
Sense Motive	Wis	+		+	+	+	+		+	+
Spot	Wis							+		+
Survival	Wis	+	+					+		+

Paladin Variants – Alternate Classes

?? Attack on the Fighter combat chart.
 ?? Hit-Die: d10
 ?? Good Save: Fortitude

?? Weapons: Simple, Martial.
 ?? Armor: Light, Medium, Heavy, Shields.
 ?? Skill Points: 2.

?? Alignment: Lawful Good

Lvl	Paladin <small>(PH3.5 p42)</small>	Non-Spellcasting Paladin <small>(CWar p13)</small>
Class Features	Dex: Ride. Int: Craft, Know(nobility & royalty), Know(religion), Profession. Wis: Heal, Sense Motive. Con: Concentration. Cha: Diplomacy, Handle Animals.	Dex: Ride. Int: Craft, Know(nobility & royalty), Know(religion), Profession. Wis: Heal, Sense Motive. Con: Concentration. Cha: Diplomacy, Handle Animals.
1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day
2	Divine Grace Lay on Hands	Divine Grace Lay on Hands
3	Aura of Courage Divine Health	Aura of Courage Divine Health
4	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list
5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount
6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week Weapons wielded by the Paladin are treated as 'Good' for purposes of overcoming Damage Reduction.
7		
8		
9	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week
10	Smite Evil, 3/day	Smite Evil, 3/day
11		As a Standard Action, gain a +4 bonus to Strength, Wisdom, -or- Charisma for 1 minute per Class level. Usable 1/day.
12	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week
13		You may use your Lay on Hand to help your Mount: - convert 1hp of healing into 5hp for your mount; - convert 1hp of healing into 1 point of ability damage restored - convert 5hp of healing to remove one of the following: Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, Feebleminded, Insanity, Nauseated, Sickened, Stunned, or Poisoned.
14		
15	Smite Evil, /day <i>Remove Disease</i> , 1/week	Smite Evil, /day <i>Remove Disease</i> , 1/week
16		<i>Holy Sword</i> , at ½ Paladin level. Usable 1/day.
17		
18	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week
19		
20	Smite Evil, 5/day	Smite Evil, 5/day

Ranger Variants

The following are specialized types of Rangers, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Ranger must be done when the 1st level of Ranger is taken. A character can only be the member of one Ranger class.

Common Features:

?? Attack on the Fighter combat chart.

?? Hit-Die: d8

?? Good Save: Fort

?? Weapons: Simple, Martial.

?? Armor: Light, Medium, Shields.

?? Skill Points: 6.

Lvl	Ranger <small>(PH3.5 p46)</small>	Non-Spellcasting Ranger <small>(CWar p13)</small>	Urban Ranger <small>(DR310 p59)</small>
Class Features	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Handle Animal.	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Handle Animal.	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeoneering) , Know(geography), Know(local), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Gather Info., Handle Animal.
1	1 st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy	1 st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy	1st Favored Enemy Creature-Type 1 st Favored Enemy Organization Gain Feat: Track Gain Feat: Stealthy Wild Empathy
2	Combat Style	Combat Style	Combat Style
3	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance
4	Animal Companion Able to cast Prepared Divine spells from the Ranger's spell list	Animal Companion Able to cast Prepared Divine spells from the Ranger's spell list	Animal Companion Able to cast Prepared Divine spells from the Ranger's spell list Urban Ranger's spell list ³
5	2 nd Favored Enemy Creature-Type	2 nd Favored Enemy Creature-Type	2nd Favored Enemy Creature-Type 2 nd Favored Enemy Organization
6	Improved Combat Style	Improved Combat Style +10' movement when not in Heavy Armor or Heavily Encumbered	Improved Combat Style
7	Woodland Stride	Woodland Stride	Woodland Stride
8	Swift Tracker	Swift Tracker	Swift Tracker
9	Evasion	Evasion	Evasion
10	3 rd Favored Enemy Creature-Type	3 rd Favored Enemy Creature-Type	3rd Favored Enemy Creature-Type 3 rd Favored Enemy Organization
11	Combat Style Mastery	Combat Style Mastery As a Standard Action, gain a +4 bonus to Constitution, Dexterity, -or- Wisdom for 1 minute per Class level. Usable 1/day.	Combat Style Mastery
12			
13	Camouflage	Camouflage Neutralize Poison –or– Remove Disease, at ½ Ranger level, usable 1/day.	Camouflage
14			
15	4 th Favored Enemy Creature-Type	4 th Favored Enemy Creature-Type	4th Favored Enemy Creature-Type 4 th Favored Enemy Organization
16		Freedom of Movement, at ½ Ranger level, usable 1/day	
17	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight
18			
19			
20	5 th Favored Enemy Creature-Type	5 th Favored Enemy Creature-Type	5th Favored Enemy Creature-Type 5 th Favored Enemy Organization

³ Replace spells on the Ranger Spell List, such as removing Detect Snares and Pits, Speak with Plants, Plant Growth, & Tree Stride and adding Detect Secret Doors, Detect Thoughts, Phantom Steed, Dimension Door.

Sorcerer Variants

Sorcerer Variants	Class Features	Skills	Proficiencies	Misc.
Witch (an Arcane spellcaster who focuses on Charms, Cures, & changing himself / herself or others into different creatures) (DMG3.5 p175)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: Will Alignment: Any	Int: Craft, Knowledge(arcana), Spellcraft. Wis: Profession. Con: Concentration. Cha: Bluff.	Armor: none. Weapons: Simple.	•Casts Impromptu Charisma-base Arcane spells from the <u>Witch Spell List</u> (DMG3.5 p175). •Summon Familiar

Wizard Variants

Common Features:

?? Attack on the Wizard combat chart.
?? Hit Die: 1d4.
?? Class Skill Points: 2.

?? Good Save: Will.
?? No Armor Proficiencies

?? Weapon Proficiencies – Club, Dagger, Crossbow, Quarterstaff.

Lvl	Wizard <small>(PH3.5 p55)</small>	Deathwalker <small>(DR312 p30)</small>	Fleshcrafter <small>(DR312 p32)</small>	Soul Reaper <small>(DR312 p34)</small>
In-Class Skills	Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession Con: Concentration.	Int: Craft, Decipher Script , Know(any), Spellcraft. Wis: Profession Con: Concentration. Cha: <u>Bluff</u> .	Int: Craft, Decipher Script , Know(any), Spellcraft. Wis: <u>Profession</u> , <u>Heal</u> Con: Concentration.	Int: Craft, Decipher Script , Know(any), Spellcraft. Wis: Profession Con: Concentration.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list <u>Gain Feat: Scribe Scroll.</u> May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic. Specialized in the Necromancy School Can summon a Familiar. <u>Can summon an Undead Familiar</u> <u>Master of the Dead</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. <u>Gain Feat: Craft Construct.</u> May specialize in a school of magic. Specialized in the Necromancy School Can summon a Familiar. <u>Can summon a Stitched Flesh Familiar</u> <u>Reaper's Touch</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic. Specialized in the Necromancy School Can summon a Familiar. <u>Spiritual Vassal</u> <u>Speak with Dead</u> , 1/day as a Spell-like ability
2				
3				
4				
5	Bonus Wizard Feat	Bonus Wizard Feat <u>Aura of the Grave</u>	Bonus Wizard Feat <u>Brink of Life and Death</u>	Bonus Wizard Feat <u>Bind Spirit</u>
6				
7				
8				
9				
10	Bonus Wizard Feat	Bonus Wizard Feat <u>Shroud of Death</u>	Bonus Wizard Feat <u>Forge Flesh</u>	Bonus Wizard Feat <u>Bonus Soul Reaper Feat</u>
11				
12				
13				
14				
15	Bonus Wizard Feat	Bonus Wizard Feat <u>Mastery of Undeath</u>	Bonus Wizard Feat <u>Master of Life and Death</u>	Bonus Wizard Feat <u>Spawn Undead Servant</u>
16				
17				
18				
19				
20	Bonus Wizard Feat	Bonus Wizard Feat <u>Mantle of Undeath</u>	Bonus Wizard Feat <u>Forge Life</u>	Bonus Wizard Feat <u>Bonus Soul Reaper Feat</u>

Wizard Variant Class Abilities

‘Deathwalker’ Class Abilities:

Master of the Dead

1. Can control up to (Class level * 5) HD of Skeletons and Zombies by making a Charisma check vs. DC (15 + HD). If the Deathwalker or his/her allies attack the target (before or after the check), it cannot be controlled.
2. Receives a –2 penalty on Fortitude saves vs. Negative Levels
3. Has pale skin, a low body temperature, & glassy-looking eyes.

Undead Familiar – Use the standard Familiar rules, but change the familiar into an Undead.

Aura of the Grave

1. No longer sleeps & is immune to Sleep effects.
2. Is immune to Disease.
3. His/her skin becomes stretched & eyes look hollow.
4. Know(arcana) check vs. DC 25 will identify the person as a Death Walker.

Shroud of Death

1. +4 Circumstance bonus on saves vs. Poison, Paralysis, & Mind-Affecting Effects.
2. Gains 50% resistance to Sneak Attacks & Critical Hits.
3. No longer eats & drinks.
4. Receives a –2 penalty on Charisma, Bluff, & Diplomacy checks vs. non-Undead.

Mastery of Undeath

1. Can Rebuke / Command Undead as a Cleric of the same level, (1 + Charisma modifier) times per day.
2. Begins looking very corpse-like.

Mantle of Undeath – Becomes an Undead.

‘Fleshcrafter’ Class Abilities:

Reaper’s Touch – May sabotage a patient’s healing by making a Heal check vs. the DC to help – 5. If successful, the patient loses hit-points and/or ability scores twice as fast. To realize that patient is being purposely harmed requires a contested Heal check.

Stitched Flesh Familiar – The Fleshcrafter “builds” his/her familiar from body parts & his/her own life force. Follow the Familiar rules on (DR312 p34).

Brink of Life and Death – May make a Coup de Grace as a Standard Action. The Stitched Flesh Familiar may use this ability also, as long as it is within empathic range and the Fleshcrafter spends a Full Round Action to mentally help it.

Forge Flesh – Can create animated objects made from body parts that are under the Fleshcrafter’s control. He/she is limited to 2HD per Class level & the available body parts.

Master of Life and Death – Spells that target a living creature are at +1 DC.

Forge Life – Leans how to create Flesh Golems that are much cheaper than usual.

‘Soul Reaper’ Class Abilities:

Spiritual Vassal – The Soul Reaper can perform a ritual (that includes sacrificing a humanoid) to summon a Spirit to use as his/her familiar. The Spiritual Vassal looks like a ball of light (similar to a Will-O’-Wisp), but can grant its master temporary skills, languages, & feats gleaned from the afterlife. Follow the Familiar rules on (DR312 p36).

Bind Spirit – The Soul Reaper can trap the Spirit of a creature in a 500gp gem. The Soul Reaper must Ready the action for the moment the target dies (i.e., –10 hp, etc.) & it receives a Will save to avoid the effect (DC = 15 + Intelligence modifier). If trapped, the target cannot be restored to life, etc., until its Spirit is free again (either by 1 day per Class level passing or by breaking the gem). The Soul Reaper may do one of the following once per day: get the answer to a “yes” / “no” question, speak one of the spirit’s languages for 1 hour, or use the ranks of one of the spirit’s skills for 1 minute.

Bonus Soul Reaper Feat – Choose a Metamagic, Item Creation, or Necromantic Feat(DR312 p37).

Spawn Undead Servitor – The Soul Reaper imprints a Skeleton or Zombie with a Spirit trapped by the Bind Spirit ability. The Undead gain the Spirit’s Intelligence, Wisdom, Charisma, Base Attack Bonus, Skill Ranks, Weapon & Armor Proficiencies, & Feats. The new Undead Servitor has the Soul Reaper’s alignment, but must be controlled normally. The Spirit used to make the imprint is freed once the process is finished.

NPC Classes

NPC Class	Class Features	Skills	Proficiencies	Misc.
Adept (often a tribal shaman or hermit) (DMG3.5 p107)	Hit Dice: d6 Class Skill Points: 2 Attack Table: Wizard Good Save: Will	Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession, Survival. Con: Concentrate. Cha: Handle Animals.	Armor: — Weapons: Simple	<ul style="list-style-type: none"> •Casts Prepared Wisdom-based Divine spells from the <u>Adept Spell List</u>(DMG3.5 p108). •Able to summon a Familiar at 2nd lvl.
Aristocrat (member of the ruling class) (DMG3.5 p108)	Hit Dice: d8 Class Skill Points: 4 Attack Table: Rogue Good Save: Will	Str: Swim. Dex: Ride. Int: Appraise, Forgery, Know(any) Wis: Listen, Sense Motives, Spot, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info., Handle Animals, Intimidate, Perform. Speak Language.	Armor: All Weapons: Simple, Martial	
Commoner (a peasant) (DMG3.5 p108)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: —	Str: Climb, Jump, Swim. Dex: Ride, Use Rope. Int: Craft Wis: Listen, Profession, Spot. Cha: Handle Animal.	Armor: — Weapons: one Simple weapon	
Expert (a professional in any craft, profession, or knowledge) (DMG3.5 p109)	Hit Dice: d6 Class Skill Points: 4 Attack Table: Rogue Good Save: Will	Any 10 skills can be in-class.	Armor: Light Weapons: Simple	
Warrior (a soldier / bandit militia member, etc., who knows how to fight, but does not benefit from the full training of a Fighter) (DMG3.5 p109)	Hit Dice: d8 Class Skill Points: 2 Attack Table: Fighter Good Save: Fort	Str: Climb, Jump, Swim. Dex: Ride. Cha: Handle Animal, Intimidate.	Armor: All Weapons: Simple, Martial	

New Basic Classes

<u>New Basic Classes</u>	Class Features	Skills	Class Features
<p>Hexblade (a fighter who eventually gains Sorcerer-like spells, a familiar, etc.) (CWar p5)</p>	<p>Alignment: Non-Good. Hit Dice: d10 Class Skill Points: 2 Attack Table: Fighter Good Save: Will Armor: Light. Weapons: Simple, Martial</p>	<p>Dex: Ride. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Con: Concentration. Cha: Bluff, Diplomacy, Intimidate.</p>	<p><u>1st Level</u> Hexblade's Curse, 1/day – A visible opponent within 60' can be targeted with a curse as a Free Action. The opponent receives a –2 penalty on attacks, damage, saves, ability checks, & skill checks for one hour (WillNeg DC = 10 + ½ Class level + Charisma modifier). Multiple curses do not stack & an opponent that successfully saves cannot be targeted again by that Hexblade for 24 hours. The effect is ended by anything that removes or dispels curses When you gain spells from the <u>Hexblade Spell list</u> at 4th level, Ignore Arcane Failure chance due to Light armor.</p> <p><u>2nd Level</u> Gain your Charisma modifier (minimum +1) as a bonus to saves vs. spells & spell-like effects.</p>
<p>Samurai (fights with a bastard sword & short sword & expert at intimidating his foes) (CWar p8)</p>	<p>Alignment: Any Lawful. Hit Dice: d10 Class Skill Points: 2 Attack Table: Fighter Good Save: Fortitude Armor: Light, Medium, Heavy. Weapons: Simple, Martial</p>	<p>Dex: Ride. Int: Craft, Know(history), Know(nobility). Wis: Sense Motives. Con: Concentration. Cha: Diplomacy, Intimidate.</p>	<p><u>1st Level</u> Gain <u>Feat: Exotic Weapon Proficiency (Bastard Sword)</u>.</p> <p><u>2nd Level</u> When fighting with a Katana (i.e., masterwork bastard sword) in one hand and a Wakizashi (i.e., masterwork short sword) in the other, you fight as if you had <u>Feat: Two-Weapon Fighting</u>.</p>
<p>Swashbuckler (graceful fighter who relies on quickness) (CWar p11)</p>	<p>Alignment: Any. Hit Dice: d10 Class Skill Points: 4 Attack Table: Fighter Good Save: Fortitude Armor: Light. Weapons: Simple, Martial</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Tumble, Use Rope. Int: Craft. Wis: Profession, Sense Motives. Cha: Bluff, Diplomacy.</p>	<p><u>1st Level</u> Gain <u>Feat: Weapon Finesse</u>.</p> <p><u>2nd Level</u> Gain a +1 Competence bonus on Reflex saves, as long as you are not wearing Medium armor (or heavier) or are carrying a Medium (or heavier) load.</p>

Spell Lists

Adept Spell List

Wisdom-based Prepared Divine Spells(DMG3.5 p108)

0th Level

<i>Create Water</i> (PH3.5 p215) – Creates 2 gallons/level of pure water.	<i>Ghost Sound</i> (PH3.5 p235) – Figment sounds.	<i>Purify Food and Drink</i> (PH3.5 p267) – Purifies 1 cubic foot per level of food or water.
<i>Cure Minor Wounds</i> (PH3.5 p216) – Cures 1 point of damage.	<i>Guidance</i> (PH3.5 p238) – +1 on one attack roll, saving throw, or skill check.	<i>Read Magic</i> (PH3.5 p269) – Reads scrolls and spellbooks.
<i>Detect Magic</i> (PH3.5 p219) – Detects spells and magic items within 60’.	<i>Light</i> (PH3.5 p248) – Object shines like a torch.	<i>Touch of Fatigue</i> (PH3.5 p294) – Touch attack fatigues target.
	<i>Mending</i> (PH3.5 p253) – Makes minor repairs on an object.	

1st Level

<i>Bless</i> (PH3.5 p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.	<i>Detect Evil</i> (PH3.5 p218) – Reveals evil creatures, spells, or objects.	<i>Protection from Evil</i> (PH3.5 p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
<i>Burning Hands</i> (PH3.5 p207) – 1d4 fire damage per level (max 5d4).	<i>Detect Good</i> (PH3.5 p219) – Reveals good creatures, spells, or objects.	<i>Protection from Good</i> (PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.
<i>Cause Fear</i> (PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.	<i>Detect Law</i> (PH3.5 p219) – Reveals lawful creatures, spells, or objects.	<i>Protection from Law</i> (PH3.5 p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.
<i>Command</i> (PH3.5 p211) – One subject obeys selected command for 1 round.	<i>Endure Elements</i> (PH3.5 p226) – Exist comfortably in hot or cold environments.	<i>Sleep</i> (PH3.5 p280) – Puts 4HD of creatures into magical slumber.
<i>Comprehend Languages</i> (PH3.5 p212) – You understand all spoken and written languages.	<i>Obscuring Mist</i> (PH3.5 p258) – Fog surrounds you.	
<i>Cure Light Wounds</i> (PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).	<i>Protection from Chaos</i> (PH3.5 p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.	
<i>Detect Chaos</i> (PH3.5 p218) – Reveals chaotic creatures, spells, or objects.		

2nd Level

<i>Aid</i> (PH3.5 p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)	<i>Cure Moderate Wounds</i> (PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).	<i>Resist Energy</i> (PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
<i>Animal Trance</i> (PH3.5 p198) – Fascinates 2d6 HD of animals.	<i>Darkness</i> (PH3.5 p216) – 20’ radius of supernatural shadow.	<i>Restoration, Lesser</i> (PH3.5 p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
<i>Bear’s Endurance</i> (PH3.5 p203) – Subject gains +4 Constitution for 1 minute per level.	<i>Delay Poison</i> (PH3.5 p217) – Stops poison from harming subject for 1 hour per level.	<i>Scorching Ray</i> (PH3.5 p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).
<i>Bull’s Strength</i> (PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.	<i>Invisibility</i> (PH3.5 p245) – Subject is invisible for 1 minute per level or until it attacks.	<i>See Invisibility</i> (PH3.5 p275) – Reveals invisible creatures or objects.
<i>Cat’s Grace</i> (PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.	<i>Mirror Image</i> (PH3.5 p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).	<i>Web</i> (PH3.5 p301) – Fills 20’ radius spread with sticky spider webs.

3rd Level

<i>Animate Dead</i> (PH3.5 p198) – Creates undead skeletons and zombies.	<i>Continual Flame</i> (PH3.5 p213) – Makes a permanent, heatless torch.	<i>Neutralize Poison</i> (PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.
<i>Bestow Curse</i> (PH3.5 p203) – Subject either receives a –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.	<i>Cure Serious Wounds</i> (PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).	<i>Remove Curse</i> (PH3.5 p270) – Frees person or object from a curse.
<i>Contagion</i> (PH3.5 p213) – Infects subject with chosen disease.	<i>Daylight</i> (PH3.5 p216) – 60’ radius of bright light.	<i>Remove Disease</i> (PH3.5 p271) – Cures all diseases affecting subject.
	<i>Deeper Darkness</i> (PH3.5 p217) – Object sheds supernatural shadow in 60’ radius.	<i>Tongues</i> (PH3.5 p294) – Speak any language.
	<i>Lightning Bolt</i> (PH3.5 p248) – Electricity deals 1d6 damage per level.	

4th Level

<i>Cure Critical Wounds</i> (PH3.5 p215) – Cures 4d8 + 1 per level (max. +20).	<i>Polymorph</i> (PH3.5 p263) – Gives one willing subject a new form.	<i>Stoneskin</i> (PH3.5 p284) – Ignore 10 points of damage per attack.
<i>Minor Creation</i> (PH3.5 p253) – Creates one cloth or wood object.	<i>Restoration</i> (PH3.5 p272) – Restores level and ability score drains.	<i>Wall of Fire</i> (PH3.5 p298) – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.

5th Level

<i>Baleful Polymorph</i> (PH3.5 p202) – Transforms subject into a harmless animal.	<i>Heal</i> (PH3.5 p239) – Cures 10 points per level, all diseases and mental conditions.	<i>True Seeing</i> (PH3.5 p296) – See all things as they really are.
<i>Break Enchantment</i> (PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.	<i>Major Creation</i> (PH3.5 p252) – As <i>Minor Creation</i> , plus stone and metal.	<i>Wall of Stone</i> (PH3.5 p299) – Creates a stone wall that can be shaped.
	<i>Raise Dead</i> (PH3.5 p268) – Restores life to subject who died up to 1 day per level ago.	

Anarch Spell List

Wisdom-based Prepared Divine Spells

Note that an Anarch's Caster Level is half his Class Level.

1st Level

<p><i>Bane</i>(PH3.5 p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Bless Weapon</i>(PH3.5 p205) – Weapon strikes true against evil foes.</p> <p><i>Cause Fear</i>(PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Poison</i>(PH3.5 p219) – Detects poison in one creature or small object.</p>	<p><i>Divine Favor</i>(PH3.5 p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Doom</i>(PH3.5 p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Endure Elements</i>(PH3.5 p226) – Exist comfortably in hot or cold environments.</p> <p><i>Entropic Shield</i>(PH3.5 p227) – Ranged attacks against you suffer 20% miss chance.</p> <p><i>Lesser Confusion</i>(PH3.5 p212) – One creature is <i>confused</i> for 1 round.</p>	<p><i>Magic Weapon</i>(PH3.5 p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Obscuring Mist</i>(PH3.5 p258) – Fog surrounds you.</p> <p><i>Protection from Law</i>(PH3.5 p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p>
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2nd Level

<p><i>Align Weapon</i>(PH3.5 p197) – Weapon becomes good, evil, lawful, or chaotic.</p> <p><i>Bear's Endurance</i>(PH3.5 p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Blur</i>(PH3.5 p206) – Attacks miss subject 20% of the time.</p> <p><i>Darkness</i>(PH3.5 p216) – 20' radius of supernatural shadow.</p>	<p><i>Eagle's Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Mirror Image</i>(PH3.5 p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).</p> <p><i>Misdirection</i>(PH3.5 p254) – Misleads divinations for one creature or object.</p> <p><i>Scare</i>(PH3.5 p274) – Panics creatures of less than 6HD.</p>	<p><i>Shatter</i>(PH3.5 p278) – Sonic vibration damages objects or crystalline creatures.</p> <p><i>Touch of Idiocy</i>(PH3.5 p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.</p> <p><i>Undetectable Alignment</i>(PH3.5 p297) – Conceals alignment for 24 hours.</p>
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3rd Level

<p><i>Blindness/Deafness</i>(PH3.5 p206) – Makes subject blind or deaf.</p> <p><i>Contagion</i>(PH3.5 p213) – Infects subject with chosen disease.</p> <p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p>	<p><i>Deeper Darkness</i>(PH3.5 p217) – Object sheds supernatural shadow in 60' radius.</p> <p><i>Dispel Magic</i>(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.</p> <p><i>Magic Weapon, Greater</i>(PH3.5 p251) – +1 bonus per four levels (max +5).</p>	<p><i>Magic Circle against Law</i>(PH3.5 p250) – As <i>Protection from Law</i>, but 10' radius and 10 minutes per level.</p> <p><i>Rage</i>(PH3.5 p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.</p> <p><i>Slow</i>(PH3.5 p280) – One subject per level takes only one action per round, –2 AC and attack rolls.</p>
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4th Level

<p><i>Break Enchantment</i>(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Chaos Hammer</i>(PH3.5 p208)(PH3.5e)+ – Damages and staggers lawful creatures.</p> <p><i>Confusion</i>(PH3.5 p212) – Makes subject behave oddly for 1 round per level.</p>	<p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Dispel Law</i>(PH3.5 p222) – +4 bonus against attacks by lawful creatures.</p> <p><i>Freedom of Movement</i>(PH3.5 p233) – Subject moves normally despite impediments.</p>	<p><i>Planar Ally, Lesser</i>(PH3.5 p261) – Exchange services with a 6 HD extraplanar creature.</p> <p><i>Poison</i>(PH3.5 p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> <p><i>Shout</i>(PH3.5 p279) – Deafens all within cone and deals 5d6 damage.</p>
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Anti-Paladin Spell List

Wisdom-based Prepared Divine Spells(DR312 p22)

Note that an Anti-Paladin's Caster Level is half his Class Level.

1st Level

<i>Bane</i> (PH3.5 p203) – Enemies take –1 on attack rolls and saves against fear.	<i>Inflict Light Wounds</i> (PH3.5 p244) – Touch deals 1d8 damage +1 per level (max +5).	<i>Protection from Law</i> (PH3.5 p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.
<i>Cause Fear</i> (PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.	<i>Magic Weapon</i> (PH3.5 p251) – Weapon gains +1 enhancement bonus.	<i>Ray of Enfeeblement</i> (PH3.5 p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).
<i>Curse Water</i> (PH3.5 p216) – Makes Unholy Water.	<i>Profane Weapon</i> (DR312 p22) – Weapon strikes true against good foes.	<i>Read Magic</i> (PH3.5 p269) – Reads scrolls and spellbooks.
<i>Deathwatch</i> (PH3.5 p217) – Reveals how near death subjects within 30' are.	<i>Protection from Good</i> (PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.	<i>Summon Monster I</i> (PH3.5 p285) – Summons an extraplanar creature to fight for you.
<i>Doom</i> (PH3.5 p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.		

2nd Level

<i>Bull's Strength</i> (PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.	<i>Desecrate</i> (PH3.5 p218) – Fills area with negative energy, making undead stronger.	<i>Summon Monster II</i> (PH3.5 p286) – Summons an extraplanar creature to fight for you.
<i>Darkness</i> (PH3.5 p216) – 20' radius of supernatural shadow.	<i>Shatter</i> (PH3.5 p278) – Sonic vibration damages objects or crystalline creatures.	<i>Undetectable Alignment</i> (PH3.5 p297) – Conceals alignment for 24 hours.

3rd Level

<i>Bestow Curse</i> (PH3.5 p203) – Subject either receives a –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.	<i>Heal Mount</i> (PH3.5 p239) – As <i>Heal</i> on warhorse or other special mount.	<i>Magic Circle against Good</i> (PH3.5 p250) – As <i>Protection from Good</i> , but 10' radius and 10 minutes per lvl.
<i>Blindness/Deafness</i> (PH3.5 p206) – Makes subject blind or deaf.	<i>Inflict Moderate Wounds</i> (PH3.5 p244) – Touch attack, 2d8 +1 per level (max +10).	<i>Magic Circle against Law</i> (PH3.5 p250) – As <i>Protection from Law</i> , but 10' radius and 10 minutes per level.
<i>Deeper Darkness</i> (PH3.5 p217) – Object sheds supernatural shadow in 60' radius.	<i>Magic Weapon, Greater</i> (PH3.5 p251) – +1 bonus per four levels (max +5).	<i>Summon Monster III</i> (PH3.5 p286) – Summons an extraplanar creature to fight for you.

4th Level

<i>Death Ward</i> (PH3.5 p217) – Grants immunity to death spells and negative energy effects.	<i>Fear</i> (PH3.5 p229) – Subjects within cone flee for 1 round per level.	<i>Unholy Sword</i> (DR312 p22) – Weapons becomes +5, deals +2d6 damage against good.
<i>Dispel Good</i> (PH3.5 p222) – +4 bonus against attacks by good creatures.	<i>Inflict Serious Wounds</i> (PH3.5 p244) – Touch attack, 3d8 +1 per level (max +15).	
<i>Dispel Law</i> (PH3.5 p222) – +4 bonus against attacks by lawful creatures.	<i>Poison</i> (PH3.5 p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.	

Avenger Spell List

Wisdom-based Prepared Divine Spells

Note that an Avenger's Caster Level is half his Class Level.

1st Level

<p><i>Bless</i>(PH3.5 p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.</p> <p><i>Bless Water</i>(PH3.5 p205) – Makes Holy Water.</p> <p><i>Bless Weapon</i>(PH3.5 p205) – Weapon strikes true against evil foes.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Poison</i>(PH3.5 p219) – Detects poison in one creature or small object.</p> <p><i>Disguise Self</i>(PH3.5 p222) – Changes our appearance.</p> <p><i>Divine Favor</i>(PH3.5 p224) – You gain +1 per three levels on attack and damage rolls.</p>	<p><i>Endure Elements</i>(PH3.5 p226) – Exist comfortably in hot or cold environments.</p> <p><i>Restoration, Lesser</i>(PH3.5 p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Magic Stone</i>(PH3.5 p251) – Three stones become +1 projectiles, 1d6+1 damage.</p> <p><i>Magic Weapon</i>(PH3.5 p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Mending</i>(PH3.5 p253) – Makes minor repairs on an object.</p>	<p><i>Protection from Evil</i>(PH3.5 p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Law</i>(PH3.5 p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH3.5 p269) – Reads scrolls and spellbooks.</p> <p><i>Shield of Faith</i>(PH3.5 p278) – Aura grants +2 (or higher) deflection bonus.</p>
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2nd Level

<p><i>Align Weapon</i>(PH3.5 p197) – Weapon becomes good, evil, lawful, or chaotic.</p> <p><i>Alter Self</i>(PH3.5 p197) – Assume the form of a similar creature.</p> <p><i>Cat's Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Eagle's Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p>	<p><i>Fox's Cunning</i>(PH3.5 p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Invisibility</i>(PH3.5 p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Make Whole</i>(PH3.5 p252) – Repairs an object.</p> <p><i>Misdirection</i>(PH3.5 p254) – Misleads divinations for one creature or object.</p>	<p><i>Resist Energy</i>(PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Shield Other</i>(PH3.5 p278) – You take half of subject's damage.</p> <p><i>Undetectable Alignment</i>(PH3.5 p297) – Conceals alignment for 24 hours.</p>
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3rd Level

<p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Dispel Magic</i>(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.</p> <p><i>Flame Arrow</i>(PH3.5 p231) – Arrows deal +1d6 fire.</p> <p><i>Magic Weapon, Greater</i>(PH3.5 p251) – +1 bonus per four levels (max +5).</p>	<p><i>Magic Circle against Evil</i>(PH3.5 p249) – As <i>Protection from Evil</i>, but 10' radius and 10 minutes per level.</p> <p><i>Magic Circle against Law</i>(PH3.5 p250) – As <i>Protection from Law</i>, but 10' radius and 10 minutes per level.</p>	<p><i>Magic Vestment</i>(PH3.5 p251) – Armor, shield, or clothes gain +1 enhancement per four levels.</p> <p><i>Nondetection</i>(PH3.5 p257) – Hides subject from divination and scrying.</p> <p><i>Obscure Object</i>(PH3.5 p258) – Masks object against scrying.</p>
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4th Level

<p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Detect Scrying</i>(PH3.5 p219) – Alerts you to magical eavesdropping.</p> <p><i>Dispel Evil</i>(PH3.5 p222) – +4 bonus against attacks by evil creatures.</p>	<p><i>Dispel Law</i>(PH3.5 p222) – +4 bonus against attacks by lawful creatures.</p> <p><i>Invisibility, Greater</i>(PH3.5 p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p> <p><i>Freedom of Movement</i>(PH3.5 p233) – Subject moves normally despite impediments.</p>	<p><i>Holy Sword</i>(PH3.5 p215) – Weapon becomes +5, deals +2d6 damage against evil.</p> <p><i>Neutralize Poison</i>(PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Restoration</i>(PH3.5 p272) – Restores level and ability score drains.</p>
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Corrupter Spell List

Wisdom-based Prepared Divine Spells(DR312 p26)

Note that a Corrupter's Caster Level is half his Class Level.

1st Level

<p><i>Bane</i>(PH3.5 p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Cause Fear</i>(PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Charm Person</i>(PH3.5 p209) – Make one person your friend.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Curse Water</i>(PH3.5 p216) – Makes Unholy Water.</p> <p><i>Divine Favor</i>(PH3.5 p224) – You gain +1 per three levels on attack and damage rolls.</p>	<p><i>Doom</i>(PH3.5 p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Endure Elements</i>(PH3.5 p226) – Exist comfortably in hot or cold environments.</p> <p><i>Inflict Light Wounds</i>(PH3.5 p244) – Touch deals 1d8 damage +1 per level (max +5).</p> <p><i>Magic Weapon</i>(PH3.5 p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Profane Weapon</i>(DR312 p22) – Weapon strikes true against good foes.</p>	<p><i>Protection from Good</i>(PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH3.5 p269) – Reads scrolls and spellbooks.</p> <p><i>Resistance</i>(PH3.5 p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Sanctuary</i>(PH3.5 p274) – Opponents can't attack you and you can't attack.</p> <p><i>Undetectable Alignment</i>(PH3.5 p297) – Conceals alignment for 24 hours.</p>
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2nd Level

<p><i>Calm Emotions</i>(PH3.5 p207) – Calms creatures, negating emotion effects.</p> <p><i>Cat's Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Desecrate</i>(PH3.5 p218) – Fills area with negative energy, making undead stronger.</p>	<p><i>Eagle's Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Enthrall</i>(PH3.5 p227) – Captivates all within 100' + 10' per level.</p> <p><i>Owl's Wisdom</i>(PH3.5 p259) – Subject gains +4 Wisdom for 1 minute per level.</p>	<p><i>Silence</i>(PH3.5 p279) – Negate sound in 15' radius.</p> <p><i>Tongues</i>(PH3.5 p294) – Speak any language.</p>
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3rd Level

<p><i>Clairaudience/Clairvoyance</i>(PH3.5 p209) – Hear or see at a distance for 1 minute per level.</p> <p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Dispel Magic</i>(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.</p> <p><i>Glibness</i>(PH3.5 p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.</p>	<p><i>Inflict Moderate Wounds</i>(PH3.5 p244) – Touch attack, 2d8 +1 per level (max +10).</p> <p><i>Magic Weapon, Greater</i>(PH3.5 p251) – +1 bonus per four levels (max +5).</p> <p><i>Magic Circle against Good</i>(PH3.5 p250) – As <i>Protection from Good</i>, but 10' radius and 10 minutes per lvl.</p> <p><i>Nondetection</i>(PH3.5 p257) – Hides subject from divination and scrying.</p>	<p><i>Obscure Object</i>(PH3.5 p258) – Masks object against scrying.</p> <p><i>Scrying</i>(PH3.5 p274)(PH3.5e)+ – Spies on subject from a distance.</p>
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4th Level

<p><i>Break Enchantment</i>(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Dispel Good</i>(PH3.5 p222) – +4 bonus against attacks by good creatures.</p>	<p><i>Dominate Person</i>(PH3.5 p224) – Controls humanoid telepathically.</p> <p><i>Dream</i>(PH3.5 p225) – Sends message to anyone sleeping.</p> <p><i>Command, Greater</i>(PH3.5 p211) – As <i>Command</i>, but affects one subject per level.</p> <p><i>Inflict Serious Wounds</i>(PH3.5 p244) – Touch attack, 3d8 +1 per level (max +15).</p>	<p><i>Poison</i>(PH3.5 p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> <p><i>Locate Creature</i>(PH3.5 p249) – Indicates direction to familiar creature.</p> <p><i>Unhallow</i>(PH3.5 p297) – Designates location as Unholy.</p>
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Despot Spell List

Wisdom-based Prepared Divine Spells(DR312 p24)

Note that a Despot's Caster Level is half his Class Level.

1st Level

<p><i>Alarm</i>(PH3.5 p197) – Wards an area for 2 hours per level.</p> <p><i>Bane</i>(PH3.5 p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Bless</i>(PH3.5 p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.</p> <p><i>Command</i>(PH3.5 p211) – One subject obeys selected command for 1 round.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Curse Water</i>(PH3.5 p216) – Makes Unholy Water.</p>	<p><i>Detect Poison</i>(PH3.5 p219) – Detects poison in one creature or small object.</p> <p><i>Divine Favor</i>(PH3.5 p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Endure Elements</i>(PH3.5 p226) – Exist comfortably in hot or cold environments.</p> <p><i>Magic Weapon</i>(PH3.5 p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Profane Weapon</i> (DR312 p22) – Weapon strikes true against good foes.</p>	<p><i>Protection from Chaos</i>(PH3.5 p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Good</i>(PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Resistance</i>(PH3.5 p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Virtue</i>(PH3.5 p289) – Subject gains 1 temporary hp.</p>
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2nd Level

<p><i>Bull's Strength</i>(PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Eagle's Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Enthrall</i>(PH3.5 p227) – Captivates all within 100' + 10' per level.</p>	<p><i>Fox's Cunning</i>(PH3.5 p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Hold Person</i>(PH3.5 p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Resist Energy</i>(PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p>	<p><i>Status</i>(PH3.5 p284) – Monitors condition & position of allies.</p> <p><i>Zone of Truth</i>(PH3.5 p303) – Subjects within range cannot lie.</p>
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3rd Level

<p><i>Crushing Despair</i>(PH3.5 p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.</p> <p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Discern Lies</i>(PH3.5 p221) – Reveals deliberate falsehoods.</p>	<p><i>Helping Hand</i>(PH3.5 p239) – Ghostly hand leads subject to you.</p> <p><i>Geas, Lesser</i>(PH3.5 p235) – Commands subject of 7 HD or less.</p> <p><i>Magic Circle against Chaos</i>(PH3.5 p249) – As <i>Protection from Chaos</i>, but 10' radius and 10 minutes per level.</p>	<p><i>Magic Circle against Good</i>(PH3.5 p250) – As <i>Protection from Good</i>, but 10' radius and 10 minutes per lvl.</p> <p><i>Prayer</i>(PH3.5 p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p><i>Suggestion</i>(PH3.5 p285) – Compels subject to follow stated course of action.</p>
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4th Level

<p><i>Break Enchantment</i>(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Charm Monster</i>(PH3.5 p209) – Makes monster believe it is your ally.</p> <p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p>	<p><i>Dispel Chaos</i>(PH3.5 p222) – +4 bonus against attacks by chaotic creatures.</p> <p><i>Dispel Good</i>(PH3.5 p222) – +4 bonus against attacks by good creatures.</p> <p><i>Dominate Person</i>(PH3.5 p224) – Controls humanoid telepathically.</p>	<p><i>Geas/Quest</i>(PH3.5 p234) – As <i>Lesser Geas</i>, plus it affects any creature.</p> <p><i>Command, Greater</i>(PH3.5 p211) – As <i>Command</i>, but affects one subject per level.</p> <p><i>Hold Monster</i>(PH3.5 p241) – As <i>Hold Person</i>, but can effect any creature.</p>
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Enforcer Spell List

Wisdom-based Prepared Divine Spells

Note that an Enforcer's Caster Level is half his Class Level.

1st Level*Alarm*(PH3.5 p197) – Wards an area for 2 hours per level.*Bless*(PH3.5 p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.*Bless Water*(PH3.5 p205) – Makes Holy Water.*Bless Weapon*(PH3.5 p205) – Weapon strikes true against evil foes.*Command*(PH3.5 p211) – One subject obeys selected command for 1 round.*Cure Light Wounds*(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).*Detect Poison*(PH3.5 p219) – Detects poison in one creature or small object.*Divine Favor*(PH3.5 p224) – You gain +1 per three levels on attack and damage rolls.*Endure Elements*(PH3.5 p226) – Exist comfortably in hot or cold environments.*Hold Portal*(PH3.5 p241) – Holds one door shut.*Magic Weapon*(PH3.5 p251) – Weapon gains +1 enhancement bonus.*Protection from Chaos*(PH3.5 p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.*Resistance*(PH3.5 p272) – Subject gains +1 resistance bonus on all saving throws.*Sleep*(PH3.5 p280) – Puts 4HD of creatures into magical slumber.*Virtue*(PH3.5 p289) – Subject gains 1 temporary hp.2nd Level*Bull's Strength*(PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.*Eagle's Splendor*(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.*Fox's Cunning*(PH3.5 p233) – Subject gains +4 Intelligence for 1 minute per level.*Hold Person*(PH3.5 p241) – Paralyzes one person for up to 1 round per level.*Resist Energy*(PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.*Shield Other*(PH3.5 p278) – You take half of subject's damage.*Status*(PH3.5 p284) – Monitors condition & position of allies.*Zone of Truth*(PH3.5 p303) – Subjects within range cannot lie.3rd Level*Cure Moderate Wounds*(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).*Discern Lies*(PH3.5 p221) – Reveals deliberate falsehoods.*Magic Circle against Chaos*(PH3.5 p249) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.*Remove Blindness/Deafness*(PH3.5 p270) – Cures normal or magical conditions.*Remove Curse*(PH3.5 p270) – Frees person or object from a curse.*Remove Disease*(PH3.5 p271) – Cures all diseases affecting subject.4th Level*Break Enchantment*(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.*Command, Greater*(PH3.5 p211) – As *Command*, but affects one subject per level.*Cure Serious Wounds*(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).*Dispel Chaos*(PH3.5 p222) – +4 bonus against attacks by chaotic creatures.*Hold Monster*(PH3.5 p241) – As *Hold Person*, but can effect any creature.*Neutralize Poison*(PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.*Restoration*(PH3.5 p272) – Restores level and ability score drains.

Hexblade Spell List

Charisma-based Impromptu Arcane Spells

1st Level

<p><i>Alarm</i>(PH3.5 p197) – Wards an area for 2 hours per level.</p> <p><i>Arcane Mark</i>(PH201 p201) – Inscribes a personal rune (visible or invisible).</p> <p><i>Augment Familiar</i>(CWar p116) – Your familiar becomes more powerful.</p> <p><i>Cause Fear</i>(PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Charm Person</i>(PH3.5 p209) – Make one person your friend.</p> <p><i>Detect Magic</i>(PH3.5 p219) – Detects spells and magic items within 60’.</p> <p><i>Disguise Self</i>(PH3.5 p222) – Changes our appearance.</p> <p><i>Entropic Shield</i>(PH3.5 p227) – Ranged attacks against you suffer 20% miss chance.</p> <p><i>Expeditious Retreat</i>(PH3.5 p228) – Your land speed increases by 30’.</p>	<p><i>Identify</i>(PH3.5 p243) – Determines properties of a magic item.</p> <p><i>Light</i>(PH3.5 p248) – Object shines like a torch.</p> <p><i>Magic Weapon</i>(PH3.5 p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Mount</i>(PH3.5 p256) – Summons riding horse for 2 hours per level.</p> <p><i>Nystul’s Magic Aura</i>(PH3.5 p257) – Alters object’s magic aura.</p> <p><i>Phantom Threat</i>(CWar p118) – Subject thinks it’s flanked.</p> <p><i>Prestidigitation</i>(PH3.5 p264) – Performs minor tricks.</p> <p><i>Protection from Chaos</i>(PH3.5 p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Evil</i>(PH3.5 p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p>	<p><i>Protection from Good</i>(PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Law</i>(PH3.5 p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH3.5 p269) – Reads scrolls and spellbooks.</p> <p><i>Sleep</i>(PH3.5 p280) – Puts 4HD of creatures into magical slumber.</p> <p><i>Tasha’s Hideous Laughter</i>(PH3.5 p292) – Subject loses actions for 1 round per level.</p> <p><i>Undetectable Alignment</i>(PH3.5 p297) – Conceals alignment for 24 hours.</p> <p><i>Unseen Servant</i>(PH3.5 p297) – Invisible force obeys your commands.</p>
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2nd Level

<p><i>Alter Self</i>(PH3.5 p197) – Assume the form of a similar creature.</p> <p><i>Blindness/Deafness</i>(PH3.5 p206) – Makes subject blind or deaf.</p> <p><i>Bull’s Strength</i>(PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Darkness</i>(PH3.5 p216) – 20’ radius of supernatural shadow.</p> <p><i>Eagle’s Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Enthrall</i>(PH3.5 p227) – Captivates all within 100’ + 10’ per level.</p>	<p><i>False Life</i>(PH3.5 p229) – Gain 1d10 +1 per level (max +10) temporary hit points.</p> <p><i>Glitterdust</i>(PH3.5 p236) – Blinds creatures, outlines invisible creatures.</p> <p><i>Invisibility</i>(PH3.5 p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Mirror Image</i>(PH3.5 p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).</p> <p><i>Protection from Arrows</i>(PH3.5 p266) – Subject immune to most ranged attacks.</p> <p><i>Rage</i>(PH3.5 p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.</p>	<p><i>Resist Energy</i>(PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>See Invisibility</i>(PH3.5 p275) – Reveals invisible creatures or objects.</p> <p><i>Spider Climb</i>(PH3.5 p283) – Grants ability to walk on walls & ceilings.</p> <p><i>Suggestion</i>(PH3.5 p285) – Compels subject to follow stated course of action.</p> <p><i>Touch of Idiocy</i>(PH3.5 p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.</p>
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3rd Level

<p><i>Arcane Sight</i>(PH3.5 p201) – Magical auras become visible to you.</p> <p><i>Charm Monster</i>(PH3.5 p209) – Makes monster believe it is your ally.</p> <p><i>Confusion</i>(PH3.5 p212) – Makes subject behave oddly for 1 round per level.</p> <p><i>Deep Slumber</i>(PH3.5 p217) – Puts 10HD of creatures to sleep.</p> <p><i>Dispel Magic</i>(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.</p> <p><i>Hound of Doom</i>(CWar p117) – Creates shadowy protector.</p>	<p><i>Invisibility Sphere</i>(PH3.5 p245) – Makes everyone within 10’ invisible.</p> <p><i>Magic Weapon, Greater</i>(PH3.5 p251) – +1 bonus per four levels (max +5).</p> <p><i>Nondetection</i>(PH3.5 p257) – Hides subject from divination and scrying.</p> <p><i>Phantom Steed</i>(PH3.5 p260) – Magical horse appears for 1 hour per level.</p> <p><i>Poison</i>(PH3.5 p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> <p><i>Protection from Energy</i>(PH3.5 p266) – Absorb 12 damage per level from one kind of energy.</p>	<p><i>Repel Vermin</i>(PH3.5 p271) – Insects, spiders, and other vermin stay 10’ away.</p> <p><i>Slow</i>(PH3.5 p280) – One subject per level takes only one action per round, –2 AC and attack rolls.</p> <p><i>Stinking Cloud</i>(PH3.5 p284) – Nauseating vapors, 1 round per level.</p> <p><i>Vampiric Touch</i>(PH3.5 p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.</p> <p><i>Wind Wall</i>(PH3.5 p302) – Deflects arrows, smaller creatures, and gases.</p>
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4th Level

<p><i>Baleful Polymorph</i>(PH3.5 p202) – Transforms subject into a harmless animal.</p> <p><i>Break Enchantment</i>(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Contact Other Plane</i>(PH3.5 p212) – Lets you ask question of an extraplanar entity.</p> <p><i>Cursed Blade</i>(CWar p117) – Wounds dealt by weapon can’t be healed without <i>Remove Curse</i>.</p> <p><i>Detect Scrying</i>(PH3.5 p219) – Alerts you to magical eavesdropping.</p>	<p><i>Dimension Door</i>(PH3.5 p221) – Teleports you a short distance.</p> <p><i>Dominant Person</i>(PH3.5 p224) – Controls humanoid telepathically.</p> <p><i>Enervation</i>(PH3.5 p226) – Subject gains 1d4 negative levels.</p> <p><i>Fear</i>(PH3.5 p229) – Subjects within cone flee for 1 round per level.</p> <p><i>Invisibility, Greater</i>(PH3.5 p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p>	<p><i>Phantasmal Killer</i>(PH3.5 p260) – Fearsome illusion kill subject or deals 3d6 damage.</p> <p><i>Polymorph</i>(PH3.5 p263) – Gives one willing subject a new form.</p> <p><i>Scrying</i>(PH3.5 p274)(PH3.5e)+ – Spies on subject from a distance.</p> <p><i>Sending</i>(PH3.5 p275) – Delivers a short message anywhere, instantly.</p> <p><i>Solid Fog</i>(PH3.5 p281) – Blocks vision and slows movement.</p>
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Incarnate Spell List

Wisdom-based Prepared Divine Spells

Note that an Incarnate's Caster Level is half his Class Level.

1st Level

<p><i>Bless</i>(PH3.5 p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.</p> <p><i>Bless Water</i>(PH3.5 p205) – Makes Holy Water.</p> <p><i>Bless Weapon</i>(PH3.5 p205) – Weapon strikes true against evil foes.</p> <p><i>Charm Animal</i>(PH3.5 p208) – Makes one animal your friend.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Poison</i>(PH3.5 p219) – Detects poison in one creature or small object.</p> <p><i>Divine Favor</i>(PH3.5 p224) – You gain +1 per three levels on attack and damage rolls.</p>	<p><i>Endure Elements</i>(PH3.5 p226) – Exist comfortably in hot or cold environments.</p> <p><i>Entangle</i>(PH3.5 p227) – Plants entangle everyone in a 40' radius.</p> <p><i>Longstrider</i>(PH3.5 p249) – Increases your speed.</p> <p><i>Magic Fang</i>(PH3.5 p250) – One natural weapon of subject creature gets +1 on attack and damage.</p> <p><i>Magic Weapon</i>(PH3.5 p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Pass without Trace</i>(PH3.5 p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.</p>	<p><i>Protection from Chaos</i>(PH3.5 p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Evil</i>(PH3.5 p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Good</i>(PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Law</i>(PH3.5 p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Speak with Animals</i>(PH3.5 p281) – You can communicate with animals.</p>
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2nd Level

<p><i>Animal Messenger</i>(PH3.5 p198) – Sends a Tiny animal to a specific place.</p> <p><i>Barkskin</i>(PH3.5 p202) – Grants +2 (or higher) enhancement to natural armor.</p> <p><i>Bear's Endurance</i>(PH3.5 p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Bull's Strength</i>(PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Eagle's Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p>	<p><i>Fox's Cunning</i>(PH3.5 p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Hold Person</i>(PH3.5 p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Restoration, Lesser</i>(PH3.5 p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Owl's Wisdom</i>(PH3.5 p259) – Subject gains +4 Wisdom for 1 minute per level.</p>	<p><i>Resist Energy</i>(PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Shield Other</i>(PH3.5 p278) – You take half of subject's damage.</p> <p><i>Spike Growth</i>(PH3.5 p283) – Creatures in area take 1d4 damage, may be slowed.</p> <p><i>Tree Shape</i>(PH3.5 p296) – You look exactly like a tree for 1 hour per level.</p>
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3rd Level

<p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Diminish Plants</i>(PH3.5 p221) – Reduces size or blights growth of normal plants.</p> <p><i>Dominate Animal</i>(PH3.5 p224) – Subject animal obeys silent mental commands.</p> <p><i>Magic Fang, Greater</i>(PH3.5 p250) – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.</p>	<p><i>Magic Circle against Chaos</i>(PH3.5 p249) – As <i>Protection from Chaos</i>, but 10' radius and 10 minutes per level.</p> <p><i>Magic Circle against Evil</i>(PH3.5 p249) – As <i>Protection from Evil</i>, but 10' radius and 10 minutes per level.</p> <p><i>Magic Circle against Good</i>(PH3.5 p250) – As <i>Protection from Good</i>, but 10' radius and 10 minutes per level.</p>	<p><i>Magic Circle against Law</i>(PH3.5 p250) – As <i>Protection from Law</i>, but 10' radius and 10 minutes per level.</p> <p><i>Plant Growth</i>(PH3.5 p236) – Grows vegetation, improves crops.</p> <p><i>Prayer</i>(PH3.5 p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p><i>Speak with Plants</i>(PH3.5 p282) – You can talk to normal plants and plant creatures.</p>
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4th Level

<p><i>Break Enchantment</i>(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Command Plants</i>(PH3.5 p211) – Sway the actions of one or more plant creatures.</p> <p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p>	<p><i>Dismissal</i>(PH3.5 p222) – Forces a creature to return to native plane.</p> <p><i>Dispel Chaos</i>(PH3.5 p222) – +4 bonus against attacks by chaotic creatures.</p> <p><i>Dispel Evil</i>(PH3.5 p222) – +4 bonus against attacks by evil creatures.</p> <p><i>Dispel Good</i>(PH3.5 p222) – +4 bonus against attacks by good creatures.</p>	<p><i>Dispel Law</i>(PH3.5 p222) – +4 bonus against attacks by lawful creatures.</p> <p><i>Freedom of Movement</i>(PH3.5 p233) – Subject moves normally despite impediments.</p> <p><i>Tree Stride</i>(PH3.5 p296) – Step from one tree to another far away.</p>
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Sentinel Spell List

Wisdom-based Prepared Divine Spells

Note that a Sentinel's Caster Level is half his Class Level.

1st Level

<p><i>Bless</i>(PH3.5 p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.</p> <p><i>Bless Water</i>(PH3.5 p205) – Makes Holy Water.</p> <p><i>Bless Weapon</i>(PH3.5 p205) – Weapon strikes true against evil foes.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Poison</i>(PH3.5 p219) – Detects poison in one creature or small object.</p>	<p><i>Divine Favor</i>(PH3.5 p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Endure Elements</i>(PH3.5 p226) – Exist comfortably in hot or cold environments.</p> <p><i>Hold Portal</i>(PH3.5 p241) – Holds one door shut.</p> <p><i>Magic Weapon</i>(PH3.5 p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Protection from Evil</i>(PH3.5 p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p>	<p><i>Protection from Good</i>(PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Remove Fear</i>(PH3.5 p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.</p> <p><i>Shield of Faith</i>(PH3.5 p278) – Aura grants +2 (or higher) deflection bonus.</p> <p><i>Summon Monster I</i>(PH3.5 p285) – Summons an extraplanar creature to fight for you.</p>
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2nd Level

<p><i>Align Weapon</i>(PH3.5 p197) – Weapon becomes good, evil, lawful, or chaotic.</p> <p><i>Bear's Endurance</i>(PH3.5 p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Bull's Strength</i>(PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.</p>	<p><i>Consecrate</i>(PH3.5 p212) – Fills area with positive energy, making undead weaker.</p> <p><i>Eagle's Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Restoration, Lesser</i>(PH3.5 p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p>	<p><i>Shield Other</i>(PH3.5 p278) – You take half of subject's damage.</p> <p><i>Spiritual Weapon</i>(PH3.5 p283) – Magical weapon attacks on its own.</p> <p><i>Summon Monster II</i>(PH3.5 p286) – Summons an extraplanar creature to fight for you.</p>
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3rd Level

<p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Daylight</i>(PH3.5 p216) – 60' radius of bright light.</p> <p><i>Dispels Magic</i>(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.</p> <p><i>Invisibility Purge</i>(PH3.5 p245) – Dispels invisibility within 5' per level.</p>	<p><i>Magic Circle against Evil</i>(PH3.5 p249) – As <i>Protection from Evil</i>, but 10' radius and 10 minutes per level.</p> <p><i>Prayer</i>(PH3.5 p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p><i>Remove Blindness/Deafness</i>(PH3.5 p270) – Cures normal or magical conditions.</p>	<p><i>Remove Curse</i>(PH3.5 p270) – Frees person or object from a curse.</p> <p><i>Remove Disease</i>(PH3.5 p271) – Cures all diseases affecting subject.</p> <p><i>Summon Monster III</i>(PH3.5 p286) – Summons an extraplanar creature to fight for you.</p>
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4th Level

<p><i>Break Enchantment</i>(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Death Ward</i>(PH3.5 p217) – Grants immunity to death spells and negative energy effects.</p>	<p><i>Dismissal</i>(PH3.5 p222) – Forces a creature to return to native plane.</p> <p><i>Freedom of Movement</i>(PH3.5 p233) – Subject moves normally despite impediments.</p> <p><i>Holy Sword</i>(PH3.5 p215) – Weapon becomes +5, deals +2d6 damage against evil.</p>	<p><i>Neutralize Poison</i>(PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Restoration</i>(PH3.5 p272) – Restores level and ability score drains.</p> <p><i>Summon Monster IV</i>(PH3.5 p286) – Calls an extraplanar creature to fight for you.</p>
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Urban Druid Spell List

Charisma-based Prepared Divine Spells(DR317 p33)

0th Level

<p><i>Create Water</i>(PH3.5 p215) – Creates 2 gallons/level of pure water.</p> <p><i>Cure Minor Wounds</i>(PH3.5 p216) – Cures 1 point of damage.</p> <p><i>Detect Magic</i>(PH3.5 p219) – Detects spells and magic items within 60’.</p> <p><i>Detect Poison</i>(PH3.5 p219) – Detects poison in one creature or small object.</p>	<p><i>Guidance</i>(PH3.5 p238) – +1 on one attack roll, saving throw, or skill check.</p> <p><i>Know Direction</i>(PH3.5 p246) – You discern north.</p> <p><i>Light</i>(PH3.5 p248) – Object shines like a torch.</p> <p><i>Mending</i>(PH3.5 p253) – Makes minor repairs on an object.</p> <p><i>Purify Food and Drink</i>(PH3.5 p267) – Purifies 1 cubic foot per level of food or water.</p>	<p><i>Read Magic</i>(PH3.5 p269) – Reads scrolls and spellbooks.</p> <p><i>Repair Minor Damage</i>(DR317 p35) – Restores 1 point of damage to a Construct.</p> <p><i>Resistance</i>(PH3.5 p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Virtue</i>(PH3.5 p289) – Subject gains 1 temporary hp.</p>
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1st Level

<p><i>Alarm</i>(PH3.5 p197) – Wards an area for 2 hours per level.</p> <p><i>Animate Rope</i>(PH3.5 p199) – Makes a rope move at your command.</p> <p><i>Charm Person</i>(PH3.5 p209) – Make one person your friend.</p> <p><i>Comprehend Languages</i>(PH3.5 p212) – You understand all spoken and written languages.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Secret Doors</i>(PH3.5 p220) – Reveals hidden doors within 60’.</p> <p><i>Detect Undead</i>(PH3.5 p220) – Reveals undead within 60’.</p>	<p><i>Endure Elements</i>(PH3.5 p226) – Exist comfortably in hot or cold environments.</p> <p><i>Faerie Fire</i>(PH3.5 p229) – Outline subjects with light, canceling <i>Blur</i>, concealment, etc.</p> <p><i>Hold Portal</i>(PH3.5 p241) – Holds one door shut.</p> <p><i>Jump</i>(PH3.5 p246) – Subject gains bonus on Jump checks.</p> <p><i>Longstrider</i>(PH3.5 p249) – Increases your speed.</p> <p><i>Magic Fang</i>(PH3.5 p250) – One natural weapon of subject creature gets +1 on attack and damage.</p> <p><i>Magic Mouth</i>(PH3.5 p251) – Speaks once when triggered.</p> <p><i>Magic Stone</i>(PH3.5 p251) – Three stones become +1 projectiles, 1d6+1 damage.</p>	<p><i>Obscure Object</i>(PH3.5 p258) – Masks object against scrying.</p> <p><i>Obscuring Mist</i>(PH3.5 p258) – Fog surrounds you.</p> <p><i>Pass without Trace</i>(PH3.5 p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.</p> <p><i>Repair Light Damage</i>(DR317 p35) – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.</p> <p><i>Scatterspray</i>(DR317 p36) – A collection of small objects (stones, apples, etc.) fly in a 10’ radius burst, doing lethal or nonlethal damage, as appropriate.</p>
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2nd Level

<p><i>Barkskin</i>(PH3.5 p202) – Grants +2 (or higher) enhancement to natural armor.</p> <p><i>Bear’s Endurance</i>(PH3.5 p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Bull’s Strength</i>(PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Calm Emotions</i>(PH3.5 p207) – Calms creatures, negating emotion effects.</p> <p><i>Cat’s Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Chill Metal</i>(PH3.5 p209) – Cold metal damages those who touch it.</p> <p><i>Delay Poison</i>(PH3.5 p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Detect Thoughts</i>(PH3.5 p220) – Allows “listening” to surface thoughts.</p> <p><i>Eagle’s Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p>	<p><i>Entrhall</i>(PH3.5 p227) – Captivates all within 100’ + 10’ per level.</p> <p><i>Fog Cloud</i>(PH3.5 p232) – Fog obscures vision.</p> <p><i>Heat Metal</i>(PH3.5 p239) – Makes metal so hot it damages those who touch it.</p> <p><i>Hold Person</i>(PH3.5 p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Knock</i>(PH3.5 p246) – Opens locked or magically sealed door.</p> <p><i>Locate Object</i>(PH3.5 p249) – Senses direction toward object (specific or type).</p> <p><i>Misdirection</i>(PH3.5 p254) – Misleads divinations for one creature or object.</p> <p><i>Owl’s Wisdom</i>(PH3.5 p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Repair Moderate Damage</i>(DR317 p36) – Restores 2d8 + 1/lvl (max +10) points of damage to a Construct.</p>	<p><i>Resist Energy</i>(PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Restoration, Lesser</i>(PH3.5 p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Rope Trick</i>(PH3.5 p273) – As many as eight creatures hide in an extradimensional space.</p> <p><i>Spider Climb</i>(PH3.5 p283) – Grants ability to walk on walls & ceilings.</p> <p><i>Suggestion</i>(PH3.5 p285) – Compels subject to follow stated course of action.</p> <p><i>Summon Swarm</i>(PH3.5 p289) – Summons a swarm of bats, rats, or spiders.</p> <p><i>Warp Wood</i>(PH3.5 p300) – Bends wood (shaft, handle, door, plank).</p> <p><i>Wood Shape</i>(PH3.5 p303) – Rearranges wooden objects to suit you.</p>
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3rd Level

<p><i>Call Lightning</i>(PH3.5 p207) – Calls down lightning bolts (3d6 per bolt) from the sky.</p> <p><i>Charm Monster</i>(PH3.5 p209) – Makes monster believe it is your ally.</p> <p><i>Contagion</i>(PH3.5 p213) – Infects subject with chosen disease.</p> <p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Daylight</i>(PH3.5 p216) – 60’ radius of bright light.</p> <p><i>Diminish Plants</i>(PH3.5 p221) – Reduces size or blights growth of normal plants.</p> <p><i>Glibness</i>(PH3.5 p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.</p> <p><i>Halt Undead</i>(PH3.5 p238) – Immobilizes undead for 1 round per level.</p>	<p><i>Keen Edge</i>(PH3.5 p245) – Doubles normal weapon’s threat range.</p> <p><i>Leomund’s Tiny Hut</i>(PH3.5 p247) – Creates shelter for ten creatures.</p> <p><i>Magic Fang, Greater</i>(PH3.5 p250) – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject’s natural weapons get a +1 bonus.</p> <p><i>Neutralize Poison</i>(PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Nondetection</i>(PH3.5 p257) – Hides subject from divination and scrying.</p> <p><i>Poison</i>(PH3.5 p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p>	<p><i>Protection from Energy</i>(PH3.5 p266) – Absorb 12 damage per level from one kind of energy.</p> <p><i>Quench</i>(PH3.5 p267) – Extinguishes nonmagical fires or one magic item.</p> <p><i>Remove Disease</i>(PH3.5 p271) – Cures all diseases affecting subject.</p> <p><i>Repair Serious Damage</i>(DR317 p36) – Restores 3d8 + 1/lvl (max +15) points of damage to a Construct.</p> <p><i>Shrink Item</i>(PH3.5 p279) – Object shrinks to 1/16th its normal size.</p> <p><i>Speak with Dead</i>(PH3.5 p281) – Corpse answer one question per two levels.</p> <p><i>Stinking Cloud</i>(PH3.5 p284) – Nauseating vapors, 1 round per level.</p> <p><i>Tongues</i>(PH3.5 p294) – Speak any language.</p>
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4th Level

Antiplant Shell(PH3.5 p200) – Keeps animated plants at bay.
Blight(PH3.5 p206) – Withers one plant or deals 1d6 per level damage to a plant creature.
Control Water(PH3.5 p214) – Raises, lowers bodies of water.
Cure Serious Wounds(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).
Dispel Magic(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.
Dominate Person(PH3.5 p224) – Controls humanoid telepathically.

Freedom of Movement(PH3.5 p233) – Subject moves normally despite impediments.
Giant Vermin(PH3.5 p235) – Turns centipedes, scorpions, or spiders into giant vermin.
Hold Monster(PH3.5 p241) – As *Hold Person*, but can effect any creature.
Legend Lore(PH3.5 p246) – Lets you learn tales about a person, place, or thing.
Leomund's Secure Shelter(PH3.5 p247) – Creates study cottage.
Locate Creature(PH3.5 p249) – Indicates direction to familiar creature.

Minor Creation(PH3.5 p253) – Creates one cloth or wood object.
Repair Critical Damage(DR317 p35) – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.
Repel Vermin(PH3.5 p271) – Insects, spiders, and other vermin stay 10' away.
Rusting Grasp(PH3.5 p273) – Your touch corrodes iron and alloys.
Scrying(PH3.5 p274)(PH3.5e)+ – Spies on subject from a distance.

5th Level

Animate Objects(PH3.5 p199) – Objects attack your foes.
Atonement(PH3.5 p201) – Removes burden of misdeeds from subject.
Call Lightning Storm(PH3.5 p207) – As *Call Lightning*, but 5d6 damage per bolt.
Control Winds(PH3.5 p214) – Change wind direction and speed.
Cure Critical Wounds(PH3.5 p215) – Cures 4d8 + 1 per level (max. +20).
Death Ward(PH3.5 p217) – Grants immunity to death spells and negative energy effects.
Fabricate(PH3.5 p229) – Transforms raw materials into finished items.

Hallow(PH3.5 p238) – Designates location as Holy.
Leomund's Secret Chest(PH3.5 p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.
Major Creation(PH3.5 p252) – As *Minor Creation*, plus stone and metal.
Mordenkainen's Private Sanctum(PH3.5 p256) – Prevents anyone from viewing or scrying an area for 24 hours.
Passwall(PH3.5 p259) – Creates a passage through wood or stone walls.
Repair Light Damage, Mass(DR317 p35) – Restores 1d8 + 1/lvl (max +25) points of damage to many Constructs.

Stoneskin(PH3.5 p284) – Ignore 10 points of damage per attack.
Susurrus of the City(DR317 p36) – Gain information about the goings on in a city.
Transmute Mud to Rock(PH3.5 p295) – Transforms two 10' cubes per level.
Transmute Rock to Mud(PH3.5 p295) – Transforms two 10' cubes per level.
Unhallow(PH3.5 p297) – Designates location as Unholy.
Wall of Stone(PH3.5 p299) – Creates a stone wall that can be shaped.

6th Level

Antilife Shell(PH3.5 p199) – 10' radius field hedges out living creatures.
Bear's Endurance, Mass(PH3.5 p203) – As *Bear's Endurance*, affects one subject per level.
Bull's Strength, Mass(PH3.5 p207) – As *Bull's Strength*, affects one subject per level.
Cat's Grace, Mass(PH3.5 p208) – As *Cat's Grace*, affects one subject per level.
Cure Light Wounds, Mass(PH3.5 p216) – Cures 1d8 damage +1 per level for many creatures.
Dispel Magic, Greater(PH3.5 p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.
Eagle's Splendor, Mass(PH3.5 p225) – As *Eagle's Splendor*, affects one subject per level.

Find the Path(PH3.5 p230) – Shows most direct way to a location.
Flesh to Stone(PH3.5 p232) – Turns subject creature into a statue.
Guards and Wards(PH3.5 p237) – Array of magic effects protect area.
Move Earth(PH3.5 p257) – Digs trenches and builds hills.
Owl's Wisdom, Mass(PH3.5 p259) – As *Owl's Wisdom*, affects one subject per level.
Repair Moderate Damage, Mass(DR317 p36) – Restores 2d8 + 1/lvl (max +30) points of damage to many Constructs.

Repel Wood(PH3.5 p271) – Pushes away wooden objects.
Spellstaff(PH3.5 p282) – Stores one spell in wooden quarterstaff.
Stone Tell(PH3.5 p284) – Talk to natural or worked stone.
Stone to Flesh(PH3.5 p285) – Restores a petrified creature.
Suggestion, Mass(PH3.5 p285) – As *Suggestion*, plus one subject per level.
Undeath to Death(PH3.5 p297) – Destroys 1d4 per level HD of undead (max 20d4).
Wall of Iron(PH3.5 p299) – 30 hp per 4 levels; can topple onto foes.

7th Level

Control Weather(PH3.5 p214) – Changes weather in local area.
Creeping Doom(PH3.5 p214) – Swarms of centipedes attack at your command.
Cure Moderate Wounds, Mass(PH3.5 p216) – Cures 2d8 damage + 1 per level for many creatures.
Disintegrate(PH3.5 p222) – Makes one creature or object vanish.
Heal(PH3.5 p239) – Cures 10 points per level, all diseases and mental conditions.

Mordenkainen's Magnificent Mansion(PH3.5 p256) – Door leads to extradimensional mansion.
Phase Door(PH3.5 p261) – Invisible passage through wood or stone.
Repair Serious Damage, Mass(DR317 p36) – Restores 3d8 + 1/lvl (max +35) points of damage to many Constructs.
Scrying, Greater(PH3.5 p275)(PH3.5e)+ – As *Scrying*, but faster and longer.

Sequester(PH3.5 p276) – Subject is invisible to sight and scrying.
Statue(PH3.5 p284) – Subject can become a statue at will.
Transmute Metal to Wood(PH3.5 p294) – Metal within 40' becomes wood.
True Seeing(PH3.5 p296) – See all things as they really are.
Wind Walk(PH3.5 p302) – You and your allies turn vaporous and travel fast.

8th Level

Cure Serious Wounds, Mass(PH3.5 p216) – Cures 3d8 damage +1 per level for many creatures.
Dimensional Lock(PH3.5 p221) – Teleportation and interplanar travel are blocked for 1 day per level.
Discern Location(PH3.5 p222) – Reveals the exact location of a creature or object.
Earthquake(PH3.5 p225) – Intense tremor shakes 5' per level radius.

Finger of Death(PH3.5 p230) – Kills one subject.
Iron Body(PH3.5 p245) – You body becomes living iron.
Maze(PH3.5 p252) – Traps subject in an extradimensional maze.
Polymorph Any Object(PH3.5 p263)(PH3.5e)+ – Changes any subject into anything else.

Repair Critical Damage, Mass(DR317 p35) – Restores 4d8 + 1/lvl (max +40) points of damage to many Constructs.
Repel Metal or Stone(PH3.5 p271) – Pushes away metal and stone.
Reverse Gravity(PH3.5 p273) – Objects and creatures fall upward.
Word of Recall(PH3.5 p303) – Teleports you back to a designated place.

9th Level

Antipathy(PH3.5 p200) – Object of location affect by spell repels certain creatures.

Citygate(DR317 p35) – Connect the entrances of two cities, so that traveling out of one gate causes creatures to enter the other, or vice versa.

Cure Critical Wounds, Mass(PH3.5 p215) – Cures 4d8 damage +1 per level (max +40) for many creatures.

Foresight(PH3.5 p207) – “Sixth sense” warns of impending danger.

Freedom(PH3.5 p233) – Releases creature suffering from the spell *Imprisonment*.

Imprisonment(PH3.5 p244) – Entombs subject beneath the earth.

Regenerate(PH3.5 p270) – Subject’s severed limbs grow back, cures 4d8 damage +1 per level (max +35).

Shapechange(PH3.5 p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

Storm of Vengeance(PH3.5 p285) – Storm rains acid, lightning, and hail.

Sympathy(PH3.5 p292) – Object or location attracts certain creatures.

Witch Spell List

Charisma-based Impromptu Arcane Spells(DMG3.5 p175)

0th Level

<p><i>Arcane Mark</i>(PH201 p201) – Inscribe a personal rune (visible or invisible).</p> <p><i>Cure Minor Wounds</i>(PH3.5 p216) – Cures 1 point of damage.</p> <p><i>Dancing Lights</i>(PH3.5 p216) – Creates torches or other lights.</p> <p><i>Detect Magic</i>(PH3.5 p219) – Detects spells and magic items within 60’.</p>	<p><i>Detect Poison</i>(PH3.5 p219) – Detects poison in one creature or small object.</p> <p><i>Flare</i>(PH3.5 p232) – Dazzles one creature (–1 on attack rolls).</p> <p><i>Ghost Sound</i>(PH3.5 p235) – Figment sounds.</p> <p><i>Light</i>(PH3.5 p248) – Object shines like a torch.</p> <p><i>Mending</i>(PH3.5 p253) – Makes minor repairs on an object.</p>	<p><i>Read Magic</i>(PH3.5 p269) – Reads scrolls and spellbooks.</p> <p><i>Resistance</i>(PH3.5 p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Virtue</i>(PH3.5 p289) – Subject gains 1 temporary hp.</p>
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1st Level

<p><i>Cause Fear</i>(PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Charm Person</i>(PH3.5 p209) – Make one person your friend.</p> <p><i>Command</i>(PH3.5 p211) – One subject obeys selected command for 1 round.</p> <p><i>Comprehend Languages</i>(PH3.5 p212) – You understand all spoken and written languages.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p>	<p><i>Disguise Self</i>(PH3.5 p222) – Changes your appearance.</p> <p><i>Doom</i>(PH3.5 p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Endure Elements</i>(PH3.5 p226) – Exist comfortably in hot or cold environments.</p> <p><i>Hypnotism</i>(PH3.5 p242) – Fascinates 2d4 HD of creatures.</p> <p><i>Identify</i>(PH3.5 p243) – Determines properties of a magic item.</p>	<p><i>Silent Image</i>(PH3.5 p279) – Creates a minor illusion of your design.</p> <p><i>Sleep</i>(PH3.5 p280) – Puts 4HD of creatures into magical slumber.</p> <p><i>Speak with Animals</i>(PH3.5 p281) – You can communicate with animals.</p> <p><i>Ventriloquism</i>(PH3.5 p298) – Throws voice for 1 minute per level.</p>
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2nd Level

<p><i>Alter Self</i>(PH3.5 p197) – Assume the form of a similar creature.</p> <p><i>Blindness/Deafness</i>(PH3.5 p206) – Makes subject blind or deaf.</p> <p><i>Calm Emotions</i>(PH3.5 p207) – Calms creatures, negating emotion effects.</p> <p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p>	<p><i>Delay Poison</i>(PH3.5 p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Detect Thoughts</i>(PH3.5 p220) – Allows “listening” to surface thoughts.</p> <p><i>Entrhall</i>(PH3.5 p227) – Captivates all within 100’ + 10’ per level.</p> <p><i>Invisibility</i>(PH3.5 p245) – Subject is invisible for 1 minute per level or until it attacks.</p>	<p><i>Locate Object</i>(PH3.5 p249) – Senses direction toward object (specific or type).</p> <p><i>Minor Image</i>(PH3.5 p254) – As <i>Silent Image</i>, plus some sound.</p> <p><i>Scare</i>(PH3.5 p274) – Panics creatures of less than 6HD.</p> <p><i>Whispering Wind</i>(PH3.5 p301) – Sends a short message one mile per level.</p>
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3rd Level

<p><i>Bestow Curse</i>(PH3.5 p203) – Subject either receives a –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.</p> <p><i>Clairaudience/Clairvoyance</i>(PH3.5 p209) – Hear or see at a distance for 1 minute per level.</p> <p><i>Contagion</i>(PH3.5 p213) – Infects subject with chosen disease.</p> <p><i>Create Food and Water</i>(PH3.5 p214) – Feeds 3 humans (or 1 horse) per level.</p> <p><i>Dispel Magic</i>(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.</p>	<p><i>Leomund’s Tiny Hut</i>(PH3.5 p247) – Creates shelter for ten creatures.</p> <p><i>Magic Circle against Chaos</i>(PH3.5 p249) – As <i>Protection from Chaos</i>, but 10’ radius and 10 minutes per level.</p> <p><i>Magic Circle against Evil</i>(PH3.5 p249) – As <i>Protection from Evil</i>, but 10’ radius and 10 minutes per level.</p> <p><i>Magic Circle against Good</i>(PH3.5 p250) – As <i>Protection from Good</i>, but 10’ radius and 10 minutes per level.</p>	<p><i>Magic Circle against Law</i>(PH3.5 p250) – As <i>Protection from Law</i>, but 10’ radius and 10 minutes per level.</p> <p><i>Major Image</i>(PH3.5 p252) – As <i>Silent Image</i>, but sound, smell, and thermal effects.</p> <p><i>Rage</i>(PH3.5 p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.</p> <p><i>Remove Blindness/Deafness</i>(PH3.5 p270) – Cures normal or magical conditions.</p> <p><i>Suggestion</i>(PH3.5 p285) – Compels subject to follow stated course of action.</p> <p><i>Tongues</i>(PH3.5 p294) – Speak any language.</p>
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4th Level

<p><i>Charm Monster</i>(PH3.5 p209) – Makes monster believe it is your ally.</p> <p><i>Crushing Despair</i>(PH3.5 p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.</p> <p><i>Discern Lies</i>(PH3.5 p221) – Reveals deliberate falsehoods.</p> <p><i>Divination</i>(PH3.5 p224) – Provides useful advice for specific proposed actions.</p> <p><i>Fear</i>(PH3.5 p229) – Subjects within cone flee for 1 round per level.</p>	<p><i>Giant Vermin</i>(PH3.5 p235) – Turns centipedes, scorpions, or spiders into giant vermin.</p> <p><i>Good Hope</i>(PH3.5 p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Locate Creature</i>(PH3.5 p249) – Indicates direction to familiar creature.</p> <p><i>Minor Creation</i>(PH3.5 p253) – Creates one cloth or wood object.</p>	<p><i>Neutralize Poison</i>(PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Polymorph</i>(PH3.5 p263) – Gives one willing subject a new form.</p> <p><i>Remove Curse</i>(PH3.5 p270) – Frees person or object from a curse.</p> <p><i>Scrying</i>(PH3.5 p274)(PH3.5e)+ – Spies on subject from a distance.</p>
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5th Level

Baleful Polymorph(PH3.5 p202) – Transforms subject into a harmless animal.

Command, Greater(PH3.5 p211) – As *Command*, but affects one subject per level.

Dream(PH3.5 p225) – Sends message to anyone sleeping.

False Vision(PH3.5 p229) – Fools scrying with an illusion.

Feeblemind(PH3.5 p229) – Subject's Intelligence and Charisma drop to 1.

Magic Jar(PH3.5 p250) – Enables possession of another creature.

Major Creation(PH3.5 p252) – As *Minor Creation*, plus stone and metal.

Mirage Arcana(PH3.5 p254) – As *Hallucinatory Terrain*, plus structures.

Nightmare(PH3.5 p257) – Send vision dealing 1d10 damage, fatigue.

Seeming(PH3.5 p275) – Changes the appearance of one person per two levels.

Sending(PH3.5 p275) – Delivers a short message anywhere, instantly.

6th Level

Animate Objects(PH3.5 p199) – Objects attack your foes.

Control Weather(PH3.5 p214) – Changes weather in local area.

Eyebite(PH3.5 p228) – Target becomes panics, sickened, and comatose.

Find the Path(PH3.5 p230) – Shows most direct way to a location.

Geas/Quest(PH3.5 p234) – As *Lesser Geas*, plus it affects any creature.

Heroes' Feast(PH3.5 p240) – Ford for one creature per level, cures, and grants combat bonuses.

Legend Lore(PH3.5 p246) – Lets you learn tales about a person, place, or thing.

Mislead(PH3.5 p255) – Turns you invisible and creates illusory double.

Repulsion(PH3.5 p271) – Creatures can't approach you.

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

Suggestion, Mass(PH3.5 p285) – As *Suggestion*, plus one subject per level.

Tenser's Transformation(PH3.5 p298) – You gain combat bonuses.

True Seeing(PH3.5 p296) – See all things as they really are.

7th Level

Creeping Doom(PH3.5 p214) – Swarms of centipedes attack at your command.

Finger of Death(PH3.5 p230) – Kills one subject.

Insanity(PH3.5 p244) – Subject suffers continuous *Confusion*.

Liveoak(PH3.5 p248) – Oak becomes a treant guardian

Repel Wood(PH3.5 p271) – Pushes away wooden objects.

Transport via Plants(PH3.5 p295)(PH3.5e)+ – Move instantly from one plant to another of the same species.

8th Level

Antipathy(PH3.5 p200) – Object of location affect by spell repels certain creatures.

Demand(PH3.5 p217) – As *Sending*, plus you can send *Suggestion*.

Discern Location(PH3.5 p222) – Reveals the exact location of a creature or object.

Horrid Wilting(PH3.5 p242) – Deals 1d6 damage per level within 30'.

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

Sympathy(PH3.5 p292) – Object or location attracts certain creatures.

Trap the Soul(PH3.5 p296) – Imprisons subject within gem.

9th Level

Earthquake(PH3.5 p225) – Intense tremor shakes 5' per level radius.

Foresight(PH3.5 p207) – "Sixth sense" warns of impending danger.

Refuge(PH3.5 p270) – Alters item to transport its possessor to you.

Shapechange(PH3.5 p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

Wail of the Banshee(PH3.5 p298) – Kills one creature per level.

Weird(PH3.5 p301) – As *Phantasmal Killer*, but affects all within 30'.

Miscellaneous

Cross-Class Examples

Barbarian / Cleric (DR310 p24)
 Barbarian / Rogue (DR310 p28)
 Barbarian / Sorcerer (DR310 p29)
 Barbarian / Wizard (DR310 p29)
 Bard / Ranger (DR310 p60)
 Cleric / Ranger (DR310 p61)
 Druid / Barbarian (DR310 p25)
 Fighter / Barbarian (DR310 p26)
 Fighter / Ranger (DR310 p63)
 Ranger / Barbarian (DR310 p27)
 Ranger / Druid (DR310 p62)
 Ranger / Rogue (DR310 p64)
 Ranger / Sorcerer (DR310 p65)
 Ranger / Wizard (DR310 p65)

Class Progression

Level	Attack Bonus Fighter	Attack Bonus Rogue	Attack Bonus Wizard	Save Good	Save Bad	Class Skill Max Rank	Cross-Class Skill Max Rank	Feats	Ability Increases
1	+1	+0	+0	+2	+0	4	2	1 st	–
2	+2	+1	+1	+3	+0	5	2 ½	–	–
3	+3	+2	+1	+3	+1	6	3	2 nd	–
4	+4	+3	+2	+4	+1	7	3 ½	–	1 st
5	+5	+3	+2	+4	+1	8	4	–	–
6	+6/+1	+4	+3	+5	+2	9	4 ½	3 rd	–
7	+7/+2	+5	+3	+5	+2	10	5	–	–
8	+8/+3	+6/+1	+4	+6	+2	11	5 ½	–	2 nd
9	+9/+4	+6/+1	+4	+6	+3	12	6	4 th	–
10	+10/+5	+7/+2	+5	+7	+3	13	6 ½	–	–
11	+11/+6/+1	+8/+3	+5	+7	+3	14	7	–	–
12	+12/+7/+2	+9/+4	+6/+1	+8	+4	15	7 ½	5 th	3 rd
13	+13/+8/+3	+9/+4	+6/+1	+8	+4	16	8	–	–
14	+14/+9/+4	+10/+5	+6/+1	+9	+4	17	8 ½	–	–
15	+15/+10/+5	+11/+6/+1	+6/+1	+9	+5	18	9	6 th	–
16	+16/+11/+6/+1	+12/+7/+2	+8/+3	+10	+5	19	9 ½	–	4 th
17	+17/+12/+7/+2	+12/+7/+2	+8/+3	+10	+5	20	10	–	–
18	+18/+13/+8/+3	+13/+8/+3	+9/+4	+11	+6	21	10 ½	7 th	–
19	+19/+14/+9/+4	+14/+9/+4	+9/+4	+11	+6	22	11	–	–
20	+20/+15/+10/+5	+15/+10/+5	+10/+5	+12	+6	23	11 ½	–	5 th

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Appendix

Revision History

March 17, 2004 – Start of D&D 3.5 Edition.
Includes Player's Handbook v.3.5 & parts of Monster Manual v.3.5.
Includes Complete Warrior, & Dragon #309 – Dragon #313.

Key to Sourcebooks

PH3.5 – Player's Handbook v.3.5
DMG3.5 – Dungeon Master's Guide v.3.5
MM3.5 – Monster Manual v.3.5

MotP – Manual of the Planes
CWar – Complete Warrior
BoED – Book of Exalted Deeds

DR### – Dragon Magazine (with issue number)
DU## – Dungeon Magazine (with issue number)

3.5up – D&D v.3.5 Accessory Update – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip

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