

# Dungeons & Dragons 3.0 Edition Index – Spell Summaries

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

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

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Note: Spells that are new or significantly changed from 3<sup>rd</sup> Edition to 3.5 Edition are marked in **Blue**.  
Spells with minor changes from 3<sup>rd</sup> Edition to 3.5 Edition are marked in **Green**.  
Changes due to the Player's Handbook 3.5 Errata are marked in **Red**.  
Details on these changes can be found in the detailed spell indexes.

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## Bard Spell List

## Charisma-based Impromptu Arcane Spells

0<sup>th</sup> Level

*Dancing Lights*(PH3.5 p216) – Creates torches or other lights.  
*Daze*(PH3.5 p217) – Humanoid creature of 4HD or less loses next action.  
*Detect Magic*(PH3.5 p219) – Detects spells and magic items within 60’.  
*Flare*(PH3.5 p232) – Dazzles one creature (–1 on attack rolls).  
*Ghost Sound*(PH3.5 p235) – Figment sounds.  
*Know Direction*(PH3.5 p246) – You discern north.

*Light*(PH3.5 p248) – Object shines like a torch.  
*Lullaby*(PH3.5 p249) – Makes subject drowsy; –5 on Spot & Listen checks, –2 Will saves against Sleep.  
*Mage Hand*(PH3.5 p249) – 5 pound telekinesis.  
*Mending*(PH3.5 p253) – Makes minor repairs on an object.  
*Message*(PH3.5 p253) – Whispered conversation at distance.

*Open/Close*(PH3.5 p258) – Opens or closes small or light things.  
*Prestidigitation*(PH3.5 p264) – Performs minor tricks.  
*Read Magic*(PH3.5 p269) – Reads scrolls and spellbooks.  
*Resistance*(PH3.5 p272) – Subject gains +1 resistance bonus on all saving throws.  
*Summon Instrument*(PH3.5 p285) – Summons one instrument of the caster’s choice.

1<sup>st</sup> Level

*Alarm*(PH3.5 p197) – Wards an area for 2 hours per level.  
*Animate Rope*(PH3.5 p199) – Makes a rope move at your command.  
*Cause Fear*(PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.  
*Charm Person*(PH3.5 p209) – Make one person your friend.  
*Comprehend Languages*(PH3.5 p212) – You understand all spoken and written languages.  
*Cure Light Wounds*(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).  
*Detect Secret Doors*(PH3.5 p220) – Reveals hidden doors within 60’.  
*Disguise Self*(PH3.5 p222) – Changes our appearance.  
*Erase*(PH3.5 p227) – Mundane or magical writing vanishes.

*Expeditious Retreat*(PH3.5 p228) – Your land speed increases by 30’.  
*Feather Fall*(PH3.5 p229) – Objects or creatures fall slowly.  
*Grease*(PH3.5 p237) – Makes 10’ square or 1 object slippery.  
*Hypnotism*(PH3.5 p242) – Fascinates 2d4 HD of creatures.  
*Identify*(PH3.5 p243) – Determines properties of a magic item.  
*Lesser Confusion*(PH3.5 p212) – One creature is confused for 1 round.  
*Magic Mouth*(PH3.5 p251) – Speaks once when triggered.  
*Nystul’s Magic Aura*(PH3.5 p257) – Alters object’s magic aura.  
*Obscure Object*(PH3.5 p258) – Masks object against scrying.

*Remove Fear*(PH3.5 p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.  
*Silent Image*(PH3.5 p279) – Creates a minor illusion of your design.  
*Sleep*(PH3.5 p280) – Puts 4HD of creatures into magical slumber.  
*Summon Monster I*(PH3.5 p285) – Summons an extraplanar creature to fight for you.  
*Tasha’s Hideous Laughter*(PH3.5 p292) – Subject loses actions for 1 round per level.  
*Undetectable Alignment*(PH3.5 p297) – Conceals alignment for 24 hours.  
*Unseen Servant*(PH3.5 p297) – Invisible force obeys your commands.  
*Ventriloquism*(PH3.5 p298) – Throws voice for 1 minute per level.

2<sup>nd</sup> Level

*Alter Self*(PH3.5 p197) – Assume the form of a similar creature.  
*Animal Messenger*(PH3.5 p198) – Sends a Tiny animal to a specific place.  
*Animal Trance*(PH3.5 p198) – Fascinates 2d6 HD of animals.  
*Blindness/Deafness*(PH3.5 p206) – Makes subject blind or deaf.  
*Blur*(PH3.5 p206) – Attacks miss subject 20% of the time.  
*Calm Emotions*(PH3.5 p207) – Calms creatures, negating emotion effects.  
*Cat’s Grace*(PH3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.  
*Cure Moderate Wounds*(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).  
*Darkness*(PH3.5 p216) – 20’ radius of supernatural shadow.  
*Delay Poison*(PH3.5 p217) – Stops poison from harming subject for 1 hour per level.  
*Detect Thoughts*(PH3.5 p220) – Allows “listening” to surface thoughts.

*Eagle’s Splendor*(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.  
*Enthrall*(PH3.5 p227) – Captivates all within 100’ + 10’ per level.  
*Fox’s Cunning*(PH3.5 p233) – Subject gains +4 Intelligence for 1 minute per level.  
*Glitterdust*(PH3.5 p236) – Blinds creatures, outlines invisible creatures.  
*Heroism*(PH3.5 p240) – Gives a +2 on attack rolls, saves, & skill checks.  
*Hold Person*(PH3.5 p241) – Paralyzes one person for up to 1 round per level.  
*Hypnotic Pattern*(PH3.5 p242) – Fascinates (2d4 + level) HD of creatures.  
*Invisibility*(PH3.5 p245) – Subject is invisible for 1 minute per level or until it attacks.  
*Locate Object*(PH3.5 p249) – Senses direction toward object (specific or type).  
*Minor Image*(PH3.5 p254) – As *Silent Image*, plus some sound.  
*Mirror Image*(PH3.5 p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).

*Misdirection*(PH3.5 p254) – Misleads divinations for one creature or object.  
*Pyrotechnics*(PH3.5 p267) – Turns fire into blinding light or choking smoke.  
*Rage*(PH3.5 p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.  
*Scare*(PH3.5 p274) – Panics creatures of less than 6HD.  
*Shatter*(PH3.5 p278) – Sonic vibration damages objects or crystalline creatures.  
*Silence*(PH3.5 p279) – Negate sound in 15’ radius.  
*Sound Burst*(PH3.5 p281) – Deals 1d8 sonic damage to subjects; may stun them.  
*Suggestion*(PH3.5 p285) – Compels subject to follow stated course of action.  
*Summon Monster II*(PH3.5 p286) – Summons an extraplanar creature to fight for you.  
*Summon Swarm*(PH3.5 p289) – Summons a swarm of bats, rats, or spiders.  
*Tongues*(PH3.5 p294) – Speak any language.  
*Whispering Wind*(PH3.5 p301) – Sends a short message one mile per level.

3<sup>rd</sup> Level

<p><i>Blink</i>(PH3.5 p206) – You randomly vanish and reappear for 1 round per level.</p> <p><i>Charm Monster</i>(PH3.5 p209) – Makes monster believe it is your ally.</p> <p><i>Clairaudience/Clairvoyance</i>(PH3.5 p209) – Hear or see at a distance for 1 minute per level.</p> <p><i>Confusion</i>(PH3.5 p212) – Makes subject behave oddly for 1 round per level.</p> <p><i>Crushing Despair</i>(PH3.5 p215) – Subject takes –2 on attack rolls, damage rolls, saves, &amp; checks.</p> <p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Daylight</i>(PH3.5 p216) – 60’ radius of bright light.</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>Displacement</i>(PH3.5 p223) – Attacks miss subject 50% of the time.</p>	<p><i>Fear</i>(PH3.5 p229) – Subjects within cone flee for 1 round per level.</p> <p><i>Gaseous Form</i>(PH3.5 p234) – Subject becomes insubstantial and can fly slowly.</p> <p><i>Geas, Lesser</i>(PH3.5 p235) – Commands subject of 7 HD or less.</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>Good Hope</i>(PH3.5 p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Haste</i>(PH3.5 p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.</p> <p><i>Illusory Script</i>(PH3.5 p243) – Only intended reader can decipher.</p> <p><i>Invisibility Sphere</i>(PH3.5 p245) – Makes everyone within 10’ invisible.</p> <p><i>Leomund’s Tiny Hut</i>(PH3.5 p247) – Creates shelter for ten creatures.</p> <p><i>Major Image</i>(PH3.5 p252) – As <i>Silent Image</i>, but sound, smell, and thermal effects.</p>	<p><i>Phantom Steed</i>(PH3.5 p260) – Magical horse appears for 1 hour per level.</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> <p><i>Sculpt Sound</i>(PH3.5 p275) – Creates new sounds or changes existing ones.</p> <p><i>Secret Page</i>(PH3.5 p275) – Changes one page to hide its real contents.</p> <p><i>See Invisibility</i>(PH3.5 p275) – Reveals invisible creatures or objects.</p> <p><i>Sepia Snake Sigil</i>(PH3.5 p276) – Creates text symbol that immobilizes reader.</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>Speak with Animals</i>(PH3.5 p281) – You can communicate with animals.</p> <p><i>Summon Monster III</i>(PH3.5 p286) – Summons an extraplanar creature to fight for you.</p>
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4<sup>th</sup> Level

<p><i>Break Enchantment</i>(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Cure Critical Wounds</i>(PH3.5 p215) – Cures 4d8 + 1 per level (max. +20).</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>Dominate Person</i>(PH3.5 p224) – Controls humanoid telepathically.</p> <p><i>Freedom of Movement</i>(PH3.5 p233) – Subject moves normally despite impediments.</p> <p><i>Hallucinatory Terrain</i>(PH3.5 p238) – Makes one type of terrain appear like another (field into forest, or the like).</p>	<p><i>Hold Monster</i>(PH3.5 p241) – As <i>Hold Person</i>, but can effect any creature.</p> <p><i>Invisibility, Greater</i>(PH3.5 p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p> <p><i>Legend Lore</i>(PH3.5 p246) – Lets you learn tales about a person, place, or thing.</p> <p><i>Leomund’s Secure Shelter</i>(PH3.5 p247) – Creates study cottage.</p> <p><i>Locate Creature</i>(PH3.5 p249) – Indicates direction to familiar creature.</p> <p><i>Modify Memory</i>(PH3.5 p255) – Changes 5 minutes of subject’s memories.</p> <p><i>Neutralize Poison</i>(PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Rainbow Pattern</i>(PH3.5 p268) – Lights fascinate 24 HD of creatures.</p>	<p><i>Repel Vermin</i>(PH3.5 p271) – Insects, spiders, and other vermin stay 10’ away.</p> <p><i>Shadow Conjuration</i>(PH3.5 p276) – Mimics conjuring below 4<sup>th</sup> level, but only 20% real.</p> <p><i>Shout</i>(PH3.5 p279) – Deafens all within cone and deals 5d6 damage.</p> <p><i>Speak with Plants</i>(PH3.5 p282) – You can talk to normal plants and plant creatures.</p> <p><i>Summon Monster IV</i>(PH3.5 p286) – Calls an extraplanar creature to fight for you.</p> <p><i>Zone of Silence</i>(PH3.5 p303) – Keeps eavesdroppers from overhearing conversations.</p>
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5<sup>th</sup> Level

<p><i>Cure Light Wounds, Mass</i>(PH3.5 p216) – Cures 1d8 damage +1 per level for many creatures.</p> <p><i>Dispel Magic, Greater</i>(PH3.5 p210)(PH3.5e)+ – As <i>Dispel Magic</i>, but up to +20 on the check.</p> <p><i>Dream</i>(PH3.5 p225) – Sends message to anyone sleeping.</p> <p><i>False Vision</i>(PH3.5 p229) – Fools scrying with an illusion.</p> <p><i>Heroism, Greater</i>(PH3.5 p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.</p>	<p><i>Mind Fog</i>(PH3.5 p253) – Subjects in fog get a –10 on Will saves &amp; Wisdom checks.</p> <p><i>Mirage Arcana</i>(PH3.5 p254) – As <i>Hallucinatory Terrain</i>, plus structures.</p> <p><i>Mislead</i>(PH3.5 p255) – Turns you invisible and creates illusory double.</p> <p><i>Nightmare</i>(PH3.5 p257) – Send vision dealing 1d10 damage, fatigue.</p> <p><i>Persistent Image</i>(PH3.5 p260) – As <i>Major Image</i>, but no concentration required.</p> <p><i>Seeming</i>(PH3.5 p275) – Changes the appearance of one person per two levels.</p>	<p><i>Shadow Evocation</i>(PH3.5 p277) – Mimics evocation of lower than 5<sup>th</sup> level, but only 20% real.</p> <p><i>Shadow Walk</i>(PH3.5 p277) – Step into shadow to travel rapidly.</p> <p><i>Song of Discord</i>(PH3.5 p281) – Forces targets to attack each other.</p> <p><i>Suggestion, Mass</i>(PH3.5 p285) – As <i>Suggestion</i>, plus one subject per level.</p> <p><i>Summon Monster V</i>(PH3.5 p287) – Summons an extraplanar creature to fight for you.</p>
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6<sup>th</sup> Level

<p><i>Analyze Dweomer</i>(PH3.5 p197) – Reveals magical aspects of subject.</p> <p><i>Animate Objects</i>(PH3.5 p199) – Objects attack your foes.</p> <p><i>Cat’s Grace, Mass</i>(PH3.5 p208) – As <i>Cat’s Grace</i>, affects one subject per level.</p> <p><i>Cure Moderate Wounds, Mass</i>(PH3.5 p216) – Cures 2d8 damage + 1 per level for many creatures.</p> <p><i>Eagle’s Splendor, Mass</i>(PH3.5 p225) – As <i>Eagle’s Splendor</i>, affects one subject per level.</p> <p><i>Eyebite</i>(PH3.5 p228) – Target becomes panics, sickened, and comatose.</p> <p><i>Find the Path</i>(PH3.5 p230) – Shows most direct way to a location.</p>	<p><i>Fox’s Cunning, Mass</i>(PH3.5 p233) – As <i>Fox’s Cunning</i>, affects one subject per level.</p> <p><i>Geas/Quest</i>(PH3.5 p234) – As <i>Lesser Geas</i>, plus it affects any creature.</p> <p><i>Heroes’ Feast</i>(PH3.5 p240) – Ford for one creature per level, cures, and grants combat bonuses.</p> <p><i>Otto’s Irresistible Dance</i>(PH3.5 p259) – Forces subject to dance.</p> <p><i>Permanent Image</i>(PH3.5 p260) – Includes sight, sound, and smell.</p> <p><i>Programmed Image</i>(PH3.5 p265) – As <i>Major Image</i>, plus triggered by an event.</p> <p><i>Project Image</i>(PH3.5 p265) – Illusory double can talk and cast spells.</p>	<p><i>Scrying, Greater</i>(PH3.5 p275)(PH3.5e)+ – As <i>Scrying</i>, but faster and longer.</p> <p><i>Shout, Greater</i>(PH3.5 p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.</p> <p><i>Summon Monster VI</i>(PH3.5 p287) – Summons an extraplanar creature to fight for you.</p> <p><i>Sympathetic Vibration</i>(PH3.5 p291) – Inflicts 2d10 damage per round on a free-standing structure.</p> <p><i>Veil</i>(PH3.5 p298) – Changes appearance of group of creatures.</p>
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## Sorcerer / Wizard Spell List

For Sorcerers – Charisma-based Impromptu Arcane Spells

For Wizards – Intelligence-based Prepared Arcane Spells

0<sup>th</sup> LevelAbjuration*Resistance*(PH3.5 p272) – Subject gains +1 resistance bonus on all saving throws.Conjuration*Acid Splash*(PH3.5 p196) – Orb deals 1d3 damage.Divination*Detect Poison*(PH3.5 p219) – Detects poison in one creature or small object.*Detect Magic*(PH3.5 p219) – Detects spells and magic items within 60’.*Read Magic*(PH3.5 p269) – Reads scrolls and spellbooks.Enchantment*Daze*(PH3.5 p217) – Humanoid creature of 4HD or less loses next action.Evocation*Dancing Lights*(PH3.5 p216) – Creates torches or other lights.*Flare*(PH3.5 p232) – Dazzles one creature (–1 on attack rolls).*Light*(PH3.5 p248) – Object shines like a torch.*Ray of Frost*(PH3.5 p269) – Ray deals 1d3 Cold damage.Illusion*Ghost Sound*(PH3.5 p235) – Figment sounds.Necromancy*Disrupt Undead*(PH3.5 p223) – Deals 1d6 damage to one undead.*Touch of Fatigue*(PH3.5 p294) – Touch attack fatigues target.Transmutation*Mage Hand*(PH3.5 p249) – 5 pound telekinesis.*Mending*(PH3.5 p253) – Makes minor repairs on an object.*Message*(PH3.5 p253) – Whispered conversation at distance.*Open/Close*(PH3.5 p258) – Opens or closes small or light things.Universal*Arcane Mark*(PH201 p201) – Inscribes a personal rune (visible or invisible).*Prestidigitation*(PH3.5 p264) – Performs minor tricks.1<sup>st</sup> LevelAbjuration*Alarm*(PH3.5 p197) – Wards an area for 2 hours per level.*Endure Elements*(PH3.5 p226) – Exist comfortably in hot or cold environments.*Hold Portal*(PH3.5 p241) – Holds one door shut.*Protection from Chaos*(PH3.5 p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.*Protection from Evil*(PH3.5 p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.*Protection from Good*(PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.*Protection from Law*(PH3.5 p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.*Shield*(PH3.5 p278) – Invisible disc gives +4 Shield bonus to AC and blocks *Magic Missiles*.Conjuration*Grease*(PH3.5 p237) – Makes 10’ square or 1 object slippery.*Mage Armor*(PH3.5 p249) – Gives subject +4 armor bonus.*Mount*(PH3.5 p256) – Summons riding horse for 2 hours per level.*Obscuring Mist*(PH3.5 p258) – Fog surrounds you.*Summon Monster I*(PH3.5 p285) – Summons an extraplanar creature to fight for you.*Unseen Servant*(PH3.5 p297) – Invisible force obeys your commands.Divination*Comprehend Languages*(PH3.5 p212) – You understand all spoken and written languages.*Detect Secret Doors*(PH3.5 p220) – Reveals hidden doors within 60’.*Detect Undead*(PH3.5 p220) – Reveals undead within 60’.*Identify*(PH3.5 p243) – Determines properties of a magic item.*True Strike*(PH3.5 p296) – Add +20 insight bonus to your next attack roll.Enchantment*Charm Person*(PH3.5 p209) – Make one person your friend.*Hypnotism*(PH3.5 p242) – Fascinates 2d4 HD of creatures.*Sleep*(PH3.5 p280) – Puts 4HD of creatures into magical slumber.Evocation*Burning Hands*(PH3.5 p207) – 1d4 fire damage per level (max 5d4).*Magic Missile*(PH3.5 p251) – 1d4+1 force damage; +1 missile per two levels above 1<sup>st</sup> (max 5 missiles)*Shocking Grasp*(PH3.5 p279) – Touch delivers 1d6 per level (max 5d6) of electricity damage.*Tenser’s Floating Disk*(PH3.5 p294) – 3’ diameter horizontal disk that holds 100 pounds per level.Illusion*Color Spray*(PH3.5 p210) – Knocks unconscious, blinds, or stuns weak creatures.*Disguise Self*(PH3.5 p222) – Changes our appearance.*Nystul’s Magic Aura*(PH3.5 p257) – Alters object’s magic aura.*Silent Image*(PH3.5 p279) – Creates a minor illusion of your design.*Ventriloquism*(PH3.5 p298) – Throws voice for 1 minute per level.Necromancy*Cause Fear*(PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.*Chill Touch*(PH3.5 p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.*Ray of Enfeeblement*(PH3.5 p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).Transmutation*Animate Rope*(PH3.5 p199) – Makes a rope move at your command.*Enlarge Person*(PH3.5 p226) – Humanoid creature doubles in size.*Erase*(PH3.5 p227) – Mundane or magical writing vanishes.*Expeditious Retreat*(PH3.5 p228) – Your land speed increases by 30’.*Feather Fall*(PH3.5 p229) – Objects or creatures fall slowly.*Jump*(PH3.5 p246) – Subject gains bonus on Jump checks.*Magic Weapon*(PH3.5 p251) – Weapon gains +1 enhancement bonus.*Reduce Person*(PH3.5 p269) – Humanoid creature is halved in size.

2<sup>nd</sup> LevelAbjuration

*Arcane Lock*(PH3.5 p200) – Magically locks a portal or chest.

*Obscure Object*(PH3.5 p258) – Masks object against scrying.

*Protection from Arrows*(PH3.5 p266) – Subject immune to most ranged attacks.

*Resist Energy*(PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

Conjuration

*Fog Cloud*(PH3.5 p232) – Fog obscures vision.

*Glitterdust*(PH3.5 p236) – Blinds creatures, outlines invisible creatures.

*Melf's Acid Arrow*(PH3.5 p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).

*Summon Monster II*(PH3.5 p286) – Summons an extraplanar creature to fight for you.

*Summon Swarm*(PH3.5 p289) – Summons a swarm of bats, rats, or spiders.

*Web*(PH3.5 p301) – Fills 20' radius spread with sticky spider webs.

Divination

*Detect Thoughts*(PH3.5 p220) – Allows "listening" to surface thoughts.

*Locate Object*(PH3.5 p249) – Senses direction toward object (specific or type).

*See Invisibility*(PH3.5 p275) – Reveals invisible creatures or objects.

Enchantment

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

*Tasha's Hideous Laughter*(PH3.5 p292) – Subject loses actions for 1 round per level.

*Touch of Idiocy*(PH3.5 p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.

Evocation

*Continual Flame*(PH3.5 p213) – Makes a permanent, heatless torch.

*Darkness*(PH3.5 p216) – 20' radius of supernatural shadow.

*Flaming Sphere*(PH3.5 p232) – Creates a ball of fire, 2d6 damage, lasts 1 round per level.

*Gust of Wind*(PH3.5 p238) – Blows away or knocks down smaller creatures.

*Scorching Ray*(PH3.5 p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).

*Shatter*(PH3.5 p278) – Sonic vibration damages objects or crystalline creatures.

Illusion

*Blur*(PH3.5 p206) – Attacks miss subject 20% of the time.

*Hypnotic Pattern*(PH3.5 p242) – Fascinates (2d4 + level) HD of creatures.

*Invisibility*(PH3.5 p245) – Subject is invisible for 1 minute per level or until it attacks.

*Leomund's Trap*(PH3.5 p247) – Makes one item seem trapped.

*Magic Mouth*(PH3.5 p251) – Speaks once when triggered.

*Minor Image*(PH3.5 p254) – As *Silent Image*, plus some sound.

*Mirror Image*(PH3.5 p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).

*Misdirection*(PH3.5 p254) – Misleads divinations for one creature or object.

Necromancy

*Blindness/Deafness*(PH3.5 p206) – Makes subject blind or deaf.

*Command Undead*(PH3.5 p211) – An undead creature obeys your commands.

*False Life*(PH3.5 p229) – Gain 1d10 +1 per level (max +10) temporary hit points.

*Ghoul Touch*(PH3.5 p235) – Paralyzes one subject, who exudes stench that sickens those nearby.

*Scare*(PH3.5 p274) – Panics creatures up to 5HD.

*Spectral Hand*(PH3.5 p282) – Creates disembodied glowing hand to deliver touch attacks.

Transmutation

*Alter Self*(PH3.5 p197) – Assume the form of a similar creature.

*Bear's Endurance*(PH3.5 p203) – Subject gains +4 Constitution for 1 minute per level.

*Bull's Strength*(PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.

*Cat's Grace*(PH3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.

*Darkvision*(PH3.5 p216) – See 60' in total darkness.

*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.

*Knock*(PH3.5 p246) – Opens locked or magically sealed door.

*Levitate*(PH3.5 p248) – Subject moves up and down at your direction.

*Owl's Wisdom*(PH3.5 p259) – Subject gains +4 Wisdom for 1 minute per level.

*Pyrotechnics*(PH3.5 p267) – Turns fire into blinding light or choking smoke.

*Rope Trick*(PH3.5 p273) – As many as eight creatures hide in an extradimensional space.

*Spider Climb*(PH3.5 p283) – Grants ability to walk on walls & ceilings.

*Whispering Wind*(PH3.5 p301) – Sends a short message one mile per level.

3<sup>rd</sup> LevelAbjuration

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

*Explosive Runes*(PH3.5 p228) – Deals 6d6 damage when read.

*Magic Circle against Chaos*(PH3.5 p249) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.

*Magic Circle against Evil*(PH3.5 p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

*Magic Circle against Good*(PH3.5 p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.

*Magic Circle against Law*(PH3.5 p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.

*Nondetection*(PH3.5 p257) – Hides subject from divination and scrying.

*Protection from Energy*(PH3.5 p266) – Absorb 12 damage per level from one kind of energy.

Conjuration

*Phantom Steed*(PH3.5 p260) – Magical horse appears for 1 hour per level.

*Sepia Snake Sigil*(PH3.5 p276) – Creates text symbol that immobilizes reader.

*Sleet Storm*(PH3.5 p280) – Hampers vision and movement.

*Stinking Cloud*(PH3.5 p284) – Nauseating vapors, 1 round per level.

*Summon Monster III*(PH3.5 p286) – Summons an extraplanar creature to fight for you.

Divination

*Arcane Sight*(PH3.5 p201) – Magical auras become visible to you.

*Clairaudience/Clairvoyance*(PH3.5 p209) – Hear or see at a distance for 1 minute per level.

*Tongues*(PH3.5 p294) – Speak any language.

Enchantment

*Deep Slumber*(PH3.5 p217) – Puts 10HD of creatures to sleep.

*Heroism*(PH3.5 p240) – Gives +2 bonus on attack rolls, saves, skill checks.

*Hold Person*(PH3.5 p241) – Paralyzes one person for up to 1 round per level.

*Rage*(PH3.5 p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.

*Suggestion*(PH3.5 p285) – Compels subject to follow stated course of action.

Evocation

*Daylight*(PH3.5 p216) – 60' radius of bright light.

*Fireball*(PH3.5 p231) – 1d6 fire damage per level, 20' radius.

*Leomund's Tiny Hut*(PH3.5 p247) – Creates shelter for ten creatures.

*Lightning Bolt*(PH3.5 p248) – Electricity deals 1d6 damage per level.

*Wind Wall*(PH3.5 p302) – Deflects arrows, smaller creatures, and gases.

Illusion

*Displacement*(PH3.5 p223) – Attacks miss subject 50% of the time.

*Illusory Script*(PH3.5 p243) – Only intended reader can decipher.

*Invisibility Sphere*(PH3.5 p245) – Makes everyone within 10' invisible.

*Major Image*(PH3.5 p252) – As *Silent Image*, but sound, smell, and thermal effects.

Necromancy

*Gentle Repose*(PH3.5 p234) – Preserves one corpse.

*Halt Undead*(PH3.5 p238) – Immobilizes undead for 1 round per level.

*Ray of Exhaustion*(PH3.5 p269) – Ray makes subject exhausted.

*Vampiric Touch*(PH3.5 p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

Transmutation

*Blink*(PH3.5 p206) – You randomly vanish and reappear for 1 round per level.

*Flame Arrow*(PH3.5 p231) – Arrows deal +1d6 fire.

*Fly*(PH3.5 p232) – Subject flies at a speed of 60'.

*Gaseous Form*(PH3.5 p234) – Subject becomes insubstantial and can fly slowly.

*Haste*(PH3.5 p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.

*Keen Edge*(PH3.5 p245) – Doubles normal weapon's threat range.

*Magic Weapon, Greater*(PH3.5 p251) – +1 bonus per four levels (max +5).

*Secret Page*(PH3.5 p275) – Changes one page to hide its real contents.

*Shrink Item*(PH3.5 p279) – Object shrinks to 1/16<sup>th</sup> its normal size.

*Slow*(PH3.5 p280) – One subject per level takes only one action per round, –2 AC and attack rolls.

*Water Breathing*(PH3.5 p300) – Subject can breathe underwater.

4<sup>th</sup> LevelAbjuration

*Dimensional Anchor*(PH3.5 p221)(PH3.5 p250)+ – Bars extradimensional movement.

*Fire Trap*(PH3.5 p231) – Opened object deals 1d4 + 1 per level fire damage.

*Globe of Invulnerability, Lesser*(PH3.5 p236) – Stops 1<sup>st</sup> – 3<sup>rd</sup> level spell effects.

*Remove Curse*(PH3.5 p270) – Frees person or object from a curse.

*Stoneskin*(PH3.5 p284) – Ignore 10 points of damage per attack.

Conjuration

*Dimension Door*(PH3.5 p221) – Teleports you a short distance.

*Evard's Black Tentacles*(PH3.5 p228) – Tentacles grapple all within a 15' spread.

*Leomund's Secure Shelter*(PH3.5 p247) – Creates study cottage.

*Minor Creation*(PH3.5 p253) – Creates one cloth or wood object.

*Solid Fog*(PH3.5 p281) – Blocks vision and slows movement.

*Summon Monster IV*(PH3.5 p286) – Calls an extraplanar creature to fight for you.

Divination

*Arcane Eye*(PH3.5 p200) – Invisible floating eye moves 30' per round.

*Detect Scrying*(PH3.5 p219) – Alerts you to magical eavesdropping.

*Locate Creature*(PH3.5 p249) – Indicates direction to familiar creature.

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

Enchantment

*Charm Monster*(PH3.5 p209) – Makes monster believe it is your ally.

*Confusion*(PH3.5 p212) – Makes subject behave oddly for 1 round per level.

*Crushing Despair*(PH3.5 p215) – Subjects take –2 on attack rolls, damage rolls, saves, and checks.

*Geas, Lesser*(PH3.5 p235) – Commands subject of 7 HD or less.

Evocation

*Fire Shield*(PH3.5 p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).

*Ice Storm*(PH3.5 p243) – Hail deals 5d6 damage in cylinder 40' across.

*Otiluke's Resilient Sphere*(PH3.5 p258) – Force globe protects but traps one subject.

*Shout*(PH3.5 p279) – Deafens all within cone and deals 5d6 damage.

*Wall of Fire*(PH3.5 p298) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.

*Wall of Ice*(PH3.5 p299) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

Illusion

*Hallucinatory Terrain*(PH3.5 p238) – Makes one type of terrain appear like another (field into forest, or the like).

*Illusory Wall*(PH3.5 p243) – Wall, floor, or ceiling looks real, but anything can pass through.

*Invisibility, Greater*(PH3.5 p245) – As *Invisibility*, but subject can attack and stay invisible.

*Phantasmal Killer*(PH3.5 p260) – Fearsome illusion kill subject or deals 3d6 damage.

*Rainbow Pattern*(PH3.5 p268) – Lights fascinate 24 HD of creatures.

*Shadow Conjuration*(PH3.5 p276) – Mimics conjuring below 4<sup>th</sup> level, but only 20% real.

Necromancy

*Animate Dead*(PH3.5 p198) – Creates undead skeletons and zombies.

*Bestow Curse*(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.

*Contagion*(PH3.5 p213) – Infects subject with chosen disease.

*Enervation*(PH3.5 p226) – Subject gains 1d4 negative levels.

*Fear*(PH3.5 p229) – Subjects within cone flee for 1 round per level.

Transmutation

*Enlarge Person, Mass*(PH3.5 p226) – Enlarges several creatures.

*Polymorph*(PH3.5 p263) – Gives one willing subject a new form.

*Rary's Mnemonic Enhancer*(PH3.5 p268) – Prepares extra spells or retains one just cast. Wizards only

*Reduce Person, Mass*(PH3.5 p269) – Reduces several creatures.

*Stone Shape*(PH3.5 p284)(PH3.5e)+ – Sculpts stone into any shape.

5<sup>th</sup> LevelAbjuration

*Break Enchantment*(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.

*Dismissal*(PH3.5 p222) – Forces a creature to return to native plane.

*Mordenkainen's Private Sanctum*(PH3.5 p256) – Prevents anyone from viewing or scrying an area for 24 hours.

Conjuration

*Cloudkill*(PH3.5 p210) – Kills up to 3 HD; 4-6 HD save or die; 6+ HD take Constitution damage.

*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 Faithful Hound*(PH3.5 p255) – Phantom dog can guard, attack.

*Planar Binding, Lesser*(PH3.5 p261) – Traps an extraplanar creature of 6 HD or less until it performs a task.

*Summon Monster V*(PH3.5 p287) – Summons an extraplanar creature to fight for you.

*Teleport*(PH3.5 p292) – Instantly transports you as far as 100 miles per level.

*Wall of Stone*(PH3.5 p299) – Creates a stone wall that can be shaped.

Divination

*Contact Other Plane*(PH3.5 p212) – Lets you ask question of an extraplanar entity.

*Prying Eyes*(PH3.5 p267) – 1d4 floating eyes + 1 per level scout for you.

*Rary's Telepathic Bond*(PH3.5 p268) – Link lets allies communicate.

Enchantment

*Dominate Person*(PH3.5 p224) – Controls humanoid telepathically.

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

*Hold Monster*(PH3.5 p241) – As *Hold Person*, but can effect any creature.

*Mind Fog*(PH3.5 p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.

*Symbol of Sleep*(PH3.5 p291) – Triggered rune puts nearby creatures into a catatonic slumber.

Evocation

*Bigby's Interposing Hand*(PH3.5 p204) – Hand provides cover against one opponent.

*Cone of Cold*(PH3.5 p212) – 1d6 cold damage per level (max 15d6).

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

*Wall of Force*(PH3.5 p298) – Wall is immune to damage.

Illusion

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

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

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

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

*Persistent Image*(PH3.5 p260) – As *Major Image*, but no concentration required.

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

*Shadow Evocation*(PH3.5 p277) – Mimics evocation of lower than 5<sup>th</sup> level, but only 20% real.

Necromancy

*Blight*(PH3.5 p206) – Withers one plant or deals 1d6 per level damage to a plant creature.

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

*Symbol of Pain*(PH3.5 p290) – Triggered rune wracks nearby creatures with pain.

*Wave of Fatigue*(PH3.5 p301) – Several targets become fatigued.

Transmutation

*Animal Growth*(PH3.5 p198) – One animal per two levels doubles in size.

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

*Fabricate*(PH3.5 p229) – Transforms raw materials into finished items.

*Overland Flight*(PH3.5 p259) – You fly at a speed of 40' and can 'hustle' over long distances.

*Passwall*(PH3.5 p259) – Creates a passage through wood or stone walls.

*Telekinesis*(PH3.5 p292) – Moves object, attacks creature, or hurls object or creature.

*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.

Universal

*Permanency*(PH3.5 p259) – Makes certain spells permanent.

6<sup>th</sup> LevelAbjuration

*Antimagic Field*(PH3.5 p200) – Negates magic within 10’.

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

*Globe of Invulnerability*(PH3.5 p236) – As *Lesser Globe of Invulnerability*, plus 4<sup>th</sup> level spell effects.

*Guards and Wards*(PH3.5 p237) – Array of magic effects protect area.

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

Conjuration

*Acid Fog*(PH3.5 p196) – Fog deals acid damage.

*Planar Binding*(PH3.5 p261) – As *Lesser Planar Binding*, but up to 12 HD.

*Summon Monster VI*(PH3.5 p287) – Summons an extraplanar creature to fight for you.

*Wall of Iron*(PH3.5 p299) – 30 hp per 4 levels; can topple onto foes.

Divination

*Analyze Dweomer*(PH3.5 p197) – Reveals magical aspects of subject.

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

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

Enchantment

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

*Heroism, Greater*(PH3.5 p240) – Gives a +4 on attack rolls, saves, & skill checks; immunity to fear; temporary hp.

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

*Symbol of Persuasion*(PH3.5 p290) – Triggered rune charms nearby creatures.

Evocation

*Bigby’s Forceful Hand*(PH3.5 p204) – Hand pushes creatures away.

*Chain Lightning*(PH3.5 p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage

*Contingency*(PH3.5 p213) – Sets trigger condition for another spell.

*Otiluke’s Freezing Sphere*(PH3.5 p258) – Freezes water or deals cold damage.

Illusion

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

*Permanent Image*(PH3.5 p260) – Includes sight, sound, and smell.

*Programmed Image*(PH3.5 p265) – As *Major Image*, plus triggered by an event.

*Shadow Walk*(PH3.5 p277) – Step into shadow to travel rapidly.

*Veil*(PH3.5 p298) – Changes appearance of group of creatures.

Necromancy

*Circle of Death*(PH3.5 p209) – Kills 1d4 HD per level of creatures.

*Create Undead*(PH3.5 p215) – Create ghouls, ghosts, mummies, or mohrgs.

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

*Symbol of Fear*(PH3.5 p290) – Triggered rune panics nearby creatures.

*Undeath to Death*(PH3.5 p297) – Destroys 1d4 per level HD of undead (max 20d4).

Transmutation

*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.

*Control Water*(PH3.5 p214) – Raises, lowers bodies of water.

*Disintegrate*(PH3.5 p222) – Makes one creature or object vanish.

*Eagle’s Splendor, Mass*(PH3.5 p225) – As *Eagle’s Splendor*, affects one subject per level.

*Flesh to Stone*(PH3.5 p232) – Turns subject creature into a statue.

*Fox’s Cunning, Mass*(PH3.5 p233) – As *Fox’s Cunning*, affects one subject per level.

*Mordenkainen’s Lucubration*(PH3.5 p256) – Recalls spell of 5<sup>th</sup> level or lower. Wizards only.

*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.

*Stone to Flesh*(PH3.5 p285) – Restores a petrified creature.

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

7<sup>th</sup> LevelAbjuration

*Banishment*(PH3.5 p202) – Banishes 2 HD per level of extraplanar creatures.

*Sequester*(PH3.5 p276) – Subject is invisible to sight and scrying.

*Spell Turning*(PH3.5 p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

Conjuration

*Drawmij’s Instant Summons*(PH3.5 p225) – Prepared object appears in your hand.

*Mordenkainen’s Magnificent Mansion*(PH3.5 p256) – Door leads to extradimensional mansion.

*Phase Door*(PH3.5 p261) – Invisible passage through wood or stone.

*Plane Shift*(PH3.5 p262) – As many as eight subjects travel to another plane.

*Summon Monster VII*(PH3.5 p287) – Summons an extraplanar creature to fight for you.

*Teleport, Greater*(PH3.5 p292) – As *Teleport*, but no range limit and off-target arrival.

*Teleport Object*(PH3.5 p293) – As *Teleport*, but affects a touched object.

Divination

*Arcane Sight, Greater*(PH3.5 p201) – As *Arcane Sight*, but also reveals magic effects on creatures and objects.

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

*Vision*(PH3.5 p298) – As *Legend Lore*, but quicker and strenuous.

Enchantment

*Hold Person, Mass*(PH3.5 p241) – As *Hold Person*, but all within 30’.

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

*Power Word Blind*(PH3.5 p263) – Blinds creatures with 200 hp or less.

*Symbol of Stunning*(PH3.5 p291) – Triggered rune stuns nearby creatures.

Evocation

*Bigby’s Grasping Hand*(PH3.5 p204) – Hand provides cover, pushes, or grapples.

*Delayed Blast Fireball*(PH3.5 p217) – 1d6 per level fire damage; you can postpone the blast for up to 5 rounds.

*Forcecage*(PH3.5 p232) – Cube or cage of force imprisons all inside.

*Mordenkainen’s Sword*(PH3.5 p256) – Floating magic blade strikes opponents.

*Prismatic Spray*(PH3.5 p264) – Rays hit subjects with a variety of effects.

Illusion

*Invisibility, Mass*(PH3.5 p245) – As *Invisibility*, but affects all in range.

*Project Image*(PH3.5 p265) – Illusory double can talk and cast spells.

*Shadow Conjuration, Greater*(PH3.5 p276) – As *Shadow Conjuration*, but up to 6<sup>th</sup> level spells and 60% real

*Simulacrum*(PH3.5 p279) – Creates partially real double of a creature.

Necromancy

*Control Undead*(PH3.5 p214) – Undead don’t attack you while under your command.

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

*Symbol of Weakness*(PH3.5 p291) – Triggered rune weakens nearby creatures.

*Waves of Exhaustion*(PH3.5 p301) – Several targets become exhausted.

Transmutation

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

*Ethereal Jaunt*(PH3.5 p227) – You become ethereal for 1 round per level.

*Reverse Gravity*(PH3.5 p273) – Objects and creatures fall upward.

*Statue*(PH3.5 p284) – Subject can become a statue at will.

Universal

*Limited Wish*(PH3.5 p248) – Alters reality, within spell limits.

8<sup>th</sup> LevelAbjuration

*Dimensional Lock*(PH3.5 p221) – Teleportation and interplanar travel are blocked for 1 day per level.

*Mind Blank*(PH3.5 p253) – Subject is immune to mental/emotional magic and scrying.

*Prismatic Wall*(PH3.5 p264) – Wall's colors have array of effects.

*Protection from Spells*(PH3.5 p266) – Confers +8 resistance bonus.

Conjuration

*Incendiary Cloud*(PH3.5 p244) – Cloud deals 4d6 fire damage per round.

*Maze*(PH3.5 p252) – Traps subject in an extradimensional maze.

*Planar Binding, Greater*(PH3.5 p261) – As *Lesser Planar Binding*, but up to 18 HD.

*Summon Monster VIII*(PH3.5 p287) – Summons an extraplanar creature to fight for you.

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

Divination

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

*Moment of Prescience*(PH3.5 p255) – You gain insight bonus on a single attack roll, check, or save.

*Prying Eyes, Greater*(PH3.5 p267) – As *Prying Eyes*, but eyes have *True Seeing*.

Enchantment

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

*Binding*(PH3.5 p204) – Utilizes an array of techniques to imprison a creature.

*Charm Monster, Mass*(PH3.5 p206) – As *Charm Monster*, but all within 30'.

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

*Otto's Irresistible Dance*(PH3.5 p259) – Forces subject to dance.

*Power Word Stun*(PH3.5 p263) – Stuns creatures with 150 hp or less.

*Symbol of Insanity*(PH3.5 p290) – Triggered rune renders nearby creatures insane.

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

Evocation

*Bigby's Clenched Fist*(PH3.5 p203) – Large hand provides cover, pushes, or attacks your foes.

*Otiluke's Telekinetic Sphere*(PH3.5 p258) – As *Otiluke's Resilient Sphere*, but you move the sphere telekinetically.

*Polar Ray*(PH3.5 p262) – Ranged touch attack deals 1d6 per level cold damage.

*Shout, Great*(PH3.5 p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

*Sunburst*(PH3.5 p289) – Blinds all within 10', deals 6d6 damage.

Illusion

*Scintillating Pattern*(PH3.5 p274) – Twisting colors confuse, stun, or render unconscious.

*Screen*(PH3.5 p274) – Illusion hides area from vision, scrying.

*Shadow Evocation, Greater*(PH3.5 p277) – As *Shadow Evocation*, but up to 7<sup>th</sup> level and 60% real.

Necromancy

*Clone*(PH3.5 p210) – Duplicate awakens when original dies.

*Create Greater Undead*(PH3.5 p215) – Creates shadows, wraiths, spectres, or devourers.

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

*Symbol of Death*(PH3.5 p289) – Triggered rune slays nearby creatures.

Transmutation

*Iron Body*(PH3.5 p245) – You body becomes living iron.

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

*Temporal Stasis*(PH3.5 p289) – Puts subject into suspended animation.

9<sup>th</sup> LevelAbjuration

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

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

*Mordenkainen's Disjunction*(PH3.5 p255) – Dispels magic, disenchant magic items.

*Prismatic Sphere*(PH3.5 p264) – As *Prismatic Wall*, but surrounds on all sides.

Conjuration

*Gate*(PH3.5 p234) – Connects two planes for travel or summoning.

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

*Summon Monster IX*(PH3.5 p288) – Summons an extraplanar creature to fight for you.

*Teleportation Circle*(PH3.5 p293) – Circle teleports any creature inside to designated spot.

Divination

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

Enchantment

*Dominate Monster*(PH3.5 p224) – As *Dominate Person*, but any creature.

*Hold Monster, Mass*(PH3.5 p241) – As *Hold Monster*, but all within 30'.

*Power Word Kill*(PH3.5 p263) – Kills one creature with 100 hp or less.

Evocation

*Bigby's Crushing Hand*(PH3.5 p203) – Large hand provides cover, pushes, or crushes your foes.

*Meteor Swarm*(PH3.5 p253) – Four exploding spheres each deal 6d6 fire damage.

Illusion

*Shades*(PH3.5 p276) – As *Shadow Conjuration*, but up to 8<sup>th</sup> level and 80% real.

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

Necromancy

*Astral Projection*(PH3.5 p201) – Projects you and companions into the Astral Plane.

*Energy Drain*(PH3.5 p226) – Subject gains 2d4 negative levels.

*Soul Bind*(PH3.5 p226) – Traps newly dead soul to prevent *Resurrection*.

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

Transmutation

*Etherealness*(PH3.5 p228) – Travel to Ethereal Plane with companions.

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

*Time Stop*(PH3.5 p294) – You act freely for 1d4+1 rounds.

Universal

*Wish*(PH3.5 p302) – As *Limited Wish*, but with fewer limits.

## Clerical Domains

- Air** (PH3.5 p185)  
 Rebuke / Control / **Bolster** Air Elementals –or– Turn / Destroy Earth Elementals, up to 3 + Charisma bonus times per day.  
 1<sup>st</sup> *Obscuring Mist*(PH3.5 p258) – Fog surrounds you.  
 2<sup>nd</sup> *Wind Wall*(PH3.5 p302) – Deflects arrows, smaller creatures, and gases.  
 3<sup>rd</sup> *Gaseous Form*(PH3.5 p234) – Subject becomes insubstantial and can fly slowly.  
 4<sup>th</sup> *Air Walk*(PH3.5 p196) – Subject treads on air as if solid (climb at 45 degree angle).  
 5<sup>th</sup> *Control Winds*(PH3.5 p214) – Change wind direction and speed.  
 6<sup>th</sup> *Chain Lightning*(PH3.5 p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage.  
 7<sup>th</sup> *Control Weather*(PH3.5 p214) – Changes weather in local area.  
 8<sup>th</sup> *Whirlwind*(PH3.5 p301) – Cyclone inflicts damage and can pick up creatures.  
 9<sup>th</sup> *Elemental Swarm (air)*(PH3.5 p226) – Summons 2d4 Large, 1d4 Huge Air Elementals.
- Animal** (PH3.5 p186)  
*Speak with Animals*(PH3.5 p281), once per day. Knowledge (nature) is a class skill.  
 1<sup>st</sup> *Calm Animals*(PH3.5 p207) – Calms (2d4 + level) HD of animals.  
 2<sup>nd</sup> *Hold Animal*(PH3.5 p241) – Paralyzes one animal for 1 round per level.  
 3<sup>rd</sup> *Dominate Animal*(PH3.5 p224) – Subject animal obeys silent mental commands.  
 4<sup>th</sup> *Summon Nature's Ally IV*(PH3.5 p288) – Calls creature to fight.  
 5<sup>th</sup> *Commune with Nature*(PH3.5 p211) – Learn about terrain for one mile per level.  
 6<sup>th</sup> *Antilife Shell*(PH3.5 p199) – 10' radius field hedges out living creatures.  
 7<sup>th</sup> *Animal Shapes*(PH3.5 p198) – One ally per level polymorphs into chosen animal.  
 8<sup>th</sup> *Summon Nature's Ally VIII*(PH3.5 p289) – Calls creature to fight.  
 9<sup>th</sup> *Shapechange*(PH3.5 p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.
- Chaos** (PH3.5 p186)  
 Cast [chaos] spells at +1 Caster Level.  
 1<sup>st</sup> *Protection from Law*(PH3.5 p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.  
 2<sup>nd</sup> *Shatter*(PH3.5 p278) – Sonic vibration damages objects or crystalline creatures.  
 3<sup>rd</sup> *Magic Circle against Law*(PH3.5 p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.  
 4<sup>th</sup> *Chaos Hammer*(PH3.5 p208)(PH3.5e)+ – Damages and staggers lawful creatures.  
 5<sup>th</sup> *Dispel Law*(PH3.5 p222) – +4 bonus against attacks by lawful creatures.  
 6<sup>th</sup> *Animate Objects*(PH3.5 p199) – Objects attack your foes.  
 7<sup>th</sup> *Word of Chaos*(PH3.5 p2303) – Kills, confuses, stuns, or deafens non-chaotic subjects.  
 8<sup>th</sup> *Cloak of Chaos*(PH3.5 p210) – +4 to AC, +4 resistance, SR 25 vs. lawful spells.  
 9<sup>th</sup> *Summon Monster IX (chaotic)*(PH3.5 p288) – Calls a Chaotic extraplanar creature to fight for you.
- Death** (PH3.5 p186)  
 'Death Touch' once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal to the touched creature's current hit-points, it dies. This is a 'death effect'.  
 1<sup>st</sup> *Cause Fear*(PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.  
 2<sup>nd</sup> *Death Knell*(PH3.5 p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.  
 3<sup>rd</sup> *Animate Dead*(PH3.5 p198) – Creates undead skeletons and zombies.  
 4<sup>th</sup> *Death Ward*(PH3.5 p217) – Grants immunity to death spells and negative energy effects.  
 5<sup>th</sup> *Slay Living*(PH3.5 p280) – Touch attack kills target.  
 6<sup>th</sup> *Create Undead*(PH3.5 p215) – Create ghouls, ghasts, mummies, or mohrgs.  
 7<sup>th</sup> *Destruction*(PH3.5 p218) – Kills subject and destroys remains.  
 8<sup>th</sup> *Create Greater Undead*(PH3.5 p215) – Creates shadows, wraiths, spectres, or devourers.  
 9<sup>th</sup> *Wail of the Banshee*(PH3.5 p298) – Kills one creature per level.
- Destruction** (PH3.5 p186)  
 'Smite' once per day – Before attacking, declare that Smite is being used. Add +4 to the attack bonus and add the Cleric level to the damage.  
 1<sup>st</sup> *Infllict Light Wounds*(PH3.5 p244) – Touch deals 1d8 damage +1 per level (max +5).  
 2<sup>nd</sup> *Shatter*(PH3.5 p278) – Sonic vibration damages objects or crystalline creatures.  
 3<sup>rd</sup> *Contagion*(PH3.5 p213) – Infects subject with chosen disease.  
 4<sup>th</sup> *Infllict Critical Wounds*(PH3.5 p244) – Touch attack, 4d8 + 1 per level (max +20).  
 5<sup>th</sup> *Infllict Light Wounds, Mass*(PH3.5 p244) – Deals 1d8 + 1 / level to many creatures.  
 6<sup>th</sup> *Harm*(PH3.5 p239) – Deals 10 hp per level to target  
 7<sup>th</sup> *Disintegrate*(PH3.5 p222) – Makes one creature or object vanish.  
 8<sup>th</sup> *Earthquake*(PH3.5 p225) – Intense tremor shakes 5' per level radius.  
 9<sup>th</sup> *Implosion*(PH3.5 p243) – Kills one creature per round.
- Earth** (PH3.5 p186)  
 Rebuke / Control / **Bolster** Earth Elementals –or– Turn / Destroy Air Elementals, up to 3 + Charisma modifier times per day.  
 1<sup>st</sup> *Magic Stone*(PH3.5 p251) – Three stones become +1 projectiles, 1d6+1 damage.  
 2<sup>nd</sup> *Soften Earth and Stone*(PH3.5 p280) – Turns stone to clay or dirt to sand or mud.  
 3<sup>rd</sup> *Stone Shape*(PH3.5 p284)(PH3.5e)+ – Sculpts stone into any shape.  
 4<sup>th</sup> *Spike Stones*(PH3.5 p283) – Creatures in area take 1d8 damage, may be slowed.  
 5<sup>th</sup> *Wall of Stone*(PH3.5 p299) – Creates a stone wall that can be shaped.  
 6<sup>th</sup> *Stoneskin*(PH3.5 p284) – Ignore 10 points of damage per attack.  
 7<sup>th</sup> *Earthquake*(PH3.5 p225) – Intense tremor shakes 5' per level radius.
- 8<sup>th</sup> *Iron Body*(PH3.5 p245) – You body becomes living iron.  
 9<sup>th</sup> *Elemental Swarm (earth)*(PH3.5 p226) – Summons 2d4 Large, 1d4 Huge Earth Elementals.
- Evil** (PH3.5 p186)  
 Cast [evil] spells at +1 Caster Level.  
 1<sup>st</sup> *Protection from Good*(PH3.5 p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.  
 2<sup>nd</sup> *Desecrate*(PH3.5 p218) – Fills area with negative energy, making undead stronger.  
 3<sup>rd</sup> *Magic Circle against Good*(PH3.5 p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.  
 4<sup>th</sup> *Unholy Blight*(PH3.5 p297) – Damages and sickens good creatures.  
 5<sup>th</sup> *Dispel Good*(PH3.5 p222) – +4 bonus against attacks by good creatures.  
 6<sup>th</sup> *Create Undead*(PH3.5 p215) – Create ghouls, ghasts, mummies, or mohrgs.  
 7<sup>th</sup> *Blasphemy*(PH3.5 p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.  
 8<sup>th</sup> *Unholy Aura*(PH3.5 p297) – +4 to AC, +4 resistance, SR25 against good spells.  
 9<sup>th</sup> *Summon Monster IX (evil)*(PH3.5 p288) – Calls an Evil extraplanar creature to fight for you.
- Fire** (PH3.5 p187)  
 Rebuke / Control / **Bolster** Fire Elementals –or– Turn / Destroy Water Elementals, up to 3 + Charisma modifier times per day.  
 1<sup>st</sup> *Burning Hands*(PH3.5 p207) – 1d4 fire damage per level (max 5d4).  
 2<sup>nd</sup> *Produce Flame*(PH3.5 p265) – 1d6 damage + 1 per level, touch or thrown.  
 3<sup>rd</sup> *Resist Energy (fire or cold only)*(PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.  
 4<sup>th</sup> *Wall of Fire*(PH3.5 p298) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.  
 5<sup>th</sup> *Fire Shield*(PH3.5 p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).  
 6<sup>th</sup> *Fire Seeds*(PH3.5 p230) – Acorns and berries become grenades and bombs.  
 7<sup>th</sup> *Fire Storm*(PH3.5 p231) – Deals 1d6 per level fire damage.  
 8<sup>th</sup> *Incendiary Cloud*(PH3.5 p244) – Cloud deals 4d6 fire damage per round.  
 9<sup>th</sup> *Elemental Swarm (fire)*(PH3.5 p226) – Summons 2d4 Large, 1d4 Huge Fire Elementals.
- Good** (PH3.5 p187)  
 Cast [good] spells at +1 Caster Level.  
 1<sup>st</sup> *Protection from Evil*(PH3.5 p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.  
 2<sup>nd</sup> *Aid*(PH3.5 p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

- 3<sup>rd</sup> *Magic Circle against Evil*(PH3.5 p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
- 4<sup>th</sup> *Holy Smite*(PH3.5 p241) – Damages and blinds evil creatures.
- 5<sup>th</sup> *Dispel Evil*(PH3.5 p222) – +4 bonus against attacks by evil creatures.
- 6<sup>th</sup> *Blade Barrier*(PH3.5 p205) – Wall of blades deals 1d6 per level damage.
- 7<sup>th</sup> *Holy Word*(PH3.5 p242) – Kills, paralyzes, blinds, or deafens non-good subjects.
- 8<sup>th</sup> *Holy Aura*(PH3.5 p241) – +4 to AC, +4 resistance, SR25 against good spells.
- 9<sup>th</sup> *Summon Monster IX (good)*(PH3.5 p299) – Calls a Good extraplanar creature to fight for you.

### Healing (PH3.5 p187)

- Cast Healing spells at +1 Caster Level.
- 1<sup>st</sup> *Cure Light Wounds*(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).
- 2<sup>nd</sup> *Cure Moderate Wounds*(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).
- 3<sup>rd</sup> *Cure Serious Wounds*(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).
- 4<sup>th</sup> *Cure Critical Wounds*(PH3.5 p215) – Cures 4d8 + 1 per level (max. +20).
- 5<sup>th</sup> *Cure Light Wounds, Mass*(PH3.5 p216) – Cures 1d8 damage +1 per level for many creatures.
- 6<sup>th</sup> *Heal*(PH3.5 p239) – Cures 10 points per level, all diseases and mental conditions.
- 7<sup>th</sup> *Regenerate*(PH3.5 p270) – Subject's severed limbs grow back, cures 4d8 damage +1 per level (max +35).
- 8<sup>th</sup> *Cure Critical Wounds, Mass*(PH3.5 p215) – Cures 4d8 damage +1 per level (max +40) for many creatures.
- 9<sup>th</sup> *Heal, Mass*(PH3.5 p215) – As *Heal*, but with several subjects.

### Knowledge (PH3.5 p187)

- Cast Divinations spells at +1 Caster Level. All Knowledge skills become class skills.
- 1<sup>st</sup> *Detect Secret Doors*(PH3.5 p220) – Reveals hidden doors within 60'.
- 2<sup>nd</sup> *Detect Thoughts*(PH3.5 p220) – Allows "listening" to surface thoughts.
- 3<sup>rd</sup> *Clairaudience/Clairvoyance*(PH3.5 p209) – Hear or see at a distance for 1 minute per level.
- 4<sup>th</sup> *Divination*(PH3.5 p224) – Provides useful advice for specific proposed actions.
- 5<sup>th</sup> *True Seeing*(PH3.5 p296) – See all things as they really are.
- 6<sup>th</sup> *Find the Path*(PH3.5 p230) – Shows most direct way to a location.
- 7<sup>th</sup> *Legend Lore*(PH3.5 p246) – Lets you learn tales about a person, place, or thing.
- 8<sup>th</sup> *Discern Location*(PH3.5 p222) – Reveals the exact location of a creature or object.
- 9<sup>th</sup> *Foresight*(PH3.5 p207) – "Sixth sense" warns of impending danger.

### Law (PH3.5 p187)

- Cast [law] spells at +1 Caster Level.
- 1<sup>st</sup> *Protection from Chaos*(PH3.5 p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.
- 2<sup>nd</sup> *Calm Emotions*(PH3.5 p207) – Calms creatures, negating emotion effects.

- 3<sup>rd</sup> *Magic Circle against Chaos*(PH3.5 p249) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.
- 4<sup>th</sup> *Order's Wrath*(PH3.5 p258) – Damages and dazes chaotic creatures.
- 5<sup>th</sup> *Dispel Chaos*(PH3.5 p222) – +4 bonus against attacks by chaotic creatures.
- 6<sup>th</sup> *Hold Monster*(PH3.5 p241) – As *Hold Person*, but can effect any creature.
- 7<sup>th</sup> *Dictum*(PH3.5 p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.
- 8<sup>th</sup> *Shield of Law*(PH3.5 p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.
- 9<sup>th</sup> *Summon Monster IX (law)*(PH3.5 p288) – Calls a Lawful extraplanar creature to fight for you.

### Luck (PH3.5 p187)

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

### Magic (PH3.5 p188)

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

### Plant (PH3.5 p188)

- Rebuke / Control Plant Creatures, up to 3 + Charisma modifier times per day.
- Knowledge (nature) is a class skill.

- 1<sup>st</sup> *Entangle*(PH3.5 p227) – Plants entangle everyone in a 40' radius.
- 2<sup>nd</sup> *Barkskin*(PH3.5 p202) – Grants +2 (or higher) enhancement to natural armor.
- 3<sup>rd</sup> *Plant Growth*(PH3.5 p236) – Grows vegetation, improves crops.
- 4<sup>th</sup> *Command Plants*(PH3.5 p211) – Sway the actions of one or more plant creatures.
- 5<sup>th</sup> *Wall of Thorns*(PH3.5 p300) – Thorns damage anyone who tries to pass.
- 6<sup>th</sup> *Repel Wood*(PH3.5 p271) – Pushes away wooden objects.
- 7<sup>th</sup> *Animate Plants*(PH3.5 p199) – One or more trees animate and fight for you.
- 8<sup>th</sup> *Control Plants*(PH3.5 p213) – Control actions of one or more plant creatures.
- 9<sup>th</sup> *Shambler*(PH3.5 p277) – Summons 1d4+2 shambling mounds to fight for you.

### Protection (PH3.5 p188)

- 'Protective Ward' once per day – The touched target gets a Resistance bonus on his/her next saving throw equal to your level. If not used in one hour, the ward dissipates. Activation is a Standard Action.
- 1<sup>st</sup> *Sanctuary*(PH3.5 p274) – Opponents can't attack you and you can't attack.
- 2<sup>nd</sup> *Shield Other*(PH3.5 p278) – You take half of subject's damage.
- 3<sup>rd</sup> *Protection from Energy*(PH3.5 p266) – Absorb 12 damage per level from one kind of energy.
- 4<sup>th</sup> *Spell Immunity*(PH3.5 p281) – Subject is immune to one spell per four levels.
- 5<sup>th</sup> *Spell Resistance*(PH3.5 p282) – Subject gains Spell Resistance of 12 + 1 per level.
- 6<sup>th</sup> *Antimagic Field*(PH3.5 p200) – Negates magic within 10'.
- 7<sup>th</sup> *Repulsion*(PH3.5 p271) – Creatures can't approach you.
- 8<sup>th</sup> *Mind Blank*(PH3.5 p253) – Subject is immune to mental/emotional magic and scrying.
- 9<sup>th</sup> *Prismatic Sphere*(PH3.5 p264) – As *Prismatic Wall*, but surrounds on all sides.

### Strength (PH3.5 p188)

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

- Sun** (PH3.5 p188)  
 ‘Greater Turning’ – Make a normal turning action, but all effected undead are Destroyed. This consumes one of the day’s “turns”. Usable once per day.
- 1<sup>st</sup> *Endure Elements*(PH3.5 p226) – Exist comfortably in hot or cold environments.
- 2<sup>nd</sup> *Heat Metal*(PH3.5 p239) – Makes metal so hot it damages those who touch it.
- 3<sup>rd</sup> *Searing Light*(PH3.5 p275) – Ray deals 1d8 per two levels, more against undead.
- 4<sup>th</sup> *Fire Shield*(PH3.5 p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).
- 5<sup>th</sup> *Flame Strike*(PH3.5 p231) – Smites foes with divine fire (1d6 / level).
- 6<sup>th</sup> *Fire Seeds*(PH3.5 p230) – Acorns and berries become grenades and bombs.
- 7<sup>th</sup> *Sunbeam*(PH3.5 p289) – Beam blinds and deals 4d6 damage.
- 8<sup>th</sup> *Sunburst*(PH3.5 p289) – Blinds all within 10’, deals 6d6 damage.
- 9<sup>th</sup> *Prismatic Sphere*(PH3.5 p264) – As *Prismatic Wall*, but surrounds on all sides.
- Travel** (PH3.5 p188)  
 Survival becomes a class skill. For a total of 1 round per Cleric level per day, the spell *Freedom of Movement* will activate automatically if the Cleric is ever impeded by a magical effect. The *Freedom of Movement* only lasts as long as needed, so the total number of rounds can be split over multiple occurrences.
- 1<sup>st</sup> *Longstrider*(PH3.5 p249) – Increases your speed.
- 2<sup>nd</sup> *Locate Object*(PH3.5 p249) – Senses direction toward object (specific or type).
- 3<sup>rd</sup> *Fly*(PH3.5 p232) – Subject flies at a speed of 60’.
- 4<sup>th</sup> *Dimension Door*(PH3.5 p221) – Teleports you a short distance.
- 5<sup>th</sup> *Teleport*(PH3.5 p292) – Instantly transports you as far as 100 miles per level.
- 6<sup>th</sup> *Find the Path*(PH3.5 p230) – Shows most direct way to a location.
- 7<sup>th</sup> *Teleport, Greater*(PH3.5 p292) – As *Teleport*, but no range limit and off-target arrival.
- 8<sup>th</sup> *Phase Door*(PH3.5 p261) – Invisible passage through wood or stone.
- 9<sup>th</sup> *Astral Projection*(PH3.5 p201) – Projects you and companions into the Astral Plane.
- Trickery** (PH3.5 p189)  
 Bluff, Disguise, & Hide become class skills.
- 1<sup>st</sup> *Disguise Self*(PH3.5 p222) – Changes our appearance.
- 2<sup>nd</sup> *Invisibility*(PH3.5 p245) – Subject is invisible for 1 minute per level or until it attacks.
- 3<sup>rd</sup> *Nondetection*(PH3.5 p257) – Hides subject from divination and scrying.
- 4<sup>th</sup> *Confusion*(PH3.5 p212) – Makes subject behave oddly for 1 round per level.
- 5<sup>th</sup> *False Vision*(PH3.5 p229) – Fools scrying with an illusion.
- 6<sup>th</sup> *Mislead*(PH3.5 p255) – Turns you invisible and creates illusory double.
- 7<sup>th</sup> *Screen*(PH3.5 p274) – Illusion hides area from vision, scrying.
- 8<sup>th</sup> *Polymorph Any Object*(PH3.5 p263)(PH3.5e)+ – Changes any subject into anything else.
- 9<sup>th</sup> *Time Stop*(PH3.5 p294) – You act freely for 1d4+1 rounds.
- War** (PH3.5 p189)  
 Gain Feat: *Martial Weapon Proficiency* and Feat: *Weapon Focus* in the deity’s favored weapon.
- 1<sup>st</sup> *Magic Weapon*(PH3.5 p251) – Weapon gains +1 enhancement bonus.
- 2<sup>nd</sup> *Spiritual Weapon*(PH3.5 p283) – Magical weapon attacks on its own.
- 3<sup>rd</sup> *Magic Vestment*(PH3.5 p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
- 4<sup>th</sup> *Divine Power*(PH3.5 p224) – You gain attack bonus, +6 to Str, and 1 hp per level.
- 5<sup>th</sup> *Flame Strike*(PH3.5 p231) – Smites foes with divine fire (1d6 / level).
- 6<sup>th</sup> *Blade Barrier*(PH3.5 p205) – Wall of blades deals 1d6 per level damage.
- 7<sup>th</sup> *Power Word Blind*(PH3.5 p263) – Blinds creatures with 200 hp or less.
- 8<sup>th</sup> *Power Word Stun*(PH3.5 p263) – Stuns creatures with 150 hp or less.
- 9<sup>th</sup> *Power Word Kill*(PH3.5 p263) – Kills one creature with 100 hp or less.
- Water** (PH3.5 p189)  
 Rebuke / Control / Bolster Water Elementals –or– Turn / Destroy Fire Elementals, up to 3 + Charisma modifier times per day.
- 1<sup>st</sup> *Obscuring Mist*(PH3.5 p258) – Fog surrounds you.
- 2<sup>nd</sup> *Fog Cloud*(PH3.5 p232) – Fog obscures vision.
- 3<sup>rd</sup> *Water Breathing*(PH3.5 p300) – Subject can breathe underwater.
- 4<sup>th</sup> *Control Water*(PH3.5 p214) – Raises, lowers bodies of water.
- 5<sup>th</sup> *Ice Storm*(PH3.5 p243) – Hail deals 5d6 damage in cylinder 40’ across.
- 6<sup>th</sup> *Cone of Cold*(PH3.5 p212) – 1d6 cold damage per level (max 15d6).
- 7<sup>th</sup> *Acid Fog*(PH3.5 p196) – Fog deals acid damage.
- 8<sup>th</sup> *Horrid Wilting*(PH3.5 p242) – Deals 1d6 damage per level within 30’.
- 9<sup>th</sup> *Elemental Swarm (water)*(PH3.5 p226) – Summons 2d4 Large, 1d4 Huge Water Elementals.

## Cleric Spell List

## Wisdom-based Prepared Divine Spells

0<sup>th</sup> 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>Inflict Minor Wounds</i>(PH3.5 p244) – Touch attack, 1 point of damage.</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>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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1<sup>st</sup> Level

<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 &amp; saves vs. fear.</p> <p><i>Bless Water</i>(PH3.5 p205) – Makes Holy Water.</p> <p><i>Cause Fear</i>(PH3.5 p208) – One creature of 5HD or less flees for 1d4 rounds.</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>Curse Water</i>(PH3.5 p216) – Makes Unholy Water.</p> <p><i>Deathwatch</i>(PH3.5 p217) – Reveals how near death subjects within 30’ are.</p> <p><i>Detect Chaos</i>(PH3.5 p218) – Reveals chaotic creatures, spells, or objects.</p> <p><i>Detect Evil</i>(PH3.5 p218) – Reveals evil creatures, spells, or objects.</p> <p><i>Detect Good</i>(PH3.5 p219) – Reveals good creatures, spells, or objects.</p>	<p><i>Detect Law</i>(PH3.5 p219) – Reveals lawful creatures, spells, or objects.</p> <p><i>Detect Undead</i>(PH3.5 p220) – Reveals undead within 60’.</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>Hide from Undead</i>(PH3.5 p241) – Undead can’t perceive one subject per level.</p> <p><i>Inflict Light Wounds</i>(PH3.5 p244) – Touch deals 1d8 damage +1 per level (max +5).</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>Obscuring Mist</i>(PH3.5 p258) – Fog surrounds you.</p>	<p><i>Protection from Chaos</i>(PH3.5 p266) – +2 bonus to AC &amp; saves against chaos, counters mind control, &amp; hedges out elementals &amp; outsiders.</p> <p><i>Protection from Evil</i>(PH3.5 p266) – +2 bonus to AC &amp; saves against evil, counters mind control, &amp; hedges out elementals &amp; outsiders.</p> <p><i>Protection from Good</i>(PH3.5 p266) – +2 bonus to AC &amp; saves against good, counters mind control, &amp; hedges out elementals &amp; outsiders.</p> <p><i>Protection from Law</i>(PH3.5 p266) – +2 bonus to AC &amp; saves against law, counters mind control, &amp; hedges out elementals &amp; 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>Sanctuary</i>(PH3.5 p274) – Opponents can’t attack you and you can’t attack.</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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2<sup>nd</sup> Level

<p><i>Aid</i>(PH3.5 p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)</p> <p><i>Align Weapon</i>(PH3.5 p197) – Weapon becomes good, evil, lawful, or chaotic.</p> <p><i>Augury</i>(PH3.5 p202) – Leans whether an action will be good or bad.</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>Consecrate</i>(PH3.5 p212) – Fills area with positive energy, making undead weaker.</p> <p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Darkness</i>(PH3.5 p216) – 20’ radius of supernatural shadow.</p> <p><i>Death Knell</i>(PH3.5 p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.</p> <p><i>Delay Poison</i>(PH3.5 p217) – Stops poison from harming subject for 1 hour 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>Entrhall</i>(PH3.5 p227) – Captivates all within 100’ + 10’ per level.</p> <p><i>Find Traps</i>(PH3.5 p230) – Notice traps as a rogue does.</p> <p><i>Gentle Repose</i>(PH3.5 p234) – Preserves one corpse.</p> <p><i>Hold Person</i>(PH3.5 p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Inflict Moderate Wounds</i>(PH3.5 p244) – Touch attack, 2d8 +1 per level (max +10).</p> <p><i>Make Whole</i>(PH3.5 p252) – Repairs an object.</p> <p><i>Owl’s Wisdom</i>(PH3.5 p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Remove Paralysis</i>(PH3.5 p271) – Frees one or more creatures from paralysis, hold, or <i>Slow</i>.</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>Shatter</i>(PH3.5 p278) – Sonic vibration damages objects or crystalline creatures.</p> <p><i>Shield Other</i>(PH3.5 p278) – You take half of subject’s damage.</p> <p><i>Silence</i>(PH3.5 p279) – Negate sound in 15’ radius.</p> <p><i>Sound Burst</i>(PH3.5 p281) – Deals 1d8 sonic damage to subjects; may stun them.</p> <p><i>Spiritual Weapon</i>(PH3.5 p283) – Magical weapon attacks on its own.</p> <p><i>Status</i>(PH3.5 p284) – Monitors condition &amp; position of allies.</p> <p><i>Summon Monster II</i>(PH3.5 p286) – Summons an extraplanar creature to fight for you.</p> <p><i>Undetectable Alignment</i>(PH3.5 p297) – Conceals alignment for 24 hours.</p> <p><i>Zone of Truth</i>(PH3.5 p303) – Subjects within range cannot lie.</p>
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3<sup>rd</sup> Level

<p><i>Animate Dead</i>(PH3.5 p198) – Creates undead skeletons and zombies.</p> <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>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>Continual Flame</i>(PH3.5 p213) – Makes a permanent, heatless torch.</p> <p><i>Create Food and Water</i>(PH3.5 p214) – Feeds 3 humans (or 1 horse) per level.</p> <p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Daylight</i>(PH3.5 p216) – 60' radius of bright light.</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>Glyph of Warding</i>(PH3.5 p236) – Inscription harms those who pass it.</p> <p><i>Helping Hand</i>(PH3.5 p239) – Ghostly hand leads subject to you.</p>	<p><i>Inflct Serious Wounds</i>(PH3.5 p244) – Touch attack, 3d8 +1 per level (max +15).</p> <p><i>Invisibility Purge</i>(PH3.5 p245) – Dispels invisibility within 5' per level.</p> <p><i>Locate Object</i>(PH3.5 p249) – Senses direction toward object (specific or type).</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>Magic Vestment</i>(PH3.5 p251) – Armor, shield, or clothes gain +1 enhancement per four levels.</p> <p><i>Meld into Stone</i>(PH3.5 p252) – You and your gear merge with stone.</p> <p><i>Obscure Object</i>(PH3.5 p258) – Masks object against scrying.</p>	<p><i>Prayer</i>(PH3.5 p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p><i>Protection from Energy</i>(PH3.5 p266) – Absorb 12 damage per level from one kind of energy.</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>Searing Light</i>(PH3.5 p275) – Ray deals 1d8 per two levels, more against undead.</p> <p><i>Speak with Dead</i>(PH3.5 p281) – Corpse answer one question per two levels.</p> <p><i>Stone Shape</i>(PH3.5 p284)(PH3.5e)+ – Sculpts stone into any shape.</p> <p><i>Summon Monster III</i>(PH3.5 p286) – Summons an extraplanar creature to fight for you.</p> <p><i>Water Breathing</i>(PH3.5 p300) – Subject can breathe underwater.</p> <p><i>Water Walk</i>(PH3.5 p300) – Subject treads on water as if solid.</p> <p><i>Wind Wall</i>(PH3.5 p302) – Deflects arrows, smaller creatures, and gases.</p>
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4<sup>th</sup> Level

<p><i>Air Walk</i>(PH3.5 p196) – Subject treads on air as if solid (climb at 45 degree angle).</p> <p><i>Control Water</i>(PH3.5 p214) – Raises, lowers bodies of water.</p> <p><i>Cure Critical Wounds</i>(PH3.5 p215) – Cures 4d8 + 1 per level (max. +20).</p> <p><i>Death Ward</i>(PH3.5 p217) – Grants immunity to death spells and negative energy effects.</p> <p><i>Dimensional Anchor</i>(PH3.5 p221)(PH3.5 p250)+ – Bars extradimensional movement.</p> <p><i>Discern Lies</i>(PH3.5 p221) – Reveals deliberate falsehoods.</p> <p><i>Dismissal</i>(PH3.5 p222) – Forces a creature to return to native plane.</p> <p><i>Divination</i>(PH3.5 p224) – Provides useful advice for specific proposed actions.</p>	<p><i>Divine Power</i>(PH3.5 p224) – You gain attack bonus, +6 to Str, and 1 hp per level.</p> <p><i>Freedom of Movement</i>(PH3.5 p233) – Subject moves normally despite impediments.</p> <p><i>Giant Vermin</i>(PH3.5 p235) – Turns centipedes, scorpions, or spiders into giant vermin.</p> <p><i>Magic Weapon, Greater</i>(PH3.5 p251) – +1 bonus per four levels (max +5).</p> <p><i>Imbue with Spell Ability</i>(PH3.5 p243) – Transfer spells to subject.</p> <p><i>Inflct Critical Wounds</i>(PH3.5 p244) – Touch attack, 4d8 + 1 per level (max +20).</p> <p><i>Magic Weapon, Greater</i>(PH3.5 p251) – +1 bonus per four levels (max +5).</p> <p><i>Neutralize Poison</i>(PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.</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>Repel Vermin</i>(PH3.5 p271) – Insects, spiders, and other vermin stay 10' away.</p> <p><i>Restoration</i>(PH3.5 p272) – Restores level and ability score drains.</p> <p><i>Sending</i>(PH3.5 p275) – Delivers a short message anywhere, instantly.</p> <p><i>Spell Immunity</i>(PH3.5 p281) – Subject is immune to one spell per four levels.</p> <p><i>Summon Monster IV</i>(PH3.5 p286) – Calls an extraplanar creature to fight for you.</p> <p><i>Tongues</i>(PH3.5 p294) – Speak any language.</p>
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5<sup>th</sup> Level

<p><i>Atonement</i>(PH3.5 p201) – Removes burden of misdeeds from subject.</p> <p><i>Break Enchantment</i>(PH3.5 p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Command, Greater</i>(PH3.5 p211) – As <i>Command</i>, but affects one subject per level.</p> <p><i>Cure Light Wounds, Mass</i>(PH3.5 p216) – Cures 1d8 + 1 / level damage for many creatures.</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>Disrupting Weapon</i>(PH3.5 p223) – Melee weapon destroys undead.</p> <p><i>Flame Strike</i>(PH3.5 p231) – Smites foes with divine fire (1d6 / level).</p> <p><i>Hallow</i>(PH3.5 p238) – Designates location as Holy.</p> <p><i>Inflct Light Wounds, Mass</i>(PH3.5 p244) – Deals 1d8 + 1 / level to many creatures.</p> <p><i>Insect Plague</i>(PH3.5 p244) – Locust swarms attack creatures.</p> <p><i>Mark of Justice</i>(PH3.5 p252) – Designates action that will trigger cure on subject.</p> <p><i>Plane Shift</i>(PH3.5 p262) – As many as eight subjects travel to another plane.</p> <p><i>Raise Dead</i>(PH3.5 p268) – Restores life to subject who died up to 1 day per level ago.</p> <p><i>Righteous Might</i>(PH3.5 p273) – Your size increases and you gain combat bonuses.</p>	<p><i>Scrying</i>(PH3.5 p274)(PH3.5e)+ – Spies on subject from a distance.</p> <p><i>Slay Living</i>(PH3.5 p280) – Touch attack kills target.</p> <p><i>Spell Resistance</i>(PH3.5 p282) – Subject gains Spell Resistance of 12 + 1 per level.</p> <p><i>Summon Monster V</i>(PH3.5 p287) – Summons an extraplanar creature to fight for you.</p> <p><i>Symbol of Pain</i>(PH3.5 p290) – Triggered rune wracks nearby creatures with pain.</p> <p><i>Symbol of Sleep</i>(PH3.5 p291) – Triggered rune puts nearby creatures into a catatonic slumber.</p> <p><i>True Seeing</i>(PH3.5 p296) – See all things as they really are.</p> <p><i>Unhallow</i>(PH3.5 p297) – Designates location as Unholy.</p> <p><i>Wall of Stone</i>(PH3.5 p299) – Creates a stone wall that can be shaped.</p>
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6<sup>th</sup> Level

<p><i>Animate Objects</i>(PH3.5 p199) – Objects attack your foes.</p> <p><i>Antilife Shell</i>(PH3.5 p199) – 10' radius field hedges out living creatures.</p> <p><i>Banishment</i>(PH3.5 p202) – Banishes 2 HD per level of extraplanar creatures.</p> <p><i>Bear's Endurance</i>, <i>Mass</i>(PH3.5 p203) – As <i>Bear's Endurance</i>, affects one subject per level.</p> <p><i>Blade Barrier</i>(PH3.5 p205) – Wall of blades deals 1d6 per level damage.</p> <p><i>Bull's Strength</i>, <i>Mass</i>(PH3.5 p207) – As <i>Bull's Strength</i>, affects one subject per level.</p> <p><i>Create Undead</i>(PH3.5 p215) – Create ghouls, ghouls, mummies, or mohrgs.</p> <p><i>Cure Moderate Wounds</i>, <i>Mass</i>(PH3.5 p216) – Cures 2d8 damage +1 per level for many creatures.</p> <p><i>Dispel Magic</i>, <i>Greater</i>(PH3.5 p210)(PH3.5e)+ – As <i>Dispel Magic</i>, but up to +20 on the check.</p>	<p><i>Eagle's Splendor</i>, <i>Mass</i>(PH3.5 p225) – As <i>Eagle's Splendor</i>, affects one subject per level.</p> <p><i>Find the Path</i>(PH3.5 p230) – Shows most direct way to a location.</p> <p><i>Forbiddance</i>(PH3.5 p232) – Blocks planar travel, damages creatures of different alignment.</p> <p><i>Geas/Quest</i>(PH3.5 p234) – As <i>Lesser Geas</i>, plus it affects any creature.</p> <p><i>Glyph of Warding</i>, <i>Greater</i>(PH3.5 p237) – As <i>Glyph of Warding</i>, but up to 10d8 damage or a 6<sup>th</sup> level spell.</p> <p><i>Harm</i>(PH3.5 p239) – Deals 10 hp per level to target</p> <p><i>Heal</i>(PH3.5 p239) – Cures 10 points per level, all diseases and mental conditions.</p> <p><i>Heroes' Feast</i>(PH3.5 p240) – Ford for one creature per level, cures, and grants combat bonuses.</p>	<p><i>InFLICT Moderate Wounds</i>, <i>Mass</i>(PH3.5 p244) – Deals 2d8 + 1 / level to many creatures.</p> <p><i>Owl's Wisdom</i>, <i>Mass</i>(PH3.5 p259) – As <i>Owl's Wisdom</i>, affects one subject per level.</p> <p><i>Planar Ally</i>(PH3.5 p261) – As <i>Planar Ally</i>, <i>Lesser</i>, but up to 12 HD.</p> <p><i>Summon Monster VI</i>(PH3.5 p287) – Summons an extraplanar creature to fight for you.</p> <p><i>Symbol of Fear</i>(PH3.5 p290) – Triggered rune panics nearby creatures.</p> <p><i>Symbol of Persuasion</i>(PH3.5 p290) – Triggered rune charms nearby creatures.</p> <p><i>Undeath to Death</i>(PH3.5 p297) – Destroys 1d4 per level HD of undead (max 20d4).</p> <p><i>Wind Walk</i>(PH3.5 p302) – You and your allies turn vaporous and travel fast.</p> <p><i>Word of Recall</i>(PH3.5 p303) – Teleports you back to a designated place.</p>
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7<sup>th</sup> Level

<p><i>Blasphemy</i>(PH3.5 p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects.</p> <p><i>Control Weather</i>(PH3.5 p214) – Changes weather in local area.</p> <p><i>Cure Serious Wounds</i>, <i>Mass</i>(PH3.5 p216) – Cures 3d8 damage +1 per level for many creatures.</p> <p><i>Destruction</i>(PH3.5 p218) – Kills subject and destroys remains.</p> <p><i>Dictum</i>(PH3.5 p220) – Kills, paralyzes, slows, or deafens non-lawful subjects.</p> <p><i>Ethereal Jaunt</i>(PH3.5 p227) – You become ethereal for 1 round per level.</p>	<p><i>Holy Word</i>(PH3.5 p242) – Kills, paralyzes, blinds, or deafens non-good subjects.</p> <p><i>InFLICT Serious Wounds</i>, <i>Mass</i>(PH3.5 p244) – Deals 3d8 + 1 / level to many creatures.</p> <p><i>Refuge</i>(PH3.5 p270) – Alters item to transport its possessor to you.</p> <p><i>Regenerate</i>(PH3.5 p270) – Subject's severed limbs grow back, cures 4d8 damage +1 per level (max +35).</p> <p><i>Repulsion</i>(PH3.5 p271) – Creatures can't approach you.</p> <p><i>Restoration</i>, <i>Greater</i>(PH3.5 p272) – As <i>Restoration</i>, plus restores all levels and ability scores.</p>	<p><i>Resurrection</i>(PH3.5 p273) – Fully restore dead subject.</p> <p><i>Scrying</i>, <i>Greater</i>(PH3.5 p275)(PH3.5e)+ – As <i>Scrying</i>, but faster and longer.</p> <p><i>Summon Monster VII</i>(PH3.5 p287) – Summons an extraplanar creature to fight for you.</p> <p><i>Symbol of Stunning</i>(PH3.5 p291) – Triggered rune stuns nearby creatures.</p> <p><i>Symbol of Weakness</i>(PH3.5 p291) – Triggered rune weakens nearby creatures.</p> <p><i>Word of Chaos</i>(PH3.5 p2303) – Kills, confuses, stuns, or deafens non-chaotic subjects.</p>
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8<sup>th</sup> Level

<p><i>Antimagic Field</i>(PH3.5 p200) – Negates magic within 10'.</p> <p><i>Cloak of Chaos</i>(PH3.5 p210) – +4 to AC, +4 resistance, SR 25 vs. lawful spells.</p> <p><i>Create Greater Undead</i>(PH3.5 p215) – Creates shadows, wraiths, spectres, or devourers.</p> <p><i>Cure Critical Wounds</i>, <i>Mass</i>(PH3.5 p216) – Cures 4d8 damage +1 per level for many creatures.</p> <p><i>Dimensional Lock</i>(PH3.5 p221) – Teleportation and interplanar travel are blocked for 1 day per level.</p> <p><i>Discern Location</i>(PH3.5 p222) – Reveals the exact location of a creature or object.</p>	<p><i>Earthquake</i>(PH3.5 p225) – Intense tremor shakes 5' per level radius.</p> <p><i>Fire Storm</i>(PH3.5 p231) – Deals 1d6 per level fire damage.</p> <p><i>Holy Aura</i>(PH3.5 p241) – +4 to AC, +4 resistance, SR25 against good spells.</p> <p><i>InFLICT Critical Wounds</i>, <i>Mass</i>(PH3.5 p244) – Deals 3d8 + 1 / level to many creatures.</p> <p><i>Planar Ally</i>, <i>Greater</i>(PH3.5 p261) – As <i>Lesser Planar Ally</i>, but up to 18 HD.</p>	<p><i>Shield of Law</i>(PH3.5 p278) – +4 to AC, +4 resistance, SR25 against chaotic spells.</p> <p><i>Spell Immunity</i>, <i>Greater</i>(PH3.5 p281) – As <i>Spell Immunity</i>, but up to 8<sup>th</sup> level spells.</p> <p><i>Summon Monster VIII</i>(PH3.5 p287) – Summons an extraplanar creature to fight for you.</p> <p><i>Symbol of Death</i>(PH3.5 p289) – Triggered rune slays nearby creatures.</p> <p><i>Symbol of Insanity</i>(PH3.5 p290) – Triggered rune renders nearby creatures insane.</p> <p><i>Unholy Aura</i>(PH3.5 p297) – +4 to AC, +4 resistance, SR25 against good spells.</p>
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9<sup>th</sup> Level

<p><i>Astral Projection</i>(PH3.5 p201) – Projects you and companions into the Astral Plane.</p> <p><i>Energy Drain</i>(PH3.5 p226) – Subject gains 2d4 negative levels.</p> <p><i>Etherealness</i>(PH3.5 p228) – Travel to Ethereal Plane with companions.</p> <p><i>Gate</i>(PH3.5 p234) – Connects two planes for travel or summoning.</p>	<p><i>Heal</i>, <i>Mass</i>(PH3.5 p239) – As <i>Heal</i>, but with several subjects.</p> <p><i>Impllosion</i>(PH3.5 p243) – Kills one creature per round.</p> <p><i>Miracle</i>(PH3.5 p254) – Requests a deity's intercession.</p> <p><i>Soul Bind</i>(PH3.5 p226) – Traps newly dead soul to prevent <i>Resurrection</i>.</p>	<p><i>Storm of Vengeance</i>(PH3.5 p285) – Storm rains acid, lightning, and hail.</p> <p><i>Summon Monster IX</i>(PH3.5 p288) – Summons an extraplanar creature to fight for you.</p> <p><i>True Resurrection</i>(PH3.5 p296) – As <i>Resurrection</i>, plus remains aren't needed.</p>
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## Druid Spell List

## Wisdom-based Prepared Divine Spells

0<sup>th</sup> Level

<i>Create Water</i> (PH3.5 p215) – Creates 2 gallons/level of pure water.	<i>Flare</i> (PH3.5 p232) – Dazzles one creature (–1 on attack rolls).	<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>Know Direction</i> (PH3.5 p246) – You discern north.	<i>Resistance</i> (PH3.5 p272) – Subject gains +1 resistance bonus on all saving throws.
<i>Detect Poison</i> (PH3.5 p219) – Detects poison in one creature or small object.	<i>Light</i> (PH3.5 p248) – Object shines like a torch.	<i>Virtue</i> (PH3.5 p289) – Subject gains 1 temporary hp.
	<i>Mending</i> (PH3.5 p253) – Makes minor repairs on an object.	

1<sup>st</sup> Level

<i>Calm Animals</i> (PH3.5 p207) – Calms (2d4 + level) HD of animals.	<i>Faerie Fire</i> (PH3.5 p229) – Outline subjects with light, canceling <i>Blur</i> , concealment, etc.	<i>Obscuring Mist</i> (PH3.5 p258) – Fog surrounds you.
<i>Charm Animal</i> (PH3.5 p208) – Makes one animal your friend.	<i>Goodberry</i> (PH3.5 p237) – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).	<i>Pass without Trace</i> (PH3.5 p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.
<i>Detect Animals or Plants</i> (PH3.5 p218) – Detects species of animals or plants.	<i>Hide from Animals</i> (PH3.5 p241) – Animals can’t perceive one subject per level.	<i>Produce Flame</i> (PH3.5 p265) – 1d6 damage + 1 per level, touch or thrown.
<i>Detect Snares and Pits</i> (PH3.5 p220) – Reveals natural or primitive traps.	<i>Jump</i> (PH3.5 p246) – Subject gains bonus on Jump checks.	<i>Shillelagh</i> (PH3.5 p278) – Cudgel or quarterstaff becomes a +1 weapon for 1 minute per level.
<i>Endure Elements</i> (PH3.5 p226) – Exist comfortably in hot or cold environments.	<i>Longstrider</i> (PH3.5 p249) – Increases your speed.	<i>Speak with Animals</i> (PH3.5 p281) – You can communicate with animals.
<i>Entangle</i> (PH3.5 p227) – Plants entangle everyone in a 40’ radius.	<i>Magic Fang</i> (PH3.5 p250) – One natural weapon of subject creature gets +1 on attack and damage.	<i>Summon Nature’s Ally I</i> (PH3.5 p288) – Calls creature to fight.
	<i>Magic Stone</i> (PH3.5 p251) – Three stones become +1 projectiles, 1d6+1 damage.	

2<sup>nd</sup> Level

<i>Animal Messenger</i> (PH3.5 p198) – Sends a Tiny animal to a specific place.	<i>Flame Blade</i> (PH3.5 p231) – Touch attack deals 1d8 + 1 per 2 levels damage.	<i>Restoration, Lesser</i> (PH3.5 p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
<i>Animal Trance</i> (PH3.5 p198) – Fascinates 2d6 HD of animals.	<i>Flaming Sphere</i> (PH3.5 p232) – Creates a ball of fire, 2d6 damage, lasts 1 round per level.	<i>Soften Earth and Stone</i> (PH3.5 p280) – Turns stone to clay or dirt to sand or mud.
<i>Barkskin</i> (PH3.5 p202) – Grants +2 (or higher) enhancement to natural armor.	<i>Fog Cloud</i> (PH3.5 p232) – Fog obscures vision.	<i>Spider Climb</i> (PH3.5 p283) – Grants ability to walk on walls & ceilings.
<i>Bear’s Endurance</i> (PH3.5 p203) – Subject gains +4 Constitution for 1 minute per level.	<i>Gust of Wind</i> (PH3.5 p238) – Blows away or knocks down smaller creatures.	<i>Summon Nature’s Ally II</i> (PH3.5 p288) – Calls creature to fight.
<i>Bull’s Strength</i> (PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.	<i>Heat Metal</i> (PH3.5 p239) – Makes metal so hot it damages those who touch it.	<i>Summon Swarm</i> (PH3.5 p289) – Summons a swarm of bats, rats, or spiders.
<i>Cat’s Grace</i> (PH3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.	<i>Hold Animal</i> (PH3.5 p241) – Paralyzes one animal for 1 round per level.	<i>Tree Shape</i> (PH3.5 p296) – You look exactly like a tree for 1 hour per level.
<i>Chill Metal</i> (PH3.5 p209) – Cold metal damages those who touch it.	<i>Owl’s Wisdom</i> (PH3.5 p259) – Subject gains +4 Wisdom for 1 minute per level.	<i>Warp Wood</i> (PH3.5 p300) – Bends wood (shaft, handle, door, plank).
<i>Delay Poison</i> (PH3.5 p217) – Stops poison from harming subject for 1 hour per level.	<i>Reduce Animal</i> (PH3.5 p269) – Shrinks one willing animal.	<i>Wood Shape</i> (PH3.5 p303) – Rearranges wooden objects to suit you.
<i>Fire Trap</i> (PH3.5 p231) – Opened object deals 1d4 + 1 per level fire damage.	<i>Resist Energy</i> (PH3.5 p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.	

3<sup>rd</sup> Level

<i>Call Lightning</i> (PH3.5 p207) – Calls down lightning bolts (3d6 per bolt) from the sky.	<i>Meld into Stone</i> (PH3.5 p252) – You and your gear merge with stone.	<i>Sleet Storm</i> (PH3.5 p280) – Hampers vision and movement.
<i>Contagion</i> (PH3.5 p213) – Infects subject with chosen disease.	<i>Neutralize Poison</i> (PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.	<i>Snare</i> (PH3.5 p280) – Creates a magical booby trap.
<i>Cure Moderate Wounds</i> (PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).	<i>Plant Growth</i> (PH3.5 p262) – Grows vegetation, improves crops.	<i>Speak with Plants</i> (PH3.5 p282) – You can talk to normal plants and plant creatures.
<i>Daylight</i> (PH3.5 p216) – 60’ radius of bright light.	<i>Poison</i> (PH3.5 p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.	<i>Spike Growth</i> (PH3.5 p283) – Creatures in area take 1d4 damage, may be slowed.
<i>Diminish Plants</i> (PH3.5 p221) – Reduces size or blights growth of normal plants.	<i>Protection from Energy</i> (PH3.5 p266) – Absorb 12 damage per level from one kind of energy.	<i>Stone Shape</i> (PH3.5 p284)(PH3.5e)+ – Sculpt stone into any shape.
<i>Dominate Animal</i> (PH3.5 p224) – Subject animal obeys silent mental commands.	<i>Quench</i> (PH3.5 p267) – Extinguishes nonmagical fires or one magic item.	<i>Summon Nature’s Ally III</i> (PH3.5 p288) – Calls creature to fight.
<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.	<i>Remove Disease</i> (PH3.5 p271) – Cures all diseases affecting subject.	<i>Water Breathing</i> (PH3.5 p300) – Subject can breathe underwater.
		<i>Wind Wall</i> (PH3.5 p302) – Deflects arrows, smaller creatures, and gases.

4<sup>th</sup> Level

<p><i>Air Walk</i>(PH3.5 p196) – Subject treads on air as if solid (climb at 45 degree angle).</p> <p><i>Antiplant Shell</i>(PH3.5 p200) – Keeps animated plants at bay.</p> <p><i>Blight</i>(PH3.5 p206) – Withers one plant or deals 1d6 per level damage to a plant creature.</p> <p><i>Command Plants</i>(PH3.5 p211) – Sway the actions of one or more plant creatures.</p> <p><i>Control Water</i>(PH3.5 p214) – Raises, lowers bodies of water.</p> <p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p>	<p><i>Dispel Magic</i>(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.</p> <p><i>Flame Strike</i>(PH3.5 p231) – Smites foes with divine fire (1d6 / level).</p> <p><i>Freedom of Movement</i>(PH3.5 p233) – Subject moves normally despite impediments.</p> <p><i>Giant Vermin</i>(PH3.5 p235) – Turns centipedes, scorpions, or spiders into giant vermin.</p> <p><i>Ice Storm</i>(PH3.5 p243) – Hail deals 5d6 damage in cylinder 40' across.</p> <p><i>Reincarnate</i>(PH3.5 p270) – Brings dead subject back in a random humanoid body.</p>	<p><i>Repel Vermin</i>(PH3.5 p271) – Insects, spiders, and other vermin stay 10' away.</p> <p><i>Rusting Grasp</i>(PH3.5 p273) – Your touch corrodes iron and alloys.</p> <p><i>Scrying</i>(PH3.5 p274)(PH3.5e)+ – Spies on subject from a distance.</p> <p><i>Spike Stones</i>(PH3.5 p283) – Creatures in area take 1d8 damage, may be slowed.</p> <p><i>Summon Nature's Ally IV</i>(PH3.5 p288) – Calls creature to fight.</p>
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5<sup>th</sup> Level

<p><i>Animal Growth</i>(PH3.5 p198) – One animal per two levels doubles in size.</p> <p><i>Atonement</i>(PH3.5 p201) – Removes burden of misdeeds from subject.</p> <p><i>Awaken</i>(PH3.5 p202) – Animal or tree gains human intellect.</p> <p><i>Baleful Polymorph</i>(PH3.5 p202) – Transforms subject into a harmless animal.</p> <p><i>Call Lightning Storm</i>(PH3.5 p207) – As <i>Call Lightning</i>, but 5d6 damage per bolt.</p> <p><i>Commune with Nature</i>(PH3.5 p211) – Learn about terrain for one mile per level.</p>	<p><i>Control Winds</i>(PH3.5 p214) – Change wind direction and speed.</p> <p><i>Cure Critical Wounds</i>(PH3.5 p215) – Cures 4d8 + 1 per level (max. +20).</p> <p><i>Death Ward</i>(PH3.5 p217) – Grants immunity to death spells and negative energy effects.</p> <p><i>Hallow</i>(PH3.5 p238) – Designates location as Holy.</p> <p><i>Insect Plague</i>(PH3.5 p244) – Locust swarms attack creatures.</p> <p><i>Stoneskin</i>(PH3.5 p284) – Ignore 10 points of damage per attack.</p> <p><i>Summon Nature's Ally V</i>(PH3.5 p289) – Calls creature to fight.</p>	<p><i>Transmute Mud to Rock</i>(PH3.5 p295) – Transforms two 10' cubes per level.</p> <p><i>Transmute Rock to Mud</i>(PH3.5 p295) – Transforms two 10' cubes per level.</p> <p><i>Tree Stride</i>(PH3.5 p296) – Step from one tree to another far away.</p> <p><i>Unhallow</i>(PH3.5 p297) – Designates location as Unholy.</p> <p><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.</p> <p><i>Wall of Thorns</i>(PH3.5 p300) – Thorns damage anyone who tries to pass.</p>
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6<sup>th</sup> Level

<p><i>Antilife Shell</i>(PH3.5 p199) – 10' radius field hedges out living creatures.</p> <p><i>Bear's Endurance, Mass</i>(PH3.5 p203) – As <i>Bear's Endurance</i>, affects one subject per level.</p> <p><i>Bull's Strength, Mass</i>(PH3.5 p207) – As <i>Bull's Strength</i>, affects one subject per level.</p> <p><i>Cat's Grace, Mass</i>(PH3.5 p208) – As <i>Cat's Grace</i>, affects one subject per level.</p> <p><i>Cure Light Wounds, Mass</i>(PH3.5 p216) – Cures 1d8 damage +1 per level for many creatures.</p> <p><i>Dispel Magic, Greater</i>(PH3.5 p210)(PH3.5e)+ – As <i>Dispel Magic</i>, but up to +20 on the check.</p>	<p><i>Find the Path</i>(PH3.5 p230) – Shows most direct way to a location.</p> <p><i>Fire Seeds</i>(PH3.5 p230) – Acorns and berries become grenades and bombs.</p> <p><i>Ironwood</i>(PH3.5 p246) – Magical wood is as strong as steel.</p> <p><i>Liveoak</i>(PH3.5 p248) – Oak becomes a treant guardian.</p> <p><i>Move Earth</i>(PH3.5 p257) – Digs trenches and builds hills.</p> <p><i>Owl's Wisdom, Mass</i>(PH3.5 p259) – As <i>Owl's Wisdom</i>, affects one subject per level.</p>	<p><i>Repel Wood</i>(PH3.5 p271) – Pushes away wooden objects.</p> <p><i>Spellstaff</i>(PH3.5 p282) – Stores one spell in wooden quarterstaff.</p> <p><i>Stone Tell</i>(PH3.5 p284) – Talk to natural or worked stone.</p> <p><i>Summon Nature's Ally VI</i>(PH3.5 p289) – Calls creature to fight.</p> <p><i>Transport via Plants</i>(PH3.5 p295)(PH3.5e)+ – Move instantly from one plant to another of the same species.</p> <p><i>Wall of Stone</i>(PH3.5 p299) – Creates a stone wall that can be shaped.</p>
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7<sup>th</sup> Level

<p><i>Animate Plants</i>(PH3.5 p199) – One or more trees animate and fight for you.</p> <p><i>Changestaff</i>(PH3.5 p207) – Your staff becomes a treant on command.</p> <p><i>Control Weather</i>(PH3.5 p214) – Changes weather in local area.</p> <p><i>Creeping Doom</i>(PH3.5 p214) – Swarms of centipedes attack at your command.</p> <p><i>Cure Moderate Wounds, Mass</i>(PH3.5 p216) – Cures 2d8 damage + 1 per level for many creatures.</p>	<p><i>Fire Storm</i>(PH3.5 p231) – Deals 1d6 per level fire damage.</p> <p><i>Heal</i>(PH3.5 p239) – Cures 10 points per level, all diseases and mental conditions.</p> <p><i>Scrying, Greater</i>(PH3.5 p275)(PH3.5e)+ – As <i>Scrying</i>, but faster and longer.</p> <p><i>Summon Nature's Ally VII</i>(PH3.5 p289) – Calls creature to fight.</p> <p><i>Sunbeam</i>(PH3.5 p289) – Beam blinds and deals 4d6 damage.</p>	<p><i>Transmute Metal to Wood</i>(PH3.5 p294) – Metal within 40' becomes wood.</p> <p><i>True Seeing</i>(PH3.5 p296) – See all things as they really are.</p> <p><i>Wind Walk</i>(PH3.5 p302) – You and your allies turn vaporous and travel fast.</p>
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8<sup>th</sup> Level

<p><i>Animal Shapes</i>(PH3.5 p198) – One ally per level polymorphs into chosen animal.</p> <p><i>Control Plants</i>(PH3.5 p213) – Control actions of one or more plant creatures.</p> <p><i>Cure Serious Wounds, Mass</i>(PH3.5 p216) – Cures 3d8 damage +1 per level for many creatures.</p>	<p><i>Earthquake</i>(PH3.5 p225) – Intense tremor shakes 5' per level radius.</p> <p><i>Finger of Death</i>(PH3.5 p230) – Kills one subject.</p> <p><i>Repel Metal or Stone</i>(PH3.5 p271) – Pushes away metal and stone.</p> <p><i>Reverse Gravity</i>(PH3.5 p273) – Objects and creatures fall upward.</p>	<p><i>Summon Nature's Ally VIII</i>(PH3.5 p289) – Carpet of insects attacks at your command.</p> <p><i>Sunburst</i>(PH3.5 p289) – Blinds all within 10', deals 6d6 damage.</p> <p><i>Whirlwind</i>(PH3.5 p301) – Cyclone inflicts damage and can pick up creatures.</p> <p><i>Word of Recall</i>(PH3.5 p303) – Teleports you back to a designated place.</p>
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9<sup>th</sup> Level

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

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

*Elemental Swarm*(PH3.5 p226) – Summons multiple elementals.

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

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

*Shambler*(PH3.5 p277) – Summons 1d4+2 shambling mounds to fight for you.

*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.

*Summon Nature’s Ally IX*(PH3.5 p289) – Calls creature to fight.

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

## Paladin Spell List

Wisdom-based Prepared Divine Spells

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

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

<p><i>Bless</i>(PH3.5 p205) – Allies gain +1 morale bonus to attacks &amp; 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>Create Water</i>(PH3.5 p215) – Creates 2 gallons/level of pure water.</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>Detect Undead</i>(PH3.5 p220) – Reveals undead within 60’.</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>Protection from Evil</i>(PH3.5 p266) – +2 bonus to AC &amp; saves against evil, counters mind control, &amp; hedges out elementals &amp; outsiders.</p>	<p><i>Protection from Chaos</i>(PH3.5 p266) – +2 bonus to AC &amp; saves against chaos, counters mind control, &amp; hedges out elementals &amp; 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>Restoration, Lesser</i>(PH3.5 p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Virtue</i>(PH3.5 p289) – Subject gains 1 temporary hp.</p>
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### 2<sup>nd</sup> Level

<p><i>Bull's Strength</i>(PH3.5 p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Delay Poison</i>(PH3.5 p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Eagle's Splendor</i>(PH3.5 p225) – Subject gains +4 Charisma for 1 minute per level.</p>	<p><i>Owl's Wisdom</i>(PH3.5 p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Remove Paralysis</i>(PH3.5 p271) – Frees one or more creatures from paralysis, hold, or <i>Slow</i>.</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> <p><i>Zone of Truth</i>(PH3.5 p303) – Subjects within range cannot lie.</p>
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### 3<sup>rd</sup> 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>Discern Lies</i>(PH3.5 p221) – Reveals deliberate falsehoods.</p> <p><i>Dispel Magic</i>(PH3.5 p223)(PH3.5e)+ – Cancels magical spells and effects.</p>	<p><i>Heal Mount</i>(PH3.5 p239) – As <i>Heal</i> on warhorse or other special mount.</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 Weapon, Greater</i>(PH3.5 p251) – +1 bonus per four levels (max +5).</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>
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### 4<sup>th</sup> 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>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>Holy Sword</i>(PH3.5 p215) – Weapon becomes +5, deals +2d6 damage against evil.</p>	<p><i>Mark of Justice</i>(PH3.5 p252) – Designates action that will trigger cure on subject.</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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## Ranger Spell List

Wisdom-based Prepared Divine Spells

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

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

<p><i>Alarm</i>(PH3.5 p197) – Wards an area for 2 hours per level.</p> <p><i>Animal Messenger</i>(PH3.5 p198) – Sends a Tiny animal to a specific place.</p> <p><i>Calm Animals</i>(PH3.5 p207) – Calms (2d4 + level) HD of animals.</p> <p><i>Charm Animal</i>(PH3.5 p208) – Makes one animal your friend.</p> <p><i>Delay Poison</i>(PH3.5 p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Detect Animals or Plants</i>(PH3.5 p218) – Detects species of animals or plants.</p>	<p><i>Detect Poison</i>(PH3.5 p219) – Detects poison in one creature or small object.</p> <p><i>Detect Snares and Pits</i>(PH3.5 p220) – Reveals natural or primitive traps.</p> <p><i>Entangle</i>(PH3.5 p227) – Plants entangle everyone in a 40' radius.</p> <p><i>Hide from Animals</i>(PH3.5 p241) – Animals can't perceive one subject per level.</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>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>Read Magic</i>(PH3.5 p269) – Reads scrolls and spellbooks.</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>Speak with Animals</i>(PH3.5 p281) – You can communicate with animals.</p> <p><i>Summon Nature's Ally I</i>(PH3.5 p288) – Calls creature to fight.</p>
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### 2<sup>nd</sup> 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>Cat's Grace</i>(PH3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Cure Light Wounds</i>(PH3.5 p215) – Cures 1d8 + 1 per level damage (max +5).</p>	<p><i>Hold Animal</i>(PH3.5 p241) – Paralyzes one animal for 1 round per level.</p> <p><i>Owl's Wisdom</i>(PH3.5 p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Protection from Energy</i>(PH3.5 p266) – Absorb 12 damage per level from one kind of energy.</p> <p><i>Snare</i>(PH3.5 p280) – Creates a magical booby trap.</p>	<p><i>Speak with Plants</i>(PH3.5 p282) – You can talk to normal plants and plant creatures.</p> <p><i>Spike Growth</i>(PH3.5 p283) – Creatures in area take 1d4 damage, may be slowed.</p> <p><i>Summon Nature's Ally II</i>(PH3.5 p288) – Calls creature to fight.</p> <p><i>Wind Wall</i>(PH3.5 p302) – Deflects arrows, smaller creatures, and gases.</p>
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### 3<sup>rd</sup> Level

<p><i>Command Plants</i>(PH3.5 p211) – Sway the actions of one or more plant creatures.</p> <p><i>Cure Moderate Wounds</i>(PH3.5 p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Darkvision</i>(PH3.5 p216) – See 60' in total darkness.</p> <p><i>Diminish Plants</i>(PH3.5 p221) – Reduces size or blights growth of normal plants.</p> <p><i>Magic Fang, Greater</i>(PH3.5 p250) – One natural weapon of subject creature gets +1 per three</p>	<p>levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.</p> <p><i>Neutralize Poison</i>(PH3.5 p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Plant Growth</i>(PH3.5 p262) – Grows vegetation, improves crops.</p> <p><i>Reduce Animal</i>(PH3.5 p269) – Shrinks one willing animal.</p>	<p><i>Remove Disease</i>(PH3.5 p271) – Cures all diseases affecting subject.</p> <p><i>Repel Vermin</i>(PH3.5 p271) – Insects, spiders, and other vermin stay 10' away.</p> <p><i>Summon Nature's Ally III</i>(PH3.5 p288) – Calls creature to fight.</p> <p><i>Tree Shape</i>(PH3.5 p296) – You look exactly like a tree for 1 hour per level.</p> <p><i>Water Walk</i>(PH3.5 p300) – Subject treads on water as if solid.</p>
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### 4<sup>th</sup> Level

<p><i>Animal Growth</i>(PH3.5 p198) – One animal per two levels doubles in size.</p> <p><i>Commune with Nature</i>(PH3.5 p211) – Learn about terrain for one mile per level.</p> <p><i>Cure Serious Wounds</i>(PH3.5 p216) – Cures 3d8 damage + 1 per level (max +15).</p>	<p><i>Freedom of Movement</i>(PH3.5 p233) – Subject moves normally despite impediments.</p> <p><i>Nondetection</i>(PH3.5 p257) – Hides subject from divination and scrying.</p> <p><i>Summon Nature's Ally IV</i>(PH3.5 p288) – Calls creature to fight.</p>	<p><i>Tree Stride</i>(PH3.5 p296) – Step from one tree to another far away.</p>
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## Appendix

### Revision History

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October 2, 2003 – Creation of the new D&D 3.5 Spell Index.  
Contains Player's Handbook v.3.5 & Player's Handbook v.3.5 Errata.

### Key to Sourcebooks

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PH3.5	– Player's Handbook v.3.5	– 175240000
DMG3.5	– Dungeon Master's Guide v.3.5	– 177520000
MM3.5	– Monster Manual v.3.5	– 177550000
PH3.5e	– Player's Handbook v.3.5 Errata	– <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>

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