

CLERIC SPELLS

PREP	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
O-LEVEL SPELLS			Spells: ____ + ____ = ____			Save DC: ____				
___	___	Amanuensis	Tr.	VS	1 act	Close	10 min/lev	Will n.	Y	Copy nonmagical text. SpC.9
___	___	Create Water <i>[Water]</i>	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons/lev of pure water PHB.215
___	___	Cure Minor Wounds <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1 point of damage PHB.216
___	___	Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft PHB.219
___	___	Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object PHB.219
___	___	Guidance	Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack, roll, check or save PHB.238
___	___	Inflict Minor Wounds	Ne	VS	1 act	Touch	Instantaneous	Will n.	Y	Touch attack, 1 point of damage PHB.244
___	___	Light <i>[Light]</i>	Ev	VD	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch PHB.248
___	___	Mending	Tr.	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object PHB.253
___	___	No Light	Tr.	VS	1 act	Close	1 min/lev	-	N	Prevents normal light from illuminating BVD.100
___	___	Preserve Organ	Ne	VSD	10 min	Touch	24 hours	For n.	Y	Protects from decay one detached organ BVD.101
___	___	Purify Food and Drink	Tr.	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water PHB.267
___	___	Read Magic	Di	VSE	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks PHB.269
___	___	Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws PHB.272
___	___	Slash Tongue <i>[Evil]</i>	Tr.	VS	1 act	Close	1 round	For n.	Y	Subject takes -1 to attacks, saves, and checks BVD.103
___	___	Summon Holy Symbol	Co	VS	1 act	0 ft	1 round/lev (D)	-	N	Wooden holy symbol appears in your hand CC.128
___	___	Virtue	Tr.	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hit point PHB.298
___	___	_____	___	___	_____	_____	_____	_____	___	_____
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___	___	_____	___	___	_____	_____	_____	_____	___	_____
___	___	_____	___	___	_____	_____	_____	_____	___	_____

CLERIC SPELLS

PREP/SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

1ST-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

—	Anarchic Water	[Chaotic]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes chaotic-aligned anarchic water.	SpC.11
—	Angry Ache		Ne	VS	1 act	Close	1 min/lev	For n.	Y	Subject takes -2 penalty on attack rolls	BVD.85
—	Axiomatic Water	[Lawful]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes lawful-aligned axiomatic water.	SpC.22
—	Bane	[Fear, Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	Will n.	Y	Enemies suffer -1 to attacks and saves vs. fear	PHB.203
—	Blade of Blood		Ne	VS	Swift	Touch	1 round/lev	—	N	Weapon deals +1d6 dmg, +3d6 if you take dmg	PH2.103
—	Bless	[Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	—	Y	Allies gain +1 to attack and saves vs. fear	PHB.205
—	Bless Water	[Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB.205
—	Blessed Aim		Di	VS	1 act	50 ft	1 min/lev	Will n.	N	+2 bonus for allies' ranged attacks.	SpC.31
—	Blood Wind		Ev	VS	Swift	Close	1 round	Will n.	Y	Subject uses natural weapons at range.	SpC.33
—	Cause Fear	[Fear, Mind-Affecting]	Ne	VS	1 act	Close	Special	Will part.	Y	One creature up to 5 HD flees for 1d4 rounds	PHB.208
—	Cloak of Shade		Ab	VSD	1 act	Touch	1 hour/lev (D)	—	Y	Gives protection from heat and sun	SaSt.112
—	Cold Fire	[Cold]	Tr	VSD	1 act	Close	Special	Special	Sp.	Fire becomes blue and white, emits cold.	SpC.50
—	Command	[Language-Dep., Mind-Aff.]	En	V	1 act	Close	1 round	Will n.	Y	Subject obeys selected command for 1 round	PHB.211
—	Comprehend Languages		Di	VSD	1 act	Personal	10 min/lev	—	N	Understand all spoken and written languages	PHB.212
—	Conjure Ice Beast I	[Cold]	Co	VSD	1 round	Close	1 round/lev (D)	—	N	Conjures ice creature to fight for you	FB.91
—	Conviction		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject gains +2 or higher save bonus.	SpC.52
—	Cure Light Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB.215
—	Curse Water	[Evil]	Ne	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes unholy water	PHB.216
—	Deathwatch	[Evil]	Ne	VS	1 act	30 ft	10 min/lev	—	N	Reveals how near death subjects are in 30-ft	PHB.217
—	Delay Disease		Co	VSD	1 act	Touch	24 hours	Will n.	Y	Ravages of disease staved off for a day.	SpC.63
—	Detect Chaos		Di	VSD	1 act	60 ft	10 min/lev (D)	—	N	Reveals creatures, spells or objects	PHB.218
—	Detect Dragonmark		Di	VSD	1 act	60 ft	10 min/lev (D)	—	N	Detect and identify dragonmarks within 60 ft.	MoE.95
—	Detect Evil		Di	VSD	1 act	60 ft	10 min/lev (D)	—	N	Reveals creatures, spells or objects	PHB.218
—	Detect Fire	[Cold]	Di	VSD	1 act	60 ft	10 min/lev (D)	—	N	Detects fire within 60 ft	FB.92
—	Detect Good		Di	VSD	1 act	60 ft	10 min/lev (D)	—	N	Reveals creatures, spells or objects	PHB.219
—	Detect Law		Di	VSD	1 act	60 ft	10 min/lev (D)	—	N	Reveals creatures, spells or objects	PHB.219
—	Detect Manifest Zone		Di	VSD	1 act	120 ft	10 min/lev (D)	—	N	You sense the presence of manifest zones	FoE.150
—	Detect Taint		Di	VS	1 act	60 ft	Concentration	—	N	Reveals creatures or objects with taint	HoH.128
—	Detect Undead		Di	VSD	1 act	60 ft	1 min/lev (D)	—	N	Reveals undead within 60 ft	PHB.220
—	Detect Vestige		Di	VSD	1 act	60 ft	1 min/lev (D)	—	N	You can detect vestige auras	ToM.71
—	Detect Weaponry		Di	VS	1 act	Close	10 min/lev (D)	—	N	Reveals weapons within 60 ft	Cts.66
—	Devastating Smite		Tr	VSD	Swift	Touch	1 round	Will n.	Y	Double the extra damage dealt by next smite	FoW.113
—	Dispel Ward		Ab	VS	1 act	Medium	Instantaneous	—	N	As Dispel Magic, but affects only wards.	SpC.67
—	Divine Favor		Ev	VSD	1 act	Personal	1 min	—	N	Gain +1 to hit and damage per 3 lev (max +3)	PHB.224
—	Doom	[Fear, Mind-Affecting]	Ne	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PHB.225
—	Drug Resistance		En	VM	1 act	Touch	1 hour/lev	For n.	Y	Subject is immune to addiction	BVD.93
—	Ease of Breath	[Cold]	Ne	VSD	1 act	Touch	1 hour/lev	—	N	+20 on Fort save to resist altitude sickness	FB.93
—	Ebon Eyes		Tr	VSM	1 act	Touch	10 min/lev	—	Y	Subject can see through magical darkness.	SpC.77
—	Endure Elements		Ab	VS	1 act	Touch	24 hrs	—	Y	Exist comfortably in hot or cold environm.	PHB.226
—	Entropic Shield		Ab	VS	1 act	Personal	1 min/lev (D)	—	N	Ranged attacks against you miss 20%	PHB.227
—	Exorcism		Ab	VSM	Swift	Personal	1 round	Special	N	Drive fiend out of possessed creature or object	FC1.92
—	Extract Drug		Co	VSE	1 min	Touch	Permanent	—	N	Creates drug from inanimate object	BVD.94
—	Eyes of the Avoral		Tr	S	1 act	Touch	10 min/lev	Will n.	Y	Subject gets +8 on Spot checks	BED.99
—	Faith Healing		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 8 +1/lev damage to worshipers of faith	SpC.87
—	Fortify Cold Creatures	[Cold]	Tr	VSD	1 act	Close	1 round/lev	—	N	Cold creatures gain +1 to attack and fire ST	FB.94
—	Foundation of Stone	[Earth]	Tr	VSD	1 act	Close	1 round/lev	—	N	+2 AC, +4 to resist bull rush and trip attacks	SpC.99
—	Grave Strike	[Good]	Di	VD	Swift	Personal	1 round	—	N	You can sneak attack undead for 1 round.	SpC.107
—	Guiding Light	[Light]	Ev	VS	1 act	Long	1 min/lev (D)	—	Y	+2 on ranged attacks vs. creatures in the light	SpC.108
—	Healer's Vision		Di	VS	1 act	Personal	1 round/lev (D)	—	N	Gain +5 on Heal, +2 hit and damage on sneak	CS.100
—	Healthful Rest		Co	VS	10 min	Close	24 hours	Will n.	Y	Subjects heal at twice the normal rate.	SpC.111
—	Heartache	[Evil, Mind-Affecting]	En	VSD	1 act	Close	1 round	Will n.	Y	Subject is helpless for 1 round	BVD.97
—	Hide from Undead		Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level	PHB.241
—	Ice Gauntlet	[Cold]	Ev	VD	1 act	Personal	1 min/lev (D)	—	N	A spiked gauntlet of ice forms around your fist	SpC.119
—	Ice Slick	[Cold]	Co	VSD	1 act	Close	1 round/lev (D)	Special	N	Creates a 20-ft square of slippery ice	FB.100
—	Impede	[Mind-Affecting]	En	VSD	1 act	Medium	1 round/lev (D)	Will part.	Y	Target locked in place, -1 on attacks, -2 on Ref	CC.122
—	Incite	[Mind-Affecting]	En	VS	Swift	Close	1 min/lev	Will n.	Y	Subjects can't ready actions or delay.	SpC.121
—	Inflict Light Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 1d8 damage +1/lev (max +5)	PHB.244
—	Inhibit	[Mind-Affecting]	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject delays until next round.	SpC.123
—	Invest Light Protection		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heal 1d4 dmg +1/2 lev, grant DR 1/evil	PH2.115
—	Ironguts		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	+5 bonus on saving throws against poison	SpC.126
—	Lantern Light (ABSTINENCE)	[Good, Light]	Ev	S	1 act	Close	1 round/lev	—	Y	Ranged touch attacks deal 1d6 damage	BED.101
—	Light of Lunia	[Good, Light]	Ev	VS	1 act	Medium	10 min/lev (D)	—	Y	You radiate light, can use 2 bolts for 1d6 dmg	SpC.132
—	Locate Water		Di	VSD	1 act	Long	Concentration	—	N	Reveals location, size, quality of water sources	SaSt.117
—	Magic Stone		Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones gain +1 to hit and do 1d6+1 damage	PHB.251
—	Magic Weapon		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB.251
—	Moon Lust	[Mind-Affecting]	Il	VSE	1 act	Medium	1 round/lev	Will part.	Y	Subject obsesses about moon	SpC.143
—	Necrotic Awareness		Ne	VSE	1 act	60 ft	Up to 1 min/l	—	N	Sense encysted subjects	LM.67
—	Nightshield		Ab	VS	1 act	Personal	1 min/lev	—	N	Gain bonus on saves, absorb magic missiles	SpC.148
—	Nimbus of Light	[Light]	Ev	VSD	1 act	Personal	1 min/lev (D)	—	N	Light illuminates you until released as an attack	SpC.148
—	Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	—	N	Fog surrounds you	PHB.258
—	Omen of Peril		Di	VF	1 round	Personal	Instantaneous	—	N	You know how dangerous the future will be.	SpC.149
—	Peacebond		Tr	VSE	1 act	Close	10 min/lev (D)	Will n.	Y	Weapon is impossible to draw	Cts.67
—	Portal Beacon		Tr	VS	1 act	Close	1 hour/lev	—	N	Grant knowledge of a magic portal's location	SpC.161
—	Protection from Chaos	[Lawful]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB.266
—	Protection from Evil	[Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB.266
—	Protection from Good	[Evil]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB.266
—	Protection from Law	[Chaotic]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB.266
—	Protection from Winged Flyers		Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	SHS.48
—	Protective Interposition		Co	VSD	Swift	Touch	Instantaneous	—	N	Trade places with ally, +2 AC/+2 to hit	FoW.115
—	Ray of Hope	[Good, Mind-Affecting]	En	VS	1 act	Close	1 round/lev	Will n.	Y	Subject gains +2 on attacks, saves, and checks	BED.105
—	Ray of Resurgence		Ev	VS	1 act	Close	Instantaneous	For n.	Y	Yellow light restores Str, removes fatigue	LEoF.33
—	Reaving Aura	[Evil]	Ne	V	Swift	10 ft.	Instantaneous	—	Y	Creatures below 0 hp take 1 point of damage	CM.114
—	Remove Fear		Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev	PHB.271

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PREP SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

[illegible]

CLERIC SPELLS

PREP/SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

Addiction (DRUG)	En	VS	1 act	Touch	Instantaneous	For n.	Y	Subject becomes addicted to a drug	BVD.84
Aid <i>[Mind-Affecting]</i>	En	VSD	1 act	Touch	1 min/lev	-	Y	+1 to hit and save vs. fear, +1d8 temp. hp +1/lev	PHB.196
Align Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon becomes good, evil, lawful or chaotic	PHB.197
Animalistic Power	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +2 on Str, Dex, and Con	PH2.101
Augment Truefriend (TRUENAME)	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +2 to Str, Dex, and Con	ToM.255
Augury	Di	VSMF	1 min	Personal	Instantaneous	-	N	Learn whether an action will be good or bad	PHB.202
Aura Against Flame	Ab	VS	1 act	Personal	1 round/lev	-	N	Ignore 10 fire damage/round, extinguish flame	SpC.18
Avoid Planar Effects	Ab	V	Immed.	20 ft	1 min/lev	-	Y	Temporary protection against planar traits	SpC.19
Balor Nimbus	Tr	VSD	1 act	Personal	1 round/lev	-	N	Your flaming body damages foes in grapple.	SpC.24
Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB.205
Benediction	Ab	VSD	1 round	Touch	10 min/lev	Will n.	Y	Subject gains +2 bonus on saves, one reroll	CC.116
Bewildering Substitution <i>[Mind-Affecting]</i>	Il	VSD	1 act	Close	1 round/lev	Will n.	Y	Seemingly swap one ally with one enemy	CC.116
Bewildering Visions <i>[Mind-Affecting]</i>	Il	VSD	1 act	Close	1 round/lev	Will n.	Y	Subject is sickened or nauseated	CC.117
Black Karma Curse <i>[Mind-Affecting]</i>	En	VS	1 act	Close	Instantaneous	Will n.	Y	Subject damages self with melee attack	PH2.105
Blade Brothers	Ab	VS	1 act	Touch	1 min/lev	Will n.	Y	Use higher ST for 2 creat., if failed both suffer	PH2.105
Blood Snow <i>[Cold]</i>	Ne	VS	1 act	Medium	1 round/lev	For n.	Y	Snow drains 1d2 Con/round and nauseates	FB.89
Body Blades	Tr	VS	1 act	Personal	1 min/lev	-	N	You gain spikes, harm grapplers.	SpC.35
Body Ward	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Protects vs. 5 points of physical ability dmg	CC.117
Boneblast (UNDEAD) <i>[Evil]</i>	Ne	VSM	1 act	Touch	Instantaneous	Special	Y	Deals 1d3 Con damage to subject	BVD.86
Brambles	Tr	VSM	1 act	Touch	1 round/lev	-	N	Wooden weapon deals +1 dmg/lev (max +10)	SpC.38
Brumal Stiffening <i>[Cold]</i>	Tr	VS	1 act	Close	1 round/lev	Ref n.	Y	Brittle weapon's hardness reduced by 5	FB.89
Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB.207
Calm Emotions <i>[Mind-Affecting]</i>	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PHB.207
Close Wounds	Co	V	Immed.	Close	Instantaneous	Will n.	Y	Cure 1d4 +1/lev dmg, even on another's turn	SpC.48
Cloud of Knives	Co	VSM	1 act	Personal	1 round/lev	-	N	Release 1 knife/round, dealing 1d6 dmg +1/3 lev	PH2.107
Conduit of Life <i>[Healing]</i>	Co	VS	1 act	Personal	10 min/lev	-	-	Heal 2d10 +1/lev damage to yourself	CC.118
Conjure Ice Beast II <i>[Cold]</i>	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB.91
Conjure Ice Object <i>[Cold]</i>	Co	VSD	1 act	Personal	1 min/lev	-	N	Conjures an object made of ice	FB.91
Consecrate <i>[Good]</i>	Ev	VSM	1 act	Close	2 hours/lev	-	N	Fills area with positive energy, weakens undead	PHB.212
Cure Moderate Wounds <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB.216
Curse of Ill Fortune	Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Target suffers -3 on attacks, checks, and saves	SpC.56
Dance of Ruin <i>[Evil]</i>	Ne	VS	1 round	Close	Instantaneous	Ref 1/2	Y	Nondemons take 2d20 damage	BVD.90
Dark Way	Il	VSD	1 act	Close	1 round/lev	-	Y	Temporary bridge supports 200 lbs/lev	SpC.58
Darkbolt <i>[Darkness, Evil]</i>	Ev	VS	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 damage/2 lev, stuns for 1 round	LoM.210
Darkness <i>[Darkness]</i>	Ev	VMD	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PHB.216
Death Knell <i>[Death, Evil]</i>	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp, +2 Str and 1 level	PHB.217
Deific Vengeance	Co	VSD	1 act	Close	Instantaneous	Will 1/2	Y	Deals 1d6 damage/2 levels (max 5d6)	SpC.62
Delay Poison <i>[Healing]</i>	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB.217
Denounce <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 min/lev (D)	Will n.	Y	Target outsider has -4 to hit, save, and check	FC2.100
Desecrate <i>[Evil]</i>	Ev	VSM	1 act	Close	2 hours/lev	-	Y	Fills area with neg. energy, strength, undead	PHB.218
Desiccate	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SaSt.114
Detect Aberration	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect the presence of aberrations	LoM.210
Dispel Fog	Ab	VS	1 act	Medium	1 min/lev	For 1/2	Y	Cancels natural and magical fogs in the area	ShS.46
Divine Insight	Di	VSD	1 act	Personal	1 hour/lev (D)	-	N	Insight bonus of 5+lev on one skill check	SpC.70
Divine Interdiction	Ab	V	1 act	Close	1 round/lev	Will n.	Sp.	Turn/rebuke attempts fail within the area.	SpC.70
Divine Presence	Tr	VS	1 act	Close	10 min/lev (D)	-	-	Gain a +5, +10, or +15 on Intimidate checks	CC.119
Dive Protection <i>[Mind-Affecting]</i>	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	Allies gain +1 to AC, saves.	SpC.70
Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB.225
Ease Pain <i>[Healing]</i>	Co	SD	1 act	Touch	Instantaneous	Will n.	Y	Remove lingering effects of pain	BED.97
Elation <i>[Mind-Affecting]</i>	En	VS	1 act	80 ft	1 round/lev	Will n.	Y	Allies gain +2 to Str and Dex, and +5 ft speed	BED.98
Energized Shield, Lesser <i>[Special]</i>	Ab	VSD	1 act	Touch	1 round/lev	-	N	Shield provides res. 5, bash deals +1d6 dmg	SpC.79
Enthrall <i>[Lang-Dep., Mind-Aff., Sonic]</i>	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range	PHB.227
Estanna's Stew <i>[Healing]</i>	Co	VSF	1 round	0 ft	Instantaneous	Will 1/2	Y	Conjures stew that heals 1d6+1 (1 serv./2 lev)	BED.99
Execration	Ne	VSD	1 round	Touch	10 min/lev	Will n.	Y	Gives -2 on saves, must take lowest roll to hit	CC.120
Expose the Dead	Di	VSD	1 act	Personal	1 min/lev	-	N	Gain bonuses to locate undead or corpses	MoE.96
Extend Tentacles	Tr	V	1 act	Personal	1 round/lev	-	N	+5 ft. to reach of tentacle attack.	SpC.86
Eyes of the Zombie <i>[Evil]</i>	Di	VSF	30 min	Personal	1 hour/lev (D)	-	Y	Caster sees through a zombie's eyes	BVD.94
Find Traps	Di	VS	1 act	Personal	1 min/lev	-	N	Notice traps as a rogue does	PHB.230
Fortify Dragonmark (DRAGONMARK)	Ab	VS	1 act	Personal	1 round/lev	-	N	Gain chance to negate criticals and sneak att.	DrM.151
Fortify Metal or Stone	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	Double hardness, grant damage bonus or DR	SoS.127
Freedom of Breath	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Protects against suffocation and vapors	SaSt.116
Frost Breath <i>[Cold]</i>	Ev	VSM	1 act	30 ft	Instantaneous	Ref 1/2	Y	Icy breath deals 1d4 damage/2 levels.	SpC.100
Frost Weapon	Tr	VSM	1 act	Touch	1 round/lev	Will n.	N	Weapons deals +1d6 cold damage	FB.95
Frostburn, Lesser <i>[Cold]</i>	Ne	VSD	1 act	Touch	Instantaneous	For 1/2	Y	Touch deals 1d12 cold damage +1/lev (max +5)	FB.95
Fuse Arms	Tr	VS	1 act	Touch	10 min/lev	For n.	Y	Multiple arms/tentacles stronger limbs	SpC.100
Gaze Screen	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	You are partially shielded against gaze attacks	DoF.115
Gentle Repose	Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB.235
Ghost Touch Armor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Armor works against incorporeal attacks	SpC.102
Hand of Divinity <i>[Evil/Good]</i>	Ev	VSD	1 min	Touch	1 min/lev	-	N	Give +2 bonus to worshiper of your patron	SpC.109
Healing Hands <i>[Healing]</i>	Co	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Your touch restores a little bit of health	WoTL.47
Healing Lorecall	Di	VSM	1 act	Personal	10 min/lev	-	N	Can remove harmful conditions with spells	SpC.110
Hold Person <i>[Mind-Affecting]</i>	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/level	PHB.241
Holy Fire <i>[Fire, Good]</i>	Ev	VSD	Swift	Personal	1 round	-	N	Deal sacred fire dmg to undead you try to turn	FoW.114
Horror of the Sp. Name (TR.) <i>[Fear, M-A]</i>	Ne	VS	1 act	Close	Special	Will part.	Y	Frightens creature that hears its truename	ToM.257
Hydrate <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heals desiccation damage	SaSt.117
Ignite Dragonmark (DRAGONMARK) <i>[Fire]</i>	Tr	VS	1 act	Medium	Instantaneous	Will 1/2	Y	Deal 1d6/lev fire dmg, suppress dragonmark	DrM.152
Infernal Wound <i>[Evil]</i>	Tr	VS	1 act	Touch	1 round/lev	-	N	Weapon deals persistent, bleeding wounds.	SpC.122
Inflict Moderate Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 2d8 damage +1/lev (max +10)	PHB.244
Inky Cloud	Co	VSM	1 act	30 ft	10 min/lev	-	N	Obscures sight underwater beyond 5 ft.	SpC.123
Insight of Good Fortune	Di	VSM	1 act	Close	10 min/lev	Will n.	Y	Subject rolls twice, takes best result	PH2.115
Insignia of Alarm	Ab	VSF	1 act	Long	Instantaneous	-	Y	Alert bearers of special insignia	RoD.166
Interfaith Blessing <i>[Mind-Affecting]</i>	En	VSD	1 round	20 ft	1 min/lev	Will n.	Y	Subjects gain combat benefits based on deity	CC.125
Investiture of the Spined Devil <i>[Evil]</i>	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target can launch up to 3 spikes at once	FC2.106

CONTINUES ON NEXT PAGE

CLERIC SPELLS

PREP.ROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

CONTINUED FROM PREVIOUS PAGE

Iron Silence	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	Armor touched has no penalties	SpC.125
Lastai's Caress <i>[Good, Mind-Affecting]</i>	En	VSM	1 act	Touch	1 round/lev	—	Y	Feelings of good affect evil targets	BED.102
Lava Missile <i>[Fire]</i>	Co	VSD	1 act	Medium	Instantaneous	Ref 1/2	N	Missile of lava deals 1d4 fire damage	SK.156
Lifesight	Ne	VSD	1 act	30 ft	10 min/lev	—	N	Detect health of creatures in range	WotL.47
Light of Faith <i>[Good]</i>	Ab	VSD	Swift	Touch	1 round/lev	—	N	Gain half your lev on your next turning check	CC.123
Light of Mercuria <i>[Good, Light]</i>	Ev	VS	1 act	Medium	10 min/lev (D)	—	Y	You radiate light, can use 2 bolts	SpC.132
Living Undeath	Ne	VSD	1 act	Touch	1 min/lev	For n.	Y	Subject immune to critical hits/sneak attacks	SpC.134
Local Tremor <i>[Earth]</i>	Ev	VS	1 act	30 ft	1 min/lev	Ref n.	N	Light tremor shakes in a 30-ft line	RoDr.114
Locate Touchstone	Di	VS	1 act	Special	Instantaneous	—	N	Find nearest planar touchstone	PHB.100
Lore of the Gods	Di	VS	1 act	Personal	10 min/lev	—	—	Gain a +5 insight bonus on Knowledge checks	CC.124
Magic Weapon, Legion's	Tr	VSD	1 act	Close	1 round/lev	Will n.	Y	Allies' weapons gain +1 enhancement bonus	MoE.99
Make Whole	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Repairs an object	PHB.252
Manifestation of the Deity <i>[Fear, Mind-Aff.]</i>	Il	VSD	Swift	Personal	1 rd/3 lev (D)	Will n.	N	Create illusion of deity, foes shaken for 1 round	CS.101
Mark of Judgment	Ne	VSD	1 act	Medium	1 round/lev	Will n.	Y	Creatures that attack subject heal 2 hp/hit	PH2.119
Mark of the Outcast	Ne	VSD	1 act	Close	Permanent	Will n.	Y	Subject has -5 on Bluff/Diplomacy, -2 to AC	SpC.138
Master Cavalier	Tr	VS	1 act	Personal	10 min/lev (D)	—	—	Gain a +10 or +20 on Ride checks	CC.124
Master's Touch	Di	V	Immed.	Close	Instantaneous	Will n.	Y	Subject gains immediate +4 on a skill check	PH2.119
Necrotic Cyst <i>[Evil]</i>	Ne	VSF	1 act	Touch	Instantaneous	For n.	Y	Encyst undead sac of tissue in subject	LM.68
Necrotic Scrying <i>[Evil]</i>	Ne	VSF	1 act	Unlim.	1 min/lev (D)	—	N	Hear or see encusted subject at a distance	LM.69
Obscuring Snow <i>[Air, Cold]</i>	Co	VS	1 act	30 ft	1 hour/lev	—	N	Obscures sight in 30-ft radius around the caster	FB.103
Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB.259
Peaceful Serenity of Io	Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on Concentration and vs. fear and compuls.	RoDr.115
Portal Well	Tr	VSM	1 act	Touch	1 round/lev (D)	—	N	You wait between portal's entrance and exit	CoV.56
Protection From Negative Energy	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of negative energy/attack	SpC.163
Protection From Positive Energy	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of positive energy/attack	SpC.163
Quick March	Tr	VSD	Swift	Medium	1 round	Will n.	Y	Allies' speed increases by 30 ft. for 1 round.	SpC.164
Razorscales	Tr	VD	1 act	Personal	1 round/lev (D)	—	N	Your scales become razor-sharp	SK.157
Remove Addiction <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures target of drug addictions	BED.105
Remove Paralysis <i>[Healing]</i>	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow	PHB.271
Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from energy type	PHB.272
Resounding Voice <i>[Sonic]</i>	Tr	S	1 act	Touch	1 min/lev (D)	Will n.	Y	Your voice carries 100 ft/lev	HoB.127
Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB.272
Rigor Mortis	Ne	SM	1 act	Touch	1d6+2 rounds	For n.	Y	Suspends all vital functions; target appears dead	HoH.132
Rock Catch	Tr	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Catch hurled rocks	ShS.48
Sap Strength <i>[Evil]</i>	En	VSM	1 act	Touch	Instantaneous	For n.	Y	Subject becomes exhausted	BVD.103
Sense Weakness	Di	VS	1 act	Touch	24 hours	Will n.	Y	Automatically confirm one critical hit	MoE.101
Shadow Shroud <i>[Darkness]</i>	Ev	V	Immed.	Personal	1 round/lev (D)	—	—	Negate light vulnerability, +5 on Hide checks	DrV.62
Share Talents	Tr	VSM	1 round	Touch	10 min/lev	Will n.	Y	Subjects gain +2 bonus on skill checks	PH2.124
Shared Healing <i>[Healing]</i>	Co	VS	1 act	Touch	1 min/lev	Will 1/2	Y	Cure up to twice your lev of hit points	MoE.101
Shatter <i>[Sonic]</i>	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat.	PHB.278
Shield Other	Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage	PHB.278
Shroud of Undeath	Ne	VSM	1 act	Personal	10 min/lev (D)	—	N	Makes undead perceive you as undead	SpC.189
Silence	Il	VS	1 act	Long	1 min/lev (D)	Special	Sp.	Negates sound in 20-ft radius	PHB.279
Soul Ward	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Protects vs. 5 points of mental ability dmg	CC.127
Sound Burst <i>[Sonic]</i>	Ev	VSD	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun	PHB.281
Spawn Screen	Ne	VSD	1 act	Touch	1 hour/lev	Will n.	Y	You resist transformation into undead spawn	SpC.197
Spell Immunity, Lesser	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	As Spell Immunity, but only 1st- and 2nd-lev	SpC.199
Spider Legs	Tr	VSF	1 act	Personal	1 min/lev	—	N	Caster grows spider legs, speed 30 ft	BVD.105
Spiritual Weapon <i>[Force]</i>	Ev	VSD	1 act	Medium	1 round/lev (D)	—	Y	Magic weapon attacks on its own	PHB.285
Spores of the Vrock <i>[Evil]</i>	Co	VSD	1 round	0 ft	Instantaneous	For n.	Y	All within 5 ft take 1d8 dmg +1d2/rd fr 10 rds.	BVD.105
Stabilize	Co	VSD	Swift	50 ft	Instantaneous	Will n.	Y	Cures 1 point of damage to all creatures in area	SpC.204
Status	Di	V	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies	PHB.284
Stay the Hand <i>[Mind-Affecting]</i>	En	V	Immed.	Medium	Instantaneous	Will n.	Y	Subject's attitude is helpful for 1 round	PH2.126
Stone Bones	Tr	VS	1 act	Touch	10 min/lev	Will n.	Y	Corporeal undead gains +3 natural armor	SpC.208
Stone Fist	Tr	VSD	1 act	Personal	1 round/lev (D)	—	N	Your fists inflict deadly wounds	RoS.163
Stretch Weapon	Tr	V	Swift	0 ft	1 attack	Will n.	Y	Melee weapon gains 5 ft of reach for 1 attack	PH2.126
Substitute Domain	Tr	VSD	10 min	Personal	1 day/lev (D)	—	—	Temporarily swap domains	CC.128
Summon Elysian Trush <i>[Good]</i>	Co	VSD	10 min	Close	8 hours	—	N	Summon an Elysian trush, accelerates healing	SpC.214
Summon Monster II	Co	VSD	1 round	Close	1 round/lev (D)	—	N	Calls extraplanar creature (1 2nd or 1d3 1st)	PHB.286
Summon Undead II <i>[Evil]</i>	Co	VSD	1 round	Close	1 round/lev	—	N	Summons undead to fight for you.	SpC.215
Sun Bolt <i>[Light]</i>	Ev	VS	1 act	Medium	1 round	Ref part.	Y	Ray deals 2d6 damage, more vs. undead	ShS.51
Thin Air <i>[Cold]</i>	Ne	VS	1 act	Medium	1 min/lev	For n.	N	Creatures suffer from altitude sickness	FB.105
Touch of Agony	Ne	VSD	1 act	Touch	1 round/lev	For n.	Y	Your touch inflicts great pain	WotL.49
True Prayer of the Faithful (TRUENAME)	Tr	VD	1 act	Close	1 round/lev	Will n.	Y	Allies gain +1 bonus on most rolls	ToM.259
Turn Anathema <i>[Mind-Aff., Special]</i>	En	VSD	1 act	Personal	10 min/lev	—	—	Turn creat. with opposing alignment subtype	CC.129
Tyche's Touch	Ab	SD	1 act	Touch	Special	Will n.	Y	Confers bonuses on next 4 saving throws	LEoF.35
Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs	PHB.297
Unseen Crafter	Co	VS	1 act	Close	1 day/lev	—	N	Invisible force can use the Craft skill	RoE.191
Veil of Shadow <i>[Darkness]</i>	Ev	VS	1 act	Personal	1 min/lev	—	N	Darkness grants you concealment.	SpC.228
Wave of Grief <i>[Evil, Mind-Affecting]</i>	En	VSM	1 act	30 ft	1 round/lev	Will n.	Y	Cone imposes -3 on attacks, checks, saves	SpC.236
Whispering Flame	Di	VSM	1 act	Touch	1 day/lev	—	N	Transfer messages between two candles.	FN.155
Wither Limb <i>[Evil]</i>	Ne	VS	1 act	Close	1 round/lev	For n.	Y	Reduces subject's speed or hampers it	BVD.110
Zone of Truth <i>[Mind-Affecting]</i>	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PHB.305

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CLERIC SPELLS

PREP/SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

Adoration of the Frightful	[Mind-Aff.]	En	V	1 act	60 ft	1 min/lev	Will n.	Y	Make fearful creatures friendly to you	DM.64
Affliction	[Good]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects evil subject with chosen affliction	BED.89
Aid, Mass	[Mind-Affecting]	En	VSD	1 act	Close	1 min/lev	-	Y	Allies gain +1 to hit, +1 vs fear, 1d8 hp +1/lev	SpC.8
Air Breathing		Tr	SM	1 act	Touch	2 hours/level	Will n.	Y	Subjects can breathe air freely.	SpC.8
Align Weapon, Mass	[Special]	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	Allies' weapons become aligned	SpC.9
Alter Fortune		Di	VX	Immed.	Close	Instantaneous	-	N	Cause one creature to reroll any die roll	PH2.101
Analyze Touchstone		Di	VSM	1 min	60 ft	1 round/lev (D)	Special	N	Find a nearby touchstone and its properties	PHB.95
Anarchic Storm	[Chaotic, Water]	Co	VSMP	1 act	20 ft	1 round/lev (D)	-	N	Chaotic-aligned rain falls in 20-ft. radius.	SpC.11
Animate Dead	[Evil]	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies	PHB.198
Antidragon Aura		Ab	VSMP	1 act	Close	1 min/lev	Will n.	Y	Allies gain bonus to AC and saves vs. dragons	SpC.14
Attune Form		Tr	VSD	1 act	Touch	24 hours	-	N	Temporary protection against damaging traits	SpC.17
Aura of Cold, Lesser	[Cold]	Tr	VSD	1 act	5 ft	1 round/lev (D)	-	Y	Cold deals 1d6 damage to creatures in 5 ft	FB.88
Awaken Sin	[Fear, Good, Mind-Affecting]	En	VSD	1 act	Touch	Instantaneous	Will n.	Y	Subject faces its sins, takes 1d6 nonlethal/lev	SpC.21
Axiomatic Storm	[Lawful, Water]	Co	VSMP	1 act	20 ft	1 round/lev (D)	-	N	Lawful-aligned rain falls in 20-ft. radius.	SpC.22
Bane of the Archival (TRUENAME)		Ab	VS	1 act	Touch	1 min/lev	Special	N	+4 to AC and saves, counter mind control	ToM.255
Barrier of Deflection	[Force]	Ev	VSM	1 act	Touch	1 round/lev	-	N	Create personal shield against physical attacks	WotL.45
Battlemagic Perception		Di	VS	1 act	Personal	10 min/lev (D)	-	N	Sense and counter spellcasting within 100 ft	HoB.125
Bestow Curse		Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 to rolls; or 50% lose act.	PHB.203
Binding Snow (FROSTFELL)	[Cold]	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref n.	Y	Snow freezes, impeding movement	FB.89
Black Sand	[Darkness, Evil]	Ne	VS	1 act	Medium	1 round/lev	Ref n.	Y	Creates a 20-ft radius area of black sand	SaSt.111
Blade of Pain and Fear		Ev	VSD	1 act	0 ft	1 round/lev (D)	Will part.	Y	Creates blade of gnashing teeth.	SpC.30
Bladebane		Tr	VSM	1 act	Touch	1 round/lev	Will n.	Y	Weapon becomes bane for enemy	UE.48
Blessed Sight		Di	VS	1 act	Personal	1 min/lev (D)	-	N	Evil auras become visible to you	BED.92
Blindness/Deafness		Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB.206
Blindsight		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Grants blindsight out to 30 ft	SpC.32
Bolster Aura		Ab	VS	1 act	Touch	10 minutes/level	Will n.	Y	Subject's aura increases by 1 HD/2 lev	CC.117
Boneblade (UNDEAD)	[Evil]	Ne	VSF	1 act	Touch	10 min/lev	-	N	Turns a bone into a magic weapon	BVD.86
Chain of Eyes		Di	VS	1 act	Touch	1 hour/lev	-	Y	See through other creatures' eyes.	SpC.45
Channeled Divine Shield		Ab	VS	Special	Personal	1 round/lev	-	N	Gain DR, amount based on casting time	PH2.106
Checkmate's Light	[Lawful]	Ev	VSD	1 act	Touch	1 round/lev	-	N	Weapon becomes +1 axiomatic weapon	SpC.46
Chitinskin		Tr	VSD	1 act	Touch	10 min/lev	-	Y	Toughens a creature's skin	WotL.45
Circle Dance		Di	VS	1 min	Personal	Instantaneous	-	N	Indicates direction to known individual.	SpC.46
Circle of Nausea	[Evil]	Ev	VSF	1 act	Personal	1 min/lev	For n.	Y	Foes are denied any actions or take penalty	BVD.88
Cloak of Bravery	[Mind-Affecting]	Ab	VS	1 act	60 ft	10 min/lev	Will n.	Y	You and allies gain a bonus on saves vs. fear	SpC.47
Clutch of Orcus	[Evil]	Ne	VS	1 act	Medium	Concentration	For n.	Y	Deals 1d3 damage/round and paralyzes foe	EUM.219
Conjure Ice Beast III	[Cold]	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB.91
Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB.213
Continual Flame	[Light]	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent heatless torch	PHB.213
Control Sand		Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raise or lower the level of sand	SaSt.112
Control Snow and Ice		Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raise or lower ice or snow	FB.92
Conviction, Mass		Ab	VSM	1 act	Medium	10 min/lev	Will n.	Y	Allies gain +2 or higher save bonus.	SpC.52
Corona of Cold	[Cold]	Ev	VSD	1 act	10 ft	1 round/lev (D)	For n.	Y	Aura of cold protects you, damages others.	SpC.52
Create Food and Water		Co	VS	10 min	Close	24 hrs	-	N	Feeds 3 humans or 1 horse/level	PHB.215
Crown of Might		Tr	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain +2 Str, discharge to gain +8 for 1 round	PH2.108
Crown of Protection		Tr	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain +1 to AC and saves, discharge to get +4	PH2.108
Crown of Smiting		Ev	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain +2 damage, discharge for +8 for 1 attack	PH2.108
Crown of the Grave		Ne	VSMF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Command undead, discharge for +4 turn/reb.	PH2.107
Cure Serious Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15)	PHB.216
Curse of Arrow Attraction		Tr	VS	1 act	Medium	1 round/lev	Will n.	Y	Subject takes -5 on AC vs. ranged attacks	PH2.109
Cursed Dragonmark (DRAGONMARK)		Ne	VS	1 act	Close	Permanent	Will n.	Y	Dragonmark powers have a 50% fail chance	DrM.149
Darkfire	[Fire]	Ev	VS	1 act	0 ft	1 round/lev (D)	-	Y	Deal 1d6 damage/2 levels, touch or thrown	SpC.59
Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PHB.216
Deeper Darkness	[Darkness]	Ev	VD	1 act	Touch	1 day/lev (D)	-	N	Object sheds shadow in 60-ft radius	PHB.217
Defile Snow and Ice	[Cold, Evil]	Ev	VS	1 act	Medium	1 min/lev	-	Y	Grants bonuses to undead and cold creatures	FB.92
Deific Bastion		Tr	VSD	1 act	Touch	1 round/lev	For n.	Y	Shield or armor gains +1 plus special ability	CC.119
Delay Death		Ne	VSD	1 act	Touch	1 round/lev	Will n.	Y	Losing hit points doesn't kill subject	RoD.165
Demon Dirge		Tr	VSD	1 act	Close	1d6 rounds	Special	Y	Demons are stunned and take 2d6 dmg/round	SpC.63
Detect Dragon		Di	VSD	1 act	Long	1 min/lev (D)	-	N	You can detect creatures of the dragon subtype	WotL.45
Detect Metal and Minerals		Di	VSM	1 act	60 ft	Up to 10 min/l	-	N	Detects accumulations of metals and minerals	RoF.189
Devil Blight		Tr	VSD	1 act	Close	1d6 rounds	Special	Y	Damage and stun baatezu	SpC.64
Devil's Eye		Tr	VS	1 act	Personal	1 min/lev (D)	-	N	See through magical darkness up to 30 ft	FC2.101
Dispel Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects	PHB.223
Divine Retaliation	[Force]	Ev	VSD	Swift	0 ft	1 round	-	N	Weapon strikes those who attack you	PH2.110
Dominate vermin (DROW)		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	Subject vermin obeys psychic commands	DrU.61
Downdraft	[Air]	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Flying creatures knocked down.	SpC.72
Dragonmarked Weapon (DRAGONMARK)		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon deals +1d6 dmg to dragonmarked	DrM.151
Energize Potion		Tr	VSM	1 act	Close	Instantaneous	Ref 1/2	Y	Transforms a potion into an energy grenade	BED.98
Energized Shield	[Special]	Ab	VSD	1 act	Touch	1 round/lev	-	N	Shield provides res. 10, bash deals +2d6 dmg	SpC.79
Energy Aegis		Ab	VD	Immed.	Close	1 round	Will n.	Y	Gain resistance 20 vs. one energy for 1 attack	PH2.111
Energy Vortex	[Special]	Ev	VS	1 act	20 ft	Instantaneous	Ref 1/2	Y	Burst of energy damages nearby creatures	SpC.81
Energy Vulnerability		Ab	VSD	1 act	Medium	1 round/lev	Will n.	Y	Subject gains vulnerability to specified energy	PH2.112
Entropic Shield, Mass		Ab	VS	1 act	Close	1 min/lev (D)	Will n.	N	Ranged attacks against recipients miss 20%	ShS.46
Faith Healing Wand		Tr	VSD	1 act	Touch	1 min/lev	-	N	Changes a wand into a faith healing wand	CoV.55
Favorable Sacrifice		Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Sacrifice gems to get better protection	SpC.89
Fell the Greatest Foe		Tr	VSM	1 act	Touch	1 round/lev	For n.	Y	Deal extra damage to creatures larger than you.	SpC.90
Flame of Faith		Ev	VSM	1 act	Touch	1 round/lev	-	N	Gives weapon the flaming burst special ability.	SpC.95
Flamebound Symbol (SILVER FLAME)		Tr	VSD	Swift	Personal	1 round	Special	N	Turning does 1d6 dmg/lev to undead in 60 ft	FN.154
Flesh Ripper (UNDEAD, FIEND)	[Evil]	Ev	VS	1 act	Close	Instantaneous	-	Y	Black claw deals 1d8 dmg/lev, critical bleeds	BVD.96
Footsteps of the Divine		Tr	VSD	1 act	Personal	1 round/lev (D)	-	-	Gain new movement type and speed	CC.120
Furnace Within (DWARF)	[Fire, Mindset]	Ev	VSD	1 act	10 ft	Instantaneous	Ref 1/2	Y	Flame from your body deals 1d8/lev dmg	RoF.185
Ghost Touch Weapon		Tr	VS	1 act	Close	1 min/lev	Will n.	Y	Weapon works against incorporeal creatures	SpC.102
Girallon's Blessing		Tr	VSM	1 act	Touch	10 min/lev	For n.	Y	Subject gains one additional pair of arms.	SpC.106
Glyph of Warding		Ab	VSM	10 min	Touch	Until disch.	Special	Sp.	Inscription harms those who pass it	PHB.236

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CLERIC SPELLS

PREP	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
CONTINUED FROM PREVIOUS PAGE										
—	—	Grace <i>[Good]</i>	Tr	V	Swift	Personal	1 round/lev	—	N	+2 Dex, +10 ft spd, attacks as good; -20 Hide SpC.107
—	—	Habooob <i>[Air, Earth]</i>	Co	VSM	1 act	Medium	1 min/lev	Special	N	Cloud of dust obscures sight, abrades SaSt.117
—	—	Hamatula Barbs	Tr	VSM	1 act	Touch	10 min/lev	For n.	Y	Subjects grow barbs, which damage foes SpC.109
—	—	Handfang	Tr	VS	1 act	Personal	1 round/lev	—	N	Create a fanged, biting mouth on your hand SK.156
—	—	Heart's Ease <i>[Mind-Affecting]</i>	En	VSD	1 act	Close	Permanent	Will n.	Y	Removed mind-affecting effects BED.100
—	—	Helping Hand	Ev	VSD	1 act	5 miles	1 hour/lev	—	N	Ghostly hand leads subject to you PHB.239
—	—	Hesitate <i>[Mind-Affecting]</i>	En	VS	Immed.	Close	1 round/lev (D)	Will n.	Y	Force subject to lose actions PH2.114
—	—	Holy Storm <i>[Good, Water]</i>	Co	VSM	1 act	20 ft	1 round/lev (D)	—	N	Good-aligned rain falls in 20 ft. radius. SpC.115
—	—	Humanoid Essence, Lesser	Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Living construct can accept healing magic RoE.187
—	—	Ice Axe <i>[Cold]</i>	Ev	VSM	1 act	0 ft	1 round/lev (D)	—	Y	You create a battleaxe made of ice. SpC.118
—	—	Ice Shape <i>[Cold]</i>	Tr	VSD	1 act	Touch	Instantaneous	—	N	Sculpts ice into any shape FB.99
—	—	Infalible Servant <i>[Evil]</i>	Ne	VSM	1 min	Touch	1 hour/lev (D)	Will n.	N	Target is utterly destroyed if slain or captured EE.27
—	—	Inflict Serious Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 3d8 damage +1/lev (max +15) PHB.244
—	—	Insignia of Blessing <i>[Mind-Affecting]</i>	En	VSF	1 act	Long	1 min/lev	—	Y	Bearers of insignia gain +1 to attack and vs. fear RoD.166
—	—	Insignia of Healing <i>[Healing]</i>	Co	VSF	1 act	Long	Instantaneous	Will 1/2	Y	Bearers of insignia healed for 1d8 hp +1/lev RoD.166
—	—	Insignia of Warding	Ab	VSF	1 act	Long	1 min/lev	Will n.	Y	Bearers of insignia gain +1 to AC and Fort. RoD.166
—	—	Inspired Aim <i>[Language-Dep., Mind-Affect.]</i>	En	V	1 act	40 ft	Concentration	Will n.	Y	Allies in range gain +2 on ranged attacks BED.101
—	—	Interplanar Message <i>[Language-Dependant]</i>	Ev	VS	1 act	Special	24 hours/lev	Will n.	Y	Send short message through planes SpC.124
—	—	Invest Moderate Protection	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heal 3d4 dmg +1/2 lev, grant DR 3/evil PH2.115
—	—	Investiture of the Bearded Devil <i>[Evil]</i>	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target deals extra melee damage FC2.102
—	—	Investiture of the Chain Devil <i>[Evil]</i>	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains +5 ft reach and extra AoO FC2.102
—	—	Invisibility Purge	Ev	VS	1 act	Personal	1 min/lev (D)	—	N	Dispel invisibility within 5 ft/level PHB.245
—	—	Invoke the Cerulean Sign	Ev	S	1 act	30 ft	Instantaneous	For n.	N	Absorptions become sickened, nauseated, etc. LoM.211
—	—	Irian's Light	Ev	VSD	1 act	Medium	Instantaneous	—	Y	Ray heals 2d8 dmg +1 ray/4 lev (max 3) RoE.188
—	—	Knight's Move	Tr	VSD	Swift	5 ft/2 lev	Instantaneous	—	N	You instantly move to flank a subject. SpC.129
—	—	Know Bloodline	Di	VSD	1 act	Close	Instantaneous	Will n.	Y	Reveals target's type, subtype, race, subrace LEoF.32
—	—	Know Opponent	Di	SD	1 act	Close	Instantaneous	Will n.	Y	Learn strengths and weaknesses of foe. SpC.129
—	—	Know Vulnerabilities	Di	VS	1 act	Close	Instantaneous	Will n.	Y	Determine target's vulnerabilities/resistances SpC.129
—	—	Laogzed's Breath	Co	VSM	1 act	Close	Instantaneous	For n.	N	Nauseating vapors, 10 rounds SK.156
—	—	Light of Venya <i>[Good, Light]</i>	Ev	VS	1 act	Medium	10 min/lev (D)	—	Y	You radiate light, can use 2 bolts SpC.132
—	—	Light of Wisdom <i>[Good]</i>	Ab	VSD	Swift	Touch	1 round/lev	—	N	Turning lev increases by 1/3 lev CC.124
—	—	Locate Node <i>[Earth]</i>	Di	VSD	1 act	1 mile/l	1 min/lev	—	N	Finds closest earth node Un4.58
—	—	Locate Object	Di	VSD	1 act	Long	1 min/lev	—	N	Senses direction towards object PHB.249
—	—	Magic Circle against Chaos <i>[Lawful]</i>	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB.249
—	—	Magic Circle against Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB.249
—	—	Magic Circle against Good <i>[Evil]</i>	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB.250
—	—	Magic Circle against Law <i>[Chaotic]</i>	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB.250
—	—	Magic Vestment	Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Armor or shield gains +1/4 levels PHB.251
—	—	Mantle of Chaos <i>[Chaotic]</i>	Ab	VS	1 act	Personal	10 min/lev (D)	—	Y	You gain SR 12+lev against lawful spells SpC.137
—	—	Mantle of Evil <i>[Evil]</i>	Ab	VS	1 act	Personal	10 min/lev (D)	—	Y	You gain SR 12+lev against good spells SpC.137
—	—	Mantle of Good <i>[Good]</i>	Ab	VS	1 act	Personal	10 min/lev (D)	—	Y	You gain SR 12+lev against evil spells SpC.137
—	—	Mantle of Law <i>[Lawful]</i>	Ab	VS	1 act	Personal	10 min/lev (D)	—	Y	You gain SR 12+lev against chaotic spells SpC.138
—	—	Mark of Doom	Ne	VSD	1 act	Medium	1 round/lev	—	N	Target takes 1d6 dmg for each hostile action PH2.119
—	—	Masochism <i>[Evil]</i>	En	VSM	1 act	Personal	1 round/lev	—	N	Gain +1 to hit, ST, checks for every 10 hp taken BVD.99
—	—	Meld into Ice	Tr	VSD	1 act	Personal	10 min/lev	—	N	You and your gear merge with ice FB.102
—	—	Meld into Stone <i>[Earth]</i>	Tr	VSD	1 act	Personal	10 min/lev	—	N	You and your gear merge with stone PHB.252
—	—	Misrepresent Alignment	Il	VSD	1 act	Close	1 hour/lev (D)	Will n.	Y	Projects a false alignment RoE.188
—	—	Nauseating Breath	Co	VSM	1 act	30 ft	Instantaneous	For n.	N	Exhale a cone of nauseating gas. SpC.146
—	—	Necrotic Bloat <i>[Evil]</i>	Ne	VSF	1 act	Medium	Instantaneous	—	N	Encysted subject takes 1d6/level damage LM.67
—	—	Obscure Object	Ab	VSD	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying PHB.258
—	—	Phantom Plow	Ev	VSM	1 act	Special	Permanent	Special	N	Turns aside raw earth in a furrow LoD.187
—	—	Plague Carrier	Ne	VS	1 act	Touch	Special	For n.	Y	Infects subject with chosen disease RoF.190
—	—	Prayer <i>[Mind-Affecting]</i>	En	VSD	1 act	40 ft	1 round/lev	—	Y	Allies gain +1 on most rolls, enemies -1 PHB.264
—	—	Protection from Dessiccation	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 10 points/lev dmg from dessiccation SaSt.119
—	—	Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 points/lev damage from energy PHB.266
—	—	Regirect Spell	Ab	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Spells targeting ally target you instead Sh5.48
—	—	Refreshment <i>[Good, Healing]</i>	Co	VS	1 act	20 ft	Instantaneous	Will n.	Y	Cures all nonlethal damage to one creature BED.105
—	—	Rejuvenative Corpse <i>[Evil]</i>	Ne	VSD	1 min	Touch	24 hours	Will n.	Y	Negative energy fills corpse, healing undead SpC.172
—	—	Remove Blindness/Deafness <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions PHB.270
—	—	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse PHB.270
—	—	Remove Disease <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject PHB.271
—	—	Remove Nausea <i>[Healing]</i>	Co	VD	1 act	Touch	Instantaneous	Will n.	Y	Cures a nauseated or sickened character BED.105
—	—	Rend Shadow Weave	Ab	VSM	1 min	Close	Instantaneous	—	N	Create Shadow Weave dead magic area CoV.57
—	—	Resist Energy, Mass	Ab	VSD	1 act	Close	10 min/lev	For n.	Y	Subjects ignore damage from one energy type SpC.174
—	—	Resist Taint	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Bestows +4 bonus on saves against taint HoH.132
—	—	Resurgence, Mass	Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	As Resurgence, but multiple subjects. SpC.175
—	—	Revelation	Di	VSM	1 act	Medium	1 round	—	N	Reveals everything within 20-ft radius DoF.117
—	—	Revitalize Legacy, Least	Tr	VSF	1 act	Touch	1 hour/lev	—	N	Get extra use of chosen least legacy ability WoL.17
—	—	Ring of Blades	Co	VSM	1 act	Personal	1 min/lev	—	N	Blades deal 1d6 +1/lev (max +10) dmg SpC.177
—	—	Rockburst	Ev	VS	1 act	Medium	Instantaneous	Special	N	Stone objects explode, dealing 1d4 +1/lev dmg Sh5.48
—	—	Rotting Grasp	Ne	VSD	1 act	Touch	Special	—	N	Formerly living material you touch rots WoL.48
—	—	Sadism <i>[Evil]</i>	En	VSM	1 act	Personal	1 round/lev	—	N	Gain +1 to hit, ST, checks for every 10 hp dealt BVD.103
—	—	Safety	Ab	VS	1 act	Touch	10 min/lev	Special	Sp.	Creature knows shortest route to safety SpC.179
—	—	Searing Light	Ev	VS	1 act	Medium	Instantaneous	—	Y	Ray deals 1d8/2 lev, more if undead PHB.275
—	—	Shield of Warding <i>[Good]</i>	Ab	VS	1 act	Touch	1 min/lev	Will n.	N	Grants +1 on AC and Ref/5 lev (max +5) SpC.188
—	—	Shivering Touch <i>[Cold]</i>	Ne	VS	1 act	Touch	1 round/lev	—	Y	Touch deals 3d6 Dexterity damage FB.104
—	—	Shriveling (DISEASE) <i>[Evil]</i>	Ne	VS	1 act	Close	Instantaneous	Ref 1/2	Y	Subject takes 1d4 damage per level BVD.103
—	—	Sink	Tr	VSD	1 act	Close	1 round	Will n.	Y	Subject sinks in water, must make Swim checks. SpC.190
—	—	Skull Watch	Ne	VSF	1 act	Touch	Permanent	For n.	N	Skull shrieks when creature enters warded area. SpC.191
—	—	Slashing Darkness	Ev	VS	1 act	Medium	Instantaneous	—	Y	Ray deals 1d8/2 lev damage, heals undead SpC.191
—	—	Snowshoes, Mass	Tr	VS	1 act	Close	1 hour/lev (D)	Will n.	Y	As Snowshoes, affects one creature/level. SpC.194
—	—	Soldiers of Sanctity <i>[Good]</i>	Ev	VSD	1 round	Close	1 min/lev	—	N	Fellow worshipers give bonuses to turn/AC FoV.116
—	—	Sonorous Hum <i>[Sonic]</i>	Ev	VS	1 act	Personal	1 min/lev (D)	—	N	Removes need to concentrate to maintain spell SpC.196

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PREP.SCROLL

Dom. ☐
Dom. ☐

CLERIC SPELLS

PREP/SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

Abate Dracorage	Ab	VS	1 round	Close	1 day/lev	Will n.	Y	Mitigate the effects of the Dracorage	DoF.112
Abyssal Might (DEMON) [Evil]	Co	VSM	1 act	Personal	10 min/lev	-	N	Caster gains +2 to Str, Dex, Con, and SR	BVD.84
Aerial Summoning Dance	Co	VSD	3 rds	Close	1 round/lev	-	N	Calls outsiders (1 6th, 1d3 5th or 1d4+1 4th)	RoF.189
Aggravate Dracorage [Mind-Affecting]	En	VS	1 act	Close	1 round/lev	Will n.	N	Inflicts the effects of the Dracorage on subject	DoF.113
Air Walk [Air]	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Subject treads on air as if solid (45 deg. climb)	PHB.196
Aligned Aura	Ab	VSD	1 act	20/60 ft	1 round/lev	For part.	Y	Grant alignment-dependent bonuses/penalties	CC.116
Alliance Undone	Tr	VSD	1 act	Special	1 min	-	N	Suppress team oriented effects	EE.27
Animate Legion [Evil]	Ne	VSM	1 act	Close	1 round/lev	-	N	Creates skeletons or zombies	HoB.124
Armored Vermin (DROW)	Tr	VSD	1 act	Close	1 round/lev (D)	Will n.	Y	+2 to natural armor of vermin	DrU.60
Assay Spell Resistance	Di	VS	Swift	Personal	1 round/lev	-	N	+10 on level checks to defeat a creature's SR	SpC.17
Astral Hospice	Co	VSM	1 act	Close	24 hours/level	-	N	Opens a portal from the Astral to a demiplane	SpC.17
Aura of the Sun [Light]	Ab	VSD	1 act	10 ft	1 round/lev (D)	-	N	10-ft radius area damages undead, hampers dark.EoF.30	PHB.196
Battlefield Illumination [Light]	Ev	VS	1 round	Long	10 min/lev (D)	-	N	Improve light in 80-ft radius cylinder	HoB.125
Bleakness [Darkness, Evil]	Ev	VSD	1 act	Close	1 round/lev (D)	-	N	1d6 dmg/round to living, bonus to undead	PH2.104
Blessing of the Righteous [Good]	Ev	VSD	1 act	40 ft	1 round/lev	Will n.	Y	Weapons deal +1d6 holy dmg and are good	PH2.104
Blindsight, Greater	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains blindsight 60 ft.	SpC.32
Blood of the Martyr [Good, Healing]	Ne	VS	1 act	Medium	Instantaneous	-	Y	You heal a target and take an equal damage	BED.92
Castigate [Sonic]	Ev	V	1 act	10 ft	Instantaneous	For 1/2	Y	Damages those of different alignment	SpC.44
Celestial Brilliance [Good, Light]	Ev	VS	1 act	Touch	1 day/lev (D)	-	N	Object sheds light to 120 ft, harms undead	BED.94
Channeled Divine Health	Co	VS	Special	Special	Instantaneous	Will n.	Y	Heal a creature, amount based on casting time	PH2.106
Claws of the Savage [Evil]	Tr	VS	1 act	Touch	10 min/lev	-	N	Subject gains claws, damage based on size	BVD.88
Confound [Mind-Affecting]	En	VSD	1 act	Close	1 round/lev	Will n.	Y	Gain a +2 to hit subject, impose him -2 penalty	CC.118
Conjure Ice Beast IV [Cold]	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB.91
Consumptive Field [Death, Evil]	Ne	VS	1 act	30 ft	1 round/lev	Will n.	Y	Draw life from dying creatures in 30 ft radius	SpC.51
Contingent Energy Resistance	Ab	VSM	1 min	Personal	1 hour/lev (D)	-	N	Energy damage triggers a Resist Energy spell.	SpC.52
Control Water [Water]	Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB.214
Create Spirit Idol	Ne	VSMX	1 hour	Touch	Instantaneous	-	N	Binds a corpse's soul to its remains	PGtE.21
Cure Critical Wounds [Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB.215
Damning Darkness [Darkness, Evil]	Ev	VD	1 act	Touch	10 min/lev (D)	-	N	Darkness deals either 2d6 or 1d6 dmg/round	ECR.210
Dampen Magic	Ab	VSD	1 act	Touch	1 round/lev (D)	Will n.	Y	Decrease bonus of magic weapons and effects	CC.118
Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB.217
Delay Death	Ne	VSD	Immed.	Close	1 round/lev	Will n.	Y	Losing hit points doesn't kill subject.	SpC.63
Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars extradimensional movement	PHB.221
Discern Lies	Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehood	PHB.221
Dismissal	Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB.222
Divination	Di	VSM	10 min	Personal	Instantaneous	-	N	Provides advice for specific proposed actions	PHB.224
Divine Power	Ev	VSD	1 act	Personal	1 round/lev	-	N	You gain attack bonus, +6 Str and 1 hp/level	PHB.224
Dragon Blight	Ev	VS	1 act	Medium	Special	For part.	Y	Damages dragonblood and dragon creatures	DoF.114
Dust to Dust	Tr	VSD	1 act	Close	Instantaneous	For part.	Y	Disintegrate undead with ray attack	RoW.174
Dweomer of Transference	Ev	VS	1 min	Close	1 round/lev	Will n.	Y	Converts spellcasting into psionic PP	EPsi.220
Early Twilight [Darkness]	Ev	VD	1 round	Long	10 min/lev (D)	-	N	Reduce light in 80-ft radius cylinder	HoB.126
Elemental Blade [Special]	Ev	VSD	1 act	0 ft	1 round/lev	Special	Y	Create a sword composed of energy	WoTL.46
Embrace of Endless Day	Co	VSD	1 min	Touch	1 min/lev	Will n.	Y	Target is imbued with positive energy	FoE.150
Fang Trap	Ab	VSD	1 act	Touch	Until disch.	For n.	Y	Inscription harms those who pass it	SK.155
Focus Touchstone Energy	Tr	VS	1 act	Touch	1 min/lev	-	Y	Convert touchstone abilities into hit points	PHB.98
Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB.233
Freeze Armor [Cold]	Tr	VS	1 act	Close	1 round/lev	For part.	Y	Locks up metal armor and deals damage	FB.94
Frostburn [Cold]	Ne	VSD	1 act	Touch	Instantaneous	For 1/2	Y	Touch deals 3d12 cold damage +1/lev (max +20)	FB.95
Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PHB.235
Glacial Globe of Invulnerability [Cold]	Ab	VSD	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 3rd-level fire spells, conceals	FB.96
Glowing Orb [Light]	Ev	VSF	1 act	Touch	Permanent	-	N	Creates permanent magical light	SpC.106
Hand of the Faithful [Special]	Ab	VSD	1 min	10 ft	1 hour/lev	For n.	Y	Zone of warding stuns different believers	SpC.109
Healing Spirit	Co	VS	1 act	Close	1 round/2 lev	Will 1/2	Y	Ball of light heals 1d8/round	PH2.114
Hell's Power (DEVIL) [Evil]	Co	VSM	1 act	Personal	10 min/lev	-	N	Caster gains +2 AC and +1 to existing DR	BVD.97
Holy Transformation, Lesser [Good]	Tr	VSD	1 act	Personal	1 round/lev (D)	-	Y	You change into protector, gain abilities.	SpC.116
Hypothermia [Cold]	Ev	VS	1 act	Close	Instantaneous	For part.	N	Causes 1d6 cold damage/level, fatigue.	SpC.118
Identify Transgressor (DRUG, LOC.) [Evil]	Di	VS	10 min	Personal	Instantaneous	-	N	Caster learns the identity of one person	BVD.97
Imbue with Spell Ability	Ev	VSD	10 min	Touch	Until disch.(D)	Will n.	Y	Transfers spells to subject	PHB.243
Infernal Transformation, Lesser [Evil]	Tr	VSD	1 act	Personal	1 round/lev (D)	-	N	You change into bearded devil, gain abilities.	SpC.122
Inflict Critical Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 4d8 damage +1/lev (max +20)	PHB.244
Investiture of the Amnizu [Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target deals 1d4 Int damage with a touch	FC2.101
Investiture of the Erinyes [Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target can force foes to move closer	FC2.102
Investiture of the Harvester Devil [Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target deals lingering wounds with melee att.	FC2.103
Investiture of the Steel Devil [Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains bonus to attacks and AC	FC2.106
Iron Bones	Tr	VS	1 act	Touch	10 min/lev	Will n.	Y	Undead gain +6 natural armor bonus	SpC.125
Life Ward	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Immunity to healing spells and positive energy	SpC.131
Light of Purity [Good]	Ab	VSD	Swift	Touch	1 round/lev	-	N	Get +1d6/4 lev on next check turn damage	CC.123
Lower Spell Resistance	Tr	VS	1 round	Close	1 min/lev	For n.	N	Subject's spell resistance is reduced	Dra.114
Magic Weapon, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 lev (max +5)	PHB.251
Make Manifest	Tr	VS	1 act	Close	1 round/lev	Will n.	Y	Creature on a coexistent plane appears	SpC.137
Mark of the Enlightened Soul [Good]	Tr	VS	Swift	Personal	3 rounds	-	N	Spells gain good descriptor, more dmg to evil	DM.70
Moon Bolt	Ev	VS	1 act	Long	Instantaneous	Special	Y	1d4 Str damage/3 levels; undead helpless	SpC.143
Moral Facade	Ab	VS	1 act	Close	24 hours	Will n.	Y	Divination spells give a false alignment reading	CC.125
Mystic Aegis	Ab	VD	Immed.	Personal	Instantaneous	-	N	Gain SR 12 +lev against one spell	PH2.120
Necrotic Domination [Evil]	Ne	VSF	1 round	Close	1 day/lev	Will n.	Y	Completely control encysted subject	LM.68
Negative Energy Aura	Ne	VS	1 act	Personal	1 round/lev	-	N	10-ft. radius deals 1 hp/3 lev for 1 round/lev	SpC.146
Neutralize Poison [Healing]	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB.257
Night's Mantle	Ab	VS	1 act	Personal	10 min/lev (D)	-	N	Protects creature from sunlight effects	LoD.187
Panacea	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	Removes most afflictions.	SpC.152
Planar Ally, Lesser	Co	VSDX	10 min	Close	Instantaneous	-	N	Exchange services with 6-HD extraplanar	PHB.261
Planar Exchange, Lesser [Special]	Co	VSD	1 round	0 ft	1 round/lev (D)	-	N	Trade places with a lesser planar creature	SpC.159
Planar Tolerance	Ab	V	Immed.	20 ft	1 hour/lev	-	Y	Long-term protection against planar traits	SpC.159
Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB.262

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CLERIC SPELLS

PREP SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

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EFFECT

CONTINUED FROM PREVIOUS PAGE

Positive Energy Aura	Co	VS	1 act	10 ft	1 round/lev	-	N	10-ft. radius heals 1 hp/3 lev for 1 round/lev	SpC.161
Profane Item <i>[Evil]</i>	Tr	VSD	1 round	Touch	Until disch.	Will n.	Y	Object deals 1d4/lev negative energy dmg	CC.126
Pronouncement of Fate	Ne	VS	1 act	Close	1 round/lev	Special	Sp.	-4 penalty on offender's actions	HoH.132
Psychic Poison <i>[Evil]</i>	Ab	VSD	10 min	Close	1 hour/lev	-	N	Poisons those casting particular spells	BVD.101
Recitation	Co	VSD	1 act	60 ft	1 round/lev	-	Y	Your allies get bonus on AC, attacks and saves.	SpC.170
Remove Fatigue	Tr	S	10 min	Touch	Instantaneous	For n.	Y	Removes effects of fatigue as 8 hours of rest	BED.105
Renewed Vigor	Tr	VS	1 act	30 ft	Instantaneous	For n.	Y	Remove fatigue, +2 to Con for 1 round/lev	PH2.125
Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB.271
Resistance, Greater	Ab	VSD	1 act	Touch	24 hours	Will n.	Y	Subject gains +3 on saving throws.	SpC.174
Restoration <i>[Healing]</i>	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PHB.272
Revenance	Co	VSD	1 act	Touch	1 min/lev	-	Y	Restores dead creature to life for 1 minute/lev	SpC.175
Runic Marker <i>[Earth]</i>	Co	VSM	10 min	Close	Permanent	Special	N	Create a stone pillar with a glyph of warding	CoV.57
Sacred Item <i>[Good]</i>	Tr	VSD	1 round	Touch	Until disch.	Will n.	Y	Object deals 1d4/lev positive energy dmg	CC.126
Seed of Life <i>[Healing]</i>	Co	VS	1 act	Touch	10 +1 round/lev	Will n.	Y	Gain fast healing 2, can invoke burst of healing	CC.127
Seed of Undeath	Ne	VSM	1 round	Touch	1 day/lev (D)	For n.	Y	Subject that dies rises as a zombie	CM.116
Sending	Ev	VSD	10 min	Special	1 round	-	N	Instantly delivers short messages anywhere	PHB.275
Shadowblast <i>[Light]</i>	Ev	VSM	1 act	Long	Instantaneous	For n.	Y	Stuns and damages natives to Shadow Plane	SpC.186
Shape Metal	Tr	VS	1 act	Touch	Instantaneous	For n.	Y	Sculpts metal into any form	RoF.191
Sheltered Vitality	Ab	VSD	1 act	Touch	1 min/lev	For n.	Y	Subject immune to fatigue, ability drain, etc.	SpC.188
Shield of Faith, Legion	Ab	VSM	1 act	Medium	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus	EbCS.115
Shield of Faith, Mass	Ab	VSM	1 act	Close	1 min/lev	Will n.	Y	Allies gain +3 or higher AC bonus.	SpC.188
Sound Lance <i>[Sonic]</i>	Ev	VS	1 act	Medium	Instantaneous	For 1/2	Y	Sonic energy deals 1d8/level damage.	SpC.196
Spell Immunity	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels	PHB.282
Spell Vulnerability	Tr	VS	1 round	Close	1 min/lev	For n.	N	Reduces target's SR by 1 per lev (max 15)	SpC.200
Spiritual Advisor	Di	VS	1 act	Personal	1 min/lev	-	-	Gain +4 on Knowledge checks	CC.127
Stars of Arvandor <i>[Force,Good]</i>	Ev	VS	1 act	Close	1 min/lev (D)	-	Y	You create 1 star/lev which deals 1d8 damage	CoV.58
Stars of Mystra <i>[Force,Good]</i>	Ev	VS	1 act	Close	1 min/lev (D)	Will n.	Y	1 star/lev makes target lose spells	CoV.59
Stars of Selune <i>[Cold, Force]</i>	Ev	VS	1 act	Close	1 min/lev (D)	Will n.	Y	1 star/lev deals 1d8 cold + 1d8 force dmg	CoV.59
Stifle Spell	Ab	V	Immed.	Close	Instantaneous	Special	Y	Subject must concentrate or botch spell	PH2.126
Stone Metamorphosis <i>[Earth]</i>	Tr	VSD	1 act	Touch	Instantaneous	-	N	Changes type of stone	Und.61
Stop Heart (DRUG) <i>[Evil]</i>	Ne	S	1 act	Touch	Instantaneous	For n.	Y	Subject drops to -8 hp immediately	BVD.106
Summon Hound Archon <i>[Good, Lawful]</i>	Co	VSD	1 round	Close	1 rd/lev +1 rd	-	N	Summon a hound archon	SpC.214
Summon Monster IV	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB.286
Summon Pest Swarm	Co	VSM	1 round	Long	1 round/lev (D)	-	N	Summon swarm of urban animals and vermin	Cts.67
Summon Undead IV <i>[Evil]</i>	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you.	SpC.215
Sustain	Tr	VSM	1 round	Touch	6 hours/lev	-	Y	Recipients need no food or drink	BED.109
Sword of Conscience <i>[Good,Mind-Affect.]</i>	En	VD	1 act	Close	Instantaneous	Will n.	Y	Evil creature confesses crimes, takes Wis dmg	BED.109
Tongues	Di	VD	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB.294
Touch of the Blackened Soul <i>[Evil]</i>	Tr	VS	Swift	Personal	3 rounds	-	N	Spells gain evil descriptor, more dmg to good	DM.75
True Prayer of the Chosen (TRUENAME)	Tr	VSD	1 act	Personal	1 round/lev	-	N	You gain +3 AC and save bonus	ToM.259
Undead Bane Weapon	Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Weapon gains undead bane and good property	SpC.226
Venom Bolt <i>[Acid]</i>	Ev	VSM	1 act	100 ft	Instantaneous	Special	Y	Beam of energy deals 2d8 acid damage	SK.158
Wall of Chaos <i>[Chaotic]</i>	Ab	VSD	1 act	Close	10 min/lev	Special	Y	Wall blocks creatures of opposite alignment.	SpC.233
Wall of Evil <i>[Evil]</i>	Ab	VSD	1 act	Close	10 min/lev	Special	Y	Wall blocks creatures of opposite alignment.	SpC.233
Wall of Good <i>[Good]</i>	Ab	VSD	1 act	Close	10 min/lev	Special	Y	Wall blocks creatures of opposite alignment.	SpC.233
Wall of Law <i>[Lawful]</i>	Ab	VSD	1 act	Close	10 min/lev	Special	Y	Wall blocks creatures of opposite alignment.	SpC.234
Wall of Pain <i>[Evil]</i>	Ne	VSF	1 act	Close	1 round/lev (D)	Will n.	Y	Wall causes pain to creatures passing through	ShS.51
Wall of Salt <i>[Earth]</i>	Co	VSD	1 act	Medium	Instantaneous	Special	N	Wall of salt that can be shaped	SaSt.127
Wall of Sand <i>[Earth]</i>	Co	VSD	1 act	Medium	Conc. +1 rd/lev	-	N	Swirling sand blocks ranged att., slows move	SpC.235
Wall of Water <i>[Water]</i>	Co	VSD	1 act	Close	1 round/lev (D)	-	N	Wall impedes movement and can drown creat.	SaSt.128
Watchful Ancestors	Co	VSD	1 act	Personal	1 min/lev	-	N	Spiritual manifestations grants bonuses	MoE.105
Winter's Embrace <i>[Cold]</i>	Ev	VS	1 act	Close	1 round/lev	For n.	Y	Subject takes 1d8 damage/round, can fatigue	FB.106
Wrack <i>[Evil]</i>	Ne	VS	1 act	Close	Special	For n.	Y	Renders creature helpless with pain.	SpC.243
Yochlol Blessing (DROW) <i>[Chaotic, Evil]</i>	Tr	VSD	1 act	Close	1 round/lev	Will n.	Y	Gain 8 attacks, res. to acid/electr., AC bonus	DrU.63

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CLERIC SPELLS

PREP/SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

5TH-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

—	Atonement	Ab	VSMFDPX	1 hour	Touch	Instantaneous	—	Y	Removes burden of misdeeds from subject	PHB.201
—	Aura of Evasion	Ab	VSM DP	1 act	10 ft	1 min/lev	—	N	All within 10 ft gain evasion vs. breath weap.	SpC.18
—	Banish Dragonmark (DRAGONMARK)	Ab	VSM	1 act	Close	1 day/lev	Will n.	Y	Target temporarily loses dragonmark	DrM.148
—	Bebilith Blessing <i>[Chaotic, Evil]</i>	Tr	VSD	1 act	Close	1 round/lev	Will n.	Y	Target gains poisonous bite, sundering claws	DrU.61
—	Bewildering Mischance <i>[Mind-Affecting]</i>	En	VSD	1 act	Close	1 round/lev	Will n.	Y	Target must take the lower of two rolls	CC.116
—	Bleed	Ne	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Target takes Con dmg from pierc/slash weap.	CC.117
—	Blistering Radiance <i>[Fire, Light]</i>	Ev	VSM	1 act	Long	1 round/lev	Special	Y	Dazzle creatures and deals 2d6 dmg in 50 ft	SpC.33
—	Boreal Wind <i>[Cold]</i>	Ev	VSD	1 act	Long	1 rd + 1r/2 lev	For n.	Y	Gust of cold deals 1d4/lev and knock back	FB.89
—	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PHB.207
—	Call Zelekhut <i>[Lawful]</i>	Co	VSDX	10 min	Close	Instantaneous	—	N	A zelekhut performs one duty for you.	SpC.42
—	Chaaav's Laugh <i>[Good, Mind-Affecting]</i>	En	V	1 act	40 ft	1 min/lev	Will n.	Y	Good creatures receive bonuses, evil one pen.	BED.94
—	Charnel Fire <i>[Evil]</i>	Ne	VS	1 min	Touch	Instantaneous	—	N	Consumes one corpse or undead creature	BVD.87
—	Choking Sands	Ne	VSM	1 act	Touch	Instantaneous	For n.	Y	Creature begins to suffocate on sand	SaSt.112
—	Chromatic Ray <i>[Evil]</i>	Ev	VS	1 act	Medium	1 round/lev	Will n.	Y	Suppresses powers of one good dragon	DoF.113
—	Command, Greater <i>[Lang.-Dep., Mind-Aff.]</i>	En	V	1 act	Close	1 round/lev	Will n.	Y	One subject/lev obeys command for 1 round	PHB.211
—	Commune	Di	VSM DPX	10 min	Personal	1 round/lev	—	N	Deity answers one yes-or-no question/level	PHB.211
—	Commune with Earth	Di	VS	10 min	Personal	Instantaneous	—	N	Learn about terrain for 1 mile/level	RoF.189
—	Condemnation	Ab	V	1 act	Close	1 round	Will n.	Y	Lowers outsider's SR and stuns for 1 round	PH2.107
—	Conjure Ice Beast V <i>[Cold]</i>	Co	VSD	1 round	Close	1 round/lev (D)	—	N	Conjures ice creature to fight for you	FB.91
—	Contagion, Mass <i>[Evil]</i>	Ne	VS	1 act	Medium	Instantaneous	For n.	Y	As Contagion, but 20-ft. radius.	SpC.51
—	Convert Wand	Tr	VSD	1 act	Touch	1 min/lev	—	N	Changes a magic wand into a healing wand	CoV.53
—	Crawling Darkness	Co	VSD	1 round	Personal	1 min/lev (D)	—	N	Shroud of tentacles conceals and protects you.	SpC.55
—	Crown of Courage <i>[Mind-Affecting]</i>	En	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	+1 to hit and dmg, +4 vs. fear, combat fear	FoW.113
—	Crown of Flame (ARCHON) <i>[Good]</i>	Ev	V	1 act	10 ft	1 min/lev	—	Y	Deals 2d6/round to undead, evil outsiders, fey	BED.95
—	Cure Light Wounds, Mass <i>[Healing]</i>	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures	PHB.216
—	Curse of Ill Fortune, Mass	Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Targets suffer -3 on attacks, checks, and saves	SpC.56
—	Dancing Web <i>[Good]</i>	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 nonlethal/lev, entangles evil 1d6 rd.	BED.96
—	Darts of Life <i>[Healing]</i>	Co	VS	1 act	Close	1 min/lev	—	Y	Create 10 projectiles that cure 1d8 dmg	CC.118
—	Dawnshroud <i>[Light]</i>	Ev	VSD	1 act	Touch	10 min/lev (D)	Will 1/2	Y	Target glows with the light of the dawn	CoV.54
—	Death Throes <i>[Force]</i>	Ne	VS	1 act	Personal	1 hour/lev	—	N	Your body explodes when you die.	SpC.60
—	Dispel Chaos <i>[Lawful]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by chaotic creatures	PHB.222
—	Dispel Cold <i>[Fire]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	Cancels cold spells and effects	FB.93
—	Dispel Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by evil creatures	PHB.222
—	Dispel Fire <i>[Cold]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	Cancels fire spells and effects	FB.93
—	Dispel Good <i>[Evil]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by good creatures	PHB.222
—	Dispel Law <i>[Chaotic]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by lawful creatures	PHB.223
—	Dispel Water	Ab	VS	1 act	Medium	Instantaneous	Special	Sp.	Cancels water spells, dismisses water creatures	SaSt.114
—	Disrupting Weapon	Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Melee weapon destroys undead	PHB.223
—	Divine Agility	Tr	VS	1 act	Touch	1 round/lev	Will n.	N	Subject gains +10 to Dexterity for 1 round/level	SpC.69
—	Divine Retribution	Ab	VSD	1 act	Personal	10 min/lev	Will part.	Y	Who hits you takes 1d6/lev dmg, 1d4 ab. dmg	CC.119
—	Doomtide	Il	VSD	1 act	80 ft	1 round/lev	Will n.	Y	Black mist obscures sight, dazes those inside.	SpC.70
—	Door of Decay	Co	VS	1 act	Special	Instantaneous	—	—	Move from one undead to another	CC.120
—	Dragon Breath <i>[Evil/Good]</i>	Ev	VSD	1 act	Personal	1 round/lev	—	N	You mimic the breath of a dragon	SpC.73
—	Dragonmarked Weapon, Greater (DRAG.)	Tr	VS	1 act	Touch	1 min/lev	Will n.	N	Weapon deals +2d6 dmg to dragonmarked	DrM.151
—	Earth Hammer	Tr	V	Swift	Touch	1 round/lev	Will n.	Y	Infuse a melee weapon with earth's power	RoS.162
—	Earth Reaver <i>[Fire]</i>	Tr	VS	1 act	Medium	Instantaneous	Ref part.	Y	Eruption deals 7d6 damage to all in area.	SpC.75
—	Energetic Healing <i>[Healing]</i>	Co	VSD	1 act	Touch	10 min/lev	—	Y	Target immune to one energy, 10% is healing	BED.98
—	Etherealness, Swift	Tr	VS	Swift	Close	1 round	Will n.	Y	Subject momentarily becomes ethereal	PH2.113
—	Extract Gift <i>[Chaotic]</i>	Ne	VSMX	1 hour	Close	Permanent	Special	Y	Essence from demon grants enhancements	FC1.92
—	False Sending	Il	VSD	10 min	Special	1 round	Will n.	Y	As sending, but the caster imitates another	BVD.95
—	Fire in the Blood	Tr	VSM	1 act	Personal	1 min/lev	—	N	Your blood becomes a potent corrosive	HoH.129
—	Flame Strike <i>[Fire]</i>	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level)	PHB.231
—	Flaywind Burst <i>[Air, Earth]</i>	Ev	VSM	1 round	60 ft	Instantaneous	Special	N	Cone deals 1d6 dmg/lev, knocks down	SaSt.115
—	Fracturing Weapon	Tr	VSD	1 act	Touch	1 round/lev	Will n.	Y	Weapon bestows penalties to AC and DR	FoW.113
—	Frostbite <i>[Cold]</i>	Co	VSD	1 act	Close	Instantaneous	For 1/2	Y	Causes 6d6 cold damage and 2d6 Dex damage	FB.95
—	Hallow <i>[Good]</i>	Ev	VSM DP	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy	PHB.238
—	Haunt Shift	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Turn undead into haunting presences	LM.66
—	Healing Circle <i>[Healing]</i>	Co	VS	1 act	Personal	1 min/lev	—	—	Allies can tap energy pool for cure spells	CC.122
—	Heartclutch (DISEASE) <i>[Evil]</i>	Tr	VS	1 act	Close	Instantaneous	For part.	Y	Subject dies in 1d3 rds or takes 3d6 dmg +1/lev	BVD.97
—	Hibernal Healing (FROSTFELL) <i>[Cold]</i>	Tr	VS	1 round	Personal	Instantaneous	For 1/2	Y	Cures 10 points/lev of damage (max 150)	FB.97
—	Hibernate	Ne	VSD	1 act	Touch	1 week/lev (D)	Will n.	Y	Sends subject into state of hibernation	FB.97
—	Humanoid Essence	Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Imposes weakness of the humanoid type	RoE.186
—	Incorporeal Nova <i>[Death]</i>	Ne	VS	1 act	Medium	Instantaneous	Will n.	Y	Destroy incorporeal undead.	SpC.121
—	Inflict Light Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 1d8 damage +1/lev to many creatures	PHB.244
—	Insect Plague	Co	VSD	1 round	Long	1 min/lev	—	N	Locust swarms attack creatures	PHB.244
—	Invest Heavy Protection	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heal 5d4 dmg +1/2 lev, grant DR 5/evil	PH2.115
—	Investiture of the Narzugon <i>[Evil]</i>	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains paralyzing gaze attack	FC2.104
—	Investiture of the Orthon <i>[Evil]</i>	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target disrupts movement, deals sonic damage	FC2.104
—	Lava Splash <i>[Fire]</i>	Co	VSD F	1 act	Close	Instantaneous	Ref 1/2	N	Wave of lava showers the area	SK.156
—	Life's Grace	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to many undead attacks	SpC.131
—	Light of Xymor <i>[Good]</i>	Ev	VS	1 act	Touch	2 rds/lev	Will part.	Y	Imbues object with natural daylight	DoF.116
—	Magic Convalescence	Co	VSM	1 act	20 ft	1 round/lev	—	N	Spells cast nearby heal you 1 hp/spell level	PH2.118
—	Mana Flux	Ab	VS	1 act	Medium	1 round/lev	—	N	Magic in area has 20% failure chance	PH2.119
—	Manifest Death	Ne	VS	1 act	Touch	Special	—	Y	Negative energy from undead causes damage	FoW.114
—	Manifest Life	Ne	VS	1 act	Touch	Special	—	Y	Positive energy from living creat. causes dmg	FoW.115
—	Mark of Justice	Ne	VSD	10 min	Touch	Permanent	—	—	Designate action that will trigger curse on subj.	PHB.252
—	Mark of Sin <i>[Mind-Affecting]</i>	En	VSD	1 round	Touch	Special	Will part.	Y	Impose -10 on Diplomacy, -4 to ability	CC.124
—	Meteorite Strike <i>[Fire]</i>	Tr	VS	Swift	0 ft	1 round	Special	Sp.	Melee attack deals extra 1d6 dmg +1d6/4 lev	PH2.120
—	Morality Undone <i>[Evil, Mind-Affecting]</i>	En	VSD	1 act	Close	10 min/lev	Will n.	Y	Subject becomes evil	FC1.95
—	Necrotic Burst <i>[Evil]</i>	Ne	VSF	1 act	Medium	Instantaneous	For part.	N	Encysted subject killed, cyst roams	LM.67
—	Necrotic Skull Bomb	Ne	VSM	Swift	Close	Instantaneous	For n.	Y	Releases negative energy for 1d4 negative lev	CoR.32
—	Oath of Blood	Ne	VSD	1 min	Close	Special	—	Y	Extends a geas beyond death	HoH.131
—	Orb of Dancing Death	Ne	VSM	1 act	Close	1 round/3 lev	—	Y	Orb bestows 1 negative lev each round	MoE.99

CONTINUES ON NEXT PAGE

CLERIC SPELLS

PREP/SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

CONTINUED FROM PREVIOUS PAGE

	Pacification	[Mind-Affecting]	En	VS	1 act	Close	1 min/lev	-	Y	Breath pacifies one creature	DoF.117
	Parboil	[Fire]	Ev	VSD	1 act	20 ft	Instantaneous	For part.	Y	Heated air deals fire and int damage	SaSt.118
	Pass Through Ice		Tr	VSD	1 act	Touch	1 round/lev (D)	-	Y	Subject can pass through ice or snow as water	FB.103
	Plane Shift		Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB.262
	Platinum Ray	[Good]	Ev	VS	1 act	Medium	1 round/lev	Will n.	Y	Suppresses powers of one evil dragon	DoF.117
	Psychic Turmoil		Ab	VSM	1 act	Close	1 round/lev	Will part.	Y	Invisible field leeches psionic PP away	EPsi.221
	Radiance	[Good, Light]	Ev	VSD	1 act	60 ft	1 round/lev (D)	-	N	Creates daylight that dazzles undead	PH2.122
	Raise Dead	[Healing]	Co	VSMP	1 min	Touch	Instantaneous	-	Y	Restores life to subject dead up to 1 day/level	PHB.268
	Resonating Resistance (FIEND)		Tr	V	1 act	Personal	1 min/lev	-	N	Foes must check SR twice against caster	BVD.102
	Revitalize Legacy, Lesser		Tr	VSF	1 act	Touch	1 hour/lev	-	N	Get extra use of chosen lesser legacy ability	WoL.17
	Revivify		Co	VSM	1 act	Touch	Instantaneous	-	Y	Restore recently dead to life with no level loss.	SpC.176
	Righteous Might		Tr	VSD	1 act	Personal	1 round/lev (D)	-	N	Your size increases, and you gain bonuses	PHB.273
	Righteous Wrath of the Faithful	[M-A]	En	VSD	1 act	30 ft	1 round/lev	-	N	Allies gain extra attack, +3 on hit and damage	SpC.177
	Sacred Guardian (CELESTIAL)		Di	VS	1 act	Touch	1 day/lev	-	Y	You know of subject and can teleport or scry	BED.106
	Sanctuary, Mass		Ab	VSD	1 act	Close	1 round/lev	Will n.	N	One creature/2 lev can't be attacked or attack	SpC.179
	Scry Trap		Ab	VSM	1 act	Touch	1 hour/lev	Special	Sp.	Scry attempts deal 1d6/lev damage, blind	MoE.101
	Scrying		Di	VSFD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB.274
	Shadow of the Dark Queen	[Evil]	Ev	VSF	1 act	Touch	2 rds/lev	Will part.	Y	Imbues object with deeper darkness	DoF.118
	Slay Living	[Death]	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	Touch attack kills subject	PHB.280
	Soul Scour		Ne	VSM	1 act	Touch	Instantaneous	Will n.	Y	Touch deals temporary Cha and Wis damage	UE.52
	Spell Haven (DRAGONMARK)		Tr	VSF	1 act	Personal	Until disch. (D)	-	N	Stores one spell in your dragonmark	DrM.153
	Spell Resistance		Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level Spell Resistance	PHB.282
	Spiritual Cavalry	[Force]	Ev	VSD	1 act	Medium	Instantaneous	Special	Y	Horsemen of force attack enemies	HoB.127
	Spurn the Supernatural (TRUENAME)		Ab	VS	1 act	Close	1 round/lev	For n.	Y	Suppresses foe's supernatural abilities	ToM.258
	Stalwart Pact		Ev	VSMP	10 min	Touch	Until triggered	Will n.	Y	Gain combat bonuses when below half hp	SpC.204
	Status, Greater		Di	VS	1 min	Medium	1 hour/lev	Will n.	Y	Monitors position of many allies	HoB.128
	Stone fire	[Fire]	Ev	VSD	1 act	Touch	1 round/lev	-	Y	Natural stone combusts and deals fire damage	ShS.50
	Stone Shape, Greater	[Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts 10 cu.ft+10 cu.ft/lev of stone	SpC.208
	Stone Storm		Ev	VSM	1 act	Long	1 round	-	N	Deals 3d6 bludgeoning and 3d6 slashing dmg	SoS.129
	Streamers		Ev	VSM	1 act	Medium	1 round/lev	-	Y	Ranged touch attack deals 5d10, +1 str./3 lev	ShS.50
	Subvert Planar Essence		Tr	VSD	1 act	Medium	1 round/lev	For n.	Y	Reduces target's DR and SR	SpC.211
	Summon Bearded Devil	[Evil, Lawful]	Co	VSD	1 round	Close	1 rd/lev +1 rd	-	N	Summon a bearded devil	SpC.213
	Summon Bralani Eladrin	[Chaotic, Good]	Co	VSD	1 round	Close	1 rd/lev +1 rd	-	N	Summon a bralani eladrin	SpC.213
	Summon Monster V		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd)	PHB.286
	Summon Undead V	[Evil]	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you.	SpC.215
	Surge of Fortune		Tr	VSD	1 act	Personal	1 round/lev	-	-	Gain +2 luck bonus on rolls	CC.128
	Symbol of Pain	[Evil]	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PHB.290
	Symbol of Sleep	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts creatures into slumber	PHB.291
	Symbol of Spell Loss		Ab	VS	10 min	0 ft	Special	Will n.	N	Triggered rune absorbs spells yet to be cast.	SpC.218
	Telepathy Block		Ab	VS	1 act	Close	1 round/lev (D)	-	N	Blocks all telepathic communication in 80 ft	BED.109
	Traitor's Death	[Evil]	Ne	VSF	1 min	Close	Special	Special	Y	Target creature must fulfill a promise or die	WoTL.50
	Triadspell		Tr	VS	1 act	Personal	Instantaneous	-	N	Cast a prepared spell three times.	SpC.224
	True Seeing		Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB.296
	Undying Aura		Tr	VSF	1 act	Touch	1 min/lev	Will part.	Y	Gain immunity to death effects, energy drain	MoE.103
	Unhallow	[Evil]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy	PHB.297
	Vigor, Greater		Co	VS	1 act	Touch	10 rds +1 rd/lev	Will n.	Y	Creature heals 4 hp/round (max 35 rounds)	SpC.229
	Vulnerability		Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Reduces an opponent's damage reduction.	SpC.232
	Wall of Dispel Magic		Ab	VSD	1 act	Close	1 min/lev	-	N	Creatures passing through are subject to dispel	SpC.233
	Wall of Magma	[Earth, Fire]	Co	VSD	1 act	Medium	1 min/lev	Special	Y	Deals 2d6 or 1d6. Passing is 5d6 +1/lev	SaSt.126
	Wall of Ooze		Co	VSD	1 act	Medium	Conc. +1 rd/lev	For part.	N	Barrier paralyzes and deals 2d6 dmg on touch	BVD.109
	Wall of Stone	[Earth]	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB.299
	Warding Gems	[Healing]	Co	VSM	1 act	Close	1 hour/lev	-	N	Create gems that store healing energy	BED.111
	Zone of Peace		Tr	VSF	1 min	Close	10 min/lev (D)	Will n.	Y	Weapons in 10 ft/lev are impossible to draw	Cts.68
	Zone of Respite		Ab	VSM	2 rds	20 ft	1 min/lev	-	Y	Prevents teleportation and similar effects	SpC.244
	Zone of Revelation		Di	VSD	1 act	Close	1 min/lev	-	Y	Makes invisible and ethereal creatures visible.	SpC.244

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CLERIC SPELLS

PREP/SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

6TH-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

Algid Enhancement (COLD/FIRE)	[Cold]	Tr	VS	1 round	Close	24 hours	-	N	Grants bonuses to cold creatures	FB.88
Animate Objects		Tr	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes	PHB.199
Antilife Shell		Ab	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures	PHB.199
Banishment		Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PHB.203
Barghest's Feast	[Evil]	Ne	VSM	1 round	Touch	Instantaneous	Will n.	Y	Destroy target corpse	SpC.24
Bear's Endurance, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Con	PHB.203
Blade Barrier	[Force]	Ev	VS	1 act	Medium	1 min/lev (D)	Special	Y	Wall of blades deal 1d6 damage/level	PHB.205
Bolt of Glory	[Good]	Ev	VSD	1 act	Close	Instantaneous	-	Y	Ray deals extra dmg to evil outsiders/undead	SpC.35
Bull's Strength, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Str	PHB.207
Call Faithful Servants (ABST., CEL.)	[Good]	Co	VS	1 min	Close	Instantaneous	-	N	Summons 1d4 archons, eladrins, or guardinals	BED.93
Celestial Blood	[Good]	Ab	VSM	1 round	Touch	1 min/lev	-	Y	Grants energy resistance, DR, bonus on saves	BED.94
Chasing Perfection		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to all abilities	PH2.106
Cloak of Hate	[Mind-Affecting]	En	VSD	1 act	Close	1 day/lev	Will n.	Y	Target takes -10 penalty on Diplomacy	HoH.128
Cloud of the Achaierai (DISEASE)	[Evil]	Co	VS	1 act	Personal	10 min/lev	For part.	Y	Cloud deals 2d6 damage plus confusion	BVD.88
Cold Snap	[Cold]	Tr	VS	1 min	1 mile	2d4 hours	-	N	You lower temperature in area.	SpC.50
Cometfall		Co	VSD	1 act	Medium	Instantaneous	Ref 1/2	N	Comet falls atop foes, damaging them	SpC.50
Conjure Ice Beast VI	[Cold]	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB.91
Consecrate Battlefield	[Good]	Ev	VSM	10 min	Medium	1 day/lev	-	N	Fills large area with positive energy	HoB.126
Create Undead	[Evil]	Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies or mohrgs	PHB.215
Crown of Brilliance (ARCHON)	[Good, Light]	Ev	VSM	1 round	20 ft	1 round/lev	For part.	Y	Holy light blinds foes, damages undead	BED.95
Cure Moderate Wounds, Mass	[Healing]	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PHB.216
Desecrate Battlefield	[Evil]	Ev	VSM	10 min	Medium	1 day/lev	-	N	Fills large area with positive energy	HoB.126
Desiccate, Mass		Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SaSt.114
Dispel Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check	PHB.223
Dragonmark Symbol (DRAGONMARK)		Ab	VSM	10 min	0 ft	10 min/lev (D)	For n.	N	Nauses creatures with different dragonmark	DrM.150
Eagle's Splendor, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Cha	PHB.225
Energy Immunity		Ab	VS	1 act	Touch	24 hours	-	Y	Subject immune to damage from one energy	SpC.80
Eyes of the Oracle		Di	VSM	1 act	Personal	1 round/lev	-	N	+2 to AC and Reflex saves, ready extra action	DM.66
Fiendish Quickening (FIEND)		Tr	VS	1 round	Personal	1 round/lev	-	N	Caster's ability to teleport is quickened	BVD.95
Fiery Vision	[Fire]	Ev	VSD	1 act	Close	1 round/lev	-	Y	Twin eye rays deal 4d6 damage each	ShS.46
Find the Path		Di	VSF	3 rds	Touch	10 min/lev	-/Will n.	Y	Shows most direct way to a location	PHB.230
Fleshbound		Ab	VSM	1 act	Close	Instantaneous	Will n.	Y	Possessing spirit takes damage if attacked	SoS.127
Forbiddance		Ab	VSM	6 rds	Medium	Permanent	Special	Y	Blocks planar travel, damages diff. alignments	PHB.232
Frostburn, Mass	[Cold]	Ne	VSD	1 act	Close	Instantaneous	For 1/2	Y	Deals 3d12 cold damage +1/lev (max +20)	FB.95
Geas/Quest	[Lang.-Dep., Mind-Affecting]	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PHB.234
Ghost Trap		Ab	VS	1 act	5 ft/level	1 min/lev (D)	-	N	Incorporeal creatures turn corporeal.	SpC.103
Glimpse of the Prophecy		Di	VS	1 act	Personal	1 hour/lev	-	N	Gain bonuses to AC, saves, or prophetic favor	MoE.96
Glyph of Warding, Greater		Ab	VSM	10 min	Touch	Until dispelled (D)	Special	Sp.	As glyph of warding, up to 10d8 dmg/6th lev	PHB.237
Harm		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Deals 10 points/lev damage to target	PHB.239
Heal	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 points/lev of damage and conditions	PHB.239
Heroes' Feast		Co	VSD	10 min	Close	1 hour +12 hrs	-	N	Food for 1 creat./lev cures and gives bonuses	PHB.240
Hidden Truename (TRUENAME)		Ab	VS	1 min	Close	24 hours	Will n.	Y	Subject's personal truename is hard to find	ToM.256
Hide the Path		Ab	VSF	10 min	Special	24 hours (D)	-	N	Area warded against divinations.	SpC.114
Ice Flowers	[Cold]	Tr	VS	1 act	Long	Instantaneous	Ref 1/2	N	Ice and earth deal 1d6 damage/level.	SpC.119
Ice Rift	[Cold]	Ev	VSD	1 act	Long	1 round	Special	N	Intense quake shakes 40-ft spread of ice	FB.99
Inflict Moderate Wounds, Mass		Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 2d8 damage +1/lev to many creatures	PHB.244
Investiture of the Barbed Devil	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target deals extra damage when grappling	FC2.101
Investiture of the Malebranche	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains powerful charge ability	FC2.104
Light of Courage	[Good]	Ab	VSD	Swift	Touch	1 round/lev	Will 1/2	N	Undead you are turning take 1d8/2 lev dmg	CC.123
Lucent Lance	[Light]	Tr	VSF	1 act	Close	Instantaneous	-	Y	Light forms lance, deals various damage	SpC.134
Magic Weapon, Greater Legion's		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	Allies' weapons become +2 or greater	MoE.98
Make Manifest, Mass		Tr	VSM	1 act	Close	1 round/lev	-	Y	As Make Manifest but affects all creatures	SpC.137
Mantle of the Icy Soul	[Cold]	Tr	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Touched creature gains the cold subtype.	SpC.138
Mummify		Ne	VSD	1 act	Touch	Instantaneous	For part.	Y	Touched creature dies and is mummified	SaSt.118
Necrotic Eruption	[Evil]	Ne	VSF	1 act	Medium	Instantaneous	For part.	N	Encysted subject killed, nearby creat. damaged	LM.69
Opalescent Glare	[Death, Good]	Ne	VSD	1 act	Personal	Instantaneous	-	N	Kill creatures with a look, or make them afraid	SpC.150
Owl's Wisdom, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Wis	PHB.259
Planar Ally		Co	VSDX	10 min	Close	Instantaneous	-	N	Exchange service with a 16 HD extraplanar	PHB.261
Planar Exchange	[Special]	Co	VS	1 round	0 ft	1 round/lev (D)	-	N	Trade places with a planar creature	SpC.159
Quickshift (CELESTIAL)	[Good]	Tr	VS	1 round	Personal	1 round/lev	-	N	Caster can teleport as a free action	BED.104
Ravage	[Evil]	Ne	VSD	1 act	Medium	Instantaneous	For n.	Y	Deals 1d6 vile dmg/2 lev (max 10d6)	CoR.33
Rejection		Ab	VS	1 act	60 ft	Instantaneous	For n.	Y	Creatures in cone are blasted away from you	SpC.172
Remorseless Charm	[Evil, Mind-Affecting]	En	VSM	1 act	Close	Special	Will n.	Y	Suppress the target's alignment	CoR.34
Resistance, Superior		Ab	VSD	1 act	Touch	24 hours	Will n.	Y	Subject gains +6 on saving throws.	SpC.174
Revive Outsider		Co	VSM	1 min	Touch	Instantaneous	-	Y	You restore life to a dead outsider.	SpC.175
Sarcophagus of Stone	[Earth]	Co	VSM	1 act	Close	Instantaneous	Ref n.	N	Sarcophagus entombs subject.	SpC.180
Secure Corpse		Ne	VSD	1 act	Close	1 day/lev (D)	-	N	Traps corpse inside holy symbol	BED.106
Semblance of Life		Ne	VSD	1 act	Medium	1 rd/3 lev+1 rd	Will part.	Y	Undead take 3d6 dmg/round; intelligent dazed	MoE.101
Snare Astral Traveler		Ab	VS	1 act	Medium	1 round/lev	Will n.	Y	Captures and holds one astral creature	BVD.104
Spider Plague	[Evil/Good]	Co	VS	1 round	Close	1 round/lev	-	N	Summons large monstrous spiders	SpC.201
Spiritual Guardian	[Force]	Ev	VSD	1 act	5 ft	Special	-	N	Translucent knight grants +6 AC and attacks	CC.127
Stone Body		Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your body becomes living stone.	SpC.207
Stone Metamorphosis, Greater	[Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Changes type of 10 cu.ft./lev of stone	Und.61
Summon Babau Demon	[Chaotic, Evil]	Co	VSD	1 round	Close	1 rd/lev +1 rd	-	N	Summon a babau demon	SpC.213
Summon Monster VI		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	PHB.287
Sun Scepter	[Lawful, Light]	Co	VSD	1 act	0 ft	1 round/lev (D)	-	N	Axiomatic, disruption, flaming burst weapon	LEoF.34
Symbol of Fear	[Fear, Mind-Affecting]	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PHB.290
Symbol of Persuasion	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PHB.290
Symbol of Thirst	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune overwhelms with thirst	SaSt.123
Thousand Needles	[Evil]	Co	VSM	1 act	Medium	1 min/lev	For part.	Y	Subject takes 2d6 damage and -4 to rolls	BVD.106
Touch of Adamantine		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains the adamantine properties	BED.110
Undeath to Death		Ne	VSD	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead	PHB.297
Vengeance Halo (ABSTINENCE)	[Good]	Ab	VS	1 act	Close	1 min/lev	Special	N	Recipient's slayer takes 1d6/lev damage	BED.111

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CLERIC SPELLS

PREP	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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—	—	Vigorous Circle	Co	VS	1 act	20 ft	10 rds +1 rd/lev	Will n.	Y	Creatures heal 3 hp/round (max 40 rounds) SpC.229
—	—	Visage of the Deity <i>[Evil/Good]</i>	Tr	VSD	1 act	Personal	1 round/lev	—	N	As Lesser Visage, but become outsider SpC.230
—	—	Weight of Sin <i>[Special]</i>	Ev	VS	1 act	Medium	Special	Special	Y	Subject take damage according to alignment CC.129
—	—	Whirl of Fangs <i>[Force]</i>	Ev	VS	1 act	Close	1 min/lev (D)	Ref 1/2	Y	You create a curtain of jaws made of force SK.158
—	—	Wind Walk <i>[Air]</i>	Tr	VSD	1 act	Touch	1 hour/lev (D)	—/Will n.	Sp	You and allies turn vaporous and travel fast PHB.302
—	—	Word of Recall	Co	V	1 act	Unlimit.	Instantaneous	—/Will n.	Sp	Teleports you back to designated place PHB.303
—	—	Zealot Pact	Ev	VSDX	10 min	Touch	Special	Will n.	Y	Gain combat bonuses vs. opposite alignment SpC.244
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CLERIC SPELLS

PREP.ROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

7TH-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

Animalistic Power, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Multiple subjects gain +2 on Str, Dex, and Con	PH2.101
Animate Siege Weapon	Tr	VS	1 round	Close	1 round/lev	-	N	Siege weapon attacks your foes	HoB.125
Aura of Cold, Greater <i>[Cold]</i>	Tr	VSD	1 act	10 ft	1 round/lev (D)	-	Y	Cold deals 2d6 damage to creatures in 10 ft	FB.88
Bastion of Good (ABSTINENCE) <i>[Good]</i>	Ab	VS	1 act	20 ft	1 round/lev	-	N	Blocks lesser spells, protects against evil	BED.92
Bestow Curse, Greater	Ne	VS	1 act	Touch	Permanent	Will n.	Y	As Bestow Curse, but more severe penalties.	SpC.27
Blasphemy <i>[Sonic, Evil]</i>	Ev	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/weaken/daze nonevil subjects	PHB.205
Blood To Water <i>[Water]</i>	Ne	VS	1 act	Close	Instantaneous	For 1/2	Y	2d6 Constitution damage to subjects.	SpC.33
Brain Spider <i>[Mind-Affecting]</i>	Di	VSM	1 round	Long	1 min/lev	Will n.	Y	Listen to thoughts of up to 8 other creatures	SpC.38
Brilliant Blade	Tr	VS	1 act	Close	1 min/lev	Will n.	Y	Weapon or projectiles shed light, ignore armor.	SpC.40
Call Kolyarut <i>[Lawful]</i>	Co	VSDX	10 min	Close	Instantaneous	-	N	A kolyarut performs one duty for you.	SpC.42
Conjure Ice Beast VII <i>[Cold]</i>	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB.91
Consumptive Field, Greater <i>[Death, Evil]</i>	Ne	VS	1 act	30 ft	1 round/lev	Will n.	Y	Draw life from creatures in 30 ft radius	SpC.51
Control Weather	Tr	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area	PHB.214
Cure Serious Wounds, Mass <i>[Healing]</i>	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev for many creatures	PHB.216
Death Dragon <i>[Evil, Fear, Mind-Affecting]</i>	Ne	VSD	1 round	Personal	1 round/lev (D)	-	N	You gain +4 natural AC, +4 deflection, hp	SpC.60
Destruction <i>[Death]</i>	Ne	VSF	1 act	Close	Instantaneous	For part.	Y	Kills subject and destroys remains	PHB.218
Dictum <i>[Sonic, Lawful]</i>	Ev	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/slow/deafen nonlawful subjects	PHB.220
Energy Ebb <i>[Evil]</i>	Ne	VS	1 act	Close	1 round/lev	For part.	Y	Give subject 1 negative level/round	SpC.80
Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You become ethereal for 1 round/lev	PHB.227
Evil Glare <i>[Evil, Fear, Mind-Affecting]</i>	Ne	VSD	1 act	30 ft	1 round/lev	Will n.	Y	Paralyze creatures with your glare.	SpC.85
Fiendish Clarity <i>[Evil]</i>	Di	VS	1 act	Personal	10 min/lev	-	N	Grants darkvision and other special abilities	FC1.94
Fortunate Fate	Co	VS	1 min	Touch	10 min/lev	-	Y	Target is healed if killed by damage	SpC.99
Harm, Greater	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 1d12 points/level to target	HoH.130
Heaven's Trumpet (ARCHON) <i>[Good, Sonic]</i>	Ev	SF	1 act	120 ft	Instantaneous	For n.	Y	Blast of music paralyzes foes	BED.101
Holy Star	Ab	VS	1 act	0 ft	3 rounds (D)	-	N	Mote of energy protects you, attacks foes.	SpC.115
Holy Transformation <i>[Good]</i>	Tr	VSD	1 act	Personal	1 round/lev (D)	-	N	You change into hound archon, gain abilities.	SpC.116
Holy Word <i>[Sonic, Good]</i>	Ev	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/blind/deafen nongood subjects	PHB.242
Humanoid Essence, Greater	Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Gives a construct the humanoid type.	RoE.186
Infernal Transformation <i>[Evil]</i>	Tr	VSD	1 act	Personal	1 round/lev (D)	-	N	You change into bone devil, gain abilities.	SpC.122
Inflict Serious Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 3d8 damage +1/lev to many creatures	PHB.244
Intensify Manifest Zone	Co	VSEFX	8 hrs	Close	Permanent	-	Y	You enhance the effects of a manifest zone	FoE.151
Investiture of the Ice Devil <i>[Evil]</i>	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target deals +1d6 cold damage, slows foes	FC2.104
Leech Undeath	Ne	VSD	1 act	Close	Instantaneous	Will 1/2	Y	Harm undead to gain temporary hit points	MoE.98
Lifebound	Tr	VSM	1 act	Touch	1d6 rounds	Will n.	N	Possessing spirit is destroyed if host is slain	SoS.128
Mark of the Unfaithful	Ev	VSE	1 round	Unlimit.	Permanent	-	Y	Mark someone as an enemy of your faith	CoR.31
Nar Fiendbond	Tr	VSDX	1 hour	Touch	Instantaneous	Will n.	Y	Grants the subject the half-fiend template	LEoF.32
Necrotic Curse <i>[Evil]</i>	Ne	VSM	1 round	Close	1 hour/lev	-	Y	Cure spells in area deal damage	CM.111
Necrotic Tumor <i>[Evil]</i>	Ne	VSF	1 act	Medium	Special	For part.	N	Permanently control encysted subject	LM.69
Pact of Return	Ne	VS	1 act	Personal	1 hour/lev	-	N	If you die you are resurrected instantly	HoH.131
Plague <i>[Evil]</i>	Ne	VS	1 act	Close	1 round/lev	For n.	Y	One creature/lev contracts terminal disease	PH2.121
Planar Bubble	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	Bubble emulates target's native environment	SpC.158
Plane Shift, Greater	Co	VSE	1 act	Touch	Instantaneous	Will n.	Y	Plane Shift accurately to desired destination	SpC.159
Psychic Turmoil, Greater	Ab	VSM	1 act	Close	1 round/lev	Will part.	Y	Field leeches psionic PP away, grants hit points	EPsi.221
Pulse of Hate <i>[Evil]</i>	Ne	VSD	1 act	20 ft	1 round/lev	Will 1/2	Y	Nearby enemies take 2d6 damage/round	PH2.122
Radiant Assault <i>[Light]</i>	Ev	VSE	1 act	Long	Instantaneous	Will part.	Y	1d6 damage/level, victims dazed or dazzled.	SpC.164
Ravenous Darkness <i>[Darkness]</i>	Ne	VSD	1 act	Touch	1 min/lev (D)	Special	Sp	Living creatures take 1d6/round negative dmg	CC.126
Refuge	Co	VSM	1 act	Touch	Until discharg.	-	N	Alters item to transport its possessor to you	PHB.269
Regenerate <i>[Healing]</i>	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Severed limbs grow back, cures 4d8 dmg +1/lev	PHB.270
Rejuvenating Light <i>[Light, Healing]</i>	Co	VSD	1 act	Touch	1 min/lev (D)	Special	Sp	Will n. Creature is healed if affected by conditions	SpC.173
Renewal Pact	Co	VSM	10 min	Touch	Until triggered	Will n.	Y	Creates a 15-ft.-radius spread of green slime	FC1.95
Repulsion	Ab	VSD	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	As Spell Resistance, but multiple subjects.	SpC.199
Restoration, Greater <i>[Healing]</i>	Co	VSE	10 min	Touch	Instantaneous	Will n.	Y	Invisible, flying stone block falls on condition	ShS.49
Restoration, Mass	Co	VSM	1 round	Close	Instantaneous	Will n.	Y	Summon an aspect of Bahamut	RoDr.118
Resurrection <i>[Healing]</i>	Co	VSM	10 min	Touch	Instantaneous	-	N	Calls extraplanar (1 7th, 1d3 6th or 1d4+1 5th)	PHB.287
Righteous Burst <i>[Good]</i>	Ev	VSM	1 act	30 ft	Instantaneous	Special	Y	Triggered rune stuns nearby creatures	PHB.291
Righteous Glare <i>[Death, Good]</i>	Ne	VS	1 act	Personal	1 round/lev	-	N	Triggered rune weakens nearby creatures	PHB.291
Righteous Smite <i>[Good]</i>	Ev	VS	1 act	Medium	Instantaneous	Will part.	Y	Discordant noise haunts subject's sleep.	SpC.218
Scry Location	Di	VSD	1 hour	Special	1 min/lev	-	N	Entraps and harms evil outsiders	BED.110
Scribing, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	Touch deals 1 point of Str and Con per 2 lev	SpC.241
Seed of Undeath, Greater	Ne	VSM	1 round	Close	1 day/lev (D)	For n.	Y	Kill/confuse/stun/deafen nonchaotic subjects	PHB.305
Shadow Trap <i>[Shadow]</i>	Co	VSM	10 min	Touch	1 hour/lev	Ref 1/2	Y	Deals 1d8 dmg/lev in 20-ft radius, stuns	BVD.110
Shield of the Archons (ARCHON) <i>[Good]</i>	Ab	V	1 act	Personal	1 round/lev	-	N		
Slime Wave	Co	VSM	1 act	Close	1 round/lev	Ref n.	N		
Spell Resistance, Mass	Ab	VSD	1 act	Close	1 round/lev	Will n.	Y		
Stone Trap	Tr	VSD	1 act	Close	Special	-	N		
Summon Aspect of Bahamut	Co	VSD	1 round	Close	1 rd +1 rd/lev	-	N		
Summon Monster VII	Co	VSD	1 round	Close	1 round/lev (D)	-	N		
Symbol of Stunning <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y		
Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y		
Symphonic Nightmare <i>[Mind-Affecting]</i>	En	VSE	1 act	Touch	24 hrs/lev	Will n.	Y		
Tomb of Light <i>[Good]</i>	Tr	VSM	1 round	Touch	Concentration	For part.	Y		
Withering Palm	Ne	VS	1 act	Touch	Instantaneous	For n.	Y		
Word of Chaos <i>[Sonic, Chaotic]</i>	Ev	V	1 act	40 ft	Instantaneous	-/Will n.	Y		
Wretched Blight <i>[Evil]</i>	Ev	VS	1 act	Medium	Instantaneous	For part.	Y		

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CLERIC SPELLS

PREP.ROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

8TH-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

—	—	Abyssal Frenzy	[Evil]	Tr	VSD	1 act	Close	1 round/lev (D)	Will n.	Y	Regresses target demonic version of itself	FC1.90
—	—	Antidragon Aura, Greater		Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	Protects from dragon attacks and magic	DoF.115
—	—	Antimagic Field		Ab	VSD	1 act	10 ft	10 min/lev	—	Sp.	Negates magic within 10 ft	PHB.200
—	—	Axiomatic Creature (ARCHON)		Tr	VSX	1 round	Touch	Permanent	For n.	Y	Transforms creature into axiomatic creature	BED.91
—	—	Befoul	[Evil]	Tr	VSM	1 min.	Touch	Special	Special	N	Turn large amount of water poisonous	FC1.91
—	—	Bodak Birth (DRUG)	[Evil]	Tr	VSF	1 min	Touch	Instantaneous	—	N	Transforms willing subject into a bodak	BVD.86
—	—	Bodak's Glare	[Death, Evil]	Ne	VSF	1 act	30 ft	Instantaneous	For n.	Y	You slay a creature, which turns into a bodak	SpC.34
—	—	Brilliant Aura		Tr	VSD	1 act	Close	1 round/lev	Will n.	Y	Allies' weapons become brilliant energy	SpC.39
—	—	Chain Dispel		Ab	VSD	1 act	Close	Instantaneous	—	N	Dispel multiple effects in multiple creatures	PH2.105
—	—	Cloak of Chaos	[Chaotic]	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. lawful spells	PHB.210
—	—	Conjure Ice Beast VIII	[Cold]	Co	VSD	1 round	Close	1 round/lev (D)	—	N	Conjures ice creature to fight for you	FB.91
—	—	Create Greater Undead	[Evil]	Ne	VSM	1 hour	Close	Instantaneous	—	N	Create shadows, wraiths, spectres, devourers	PHB.215
—	—	Cure Critical Wounds, Mass	[Healing]	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev for many creatures	PHB.215
—	—	Death Pact		Ne	VSD	10 min	Touch	Until triggered	—	N	Automatically brings you back from the dead	SpC.60
—	—	Death Ward, Mass		Ne	VSD	1 act	Close	1 min/lev	Will n.	Y	As Death Ward, but more subjects.	SpC.61
—	—	Dimensional Lock		Ab	VS	1 act	Medium	1 day/lev	—	Y	Blocks teleportation and planar travel	PHB.221
—	—	Discern Location		Di	VSD	10 min	Unlimit.	Instantaneous	—	N	Reveals exact location of creature or object	PHB.222
—	—	Earthquake	[Earth]	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius	PHB.225
—	—	Embrace the Dark Chaos	[Chaotic]	Tr	VSX	1 act	Touch	Instantaneous	—	N	Exchanges feat for an Abyssal heritor feat	FC1.92
—	—	Expunge the Supernatural (TRUENAME)		Ab	VSX	1 act	Close	Permanent	For n.	Y	Eliminates a foe's supernatural ability	ToM.256
—	—	Familial Geas	[Language-Dep.Mind-Affecting]	En	V	10 min	Close	Until disch.	Special	Y	Task passes to his nearest kin if target dies	HoH.129
—	—	Fierce Pride of the Beastl.	[Chaotic, Good]	Co	V	10 min	Medium	10 min/lev (D)	—	N	Summon celestial lions and celestial dire lions	SpC.91
—	—	Fire Storm	[Fire]	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 fire damage/level	PHB.231
—	—	Flashflood	[Water]	Co	VSD	1 act	120 ft	1 round	Special	N	Wave of water smashes everything and floods	SaSt.114
—	—	General of Undeath	[Evil]	Ne	VSD	1 act	Personal	24 hours	—	N	Increases maximum HD of controlled undead	SpC.102
—	—	Golem Immunity		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Grants a construct the immunities of a golem	RoE.186
—	—	Heat Drain	[Cold]	Ne	VSD	1 act	20 ft	Instantaneous	For n.	Y	Subjects take 1d6 cold dmg/lev, you gain hp	SpC.112
—	—	Holy Aura	[Good]	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. evil spells	PHB.241
—	—	Illusion Purge		Ev	VS	1 act	5 ft/lev	1 min/lev (D)	—	N	Dispel illusions in range	RoE.187
—	—	Inflict Critical Wounds, Mass		Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 4d8 damage +1/lev to many creatures	PHB.244
—	—	Investiture of the Horned Devil	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target stuns foes with melee attack	FC2.103
—	—	Last Judgment (CELESTIAL)	[Death, Good]	Ne	V	1 round	Close	Instantaneous	Will part.	Y	Evil creatures die and go to Lower Planes	BED.102
—	—	Lion's Roar	[Sonic]	Ev	VSD	1 act	120 ft	Special	Special	Sp.	Deals 1d8 damage/2 lev, allies get bonuses	SpC.133
—	—	Necrotic Empowerment	[Evil]	Ne	VSF	1 act	Personal	1 round/lev	—	N	Draw vigor from mother cyst	LM.68
—	—	Pestilence (DISEASE)	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Subject gains a disease, as do all who touch him	BVD.100
—	—	Planar Ally, Greater		Co	VSDX	10 min	Close	Instantaneous	—	N	Exchange services with 18 HD extraplanar	PHB.261
—	—	Planar Exchange, Greater	[Special]	Co	VSD	1 round	0 ft	1 round/lev (D)	—	N	Trade places with a greater planar creature	SpC.159
—	—	Ritual of Renaming (TRUENAME)		Tr	VSX	1 hour	Touch	Instantaneous	—	Y	Give a creature a new personal truename	ToM.257
—	—	Shield of Law	[Lawful]	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resist. and SR 25 vs. chaotic spells	PHB.278
—	—	Shun the Dark Chaos		Ab	VSX	1 act	Touch	Instantaneous	Will n.	Y	Exchanges Abyssal heritor feat for another	FC1.95
—	—	Spell Immunity, Greater		Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	As spell immunity, up to 8th lev	PHB.282
—	—	Spread of Contentment	[Mind-Affecting]	En	VSM	1 hour	Long	1 hour/lev (D)	—	Y	Calms hostile creatures within 10 ft/lev	BED.107
—	—	Stormrage	[Electricity]	Tr	VSD	1 act	Personal	1 min/lev (D)	—	N	You can fly and fire lightning from your eyes.	SpC.210
—	—	Summon Giants		Co	VSD	1 round	Close	1 round/lev (D)	—	N	Summons outsider giants to fight for you	FB.105
—	—	Summon Monster VIII		Co	VSD	1 round	Close	1 round/lev (D)	—	N	Calls extraplanar (1 8th, 1d3 7th or 1d4+1 6th)	PHB.287
—	—	Symbol of Death	[Death]	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures	PHB.289
—	—	Symbol of Insanity	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders nearby creat. insane	PHB.290
—	—	Symbol, Death Symbol of Bane	[Death]	Ne	VSM	10 min	0 ft	Special	For n.	Y	Slays creatures, plus 1d12 cold and doom effect	MoF.127
—	—	True Banishment (TRUENAME)		Ab	V	1 act	Close	Instantaneous	—	Y	Banishes extraplanar creature	ToM.258
—	—	Truename Dispel (TRUENAME)		Ab	VS	1 act	Medium	Instantaneous	—	N	Cancels spells and effects on a creature	ToM.260
—	—	Unholy Aura	[Evil]	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. good spells	PHB.297
—	—	Veil of Undeath	[Evil]	Ne	VSM	1 act	Personal	10 min/lev	—	N	You gain undead traits.	SpC.229
—	—	Visions of the Future		Di	VS	10 min	Personal	1 hour/lev	—	N	Gain +2 to AC and saves, discharge for more	PH2.128
—	—	Wall of Greater Dispel Magic		Ab	VSD	1 act	Close	1 min/lev	—	N	Creatures passing through are subject to dispel	SpC.234

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PREP SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

Spells: + =

Save DC:

Abyssal Army	[Chaotic, Evil]	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons demons to fight for you.	SpC.7
Anathema		En	VSP	1 round	Unlimit.	Permanent	-	N	Break divine link with members of your faith	CoR.28
Astral Projection		Ne	VSM	30 min	Touch	Special	-	Y	Projects you and companion to Astral Plane	PHB.201
Awaken Construct		Tr	VSMX	8 hours	Touch	Instantaneous	Will n.	Y	Construct gains humanlike sentience.	SpC.21
Call Marut	[Lawful]	Co	VSDX	10 min	Close	Instantaneous	-	N	A marut performs one duty for you.	SpC.42
Conjure Ice Beast IX	[Cold]	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB.91
Despoil	[Evil]	Tr	VSM	1 min.	Touch	Instantaneous	Special	Y	Kills plants and damage objects in the area	FC1.92
End to Strife	[Mind-Affecting]	En	VSD	1 act	80 ft	1 round/lev	-	Y	Attackers in range take 1d6 dmg/lev/attack	BED.98
Energy Drain		Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels	PHB.224
Erupt	[Fire]	Tr	VSD	1 min	Touch	Instantaneous	For 1/2	Y	You draw molten lava up through the ground	SK.155
Etherealness		Tr	VS	1 act	Touch	1 min/lev (D)	-	Y	Travel to Ethereal Plane with companions	PHB.228
Feast of Champions		Co	VSD	10 min	Close	Special	-	N	Food for 1 creat/lev heals and grants bonuses	EbCS.111
Fimbulwinter	[Cold]	Tr	VSX	10 min	1 mi/lev	4d12 weeks	-	N	Creates winter weather for miles around you	FB.93
Gate		Co	VXS	1 act	Medium	Special	-	N	Connects two planes for travel or summon	PHB.234
Heal, Mass	[Healing]	Di	VS	1 act	Close	Instantaneous	Will n.	Y	As heal, but with several subjects	PHB.239
Heavenly Host	[Good, Lawful]	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons archons to fight for you.	SpC.113
Hellish Horde	[Evil, Lawful]	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons devils to fight for you.	SpC.113
Hunters of Hades	[Evil]	Co	VSM	1 min	Medium	10 min/lev (D)	-	N	Summons a pair of pack fiends or a retriever	SpC.117
Implosion		Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y	Kills one creature/round	PHB.243
Imprison Soul	[Evil]	Ne	VSMF	1 act	Touch	Permanent(D)	Will n.	Y	Traps soul, which takes 1d4 Con dmg/day	HoH.130
Investiture of the Hellfire Engine	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains iron body and 8d10 breath weap.	FC2.103
Investiture of the Pit Fiend	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains claw, inflict disease, or terror	FC2.105
Laeral's Crowning Touch		Ne	VSEF	1 act	Touch	1 year + 1 day	Will n.	Y	Targets gets negative levels when he casts	CoSW.155
Mantle of the Fiery Spirit		Tr	VSMX	1 act	Touch	Instantaneous	Will n.	Y	Permanently grants a creature the fire subtype	SaSt.118
Miracle		Ev	VXS	1 act	Special	Special	Special	Y	Request a deity's intercession	PHB.254
Necrotic Termination	[Evil]	Ne	VSEF	1 act	Medium	Instantaneous	For part.	N	Permanently eliminates encysted subject	LM.69
Plague of Undead	[Evil]	Ne	VSM	1 act	Close	Instantaneous	-	N	Animates horde of undead.	SpC.158
Revitalize Legacy, Greater		Tr	VSF	1 act	Touch	1 hour/lev	-	N	Get extra use of chosen greater legacy ability	WoL.47
Righteous Exile	[Good]	Ab	V	1 round	20 ft	Instantaneous	Will part.	Y	Deal damage to evil, banish evil outsiders	FC2.106
Soul Bind		Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent resurrection	PHB.281
Spread of Savagery	[Evil]	En	VSD	1 hour	Long	1 hour/lev	Will n.	Y	Creatures within 10-ft/lev become savage	BVD.105
Storm of Vengeance		Co	VS	1 round	Long	Up to 10 r. (D)	Special	Y	Storm rains acid, lightning, and hail	PHB.285
Sublime Revelry		Ab	VSD	1 round	Close	1 min/lev (D)	-	N	Targets take 1 damage, immune to mind-aff.	BED.109
Summon Elemental Monolith	[Special]	Co	VSM	1 round	Medium	Up to 1 rnd/lev	-	N	Calls powerful elemental creature to fight	SpC.214
Summon Golem		Co	VSF	1 round	Close	1 min/lev	-	N	Summon clay, flesh, iron, or stone golem	PH2.126
Summon Monster IX		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 9th, 1d3 8th or 1d4+1 7th)	PHB.288
True Resurrection	[Healing]	Co	VSPD	10 min	Touch	Instantaneous	-	Y	Fully restores dead subject, without remains	PHB.296
Undeath's Eternal Foe	[Good]	Ab	VSF	1 act	Close	1 round/lev	-	Y	Grant immunity to most undead special att.	SpC.226
Vile Death	[Evil]	Co	VSMX	1 hour	Touch	Permanent (D)	-	Y	Undead creature gains fiendish template.	SpC.229
Visage of the Deity, Greater	[Evil/Good]	Tr	VSD	1 act	Personal	1 round/lev	-	N	As Lesser Visage, become outsider	SpC.231
Were-Doom	[Chaos, Evil]	Ev	VSM	1 min	Long	24 hours	For n.	Y	1d4 creatures are infected with lycanthropy	BVD.109
Word of Genesis (TRU/ENAME)		Co	VXS	6 days	100 ft	Instantaneous	-	N	You instigate a new demiplane	ToM.262