

Dungeons & Dragons 3.5 Edition Index – Full Spell List by Name

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Sorted Spell List

- Abolish Shadows*(UE p47) [Sor/Wiz3] – All shadow creatures within 30' take 1d6/lvl (max 10d6). All shadow spells within 30' have a chance to be dispelled.
- Absorb Weapon*(CAAdv p142) [Asn3] – Hide a weapon, gain a Bluff check with a +4 bonus to Feint when you draw it.
- Absorption*(PGF p96) [Sor/Wiz9] – You absorb targeted spell energy to power spells of your own.
- Accelerated Movement*(CAAdv p142) [Brd1 Rgr1 Sor/Wiz1] – Swift. Balance, Climb, or Move Silently at normal speed with no penalty on skill check.
- Acid Fog*(PH p196) [Sor/Wiz6 Water7] – Fog deals acid damage.
- Acid Splash*(PH p196) [Sor/Wiz0] – Orb deals 1d3 acid damage.
- Acid Storm*(PGF p99) [Sor/Wiz6] – 1d6 acid damage per level (max 15d6), 20' radius.
- Aerial Alacrity*(RotW p174) [Sky4 Sor/Wiz4] – +30' Fly speed, +1 AC and Reflex saves while flying. Maneuverability improves by one category.
- Aerial Summoning Dance*(RoF p189) [Clr4] – A flying caster plus at least 4 Aarakocra (i.e., bird-men) summon a Large Air Elemental to fight for them.
- Affliction*(BoED p89) [Clr3 Drd3 Sor/Wiz4 Wrath3] – Infects an Evil subject with a chosen Affliction (a disease that only affect Evil creatures).
- Aganazzar's Scorcher*(FR p66) [Sor/Wiz2] – Path of fire deals 1d8 per 2 levels (max 5d8).
- Aid*(PH p196) [Clr2 Courage2 Good2 Luck2] – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
- Aiming at the Target*(CAArc p96) [Sor/Wiz5] – +10 bonus on Concentration checks for previously cast spell.
- Air Walk*(PH p196) [Air4 Clr4 Drd4] – Subject treads on air as if solid (climb at 45 degree angle).
- Airbubble*(DR314 p45) [Clr1 Sor/Wiz1] – If underwater, the caster's head is surrounded by air for 1 minute per level.
- Alamander's Return*(MoF p76) [Sor/Wiz9] – Duplicate observed spell or spell-like ability.
- Alarm*(PH p197) [Brd1 Rgr1 Sor/Wiz1] – Wards an area for 2 hours per level.
- Align Weapon*(PH p197) [Clr2] – Weapon becomes good, evil, lawful, or chaotic.
- Allegro*(CAAdv p142) [Brd3] – You and your allies gain +30' speed for 1 minute per level.
- Alter Self*(PH p197) [Brd2 Sor/Wiz2 Transformation2] – Assume the form of a similar creature.
- Amanuensis*(MoF p77) [Clr3 Sor/Wiz3] – Copy nonmagical text.
- Amber Sarcophagus*(BoED p90) [Sor/Wiz7] – Target is trapped in stasis inside amber.
- Amorphous Form*(Und p56) [Sor/Wiz3] – Subject becomes puddle-like and can slip through cracks quickly.
- Amplify*(MoF p77) [Brd1] – Lowers Listen DC by 20.
- Analyze Dweomer*(PH p197) [Commerce8 Brd6 Sor/Wiz6] – Reveals magical aspects of subject.
- Analyze Portal*(FR p66) [Brd3 Portal2 Portal'2 Sor/Wiz3] – Detects and analyzes *Portals* within 60'.
- Anger of the Noonday Sun*(CDiv p150) [Drd6] – Blinds creatures within 10'.
- Animal Growth*(PH p198) [Drd5 Rgr4 Scaleykind5 Sor/Wiz5] – One animal per two levels doubles in size.
- Animal Messenger*(PH p198) [Brd2 Drd2 Rgr1] – Sends a Tiny animal to a specific place.
- Animal Shapes*(PH p198) [Animal7 Drd8 Moon8 Scaleykind8] – One ally per level polymorphs into chosen animal.
- Animal Trance*(PH p198) [Brd2 Drd2 Scaleykind2] – Fascinates 2d6 HD of animals.
- Animate City*(RoD p164) [City9] – City structures attack, slow down enemies.
- Animate Dead*(PH p198) [Clr3 Death3 Sor/Wiz4 Undead3 Undeath3] – Creates undead skeletons and zombies.
- Animate Fire*(CAArc p96) [Drd2] – Turn Small or smaller fire into an animated object.
- Animate Objects*(PH p199) [Brd6 Chaos6 Clr6 Life6] – Objects attack your foes.
- Animate Plants*(PH p199) [Drd7 Life8 Plant7] – One or more trees animate and fight for you.
- Animate Rope*(PH p199) [Artifice1 Brd1 Craft1 Sor/Wiz1] – Makes a rope move at your command.
- Animate Water*(CAArc p96) [Drd1] – Turn Small or smaller quantity of water into an animated object.
- Animate Wood*(CAArc p96) [Drd1] – Turn Small or smaller wooden item into an animated object.
- Anticipate Teleportation*(CAArc p97) [Sor/Wiz4] – Predict and delay the arrival of creatures teleporting into range by 1 round.
- Anticipate Teleportation, Greater*(CAArc p97) [Sor/Wiz8] – Predict and delay the arrival of creatures teleporting into range by 3 rounds.
- Antilife Shell*(PH p199) [Animal6 Clr6 Decay6 Drd6] – 10' radius field hedges out living creatures.
- Antimagic Aura*(MoF p77) [Sor/Wiz7] – *Antimagic Field* that affects one creature.
- Antimagic Field*(PH p200) [Clr8 Magic6 Protection6 Sor/Wiz6 Spell8] – Negates magic within 10'.
- Antipathy*(PH p200) [Drd9 Elf9 Hatred8 Mentalism7 Sor/Wiz9] – Object of location affect by spell repels certain creatures.
- Antiplant Shell*(PH p200) [Drd4] – Keeps animated plants at bay.
- Anyspell*(FR p67) [Spell3] – Prepare an Arcane spell of up to 2nd Level.
- Appraising Touch*(DR325 p70) [Brd1 Sor/Wiz1] – Grants a bonus on Appraise checks.
- Arc of Lightning*(CAArc p97) [Drd4 Sor/Wiz5] – Line of electricity between two creatures (1d6/level damage).
- Arcane Eye*(PH p200) [Sor/Wiz4] – Invisible floating eye moves 30' per round.
- Arcane Lock*(PH p200) [Sor/Wiz2] – Magically locks a portal or chest.
- Arcane Mark*(PH201 p201) [Sor/Wiz0] – Inscribe a personal rune (visible or invisible).
- Arcane Sight*(PH p201) [Sor/Wiz3] – Magical auras become visible to you.
- Arcane Sight, Greater*(PH p201) [Sor/Wiz7] – As *Arcane Sight*, but also reveals magic effects on creatures and objects.
- Armor of Darkness*(FR p67)(D&D p216) [Darkness4] – Shroud of darkness gives +3 deflection bonus +1 per 4 levels (max +8), provides darkvision 60', & gains +2 on saves vs. holy, good, or light spells.
- Arrow Mind*(CAAdv p143) [Rgr1 Sor/Wiz1] – Immediate. You threaten nearby squares with your bow and fire without provoking attacks of opportunity.
- Arrow of Bone*(CAArc p97) [Sor/Wiz6] – Missile or thrown weapon gains +4 bonus, target takes 3d6+1/lvl damage (max +15) or is slain.
- Arrow Storm*(CAAdv p143) [Rgr4] – Swift. You make one ranged attack against each foe within one range increment.
- Aspect of the Deity, Lesser*(BoED p91) [Pal4] – Your form becomes more like your deity's.
- Aspect of the Werebeast*(RoE p183) [Drd4 Rgr4] – Gain bonuses from hybrid animal form.
- Assay Resistance*(CAArc p120) [Clr4 Sor/Wiz4] – +10 bonus on caster level checks to defeat one creature's Spell Resistance.
- Astral Projection*(PH p201) [Clr9 Meditation9 Mentalism9 Sor/Wiz Travel9] – Projects you and companions into the Astral Plane.
- Atonement*(PH p201) [Clr5 Drd5 Renewal5] – Removes burden of misdeeds from subject.
- Augment Familiar*(CWar p116) [Sor/Wiz2] – Your familiar becomes more powerful.
- Augury*(PH p202) [Clr2 Destiny2 Dream2 Fate2 Oracle2 Planning2] – Leans whether an action will be good or bad.
- Aura against Flame*(MoF p78) [Clr2] – Ignore 12 flame damage/round and extinguish fires.
- Aura of Glory*(MoF p78) [Pal2] – Bonus on Charisma-based skill checks, cure allies, and bolster them against fear.
- Aura of Vitality*(MoF p78) [Drd7] – Subjects gain +4 to Strength, Dexterity, and Constitution.
- Auril's Flowers*(DR312 p62) [Clr6 Drd5] – 30' radius of non-dry ground explodes with rocks and ice.
- Awaken*(PH p202)(DR330 p81)+ [Drd5] – Animal or tree gains human intellect.
- Awaken, Mass*(CDiv p151) [Drd8] – As *Awaken*, but multiple creatures.
- Azuth's Exalted Triad*(MoF p78) [Clr6] – Cast a prepared spell three times.
- Azuth's Spell Shield*(MoF p79) [Clr7] – Subjects gain +12 +1/level SR.
- Backbiter*(CAArc p98) [Sor/Wiz1] – Wooden-hafted weapon strikes wielder.
- Backlash*(MoF p79) [Sor/Wiz4] – Target cursed if it uses spells against another creature.
- Balagarn's Iron Horn*(MoF p79) [Brd1 Sor/Wiz2] – Intense vibrations trip those in the area.
- Balancing Lorecall*(CAAdv p143) [Drd2 Rgr2 Sor/Wiz2] – You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.
- Baleful Polymorph*(PH p202) [Drd5 Sor/Wiz5 Transformation6] – Transforms subject into a harmless animal.
- Ball Lightning*(PGF p99) [Sor/Wiz5] – Energy balls deal 1d6 per level electricity damage
- Bands of Steel*(CAArc p98) [Sor/Wiz3] – Metallic bands immobilize or entangle target for 1 round per level.
- Bane Bow*(CDiv p151) [Rgr4] – Weapon becomes a +5 Bane against one of your favored enemies.
- Bane*(PH p203) [Clr1 Spirit1 Suffering1] – Enemies take –1 on attack rolls and saves against fear.
- Banishment*(PH p202) [Balanc6 Clr6 Exorcism6 Portal6 Retribution6 Sor/Wiz7] – Banishes 2 HD per level of extraplanar creatures.
- Barkskin*(PH p202) [Drd2 Plant2 Rgr2] – Grants +2 (or higher) enhancement to natural armor.

- Bastion of Good*(BoED p92) [Clr7] – Acts as *Minor Globe of Invulnerability* and a double-strength *Magic Circle against Evil*.
- Battering Ram*(MoF p80) [Sor/Wiz2] – Deals 1d6 damage plus bull rush.
- Bear's Endurance*(PH p203) [Clr2 Drd2 Dwarf2 Endurance2 Retribution2 Rgr2 Sor/Wiz2 Suffering2] – Subject gains +4 Constitution for 1 minute per level.
- Bear's Endurance, Mass*(PH p203) [Clr6 Drd6 Endurance6 Sor/Wiz6] – As *Bear's Endurance*, affects one subject per level.
- Beast Claws*(CDiv p151) [Clr4 Drd3] – Your hands become slashing natural weapons.
- Beget Bogun*(CDiv p152) [Drd1] – You create a Tiny nature servant.
- Bely'n's Burning Blood*(UE p48) [Sor/Wiz5] – Target takes 1d8 acid damage and 1d8 fire damage per round and is nauseated.
- Bestow Curse*(PH p203) [Clr3 Destiny4 DragonBelow3 Fate3 Hatred3 Sor/Wiz4 Spirit3 Suffering3] – Subject either receives a –6 on one ability; –4 penalty on attacks, saves, and skill checks; or 50% chance of losing each action.
- Bestow Curse, Greater*(RoD p164)(CDiv p153) (CDivErrata)+ [Brd6 Clr7 Destiny7 Sor/Wiz8] – As *Bestow Curse*, but more severe penalties.
- Bigby's Clenched Fist*(PH p203) [Sor/Wiz8 Strength8] – Large hand provides cover, pushes, or attacks your foes.
- Bigby's Crushing Hand*(PH p203) [Force9 Sor/Wiz9 Strength9] – Large hand provides cover, pushes, or crushes your foes.
- Bigby's Forceful Hand*(PH p204) [Sor/Wiz6] – Hand pushes creatures away.
- Bigby's Grasping Hand*(PH p204) [Sor/Wiz7 Strength7 Tyrant7] – Hand provides cover, pushes, or grapples.
- Bigby's Interposing Hand*(PH p204) [Sor/Wiz5] – Hand provides cover against one opponent.
- Binding Winds*(CDiv p153)(MoF p80) [Drd5 Weather4] – Air prevents target from moving, hinders ranged attacks.
- Binding*(PH p204) [Sor/Wiz8] – Utilizes an array of techniques to imprison a creature.
- Black Blade of Disaster*(MoF p81) [Sor/Wiz9] – Floating magic weapon deals damage and may *Disintegrate* targets.
- Blackfire*(CArc p99) [Sor/Wiz8] – Target is engulfed in black flame, takes 1d4 Constitution damage and becomes nauseated; flames and effects can spread to adjacent living creatures.
- Blacklight*(FR p67) (D&D p216) [Darkness3 Sor/Wiz3] – Create a 20' radius area of darkness that even darkvision can't see through, but you can.
- Blackstaff*(MoF p81) [Sor/Wiz8] – Greatly enhances staff or quarterstaff.
- Blade Barrier*(PH p205) [Clr6 Good6 Metal6 War6] – Wall of blades deals 1d6 per level damage.
- Blade Storm*(CAAdv p144) [Rgr3] – Swift. You make melee attacks against every foe you threaten.
- Blade Thirst*(MoF p82) [Rgr3] – Slashing weapon glows and gains +3 enhancement bonus.
- Bladebane*(UE p48) [Clr3 Pal2 Sor/Wiz4] – Slashing weapon becomes a bane weapon.
- Blades of Fire*(CArc p99) [Rgr2 Sor/Wiz2] – Your melee weapons deal +1d6 Fire damage for 1 round.
- Bladeweave*(CAAdv p144) [Brd2 Sor/Wiz2] – Swift. Your melee attacks Daze your opponent.
- Blasphemy*(PH p205)(PH3.5e)+ [Clr7 DragonBelow7 Evil7 Hatred7 Mysticism7 Orc7] – Kills, paralyzes, weakens, or dazes non-evil subjects.
- Blast of Flame*(CArc p99) [Sor/Wiz4] – 60' cone of Fire (1d6 per level damage, max 10d6).
- Blast of Force*(CDiv p153) [Force3] – Ray deals 1d6 force damage per two caster levels (max 5d6).
- Bless Water*(PH p205) [Clr1 Pal1] – Makes Holy Water.
- Bless Weapon*(PH p205) [Glory2 Pal1] – Weapon strikes true against evil foes.
- Bless*(PH p205) [Clr1 Community1 Community'1 Family1 Pal1] – Allies gain+1 morale bonus to attacks & saves vs. fear.
- Blessed Aim*(CDiv p154) [Clr3 Pal2] – +2 bonus of allies' ranged attacks.
- Blessed Sight*(BoED p92) [Celestial3 Clr3 Pal3] – Evil auras become visible to you.
- Blessing of Bahamut*(CDiv p154) [Pal3] – You gain damage reduction 10 / magic.
- Blight*(PH p206) [Decay5 Drd4 Sor/Wiz5] – Withers one plant or deals 1d6 per level damage to a plant creature.
- Blinding Beauty*(BoED p92) [Brd4 Drd4 Fey4 Rgr4] – You become as beautiful as a nymph, and can blind humanoid who look at you.
- Blinding Glory*(BoED p92) [Sor/Wiz9] – 100' per level radius of light that blinds Evil creatures.
- Blinding Spittle*(PGF p100) [Drd2] – Ranged touch attack makes subject blind.
- Blindness/Deafness*(PH p206) [Brd2 Clr3 Darkness2 Sor/Wiz2] – Makes subject blind or deaf.
- Blindsight*(PGF p100) [Clr3 Drd2 Sor/Wiz2] – Subject gains blindsight 30' for 1min./lvl.
- Blink*(PH p206) [Brd3 Sor/Wiz3] – You randomly vanish and reappear for 1 round per level.
- Blink, Improved / Greater* (CArc p99)(UE p50)(CDiv p154) [Brd5 Celerity8 Sor/Wiz5] – Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round per level.
- Blistering Radiance*(CArc p99) [Clr5 Sor/Wiz4] – Sphere of light blinds creatures, deals 2d6 Fire damage in a 50' radius spread. Lasts for 1 round per level.
- Blood Frenzy*(MoF p82) [Drd2] – Rage gives +2 to Strength and Constitution, +1 on Will saves, and –1 to AC.
- Blood of the Martyr*(BoED p92) [Clr4 Pal4] – You heal a target at range and take a like amount of damage.
- Blood to Water*(DR314 p45) [Clr7] – Changes some of the blood in up to three creatures into water, causing Constitution damage.
- Bloodhound*(CAAdv p144) [Rgr1] – You gain an immediate retry if you fail a Survival check while tracking.
- Blur*(PH p206) [Brd2 Celerity3 Sor/Wiz2] – Attacks miss subject 20% of the time.
- Body Blades*(MoF p82) [Clr2] – You attack as if armed, deal bonus damage, harm grapples.
- Body Harmonics*(DR314 p45) [Brd5] – Target creature's body vibrates, causing ability damage each round.
- Body of the Sun*(CDiv p155) [Drd2 Sor/Wiz2] – Your body emanates fire, dealing 1d4+1 damage.
- Bolt of Glory*(CDiv p155) [Glory6] – Positive energy ray deals extra damage to Evil Outsiders & Undead.
- Bolts of Bedevilment*(CDiv p155) (Eb p109)(EbErrata)+ [Madness5] – 1 ray per round dazes its target for 1d3 rnds.
- Bombardment*(MoF p82) [Drd8] – Falling rocks deal 1d8 damage/level and bury targets.
- Bottle of Smoke*(CDiv p155) [Drd4 Rgr3] – Uncorking a bottle creates a fast horse made of smoke.
- Brain Spider*(CDiv p156) [Clr8 Mind7] – Listen to thoughts of up to eight other creatures.
- Brambles*(CDiv p156) [Clr2 Drd2] – Wood weapon grows spikes that deal +1 damage per caster level (max +10).
- Branch to Branch*(CAAdv p144) [Drd2 Rgr1] – You gain +10 Competence bonus on Climb checks in trees and can brachiate through forest.
- Branch to Branch*(MoF p83) [Rgr1] – +10 to Climb checks and normal movement in trees.
- Break Enchantment*(PH p207) [Brd4 Clr5 Liberation5 Luck5 Pal4 Sor/Wiz5 Spell5] – Frees subject from enchantments, alterations, curses, and petrification.
- Briar Web*(CDiv p156) [Clr3 Drd2 Rgr2] – Area entangles creatures and thorns deal 2d6 damage.
- Brilliant Aura*(CDiv p157) (MoF p83)(MoFe)+ [Drd7] – Allies' weapons become brilliant energy, ignoring armor.
- Brilliant Blade*(CArc p100) [Clr8 Sor/Wiz6] – Weapon of projectiles shed light, ignore armor.
- Bull's Strength*(PH p207) [Clr2 Drd2 Pal2 Sor/Wiz2 Strength2] – Subject gains +4 Strength for 1 minute per level.
- Bull's Strength, Mass*(PH p207) [Clr6 Drd6 Sor/Wiz6] – As *Bull's Strength*, affects one subject per level.
- Burning Blood*(CArc p100) [Sor/Wiz4] – Target takes 1d8 Acid damage plus 1d8 Fire damage per round.
- Burning Hands*(PH p207) [Fire1 Sor/Wiz1] – 1d4 fire damage per level (max 5d4).
- Burrow*(Und p56) [Clr3 Drd2 Rgr2 Sor/Wiz3] – Subject grows claws and gains a Burrowing speed of 10'.
- Burrow, Mass*(Und p56) [Drd6 Rgr4 Sor/Wiz6] – As *Burrow*, but affects one subject per level.
- Cacophonous Shield*(CAAdv p144) [Brd6 Sor/Wiz7] – Shield 10' from you blocks sound, deals 1d6+1 per level Sonic damage, and deafens creatures passing through.
- Cacophonous Shield*(MoF p83) [Brd6 Sor/Wiz6] – Immobile shield blocks sound, deflects missiles, deals 1d6 +1/level (max +20), and deafens intruders.
- Caligarde's Claw*(PGF p100) [Sor/Wiz4] – Claw of force attacks opponent or guards area.
- Call Faithful Servants*(BoED p93) [Celestial6] – Summons 1d4 Lantern Archons, Coure, Eladrins, or Musteval Guardinals.
- Call Lightning Storm*(PH p207) [Drd5 Storm6 Weather6 Weather'5] – As *Call Lightning*, but 5d6 damage per bolt.
- Call Lightning*(PH p207) [Drd3 Storm3 Weather'3 Weather3] – Calls down lightning bolts (3d6 per bolt) from the sky.
- Call Mount*(BoED p93) [Pal2] – Call your special mount, even if you have already called it today.
- Calm Animals*(PH p207) [Animal1 Drd1 Rgr1] – Calms (2d4 + level) HD of animals.
- Calm Emotions*(PH p207) [Balance2 Brd2 Charm2 Clr2 Law2] – Calms creatures, negating emotion effects.
- Camel's Tenacity*(DR331 p71) [Clr4 Drd3] – Travel without food or water.
- Camouflage*(CDiv p157)(Und p56) [Drd1 Rgr1] – Subject gains a +10 bonus on Hide checks.
- Camouflage, Mass*(CDiv p157) (MoF p106)(MoFe)+ [Drd4 Rgr4] – As *Camouflage*, but multiple targets.
- Cannibalize*(DR312 p71) [Hunger3] – Subject gains a powerful bite attack and gains Temporary HP by consuming flesh.

- Capricious Zephyr*(DR314 p38) [Drd3 Sor/Wiz3] – Creates a ball of spinning wind that the caster can move around. Any creature touched by it receives a Bull Rush.
- Cast in Stone*(MoF p83) [Drd9] – Petrifying gaze attack.
- Castigate*(CDiv p158) [Clr4 Purification4] – Verbal rebuke deafens all who hear and damages those whose alignment differs from yours.
- Cat's Grace*(PH 3.5 p208) [Brd2 Celerity2 Drd2 Elf2 Halfling2 Rgr2 Sor/Wiz2] – Subject gains +4 Dexterity for 1 minute per level.
- Cat's Grace, Mass*(PH p208) [Brd6 Celerity7 Drd6 Sor/Wiz6] – As *Cat's Grace*, affects one subject per level.
- Cause Fear*(PH p208) [Brd1 Clr1 Death1 DragonBelow1 Orc1 Passion1 Sor/Wiz1] – One creature of 5HD or less flees for 1d4 rounds.
- Caustic Bile*(DR312 p71) [Hunger4] – Acidic splash deals 1d6 per level (max 10d6).
- Celebration*(MoF p84) [Brd4] – Intoxicate subjects.
- Celestial Blood*(BoED p94) [Clr6 Pleasure6] – Grant energy resistance, +4 on saves against poison, and Damage Reduction 10 / evil.
- Celestial Brilliance*(BoED p94) [Clr4 Sor/Wiz4] – Object sheds brilliant light to 120', hurts Undead and Evil Outsiders.
- Chaa'v's Laugh*(BoED p94) [Clr5 Joy5] – Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hp + 1 per level (max +20). Evil creatures receive a –2 penalty on attack rolls and saves against fear.
- Chain Lightning*(PH p208) [Air6 Sor/Wiz6] – 1d6 damage per level; 1 secondary bolt per level each deal half damage
- Chain of Eyes*(CDiv p158) [Clr3 Drd4] – You attach a magical sensor to a target, who can unwittingly pass it on to anyone he/she touches, and so on.
- Chalkboard*(DR324 p70) [Sor/Wiz0] – Creates opaque plane you can write on.
- Chameleon*(CArc p100) [Drd2] – Subject gets +10 on Hide checks.
- Changestaff*(PH p207) [Drd7] – Your staff becomes a treant on command.
- Changestones*(Und p57) [Drd7 Sor/Wiz7] – Prepared stones become Liths (a CR6 Magical Beast) (Und p93).
- Chaos Hammer*(PH p208)(PH3.5e+) [Chaos4] – Damages and staggers lawful creatures.
- Charm Animal*(PH p208) [Drd1 Rgr1] – Makes one animal your friend.
- Charm Monster*(PH p209) [Brd3 Charm5 Sor/Wiz4] – Makes monster believe it is your ally.
- Charm Monster, Mass*(PH p206) [Sor/Wiz8 Tyrant8] – As *Charm Monster*, but all within 30'.
- Charm Person*(PH p209) [Brd1 Charm1 Fey2 Renewal1 Sor/Wiz1] – Make one person your friend.
- Charm Person, Mass*(RoD p164)(DR312 p51) [Brd4 Sor/Wiz5] – As *Charm Person*, but up to 2 * Caster level of HD.
- Chill Metal*(PH p209) [Cold2 Drd2] – Cold metal damages those who touch it.
- Chill Touch*(PH p209) [Cold1 Sor/Wiz1 Undead1] – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
- Choose Destiny*(RoD p164) [Destiny9] – Gain two chances for success for every action.
- Circle Dance*(MoF p84) [Brd2 Clr3 Drd3] – Indicates direction to known target.
- Circle of Death*(PH p209) [Sor/Wiz6] – Kills 1d4 HD per level of creatures.
- City Lights*(RoD p164) [City2 Sor/Wiz2] – Absorb nearby light to release as blinding flare.
- City Stride*(RoD p164) [Brd6 City6] – Teleport between two cities.
- City's Might*(RoD p165) [City8] – Gain enhancement to Strength & Constitution, and Damage Reduction, while in a city.
- Clairaudience/Clairvoyance*(PH p209) [Brd3 Drow2 Knowledge3 Mentalism3 Planning3 Sor/Wiz3] – Hear or see at a distance for 1 minute per level.
- Clarity of Mind*(Und p57) [Balance3 Pal2] – Grants +4 bonus on saves involving charm, compulsion, and glamor spells; reduces glamor miss chance by 10%.
- Claws of Darkness*(FR p67) [Sor/Wiz2] – Your hands become reach melee touch attacks that deal 1d4 cold damage plus *Slow*.
- Claws of the Beast*(PGF p101) [Drd1 Rgr2] – Your hands become 1d6 weapons.
- Cloak of Bravery*(CWar p117) [Clr3 Courage3 Pal2] – You and your allies gain a bonus on saves against fear.
- Cloak of Bravery, Greater*(CWar p117) [Courage9] – You and your allies become immune to fear and get +2 bonus on attacks.
- Cloak of Chaos*(PH p210) [Chaos8 Clr8 Orc8] – +4 to AC, +4 resistance, SR 25 vs. lawful spells.
- Cloak of Dark Power*(FR p68) [Drow1] – Protection from sunlight, +4 resistance bonus on saves vs. light and darkness spells.
- Cloak of the Sea*(CAAdv p144) [Drd5 Sor/Wiz6] – Gain *Blur*, *Freedom of Movement*, and *Water Breathing* while in the water.
- Clone*(PH p210) [Sor/Wiz8] – Duplicate awakens when original dies.
- Cloud of Bewilderment*(PGF p101) [Brd2 Sor/Wiz2] – Generates a nauseating 10' long Cone.
- Cloudburst*(CDiv p158)(MoF p84)(MoFe+) [Drd2] – Rain obscures vision, extinguishes fires, and hampers missiles.
- Cloudkill*(PH p210) [Sor/Wiz5] – Kills up to 3 HD; 4-6 HD save or die; 6+ HD take Constitution damage.
- Cloudwalkers*(CDiv p159) [Drd7 Weather7] – Targets can walk on clouds, flying at high altitudes.
- Cocoon*(MoF p85) [Drd8] – Paralyzes and drains levels from target.
- Cold Fire*(DR312 p62) [Clr3 Drd2] – The target fire gives off cold instead of heat for 1 minute per level –or– a creature with cold vulnerability / a fire subtype takes instantaneous damage.
- Color Spray*(PH p210) [Clr6 Drd5 Sor/Wiz1] – Knocks unconscious, blinds, or stuns weak creatures.
- Combust*(MoF p85) [Sor/Wiz2] – Target takes 2d6 fire damage +1 per level.
- Cometfall*(CDiv p159)(CDivErrata+) [Clr6 Drd6] – Comet falls atop foes, damaging them and knocking them prone.
- Command Plants*(PH p211) [Drd4 Plant4 Rgr3] – Sway the actions of one or more plant creatures.
- Command Undead*(PH p211) [Necromancy2 Sor/Wiz2 Undead2] – An undead creature obeys your commands.
- Command*(PH p211) [Clr1 Dominion1 Pact1 Tyrant1] – One subject obeys selected command for 1 round.
- Command, Greater*(PH p211) [Clr5 Dominion5 Herald5 Nobility5 Passion5 Tyrant5] – As *Command*, but affects one subject per level.
- Commune with City*(RoD p165) [City4] – Learn about the current city.
- Commune with Earth*(RoF p189) [Clr5 Drd5] – Learn about hills, mountains, and/or underground for ½ mile per level radius & ¼ mile per level depth.
- Commune with Nature*(PH p211) [Animal5 Drd5 Elf5 Rgr4] – Learn about terrain for one mile per level.
- Commune*(PH p211) [Clr5 Oracle5] – Deity answers one yes-or-no question per level.
- Comprehend Languages*(PH p212) [Brd1 Clr1 Commerce1 Herald1 Herald1 Meditation1 Mind1 Sor/Wiz1] – You understand all spoken and written languages.
- Cone of Cold*(PH p212) [Cold6 Sor/Wiz5 Water6] – 1d6 cold damage per level (max 15d6).
- Confusion*(PH p212) [Brd3 Madness4 Passion3 Sor/Wiz4 Trickery4] – Makes subject behave oddly for 1 round per level.
- Confusion, Lesser*(PH p212) [Brd1 Madness1 Mentalism1] – One creature acts randomly for 1 round.
- Consecrate*(PH p212) [Celestial2 Clr2 Deathless2] – Fills area with positive energy, making undead weaker.
- Construct Essence*(RoE p183) [Sor/Wiz5] – As *Lesser Construct Essence*, but grants more qualities of the Construct type.
- Construct Essence, Greater*(RoE p183) [Sor/Wiz9] – Grants a Living Construct all the benefits of the Construct creature type.
- Construct Essence, Lesser*(RoE p184) [Sor/Wiz2] – Grants a Living Construct qualities of the Construct type.
- Contact Other Plane*(PH p212) [Sor/Wiz5] – Lets you ask question of an extraplanar entity.
- Contagion*(PH p213) [Clr3 Decay3 Destruction3 Drd3 Pestilence3 Sor/Wiz4] – Infects subject with chosen disease.
- Contagion, Mass*(RoF p190) [Clr5 Drd5 Sor/Wiz6] – Infects all targets in a 30' area with chosen disease.
- Contagious Fog*(Und p57) [WateryDeath7] – 30' radius cloud of fog inflicts disease.
- Contagious Touch*(CDiv p159) [Drd6] – You infect one creature per round with a chosen disease.
- Contingency*(PH p213) [Sor/Wiz6 Time6] – Sets trigger condition for another spell.
- Continual Flame*(PH p213) [Clr3 Sor/Wiz2] – Makes a permanent, heatless torch.
- Control Deathless*(Eb p109) [Deathless7] – Deathless don't attack you while under your command.
- Control Plants*(PH p213) [Drd8 Plant8] – Control actions of one or more plant creatures.
- Control Undead*(PH p214) [Necromancy7 Sor/Wiz7 Undead7] – Undead don't attack you while under your command.
- Control Water*(PH p214) [Clr4 Drd4 Sor/Wiz6 Water4 WateryDeath3] – Raises, lowers bodies of water.
- Control Weather*(PH p214) [Air7 Clr7 Cold7 Drd7 Sor/Wiz7 Storm7 Weather7] – Changes weather in local area.
- Control Winds*(PH p214) [Air5 Drd5 Sky5 Weather'6] – Change wind direction and speed.
- Convert Wand*(BoED p95) [Clr5] – Transforms a magic wand into a heal wand for 1 minute per level.
- Corona of Cold*(DR312 p63) [Clr4 Drd4] – A 10' radius area of cold protects the caster from heat and causes damage & shivers to anyone else in the area.
- Corpse Candle*(CArc p101) [Sor/Wiz3] – Ghostly hand and candle sheds light, affects incorporeal creatures.

- Corrosive Grasp*(MoF p85) [Sor/Wiz1] – 1 touch per level deals 1d6+1 acid damage.
- Crawling Darkness*(MoF p86)(Sav p64) [Clr5] – Cloud of tentacles provides concealment, skill bonuses, and several defenses.
- Create Chosen One*(MoF p28) [Sor/Wiz5] – Hour-long ritual to change a helpless target into a slavish Chosen One(MoF p27).
- Create Crossroads and Backroad*(MoF p86) [Drd7] – Links two locations by magical path.
- Create Darkenbeast*(MoF p31) [Sor/Wiz5] – Hour-long ritual to change a Small or Medium-sized animal into a flying Darkenbeast(MoF p30).
- Create Deathless*(Eb p109) [Deathless6] – Create an Undying Soldier.
- Create Food and Water*(PH p214) [Clr3 Creation3 Feast3] – Feeds 3 humans (or 1 horse) per level.
- Create Greater Deathless*(Eb p110) [Deathless8] – Create an Undying Councilor.
- Create Greater Undead*(PH p215) [Clr8 Death8 Pestilence8 Sor/Wiz8 Undead8 Undeath8] – Creates shadows, wraiths, spectres, or devourers.
- Create Magic Tattoo*(PGF p101) [Sor/Wiz2] – Subject receives a magic tattoo with various effects.
- Create Undead*(PH p215) [Clr6 Death6 Evil6 Sor/Wiz6 Undead6 Undeath6] – Create ghouls, ghosts, mummies, or mohrgs.
- Create Water*(PH p215) [Clr0 Creation1 Drd0 Pal1] – Creates 2 gallons per level of pure water.
- Creeping Cold*(CDiv p159) [Drd2] – Creature feels chill that increases with each round.
- Creeping Cold, Greater*(CDiv p160) [Drd7] – As *Creeping Cold*, but longer duration and more damage.
- Creeping Doom*(PH p214) [Drd7 Spider8] – Swarms of centipedes attack at your command.
- Critical Strike*(CAAdv p145) [Asn1 Hex2 Sor/Wiz1] – Swift. For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical hits.
- Crown of Despair*(DR331 p72) [Sor/Wiz7] – All creatures that see you must save or be paralyzed.
- Crown of Flame*(BoED p95) [Clr5] – Aura burns evil outsiders, undead, and fey for 2d6 points of damage per round.
- Crown of Glory*(BoED p95) [Herald8 Glory8] – Aura inspires awe.
- Crumble*(CDiv p160)(MoF p86) [Drd6] – 1d6/level (bypassing hardness) to manufactured object or structure.
- Crushing Coils*(DR330 p70) [Drd3 Sor/Wiz4] – Teleport constrictor to crush opponent.
- Crushing Despair*(PH p215) [Brd3 Passion4 Sor/Wiz4] – Subjects take –2 on attack rolls, damage rolls, saves, and checks.
- Cure Critical Wounds*(PH p215) [Brd4 Clr4 Drd5 Healing4] – Cures 4d8 + 1 per level (max. +20).
- Cure Critical Wounds, Mass*(PH p215) [Clr8 Drd9 Healing8] – Cures 4d8 damage +1 per level (max +40) for many creatures.
- Cure Light Wounds*(PH p215) [Brd1 Clr1 Drd1 Healing1 Pal1 Rgr2] – Cures 1d8 + 1 per level damage (max +5).
- Cure Light Wounds, Mass*(PH p216) [Brd5 Clr5 Drd6 Healing5] – Cures 1d8 damage +1 per level for many creatures.
- Cure Minor Wounds*(PH p216) [Clr0] – Cures 1 point of damage.
- Cure Minor Wounds*(PH p216) [Drd0] – Cures 1 point of damage.
- Cure Moderate Wounds*(PH p216) [Brd2 Clr2 Drd3 Healing2 Pal3 Rgr3] – Cures 2d8 damage +1 per level (max +10).
- Cure Moderate Wounds, Mass*(PH p216) [Brd6 Clr6 Drd7] – Cures 2d8 damage + 1 per level for many creatures.
- Cure Serious Wounds*(PH p216) [Brd3 Clr3 Drd4 Healing3 Pal4 Rgr4] – Cures 3d8 damage + 1 per level (max +15).
- Cure Serious Wounds, Mass*(PH p216) [Clr7 Drd8] – Cures 3d8 damage +1 per level for many creatures.
- Curse of Ill Fortune*(CDiv p160) (MoF p86)(MoFe+) [Clr2] – Subject suffers –3 penalty on attacks, saves, and checks.
- Curse of Lycanthropy*(CDiv p160) [Pestilence6] – Causes temporary lycanthropy in subject.
- Curse of Spilt Water*(DR334 p74) [Drd6 Sor/Wiz6] – Transforms an enemy into water.
- Curse Water*(PH p216) [Clr1] – Makes Unholy Water.
- Cyclonic Blast*(DR314 p38) [Sor/Wiz5] – Creates a blast of air from the caster out to Medium-range, which does 1d6 per level & a Bull Rush.
- Dagger Spell Stance*(CAAdv p145) [Drd2 Sor/Wiz2] – Swift. You gain +2 Insight bonus on attack and damage if you make a Full Attack, Spell Resistance 5 + caster level if you Fight Defensively, and Damage Reduction 5 / magic if you use the Total Defense action.
- Dance of the Unicorn*(CDiv p161) [Clr5 Purification5] – Purifying mist washes the air clean of smoke, dust, and poisons.
- Dancing Lights*(PH p216) [Brd0 Sor/Wiz0] – Creates torches or other lights.
- Dancing Web*(BoED p96) [Clr5 Drd5 Sor/Wiz4] – Creatures in a 20' radius take 1d6 nonlethal damage per level (max 10d6) and Evil creatures are Entangled for 1d6 rounds.
- Dark Way*(MoF p87) [Clr3] – Creates unbreakable bridge supporting up to 200 pounds per level.
- Darkbolt*(FR p68) [Darkness5] – Ranged touch, 2d8 damage and daze, 1 bolt per 2 levels (max 7).
- Darkfire*(MoF p86) (LoD p186) [Clr3] – As *Produce Flame*, but dark flames visible only with darkvision.
- Darkness*(PH p216) [Brd2 Cavern2 Clr2 Shadow2 Sor/Wiz2] – 20' radius of supernatural shadow.
- Darkvision*(PH p216) [Rgr3 Sor/Wiz2] – See 60' in total darkness.
- Darkvision, Mass*(CArc p102) [Sor/Wiz4] – Creatures in a 10' radius gain the ability to see 50' in total darkness.
- Darkvision, Superior*(UE p53) [Rgr4 Sor/Wiz4] – See normally in total darkness.
- Darsson's Potion*(MoF p87) [Sor/Wiz4] – Creates a potion that must be used within 1 hour per level.
- Daylight*(PH p216) [Brd3 Clr3 Drd3 Pal3 Sor/Wiz3] – 60' radius of bright light.
- Daze Monster*(PH3.5 217) [Sor/Wiz2] – Living creature up to 6HD or less loses next action.
- Daze*(PH p217) [Brd0 Sor/Wiz0] – Humanoid creature of 4HD or less loses next action.
- Dead End*(DR325 p71) [Brd1 Sor/Wiz1] – Illusions conceal the targets' trail.
- Deafening Clang*(MoF p87) [Pal1] – Weapon deafens with a successful touch attack.
- Death Armor*(MoF p87) [Sor/Wiz2] – Black aura does 1d4 + 1 per 2 levels (max +5) damage to creatures attacking you.
- Death Dragon*(MoF p88) [Clr7] – You gain +4 natural armor, +4 deflection, and natural attacks.
- Death Knell*(PH p217) [Clr2 Death2 DragonBelow2] – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, & 1 lvl
- Death Pact*(CDiv p161)(MoF p88) [Clr8 Pact8] – Deity brings you back from the dead automatically.
- Death Ward*(PH p217) [Clr4 Death4 Drd5 Life4 Pal4 Repose4 Spirit4 Undeath4] – Grants immunity to death spells and negative energy effects.
- Deathwatch*(PH p217) [Clr1 Planning1] – Reveals how near death subjects within 30' are.
- Decastave*(UE p49) [Sor/Wiz2] – Create a quarterstaff of force for 1rnd/lvl, that does 1d6 damage on a touch attack & an extra +1d8 sonic & deafen on a critical hit.
- Decomposition*(CDiv p161) [Drd2] – Wounds deal 1 extra point of damage each round.
- Decoy Image*(MoF p88) [Rgr3] – Figment mimics you and allies.
- Deep Breath*(DR314 p46) [Drd1 Sor/Wiz1] – Caster's lungs constantly refill with air.
- Deep Slumber*(PH p217) [Brd3 Dream3 Sor/Wiz3] – Puts 10HD of creatures to sleep.
- Deeper Darkness*(PH p217) [Clr3 Shadow3] – Object sheds supernatural shadow in 60' radius.
- Deeper Darkvision*(Und p58) [Rgr4 Sor/Wiz3] – Subject can see 60' in magical darkness.
- Defenestrating Sphere*(CArc p103) [Sor/Wiz4] – Cloudy gray sphere knocks enemies prone, hurls them upward for subsequent falling damage.
- Dehydrate*(Und p58) [WateryDeath5] – Deals Constitution damage to subject.
- Deific Vengeance*(CDiv p161) [Clr2 Purification2] – God's punishment deals 1d6 damage per two levels (max 5d6).
- Delay Death*(RoD p165) [Clr3 Destiny3] – Losing hit points doesn't kill the subject.
- Delay Poison*(PH p217) [Brd2 Clr2 Drd2 Feast2 Pal2 Rgr1] – Stops poison from harming subject for 1 hour per level.
- Delayed Blast Fireball*(PH p217) [Sor/Wiz7] – 1d6 per level fire damage; you can postpone the blast for up to 5 rounds.
- Delusions of Grandeur*(DR324 p71) [Brd2 Sor/Wiz2] – Subject becomes overconfident and careless.
- Demand*(PH p217) [Charm8 Nobility8 Sor/Wiz8] – As *Sending*, plus you can send *Suggestion*.
- Desecrate*(PH p218) [Clr2 Evil2 Undeath2] – Fills area with negative energy, making undead stronger.
- Desert Burial*(DR331 p71) [Drd4 Sor/Wiz4] – Buries targets up to their necks in sand.
- Destruction*(PH p218) [Clr7 Death7 Hunger7 Repose7 Slime7] – Kills subject and destroys remains.
- Detect Animals or Plants*(PH p218) [Drd1 Rgr1] – Detects species of animals or plants.
- Detect Chaos*(PH p218) [Clr1 Inquisition1] – Reveals chaotic creatures, spells, or objects.
- Detect Crossroads*(MoF p88) [Brd0 Drd0] – Detect fey crossroads within 60'.
- Detect Evil*(PH p218) [Clr1] – Reveals evil creatures, spells, or objects.
- Detect Favored Enemy*(CDiv p162) [Rgr3] – You know if your favored enemies are within 60'.
- Detect Good*(PH p219) [Clr1] – Reveals good creatures, spells, or objects.
- Detect Law*(PH p219) [Clr1] – Reveals lawful creatures, spells, or objects.
- Detect Magic*(PH p219) [Brd0 Clr0 Drd0 Sor/Wiz0] – Detects spells and magic items within 60'.
- Detect Metal and Minerals*(RoF p189) [Clr3 Sor/Wiz3] – Reveals metal & minerals within 60'.
- Detect Poison*(PH p219) [Clr0 Drd0 Pal1 Rgr1 Sor/Wiz0] – Detects poison in one creature or small object.

- Detect Scrying*(PH p219) [Brd4 Planning5 Sor/Wiz4] – Alerts you to magical eavesdropping.
- Detect Secret Doors*(PH p220) [Brd1 Cavern1 Knowledge1 Sor/Wiz1] – Reveals hidden doors within 60’.
- Detect Snares and Pits*(PH p220) [Drd1 Rgr1] – Reveals natural or primitive traps.
- Detect Thoughts*(PH p220) [Brd2 Inquisition3 Knowledge2 Mentalism2 Mind2 Sor/Wiz2 Truth1] – Allows “listening” to surface thoughts.
- Detect Undead*(PH p220) [Clr1 Deathless1 Pal1 Sor/Wiz1 Undeath1] – Reveals undead within 60’.
- Detoxify*(Eb p110) [Feast8] – Neutralize poison in a 30’ radius (including creatures with poison attacks).
- Devastate Undead*(LoD p186) [Sor/Wiz8] – Target undead must save or be destroyed; caster takes (or heals) 5 points of damage per HD of destroyed undead.
- Dhulark’s Glassstrike*(MoF p89) [Sor/Wiz6] – Turns subject into glass for 1 hour per level.
- Dictum*(PH p220) [Clr7 Dwarf7 Inquisition7 Law7] – Kills, paralyzes, slows, or deafens non-lawful subjects.
- Dimension Door*(PH p221) [Brd4 Portal4 Portal’4 Sor/Wiz4 Travel4] – Teleports you a short distance.
- Dimensional Anchor*(PH p221)(PH p250)+ [Clr4 Portal3 Sor/Wiz4] – Bars extradimensional movement.
- Dimensional Lock*(PH p221) [Clr8 Portal8 Sor/Wiz8] – Teleportation and interplanar travel are blocked for 1 day per level.
- Diminish Plants*(PH p221) [Drd3 Rgr3] – Reduces size or blights growth of normal plants.
- Dirge of Discord*(CAAdv p145) [Brd3] – All within 20’ take –4 on attack rolls, Concentration checks, and Dexterity, and reduce speed by 50%.
- Dirge*(MoF p89) [Brd6] – Enemies suffer 2 points of Strength & Dexterity damage per round.
- Discern Bloodline*(RoD p165) [Brd1 Sor/Wiz1] – Know the race of one creature per level.
- Discern Lies*(PH p221) [Clr4 Drow4 Inquisition4 Mind4 Nobility4 Pal3 Truth4 Tyrant3] – Reveals deliberate falsehoods.
- Discern Location*(PH p222) [Clr8 Knowledge8 Oracle8 Planning8 Retribution8 Sor/Wiz8 Trade9 Truth8] – Reveals the exact location of a creature or object.
- Discern Shapechanger*(CArc p103)(RoE p184) [Sor/Wiz3] – Penetrates disguises and identifies shapchanging creatures.
- Disguise Self*(PH p222) [Brd1 Sor/Wiz1 Trickery1] – Changes your appearance
- Disguise Undead*(MoF p89)(T&B p87) [Sor/Wiz2] – Change appearance of one corporeal undead for 10 minutes per level.
- Disintegrate*(PH p222) [Destruction7 Sor/Wiz6] – Makes one creature or object vanish.
- Dismissal*(PH p222) [Balance4 Clr4 Exorcism4 Sor/Wiz5] – Forces a creature to return to native plane.
- Dispel Chaos*(PH p222) [Clr5 Law5 Pal4] – +4 bonus against attacks by chaotic creatures.
- Dispel Evil*(PH p222) [Clr5 Exorcism5 Good5 Pal4] – +4 bonus against attacks by evil creatures.
- Dispel Good*(PH p222) [Clr5 Evil5] – +4 bonus against attacks by good creatures.
- Dispel Law*(PH p222) [Chaos5 Clr5] – +4 bonus against attacks by lawful creatures.
- Dispel Magic*(PH p223)(PH3.5e)+ [Brd3 Clr3 Drd4 Magic3 Pal3 Sor/Wiz3] – Cancels magical spells and effects.
- Dispel Magic, Greater*(PH p210)(PH3.5e)+ [Brd5 Clr6 Drd6 Drow6 Liberation6 Sor/Wiz6] – As *Dispel Magic*, but up to +20 on the check.
- Dispel Ward*(DR313 p90) [Clr2 Sor/Wiz2] – As *Dispel Magic*, but only dispels Abjuration spells cast on objects and/or areas.
- Displacement*(PH p223) [Brd3 Illusion3 Sor/Wiz3] – Attacks miss subject 50% of the time.
- Disquietude*(MoF p90) [Brd1] – Target avoids physical contact with others.
- Disrupt Undead*(PH p223) [Glory1 Sor/Wiz0] – Deals 1d6 damage to one undead.
- Disrupting Weapon*(PH p223) [Clr5 Life5] – Melee weapon destroys undead.
- Dissonant Chord*(CAAdv p145) [Brd3] – Deals 1d8 per two levels of Sonic damage in a 10’ burst.
- Distilled Joy*(BoED p96) [Joy3 Sor/Wiz3] – Creates Ambrosia.
- Distort Speech*(CAAdv p145) [Brd1] – Subject’s speech is 50% unintelligible; subject may miscast spells.
- Distract Assailant*(CAAdv p146) [Asn1 Hex1 Sor/Wiz1] – Swift. One creature is flat-footed for 1 round.
- Distract*(DR314 p20) [Brd1 Sor/Wiz1] – One creature per level has trouble concentrating & receives a –4 penalty on Concentration, Search, Spot, & Listen checks.
- Divination*(PH p224) [Clr4 Fate4 Knowledge4 Oracle3 Pact4] – Provides useful advice for specific proposed actions.
- Divine Agility*(CDiv p162) [Clr5] – You improve a creature’s Reflex save, Dexterity, and maneuverability in combat.
- Divine Favor*(PH p224) [Clr1 Mysticism1 Nobility1 Pal1] – You gain +1 per three levels on attack and damage rolls.
- Divine Insight*(CAAdv p147) [Clr2 Pal2] – You gain Insight bonus of 5 + caster level on one single skill check.
- Divine Power*(PH p224) [Clr4 Competition4 Orc4 War4] – You gain attack bonus, +6 to Str, and 1 hp per level.
- Divine Sacrifice*(CDiv p163) [Pal1] – Sacrifice hit points for a damage bonus.
- Dolorous Motes*(BoED p97) [Brd4 Sor/Wiz3] – Creates clouds of flickering light (one 10’ cube per level) that dazes creatures.
- Dominate Animal*(PH p224) [Animal3 Drd3] – Subject animal obeys silent mental commands.
- Dominate Monster*(PH p224) [Charm9 Passion9 Sor/Wiz9 Tyrant9] – As *Dominate Person*, but any creature.
- Dominate Person*(PH p224) [Brd4 Dominion4 Sor/Wiz5] – Controls humanoid telepathically.
- Dominate Person, Mass*(DR312 p51) [Brd6 Sor/Wiz8] – As *Dominate Person*, but up to 2 * Caster level of HD.
- Doom*(PH p225) [Clr1 Decay1 Hatred1 Pestilence1 Wrath1] – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- Doomtide*(CDiv p163)(MoF p90) [Clr4] – Black mist obscures vision, dazes creatures.
- Doppelganger Transformation*(RoE p184) [Transformation7] – You gain the physical and mental bonuses of a Doppelganger.
- Downdraft*(DR314 p40) [Clr5 Drd5] – A 20’ radius column of air forces creatures towards the ground.
- Dragon Breath*(CDiv p164) [Clr5 Sor/Wiz5] – You choose a dragon type and mimic its breath weapon.
- Drawmij’s Instant Summons*(PH p225) [Rune7 Sor/Wiz7] – Prepared object appears in your hand.
- Dream Sight*(CDiv p164) [Dream6] – Your spirit can hear and see at a distance for 1 minute per level.
- Dream*(PH p225) [Brd5 Herald6 Sor/Wiz5] – Sends message to anyone sleeping.
- Drown*(Und p58) [Drd6 WateryDeath6] – Target immediately begins to drown.
- Drown, Mass*(Und p58) [Drd9 WateryDeath9] – As *Drown*, but affects one target per level.
- Duelward*(CArc p103) [Sor/Wiz5] – +4 on Spellcraft checks, counterspell as an Immediate Action.
- Dust to Dust*(RoTW p174) [Clr4] – Disintegrate Undeath with your ray attack.
- Eagle’s Splendor*(PH p225) [Brd2 Clr2 Pal2 Sor/Wiz2 Trade3] – Subject gains +4 Charisma for 1 minute per level.
- Eagle’s Splendor, Mass*(PH p225) [Brd6 Clr6 Pleasure5 Sor/Wiz6] – As *Eagle’s Splendor*, affects one subject per level.
- Earth Glide*(RoS p162) [Drd8 Sor/Wiz8] – Touched creature can “swim” through earth and stone like an Earth Elemental.
- Earth Hammer*(RoS p162) [Clr5 Pal3] – Touched weapon has its damage increased, is treated as Adamantine, and only does Bludgeoning damage. Swift.
- Earthen Grace*(DR314 p28) [Drd2 Sor/Wiz3] – The subject only take nonlethal damage from stone & earth attacks.
- Earthen Grasp*(CArc p104) [Sor/Wiz2] – Arm made of earth and soil grapples foes.
- Earthfast*(MoF p90) [Drd2] – Double hardness and hit points for stone structures or rock formation.
- Earthquake*(PH p225) [Cavern8 Clr8 Destruction8 Drd8 Earth7] – Intense tremor shakes 5’ per level radius.
- Ease Pain*(BoED p97) [Clr2] – Remove lingering effects of pain.
- Easy Climb*(CAAdv p147) [Rgr2] – You make a vertical surface easy to Climb (i.e., DC 10).
- Easy Climb*(MoF p91) [Rgr3] – Changes vertical surface Climb DC to 10.
- Easy Trail*(CAAdv p147) [Drd2 Rgr1] – You make a temporary trail through any kind of undergrowth.
- Easy Trail*(MoF p91) [Drd2 Rgr2] – Makes a trail easier to track.
- Echo Skull*(MoF p91) [Drd5] – See, hear, and speak through a prepared animal skull for 1 hour/level.
- Eladrin Form*(BoED p97) [Sor/Wiz7] – You become an incorporeal globe.
- Elation*(BoED p98) [Brd2 Clr2 Joy2 Sor/Wiz3] – Allies gain +2 Morale bonus to Strength & Dexterity, and +5’ movement.
- Electric Jolt*(MoF p91) [Sor/Wiz0] – Ranged touch attack deals 1d3 electricity damage.
- Elemental Swarm*(PH p226) [Air9 Drd9 Dwarf9 Earth9 Fire9 Ocean9 Water9] – Summons multiple elementals.
- Elminster’s Effulgent Eputation*(PGF p102) [Sor/Wiz9] – Creates one sphere per level that negate hostile magic.
- Elminster’s Evasion*(FR p69) [Sor/Wiz9] – Enhanced *Contingency* spell that teleports you under 6 possible conditions.
- Embrace the Wild*(CAAdv p147) [Drd2 Rgr1] – You gain an animal’s sense for 10 minutes per level.

- Emerald Burst*(BoED p98) [Sor/Wiz5] – 20' radius burst dazes neutral creatures for 1 round, stuns evil creatures for 1d4 rounds.
- Emerald Flame Fist*(CArc p105) [Sor/Wiz7] – Touch attack deals 3d6 + 1/lvl Fire damage (max +20); target can be engulfed by flame for additional damage
- Empathy*(DR313 p93) [Brd1 Sor/Wiz1] – Read the emotions of one living creature; gain a +2 Competence bonus on Charisma-based skill checks against the target.
- Empyrean Ecstasy*(BoED p98) [Brd6 Pleasure7] – Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; –4 to skill checks.
- End to Strife*(BoED p98) [Clr9] – Any attack made within 80' of the caster causes attacker to take 1d6 points of lethal or non-lethal damage per caster level (max 20d6).
- Endure Elements*(PH p226) [Clr1 Drd1 Endurance1 Ocean1 Pal1 Sor/Wiz1 Sun1] – Exist comfortably in hot or cold environments.
- Enduring Flight*(RotW p175) [Sky3 Sor/Wiz4] – Carry medium loads at full fly speed, flight duration doubles.
- Energetic Healing*(BoED p98) [Clr5 Drd5] – Target is immune to one energy type and gain 10% of the energy damage as healing.
- Energize Potion*(BoED p98) [Clr3 Drd3 Wrath2] – Transforms a potion into a grenade that deals energy damage in a 10' radius burst.
- Energy Drain*(PH p226) [Clr9 Decay9 Necromancy9 Sor/Wiz9 Suffering9 Undeath9] – Subject gains 2d4 negative levels.
- Energy Immunity*(CArc p105) [Clr6 Drd6 Sor/Wiz7] – Subject and equipment gain immunity to damage of a specified energy type.
- Energy Transformation Field*(MoF p92) [Sor/Wiz6] – Area absorbs magic energy to power a predetermined spell.
- Energy Vortex*(CDiv p164) [Clr4 Drd4] – Burst of energy centered on you damages nearby creatures.
- Enervation*(PH p226) [Decay4 Hunger5 Necromancy4 Sor/Wiz4 Spirit5 Suffering4] – Subject gains 1d4 negative levels.
- Enhance Familiar*(CArc p105) [Sor/Wiz3] – You familiar receives +2 bonus on saves, combat rolls, and AC for 1 hour per level.
- Enhanced Shifting*(RoE p184) [Drd3] – Gain bonuses for the duration of the current use of your racial Shifting ability.
- Enlarge Person*(PH p226) [Sor/Wiz1 Strength1 Transformation1] – Humanoid creature doubles in size.
- Enlarge Person, Mass*(PH p226) [Sor/Wiz4] – Enlarges several creatures.
- Entangle*(PH p227) [Drd1 Plant1 Rgr1 WateryDeath1] – Plants entangle everyone in a 40' radius.
- Entangling Staff*(CAAdv p147) [Drd3 Sor/Wiz4] – Swift. Quarterstaff gains improved grab and can constrict grappled foes.
- Entrhall*(PH p227) [Brd2 Clr2 Dominion2 Herald2 Nobility2 Tyrant2] – Captivates all within 100' + 10' per level.
- Entropic Shield*(PH p227) [Clr1 Luck1 Storm1] – Ranged attacks against you suffer 20% miss chance.
- Enveloping Cocoon*(CDiv p164) [Drd6] – Entraps target creature and denies save for attached spell.
- Eradicate Earth*(Und p58) [Sor/Wiz3] – Deals 1d8 per level damage (max 10d8) to earth creatures.
- Erase*(PH p227) [Brd1 Rune1 Sor/Wiz1] – Mundane or magical writing vanishes.
- Estanna's Stew*(BoED p99) [Clr2 Drd2 Pal2] – Conjures stew the heals 1d6+1 per serving (one serving per two levels).
- Ethereal Jaunt*(PH p227) [Clr7 Sor/Wiz7] – You become ethereal for 1 round per level.
- Etherealness*(PH p228) [Clr9 Portal7 Portal*7 Sor/Wiz9] – Travel to Ethereal Plane with companions.
- Evard's Black Tentacles*(PH p228) [Slime5 Sor/Wiz4] – Tentacles grapple all within a 15' spread.
- Exacting Shot*(CAAdv p148) [Rgr1] – Your ranged weapon automatically confirms critical hits against your favored enemies.
- Excavate*(Und p58) [Sor/Wiz8] – Creates a permanent passage in earth and walls.
- Expeditious Retreat*(PH p228) [Brd1 Celerity1 Sor/Wiz1] – Your land speed increases by 30'.
- Expeditious Retreat, Swift*(CAAdv p149) [Brd1 Sor/Wiz1] – Swift. Your speed increases by 30' for 1 round.
- Explosive Cascade*(MoF p93) [Sor/Wiz4] – Bouncing flame ball deals 1d6 per level fire damage (max 10d6).
- Explosive Runes*(PH p228) [Rune4 Sor/Wiz3] – Deals 6d6 damage when read.
- Extend Shifting*(RoE p185) [Drd1 Rgr1 Sor/Wiz1] – Extend duration of Shifting racial ability by 4 rounds.
- Extract Water Elemental*(DR314 p46) [Drd6 Sor/Wiz6] – Pulls water out of the target's body, causing 1d6/lvl damage (max 20d6). If the damage slays the target, the extracted water becomes a free-willed water elemental.
- Eye of Power*(PGF p121) [Sor/Wiz9] – As *Arcane Eye*, but you can cast spells of 7th level or lower through it.
- Eye of Stone*(RoS p162) [Sor/Wiz6] – As *Arcane Eye*, but able to pass through solid stone.
- Eye of the Hurricane*(DR314 p38) [Drd4] – The caster is surrounded by a 40' radius sphere of hurricane-force winds, with a 10' radius "eye" in the center. The effect moves with the caster.
- Eyebite*(PH p228) [Brd6 Necromancy6 Orc6 Scaleykind6 Sor/Wiz6 Spirit7] – Target becomes panics, sickened, and comatose.
- Eyes of the Avoral*(BoED p99) [Clr1 Drd1 Rgr1 Sor/Wiz1] – Subject gets +8 on Spot checks.
- Fabricate*(PH p229) [Artifice5 Dwarf5 Sor/Wiz5 Trade5] – Transforms raw materials into finished items.
- Faerie Fire*(PH p229) [Drd1 Fey1 Moon1] – Outline subjects with light, canceling *Blur*, concealment, etc.
- Faerinal's Hymn*(BoED p99) [Brd2] – Up to one creature per level cannot take attacks of opportunity.
- Faith Healing*(MoF p93) [Clr1 Pal1] – Cures 8 hp +1/level damage (max +5) to worshiper of your patron.
- Fallen Soul*(DR312 p22) [Clr5] – Touch creatures is marked as having the potential to become evil. Any evil act he/she commits is rewarded by a temporary bonus to Strength, Constitution, & Charisma. If the target becomes evil, then any good acts he/she commits are punished.
- False Life*(PH p229) [Sor/Wiz2] – Gain 1d10 +1 per level (max +10) temporary hit points.
- False Vision*(PH p229) [Brd5 Sor/Wiz5 Trickery5] – Fools scrying with an illusion.
- Familiar Pocket*(CArc p106) [Sor/Wiz2] – Garment of container becomes extradimensional safe haven for your familiar.
- Fang Blade*(DR330 p71) [Clr4 Drd3 Rgr3 Sor/Wiz4] – Transforms a snake into a sword that can bite and poison targets.
- Fantastic Machine*(FR p69) [Craft6 Gnome6] – Create a Large animated object of your design to do what you instruct, whether to attack, dig, etc.
- Favor of Ilmater*(PGF p102) [Pal4] – Subject gains Endurance, plus immunity to nonlethal damage, charm and compulsion effects, pain attacks, and other adverse conditions; subject can function at –1 to –9 hp.
- Fear*(PH p229) [Brd3 Sor/Wiz4 Tyrant4] – Subjects within cone flee for 1 round per level.
- Feast of Champions*(Eb p111) [Clr9 Feast9] – Food for one creature per level heals and grants comprehensive bonuses.
- Feather Fall*(PH p229) [Brd1 Sor/Wiz1] – Objects or creatures fall slowly.
- Feeblemind*(PH p229) [Sor/Wiz5] – Subject's Intelligence and Charisma drop to 1.
- Fiendform*(PGF p102)(CArc p106) [Sor/Wiz6] – As *Polymorph*, except you can gain the form and power of an Evil Outsider
- Find the Path*(PH p230) [Brd6 Cavern6 Clr6 Drd6 Elf6 Knowledge6 Meditation6 Travel6] – Shows most direct way to a location.
- Find Traps*(PH p230) [Clr2] – Notice traps as a rogue does.
- Finger of Death*(PH p230) [Drd8 Sor/Wiz7 Spirit8] – Kills one subject.
- Fire Burst*(CArc p107) [Sor/Wiz2] – Subjects adjacent to the caster take 1d8/level Fire damage.
- Fire Seeds*(PH p230) [Drd6 Fire6 Sun6] – Acorns and berries become grenades and bombs.
- Fire Shield*(PH p230) [Fire5 Retribution4 Sor/Wiz4 Sun4] – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).
- Fire Shield, Mass*(CArc p106) [Sor/Wiz5] – Creatures attacking allies take damage; allies are protected from fire or cold.
- Fire Spiders*(MoF p94) [Sor/Wiz6] – Swarm of 240 Fine-sized fire elementals attacks targets.
- Fire Storm*(PH p231) [Clr8 Drd7 Fire7] – Deals 1d6 per level fire damage.
- Fire Stride*(FR p69) [Sor/Wiz4] – Multiple-use *Dimension Door* that works only through large fires.
- Fire Trap*(PH p231) [Drd2 Sor/Wiz4] – Opened object deals 1d4 + 1 per level fire damage.
- Fire Wings*(CDiv p165) [Drd3] – Your arms become wings that enable flight & deal 2d6 fire damage.
- Fireball*(PH p231) [Sor/Wiz3] – 1d6 fire damage per level, 20' radius.
- Firebrand*(MoF p94) [Sor/Wiz5] – One 5' radius burst per level deals 1d6 fire damage per level (max 15d6).
- Fireburst, Greater*(CArc p107) [Sor/Wiz5] – Subjects within 10' take 1d8/level fire damage.
- Fires of Purity*(CDiv p165) [Drd6 Purification6 Sor/Wiz6] – Target bursts into magical flame, becoming a dangerous weapon.
- Fireward*(PGF p102) [Drd5] – As *Quench*, but also suppresses magical fire effects in affected area.
- Fist of Stone*(CArc p107) [Sor/Wiz1] – Gain +6 Strength and Natural Slam Attack.
- Flame Arrow*(PH p231) [Sor/Wiz3] – Arrows deal +1d6 fire.

- Flame Blade*(PH p231) [Drd2] – Touch attack deals 1d8 + 1 per 2 levels damage.
- Flame Dagger*(MoF p94) [Sor/Wiz2] – As *Flame Blade*, but 1d4 +1 per level (max +10).
- Flame of Faith*(CDiv p166) [Clr3] – Gives a weapon the Flaming Burst quality.
- Flame Strike*(PH p231) [Clr5 Drd4 Sun5 War5] – Smites foes with divine fire (1d6 / level).
- Flaming Sphere*(PH p232) [Drd2 Sor/Wiz2] – Creates a ball of fire, 2d6 damage, lasts 1 round per level.
- Flare*(PH p232) [Brd0 Drd0 Sor/Wiz0] – Dazzles one creature (–1 on attack rolls).
- Flashburst*(FR p70) [Sor/Wiz3] – Flash of light dazzles and blinds in a 20' burst.
- Fleeting Flame*(DR326 p73) [Brd0 Clr0 Sor/Wiz0] – Gives you a +2 bonus on one Bluff, Diplomacy, or Intimidate check.
- Flensing*(CArc p108) [Sor/Wiz8] – Pain and trauma deal 2d6 damage, 1d6 Constitution damage, & 1d6 Charisma damage for up to 4 rounds.
- Flesh to Stone*(PH p232) [Sor/Wiz6] – Turns subject creature into a statue.
- Fleshshiver*(PGF p103) [Sor/Wiz5] – Target is stunned for 1 round, takes 1d6 per level damage, and is nauseated for 1d4+2 rounds.
- Float*(DR334 p74) [Clr1 Sor/Wiz1] – Makes a willing creature or object buoyant.
- Fly*(PH p232) [Travel3 Sor/Wiz3] – Subject flies at a speed of 60'.
- Fly, Mass*(CArc p108) [Sor/Wiz5] – One creature per level flies at a speed of 60'.
- Fly, Swift*(CAAdv p149) [Brd2 Drd3 Sor/Wiz2] – Swift. Gain Fly speed of 60' for 1 round.
- Focusing Chant*(CAAdv p149) [Brd1] – Gain +1 on attack rolls, skill checks, and ability checks, so long as you don't speak or cast other spells.
- Foebane*(CAAdv p149) [Rgr4] – Your weapon becomes +5 and deals +2d6 damage against any of your favored enemies.
- Fog Cloud*(PH p232) [Drd2 Sor/Wiz2 Water2 Weather2] – Fog obscures vision.
- Forbiddance*(PH p232) [Clr6 Hatred6] – Blocks planar travel, damages creatures of different alignment.
- Force Ladder*(MoF p95) [Sor/Wiz2] – Creates a movable ladder of force.
- Force Orb*(UE p49) [Sor/Wiz4] – Globes of force deal 1d6 per level damage, divided among multiple targets.
- Force Shapechange*(RoE p185) [Truth6] – Forces shapechangers into natural form.
- Force Whip*(CArc p108) [Brd2] – Whip of magical force keeps animals at bay and can frighten animals as a ranged touch attack.
- Forcecage*(PH p232) [Craft8 Force7 Sor/Wiz7] – Cube or cage of force imprisons all inside.
- Forcewave*(MoF p95) [Pal3 Sor/Wiz1] – Deals 1d4+1 damage plus bull rush.
- Foresight*(PH p207) [Drd9 Fate9 Halfling9 Knowledge9 Oracle9 Sor/Wiz9 Time8] – “Sixth sense” warns of impending danger.
- Forestfold*(CAAdv p149) [Drd4 Rgr3] – Gain +20 Competence bonus on Hide and Move Silently checks in one type of terrain.
- Forestfold*(CDiv p166) [Drd4 Rgr3] – You gain +20 on Hide and Move silently checks as long as you don't move.
- Fortify Familiar*(CArc p108) [Sor/Wiz4] – Your familiar gains 2d8 temporary hit points, +2 to armor, 25% chance to avoid extra sneak attack and critical hit damage.
- Fortunate Fate*(MoF p95) [Clr7] – Target immediately receives a *Heal* if killed by damage.
- Fox's Cunning*(PH p233) [Brd2 Sor/Wiz2] – Subject gains +4 Intelligence for 1 minute per level.
- Fox's Cunning, Mass*(PH p233) [Brd6 Sor/Wiz6] – As *Fox's Cunning*, affects one subject per level.
- Freedom of Movement*(PH p233) [Brd4 Clr4 Drd4 Halfling4 Liberation4 Luck4 Ocean4 Rgr4 Time4] – Subject moves normally despite impediments.
- Freedom*(PH p233) [Exorcism9 Renewal9 Sor/Wiz9] – Releases creature suffering from the spell *Imprisonment*.
- Freeze*(DR312 p63) [Clr5 Drd4] – Ray encases the target in a block of ice for 1 round per 2 levels.
- Freezing Fog*(CArc p108) [Sor/Wiz5] – Fog slows creatures, obscures vision, hinders movement.
- Friendly Face*(RoD p166) [Brd1 Sor/Wiz1] – Gain a +5 Circumstance bonus on Diplomacy and Gather Information checks.
- Frost Breath*(DR312 p64) [Clr3 Drd3] – Everyone in the cone takes 1d4 per 2 levels (max 5d4) cold damage.
- Frostbite*(DR312 p64) [Clr4 Drd3] – One creature immediately takes cold & subdual damage from frostbite.
- Fugue of T'vash-Prull*(DR328 p71) [Brd4] – Targets in a 30' radius are hindered or harmed in a manner dictated by the caster's Perform check.
- Furnace Within*(RoE p185) [Clr3 Sor/Wiz2] – Flames burst from your body, dealing 1d8 per level damage in a 10' radius. Dwarf only.
- G'elsewhere Chant*(MoF p96) [Brd3] – Teleport target to random safe place within 100'.
- Gaseous Form*(PH p234) [Air3 Brd3 Sor/Wiz3 Transformation3] – Subject becomes insubstantial and can fly slowly.
- Gate Seal*(FR p70) [Brd6 Clr6 Drd6 Sor/Wiz6] – Permanently seals a *Gate* or *Portal*.
- Gate*(PH p234) [Celestial9 Clr9 DragonBelow9 Drow9 Glory9 Pact9 Portal9 Portal9 Hunger9 Sor/Wiz9 Summoner9] – Connects two planes for travel or summoning.
- Geas, Lesser*(PH p235) [Brd3 Sor/Wiz4] – Commands subject of 7 HD or less.
- Geas, Mass Lesser*(DR312 p51) [Brd6 Sor/Wiz7] – As *Lesser Geas*, but affects one subject per level.
- Geas/Quest*(PH p234) [Brd6 Charm6 Clr6 Dominion6 Fate6 Inquisition6 Nobility6 Sor/Wiz6 Tyrant6] – As *Lesser Geas*, plus it affects any creature.
- Geddie's Electric Loop*(PGF p103) [Sor/Wiz2] – 5' radius burst deals 1d6 electricity damage per 2 levels (max 5d6) plus stunning.
- Gembomb*(FR p70) [Gnome2 Trade2] – Set up 1d8 force damage per 2 levels (max 5d8) spread across 1-5 gems. Once empowered, you can throw each gem up to 100' (range increment 20'), doing a touch attack.
- Gemjump*(MoF p96) [Sor/Wiz7] – Teleport to the location of a specially prepared gem.
- General of Undeath*(MoF p96) [Clr8] – Increases your maximum HD of controlled undead by 10 times your level.
- Gentle Repose*(PH p234) [Clr2 Repose2 Sor/Wiz3 Time2] – Preserves one corpse.
- Geysers*(DR334 p75) [Drd3 Sor/Wiz2] – Creates a line of water that deals d6 nonlethal damage +1d6/2 additional levels.
- Ghorus Toth's Magnetism*(UE p49) [Sor/Wiz6] – Turn one metal object or all the metal on one creature magnetic, causing all other metal to move towards the target.
- Ghorus Toth's Metal Melt*(MoF p96) [Sor/Wiz4] – Melts metal objects without heat.
- Ghost Sound*(PH p235) [Brd0 Sor/Wiz0] – Figment sounds.
- Ghostform*(CArc p109) [Sor/Wiz7] – You assume incorporeal form and gain some incorporeal traits & bonuses
- Ghostsharp*(MoF p97) [Brd0] – Object records, plays a song at your command.
- Ghoul Touch*(PH p235) [Sor/Wiz2] – Paralyzes one subject, who exudes stench that sickens those nearby.
- Giant Vermin*(PH p235) [Clr4 Drd4 Spider4] – Turns centipedes, scorpions, or spiders into giant vermin.
- Glibness*(PH p235)(PH3.5e)+ [Brd3 Commerce4] – You gain +30 bonus on Bluff checks, and your lies can escape
- Glimpse of Fear*(DR333 p71) [Brd0 Clr1 Sor/Wiz1] – A flash of horror causes the target to become shaken.
- Glitterdust*(PH p236) [Brd2 Sor/Wiz2] – Blinds creatures, outlines invisible creatures.
- Globe of Invulnerability*(PH p236) [Endurance7 Sor/Wiz6] – As *Lesser Globe of Invulnerability*, plus 4th level spell effects.
- Globe of Invulnerability, Lesser*(PH p236) [Sor/Wiz4] – Stops 1st [Sor/Wiz4] – 3rd level spell effects.
- Glory of the Martyr*(BoED p99) [Pal4] – As *Shield Other*, but with multiple targets.
- Glyph of Warding*(PH p236) [Clr3 Dwarf3 Rune3] – Inscription harms those who pass it.
- Glyph of Warding, Greater*(PH p237) [Clr6 Rune6] – As *Glyph of Warding*, but up to 10d8 damage or a 6th level spell.
- Golden Barding*(CDiv p166) [Pal1] – Your mount gets force armor.
- Golem Immunity*(RoE p186) [Clr8 Sor/Wiz8] – Grants a Construct the ‘magic immunity special quality’ of a particular golem.
- Golem Strike*(CAAdv p149) [Sor/Wiz1] – Swift. You can Sneak Attack Constructs for 1 round.
- Good Hope*(PH p237) [Brd3 Charm4 Joy4 Moon4] – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- Goodberry*(PH p237) [Drd1 Feast1] – 2d4 berries each cure 1 hp (max 8 hp per 24 hours).
- Grave Strike*(CAAdv p150) [Clr1 Pal1] – Swift. You can Sneak Attack Undead for 1 round.
- Grease*(PH p237) [Brd1 Slime1 Sor/Wiz1] – Makes 10' square or 1 object slippery.
- Great Thunderclap*(MoF p98) [Sor/Wiz7] – Loud noise causes stunning, deafness, and knocks prone in a large area.
- Greater Anyspell*(FR p70) [Spell6] – Prepare an Arcane spell of up to 5th Level.
- Greater Fantastic Machine*(FR p71) [Craft9] – As *Fantastic Machine*, but even more powerful & durable.
- Greenfire*(UE p50) [Drd3] – 2d6 + 1/lvl (max 2d6 +10) acid damage to one contiguous 5' cube per level. Caster can cause plants to ignore the damage.
- Grimwald's Graymantle*(FR p71) [Sor/Wiz5] – Target cannot regain hit points by any means.
- Ground Smoke*(DR326 p73) [Drd0 Rgr1 Sor/Wiz0] – Prevents smoke from rising from a small fire.
- Guards and Wards*(PH p237) [Sor/Wiz6] – Array of magic effects protect area.

- Guidance*(PH p238) [Clr0 Drd0] – +1 on one attack roll, saving throw, or skill check.
- Guided Shot*(CAAdv p150) [Rgr1 Sor/Wiz1] – Swift. You ignore distance penalties with your ranged attacks for 1 round.
- Gust of Wind*(PH p238) [Drd2 Sor/Wiz2 Storm2 Weather2] – Blows away or knocks down smaller creatures.
- Gutsnake*(MoF p98) [Sor/Wiz4] – 15' tentacle grows from your stomach and attacks your enemies.
- Hail of Stone*(Und p58) [Sor/Wiz1] – Stones deal 1d4/level (max 5d4) damage to creatures in the area.
- Hallow*(PH p238) [Clr5 Deathless5 Drd5] – Designates location as Holy.
- Hallucinatory Terrain*(PH p238) [Brd4 Gnome5 Sor/Wiz4] – Makes one type of terrain appear like another (field into forest, or the like).
- Halt Deathless*(Eb p111) [Deathless3] – Immobilizes deathless for 1 round per level.
- Halt Undead*(PH p238) [Sor/Wiz3 Undead4] – Immobilizes undead for 1 round per level.
- Hand of Divinity*(MoF p98) [Clr2 Pal2] – Gives +2 sacred or profane bonus to worshipers of your patron.
- Hand of Torm*(MoF p99) [Clr4 Pal4] – Immobile zone of warding stuns those of different patrons.
- Handfang*(LoD p187)(RoF p190) [Clr3 Sor/Wiz3] – Biting mouth in your palm deals 1d8 damage and start a grapple.
- Hardening*(MoF p99)(Eb p112) [Artifice7 Sor/Wiz6] – Permanently increases target object's hardness by 1 per 2 levels.
- Harm*(PH p239) [Clr6 Destruction6 Suffering6] – Deals 10 hp per level to target
- Harmonic Chorus*(CAAdv p150) [Brd3] – Give another caster +2 caster levels and a +2 on save DC's as long as you concentrate.
- Harmonize*(RoS p162) [Brd2] – Bardic Music can be started as a Move Action, instead of a Standard Action.
- Harmonize, Greater*(RoS p162) [Brd4] – Bardic Music can be started as a Move Action, instead of a Standard Action. Also, maintaining Bardic Music is only a Move Action.
- Harmony*(PGF p104) [Brd1] – Increases *Inspire Courage* ability to +4/+2.
- Haste*(PH p239) [Brd3 Celerity4 Sor/Wiz3 Time3] – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.
- Haste, Swift*(CAAdv p151) [Rgr2] – Swift. Move faster, +1 on attacks, AC, and Reflex saves.
- Haunting Tune*(MoF p99) [Brd3] – 1 target per level becomes shaken.
- Hawkeye*(CAAdv p151) [Drd1 Rgr1] – Increase range increments by 50%, +5 on Spot checks.
- Hawkeye*(CDiv p166) [Drd1 Rgr1] – You gain +5 on Spot checks and fire ranged weapons better.
- Heal Mount*(PH p239) [Pal3] – As *Heal* on warhorse or other special mount.
- Heal*(PH p239) [Clr6 Drd7 Healing6] – Cures 10 points per level, all diseases and mental conditions.
- Heal, Mass*(PH p239) [Clr9 Community9 Community'9 Healing9 Life9] – As *Heal*, but with several subjects.
- Healing Lorecall*(CAAdv p151) [Clr2 Drd2 Rgr1] – If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjunction (healing) spells.
- Healing Touch*(BoED p100)(MoF p100) [Sor/Wiz3] – You take up to 1d6 points of damage per two levels and heal a target the same amount.
- Healthful Rest*(CAAdv p151) [Brd1 Drd1] – Subjects heal at twice the normal rate.
- Heart of Stone*(CAArc p110) [Sor/Wiz8] – Exchange your heart with a stone heart to gain Damage Reduction and resistance to energy for 1 year.
- Heart's Ease*(BoED p100) [Clr3 Pleasure3] – Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.
- Heartfire*(DR314 p20) [Brd2 Drd2] – Intelligent creatures in a 5' burst are covered with flames, which cause damage and negate *Blur*, *Invisibility*, etc.
- Heat Leech*(DR312 p64) [Clr8] – Living creatures in a 30' area loose hp due to cold & the caster gains them as healing & temporary hp.
- Heat Metal*(PH p239) [Drd2 Metal2 Sun2] – Makes metal so hot it damages those who touch it.
- Heavenly Lightning Storm*(BoED p100) [Celestial7] – Arcs of radiant lightning deal 5d6 damage to one target per level.
- Heavenly Lightning*(BoED p100) [Celestial5] – Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.
- Helping Hand*(PH p239) [Clr3 Family3] – Ghostly hand leads subject to you.
- Herald's Call*(CAAdv p151) [Brd1] – Swift. Creatures of 5HD or less within 20' are *Slow'd* for 1 round.
- Herald's Call*(MoF p100) [Brd1] – Shout dazes those within 30'.
- Hero's Blade*(Eb p112) [Deathless9] – Channel the spirit of a great hero into a melee weapon.
- Heroes' Feast*(PH p240) [Brd6 Clr6 Community6 Community'6 Courage6 Creation6 Family6 Feast6 Fey6 Planning6 Renewal6] – Ford for one creature per level, cures, and grants combat bonuses.
- Heroism*(PH p240) [Brd2 Courage4 Sor/Wiz3] – Gives +2 bonus on attack rolls, saves, skill checks.
- Heroism, Greater*(PH p240) [Brd5 Courage7 Joy6 Passion6 Sor/Wiz6] – Gives a +4 on attack rolls, saves, & skill checks; immunity to fear; temporary hp.
- Hide from Animals*(PH p241) [Drd1 Rgr1] – Animals can't perceive one subject per level.
- Hide from Undead*(PH p241) [Clr1 Life1 Repose1] – Undead can't perceive one subject per level.
- Hindsight*(CAAdv p151) [Brd6 Sor/Wiz9] – You see into the past.
- Hold Animal*(PH p241) [Animal2] – Paralyzes one animal for 1 round per level.
- Hold Animal*(PH p241) [Drd2 Rgr2] – Paralyzes one animal for 1 round per level.
- Hold Monster*(PH p241) [Brd4 Law6 Sor/Wiz5] – As *Hold Person*, but can effect any creature.
- Hold Monster, Mass*(PH p241) [Sor/Wiz9] – As *Hold Monster*, but all within 30'.
- Hold Person*(PH p241) [Brd2 Clr2 Sor/Wiz3] – Paralyzes one person for up to 1 round per level.
- Hold Person, Mass*(PH p241) [Sor/Wiz7] – As *Hold Person*, but all within 30'.
- Hold Portal*(PH p241) [Sor/Wiz1] – Holds one door shut.
- Holy Aura*(PH p241) [Celestial8 Clr8 Exorcism8 Good8 Mysticism8] – +4 to AC, +4 resistance, SR25 against evil spells.
- Holy Smite*(PH p241) [Glory4 Good4] – Damages and blinds evil creatures.
- Holy Sword*(PH p215) [Glory5 Pal4] – Weapon becomes +5, deals +2d6 damage against evil.
- Holy Word*(PH p242) [Clr7 Exorcism7 Good7 Mysticism7] – Kills, paralyzes, blinds, or deafens non-good subjects.
- Horizikaul's Boom*(MoF p100) [Sor/Wiz1] – Target takes 1d4 sonic damage per 2 levels (max 5d4), plus deafness.
- Horizikaul's Cough*(MoF p101) [Sor/Wiz0] – Target takes 1 point of sonic damage and are deafened for 1 round.
- Horizikaul's Versatile Vibration*(MoF p101) [Sor/Wiz5] – Cone of sound deals damage or moves objects.
- Horrid Wilting*(PH p242) [Decay8 Hunger8 Necromancy8 Sor/Wiz8 Suffering8 Water8 WateryDeath8] – Deals 1d6 damage per level within 30'.
- Howling Chain*(PGF p104) [Sor/Wiz6] – Chain of force entangles and attacks opponent.
- Humanoid Essence*(RoE p186) [Clr5] – Imposes upon a Construct some of the weakness of the Humanoid type.
- Humanoid Essence, Greater*(RoE p186) [Clr7] – Gives a Construct the Humanoid type.
- Humanoid Essence, Lesser*(RoE p187) [Clr3] – Imposes upon a Construct some of the weakness of the Humanoid type.
- Hunter's Mercy*(MoF p101) [Rgr1] – Your next hit with a bow automatically threatens a critical hit.
- Hymn of Praise*(CAAdv p152) [Brd3] – Add +2 caster levels to all Good Divine casters within range.
- Hypnotic Pattern*(PH p242) [Brd2 Sor/Wiz2] – Fascinates (2d4 + level) HD of creatures.
- Hypnotism*(PH p242) [Brd1 Sor/Wiz1] – Fascinates 2d4 HD of creatures.
- Ice Axe*(DR312 p64) [Clr3] – Creates a shard of ice shaped like a battleaxe blade that does slashing & cold damage, with which the caster has proficiency.
- Ice Dagger*(MoF p101) [Sor/Wiz1] – Grenade-like weapon deals target 1d4 cold damage per caster level (max 5d4), plus area damage.
- Ice Gauntlet*(DR312 p65) [Clr1] – One hand covered with ice, which acts like a +1 Spiked Gauntlet that does +1 Cold damage.
- Ice Storm*(PH p243) [Cold4 Drd4 Sor/Wiz4 Storm5 Water5 Weather5] – Hail deals 5d6 damage in cylinder 40' across.
- Icelance*(PGF p105) [Drd4 Sor/Wiz3] – Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.
- Identify*(PH p243) [Brd1 Magic2 Oracle1 Sor/Wiz1] – Determines properties of a magic item.
- Igedrazaar's Miasma*(MoF p101) [Sor/Wiz2] – Cloud of fog deals 1d4 subdual damage per level (max 5d4).
- Illusion Purge*(RoE p187) [Clr8 Sor/Wiz8 Truth7] – Dispel illusions within 5'/level radius.
- Illusory Pit*(CAArc p112) [Sor/Wiz6] – Creatures in area are stunned or knocked prone, while believing they're falling.
- Illusory Script*(PH p243) [Brd3 Sor/Wiz3] – Only intended reader can decipher.
- Illusory Wall*(PH p243) [Sor/Wiz4] – Wall, floor, or ceiling looks real, but anything can pass through.
- Ilyykur's Mantle*(UE p50) [Sor/Wiz4] – Caster gains Electricity Resistance 10 & a Luck bonus against spells & spell-like abilities of +1 per 3 levels (max +5).
- Imbue Familiar with Spell Ability*(CAArc p112) [Sor/Wiz6] – You transfer spells and casting ability onto your familiar.
- Imbue with Spell Ability*(PH p243) [Clr4 Family4 Magic4] – Transfer spells to subject.

- Implacable Pursuer*(CDiv p166) [Rgr4] – You know where your prey is, as long as it's moving.
- Implosion*(PH p243) [Clr9 Destruction9 Slime9] – Kills one creature per round.
- Imprisonment*(PH p244) [Cavern9 Inquisition9 Sor/Wiz9] – Entombs subject beneath the earth.
- Improvisation*(CAAdv p152) [Brd5] – You gain a pool of Luck bonus points equal to twice your caster level and can spend them to improve attack rolls, skill checks, and ability checks.
- Incarnation of Set*(DR313 p90) [Clr5] – The caster becomes an animal or vermin that is sacred to Set, including Snakes, Monstrous Scorpions, Crocodiles, Jackals, etc.
- Incendiary Cloud*(PH p244) [Fire8 Sor/Wiz8] – Cloud deals 4d6 fire damage per round.
- Inescapable Swarm*(DR333 p72) [Brd5 Sor/Wiz4] – Targets feel as though they are covered by an invisible swarm of insects.
- Infernal Threnody*(CAAdv p152) [Brd3] – Add +2 cater levels to all Evil Divine casters within range.
- Inferno*(MoF p102) [Drd5] – Creature bursts into flames and suffers 2d6 fire damage per round.
- Infestation of Maggots*(CDiv p166)(MoF p102) [Drd3] – Maggot-like creatures deal 1d4 Constitution damage every round.
- Inflict Critical Wounds*(PH p244) [Clr4 Destruction4] – Touch attack, 4d8 + 1 per level (max +20).
- Inflict Critical Wounds, Mass*(PH p244) [Clr8] – Deals 3d8 + 1 / level to many creatures.
- Inflict Light Wounds*(PH p244) [Clr1 Destruction1] – Touch deals 1d8 damage +1 per level (max +5).
- Inflict Light Wounds, Mass*(PH p244) [Clr5 Destruction5 Undeath5] – Deals 1d8 + 1 / level to many creatures.
- Inflict Minor Wounds*(PH p244) [Clr0] – Touch attack, 1 point of damage.
- Inflict Moderate Wounds*(PH p244) [Clr2] – Touch attack, 2d8 +1 per level (max +10).
- Inflict Moderate Wounds, Mass*(PH p244) [Clr6] – Deals 2d8 + 1 / level to many creatures.
- Inflict Serious Wounds*(PH p244) [Clr3] – Touch attack, 3d8 +1 per level (max +15).
- Inflict Serious Wounds, Mass*(PH p244) [Clr7] – Deals 3d8 + 1 / level to many creatures.
- Insanity*(PH p244) [Charm7 Madness7 Moon7 Sor/Wiz7] – Subject suffers continuous *Confusion*.
- Insatiable Hunger*(DR312 p71) [Hunger6] – Subjects starve regardless of how much they eat.
- Insect Plague*(PH p244) [Clr5 Drd5 Spider5] – Locust swarms attack creatures.
- Insidious Insight*(RoE p187) [Brd2 Sor/Wiz2] – Gain Insight bonus on Bluff, Diplomacy, Intimidate, & Sense Motive checks against a target creature.
- Insidious Rhythm*(CAAdv p152) [Brd2] – Subject has –4 penalty on Intelligence-based skill checks and Concentration checks, and must make Concentration check to cast spells.
- Insidious Suggestion*(RoE p187) [Brd4 Sor/Wiz5] – *Suggestion* repeats over and over in the target creature's mind.
- Insightful Feint*(CAAdv p153) [Asn1 Sor/Wiz1] – Swift. Gain +10 on your next Bluff check to Feint in combat.
- Insignia of Alarm*(RoD p166) [Brd2 Clr2 Pal2] – Alert the bearers of a special insignia.
- Insignia of Blessing*(RoD p166) [Clr3 Pal3] – Bearers of a special insignia gain +1 Morale bonus on attacks and saves against fear.
- Insignia of Healing*(RoD p166) [Brd3 Clr3] – Bearers of a special insignia are healed 1d8 + 1/lvl hit-points (max 1d8+10).
- Insignia of Warding*(RoD p166) [Clr3 Pal3] – Bearers of a special insignia gain +1 Divine bonus to AC and Fortitude saves.
- Inspirational Boost*(CAAdv p153) [Brd1] – Swift. The bonuses granted by you Inspire Courage ability are increased by 1.
- Inspired Aim*(BoED p101) [Brd4 Clr3 Fey3 Rgr3] – Allies within 40' gain +2 Insight bonus on ranged attack rolls.
- Instant Locksmith*(CAAdv p153) [Asn1 Sor/Wiz1] – Swift. Make Disable Device or Open Lock check at +2 as a Free Action.
- Instant Search*(CAAdv p153) [Asn1 Rgr1 Sor/Wiz1] – Swift. Make Search check at +2 as a Free Action.
- Invisibility Purge*(PH p245) [Clr3] – Dispel invisibility within 5' per level.
- Invisibility Sphere*(PH p245) [Brd3 Sor/Wiz3] – Makes everyone within 10' invisible.
- Invisibility*(PH p245) [Brd2 Sor/Wiz2 Trickery2] – Subject is invisible for 1 minute per level or until it attacks.
- Invisibility, Greater*(PH p245) [Brd4 Sor/Wiz4] – As *Invisibility*, but subject can attack and stay invisible.
- Invisibility, Mass*(PH p245) [Sor/Wiz7] – As *Invisibility*, but affects all in range.
- Invisibility, Superior*(CArc p125) [Sor/Wiz9] – Subject is invisible to sight, hearing, and scent for 1 minute per level, and can attack.
- Invisibility, Swift*(CAAdv p153) [Asn2 Brd2 Hex2] – Swift. You are invisible for 1 round or until you attack.
- Involuntary Shapeshifting*(RoE p188) [Sor/Wiz5 Transformation4] – If able to do so, target creature must change shape.
- Irian's Light*(RoE p188) [Clr3] – Ranged touch attack heals 2d8 damage, +1 ray per four levels (max 3).
- Iron Body*(PH p245) [Earth8 Endurance9 Metal8 Sor/Wiz8] – You body becomes living iron.
- Iron Bones*(MoF p102) [Clr4 Sor/Wiz4] – Corporeal undead gain +5 natural armor bonus.
- Iron Silence*(CAAdv p153) [Asn2 Brd2 Clr2] – Armor touched has no Armor Check penalty on Hide and Move Silently checks for 1 hour per level.
- Ironguard, Greater*(MoF p97) [Sor/Wiz7] – Subject becomes immune to metal.
- Ironguard, Lesser*(FR p71) [Sor/Wiz5] – Subject becomes immune to nonmagical metal.
- Ironguts*(MoF p102) [Sor/Wiz1] – Target gains +4 circumstance bonus on saving throws vs. poison.
- Ironwood*(PH p246) [Drd6] – Magical wood is as strong as steel.
- Jaws of Adamantine*(DR312 p71) [Hunger2] – Subject gains an Adamantine bite attack.
- Jaws of the Wolf*(MoF p102) [Drd4] – One carving/2 levels turns into a wolf with SR 13 and frightful presence.
- Joyful Noise*(CAAdv p154) [Brd1] – You negate *Silence* in a 10' radius Emanation for as long as you concentrate.
- Jump*(PH p246) [Drd1 Rgr1 Sor/Wiz1] – Subject gains bonus on Jump checks.
- Kaupaer's Skittish Nerves*(MoF p103) [Sor/Wiz1] – Target gains +5 bonus on initiative checks.
- Keen Edge*(PH p245) [Metal3 Sor/Wiz3] – Doubles normal weapon's threat range.
- Khelben's Suspended Silence*(MoF p103) [Sor/Wiz3] – Object becomes programmed to create an area of silence at your command.
- Kiss of the Vampire*(MoF p103) [Sor/Wiz5] – You gain vampire-like supernatural abilities, but are vulnerable to attacks that harm undead.
- Knock*(PH p246) [Sor/Wiz2] – Opens locked or magically sealed door.
- Know Direction*(PH p246) [Brd0 Drd0] – You discern north.
- Know Greatest Enemy*(MoF p103) [Pal3] – Determines relative power level of creatures within the area.
- Know Protections*(MoF p104) [Brd1 Sor/Wiz1] – Determine target's defenses.
- Know Vulnerabilities*(MoF p104) [Brd4 Clr4] – Determine target's vulnerabilities and resistances.
- Laeral's Cutting Hand*(MoF p104) [Sor/Wiz1] – Your hand gains a +2 enhancement bonus and is considered armed.
- Land Womb*(MoF p104) [Drd4 Rgr4] – You and one creature/level hide within the earth.
- Languor*(CDiv p167) [Drd4] – Ray slows target and diminishes its Strength.
- Lantern Light*(BoED p101) [Clr1 Pal1 Sor/Wiz1] – Ranged touch attacks deal 1d6 points of damage.
- Lash of the Kraken*(DR334 p75) [Drd3 Sor/Wiz3] – Transforms the caster's arm into a constricting tentacle.
- Last Judgment*(BoED p102) [Wrath8] – Evil creatures are struck dead and sent to the Lower Planes.
- Lastai's Caress*(BoED p102) [Clr2 Pleasure2] – Intense feelings of good leave Evil subject cowering, frightened, nauseated, or shaken.
- Launch Bolt*(MoF p105) [Sor/Wiz0] – Launches a crossbow bolt as if from a light crossbow up to 100' + 10' per level.
- Launch Item*(MoF p105) [Sor/Wiz1] – Hurls Fine-sized item (10 pounds or less) up to 400' + 40' per level.
- Lawful Sword*(PGF p105) [Pal4] – Weapon becomes +5 Axiomatic and emits *Magic Circle against Chaos*.
- Legend Lore*(PH p246) [Brd4 Knowledge7 Oracle6 Sor/Wiz6] – Lets you learn tales about a person, place, or thing.
- Leomund's Hidden Lodge*(CArc p113) [Brd5] – Creates a sturdy cottage camouflaged to blend into natural surroundings.
- Leomund's Hidden Lodge*(CArc p113) [Sor/Wiz5] – Creates sturdy cottage camouflaged to blend into natural surroundings.
- Leomund's Secret Chest*(PH p247) [Commerce6 Sor/Wiz5] – Hides expensive chest on Ethereal Plane; you retrieve it at will.
- Leomund's Secure Shelter*(PH p247) [Brd4 Cavern4 Feast5 Sor/Wiz4] – Creates sturdy cottage.
- Leomund's Tiny Hut*(PH p247) [Brd3 Sor/Wiz3] – Creates shelter for ten creatures.
- Leomund's Trap*(PH p247) [Sor/Wiz2] – Makes one item seem trapped.
- Leonal's Roar*(BoED p102) [Drd8] – Kills, paralyzes, weakens, or dazes non-good subjects, and deals 2d6 sonic damage.
- Levitate*(PH p248) [Sor/Wiz2] – Subject moves up and down at your direction.
- Life Bolt*(MoF p105) [Sor/Wiz2] – 1 ray per 2 levels (max 5) draws 1 hp from you to deal 2d4 damage to undead.
- Light*(PH p248) [Brd0 Clr0 Drd0 Sor/Wiz0] – Object shines like a torch.
- Lightning Bolt*(PH p248) [Sor/Wiz3] – Electricity deals 1d6 damage per level.
- Lightning Ring*(PGF p105) [Sor/Wiz8] – Ring of lightning gives you resistance to electricity 20, emits two *Lightning Bolts* per round –or– eight at once.

- Limited Wish*(PH p248) [Sor/Wiz7 Spell7] – Alters reality, within spell limits.
- Lion's Roar*(CWar p118) [Courage8] – Deals 1d8 points of damage per two levels to enemies; allies get +1 on attacks and saves against fear, plus temporary hp.
- Listening Coin*(CAAdv p154) [Brd4] – You can eavesdrop through a magic coin.
- Listening Lorecall*(CAAdv p154) [Drd2 Rgr2 Sor/Wiz2] – You gain a +4 bonus on Listen checks, plus Blindsight or Blindsight if you 5 or more ranks in Listen.
- Lively Step*(PGF p106) [Brd2 Sor/Wiz2] – You and you allies gain a +10' increase to speed and can 'hustle' for an extra hour per day per level.
- Liveoak*(PH p248) [Drd6 Elf7 Fey7] – Oak becomes a treant guardian
- Living Prints*(MoF p106) [Rgr3] – You perceive tracks as if they had just been made.
- Locate City*(RoD p166) [Brd1 Rgr1 Sor/Wiz1] – Find nearest city.
- Locate Creature*(PH p249) [Brd4 Sor/Wiz4] – Indicates direction to familiar creature.
- Locate Node*(Und p58) [Clr3 Drd2 Sor/Wiz2] – Finds closet earth node in a 1 mile per level radius.
- Locate Object*(PH p249) [Brd2 Clr3 Meditation3 Sor/Wiz2 Travel2] – Senses direction toward object (specific or type).
- Longstrider*(PH p249) [Drd1 Rgr1 Travel1] – Increases your speed.
- Love's Lament*(DR328 p70) [Brd3] – A cone of disheartening music deals 1d6 Wisdom damage and Nauseates those affected.
- Low-Light Vision*(CArc p113) [Rgr1 Sor/Wiz1] – See twice as far as a Human in poor illumination.
- Loyal Vassal*(MoF p106) [Pal3] – Ally gains +3 against mind-affecting effects and cannot be compelled to harm you.
- Lullaby*(PH p249) [Brd0] – Makes subject drowsy; –5 on Spot & Listen checks, –2 Will saves against Sleep.
- Luzan's Frequent Jaunt*(MoF p106) [Sor/Wiz5] – Short-range, multiple-use Dimension Door.
- Maddening Scream*(CDiv p168)(Eb p113) [Madness8 Sor/Wiz8] – Subject has –4 AC, no shield, Reflex save on natural 20 only.
- Maelstrom*(FR p72) [Ocean8] – Create a 120' wide whirlpool, which pulls down anything that gets close.
- Mage Armor*(PH p249) [Force1 Sor/Wiz1 Spell1] – Gives subject +4 armor bonus.
- Mage Armor, Greater*(CArc p114) [Sor/Wiz3] – Gives subject +6 armor bonus.
- Mage Hand*(PH p249) [Brd0 Sor/Wiz0] – 5 pound telekinesis.
- Mage Hand, Greater*(MoF p97) [Sor/Wiz3] – As *Mage Hand*, but medium range and 10 pounds per level.
- Magecraft*(Eb p113) [Sor/Wiz1] – +5 Competence bonus on one Craft check.
- Magic Circle against Chaos*(PH p249) [Clr3 Law3 Pal3 Sor/Wiz3] – As *Protection from Chaos*, but 10' radius and 10 minutes per level.
- Magic Circle against Evil*(PH p249) [Clr3 Exorcism2 Good3 Pal3 Sor/Wiz3] – As *Protection from Evil*, but 10' radius and 10 minutes per level.
- Magic Circle against Good*(PH p250) [Clr3 Evil3 Sor/Wiz3] – As *Protection from Good*, but 10' radius and 10 minutes per level.
- Magic Circle against Law*(PH p250) [Chaos3 Clr3 Sor/Wiz3] – As *Protection from Law*, but 10' radius and 10 minutes per level.
- Magic Fang*(PH p250) [Drd1 Rgr1 Scalykind1] – One natural weapon of subject creature gets +1 on attack and damage.
- Magic Fang, Greater*(PH p250) [Drd3 Rgr3 Scalykind3] – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.
- Magic Jar*(PH p250) [Sor/Wiz5 Spirit6] – Enables possession of another creature.
- Magic Missile*(PH p251) [Force2 Sor/Wiz1] – 1d4+1 force damage; +1 missile per two levels above 1st (max 5 missiles)
- Magic Mouth*(PH p251) [Brd1 Sor/Wiz2] – Speaks once when triggered.
- Magic Stone*(PH p251) [Clr1 Drd1 Earth1 Halfling1] – Three stones become +1 projectiles, 1d6+1 damage.
- Magic Vestment*(PH p251) [Clr3 Halfling3 Nobility3 Strength3 War3] – Armor, shield, or clothes gain +1 enhancement per four levels.
- Magic Weapon*(PH p251) [Clr1 Dwarf1 Metal1 Pal1 Sor/Wiz1 War1] – Weapon gains +1 enhancement bonus.
- Magic Weapon, Greater*(PH p251) [Clr4 Dwarf4 Pal3 Sor/Wiz3] – +1 bonus per four levels (max +5).
- Major Creation*(PH p252) [Artifice6 Craft7 Creation5 Sor/Wiz5] – As *Minor Creation*, plus stone and metal.
- Major Image*(PH p252) [Brd3 Sor/Wiz3] – As *Silent Image*, but sound, smell, and thermal effects.
- Make Whole*(PH p252) [Balance1 Clr2] – Repairs an object.
- Manyjaws*(PGF p106) [Sor/Wiz3] – One set of jaws per level attacks enemies for 1d4 damage.
- Mark of Justice*(PH p252) [Clr5 Fate5 Pal4 Retribution5] – Designates action that will trigger cure on subject.
- Mark of the Hunter*(CDiv p168) [Rgr3] – Rune on creature makes it easier to track and attack.
- Mark of the Outcast*(Und p59) [Clr2 Drd2 WateryDeath2] – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.
- Marked Man*(DR325 p71) [Rgr1 Sor/Wiz2] – Helps track a subject.
- Master Air*(MoF p107) [Drd2] – You sprout insubstantial wings and can fly.
- Master Earth*(MoF p107) [Drd7] – Travel through the earth to any location.
- Master of the Sky*(RoW p175) [Sky8] – Gain +2 on attack rolls and damage rolls while airborne; maneuverability becomes perfect; foes incur penalties against you.
- Master's Touch*(CAAdv p154) [Brd1 Sor/Wiz1] – Swift. You gain proficiency in a touched weapon or shield for 1 minute per level.
- Maw of Chaos*(MoF p107)(Sav p68) [Sor/Wiz9] – Area of energy damages creatures and disrupts concentration.
- Maw of Stone*(FR p72) [Cavern7] – Animate a natural opening or cavern to attack someone going through it when a triggering event occurs.
- Maze*(PH p252) [Sor/Wiz8] – Traps subject in an extradimensional maze.
- Meld into Stone*(PH p252) [Cavern3 Clr3 Drd3] – You and your gear merge with stone.
- Melf's Acid Arrow*(PH p253) [Slime2 Sor/Wiz2] – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).
- Memory Rot*(MoF p108) [Drd5] – Spores deal 1d6 Intelligence drain to target, plus 1 Intelligence/round.
- Mending*(PH p253) [Brd0 Clr0 Drd0 Sor/Wiz0] – Makes minor repairs on an object.
- Merrshaulk's Kiss*(DR330 p71) [Clr4 Drd3] – Enhances a number of living snakes.
- Message*(PH p253) [Brd0 Sor/Wiz0 Trade1] – Whispered conversation at distance.
- Mestil's Acid Sheath*(MoF p108) [Sor/Wiz3 Sor/Wiz5] – Sheath of acid damages those who attack you with 1d6 +2 per level acid damage, and lets you make touch attacks.
- Meteor Swarm*(PH p253) [Sor/Wiz9] – Four exploding spheres each deal 6d6 fire damage.
- Miasma*(CDiv p168)(CDivErrata) [Drd6] – Gas fills creature's mouth, suffocating it.
- Mind Blank*(PH p253) [Liberation8 Meditation8 Mentalism8 Mind8 Protection8 Sor/Wiz8 Trade8] – Subject is immune to mental/emotional magic and scrying.
- Mind Bond*(BoED p102) [Pal3] – You and your mount gain +4 flanking bonus when flanking the same opponent; mount gains bonus on attack rolls.
- Mind Fog*(PH p253) [Brd5 Mentalism5 Sor/Wiz5] – Subjects in fog get a –10 on Will saves & Wisdom checks.
- Mindless Rage*(CAAdv p155) [Brd2 Sor/Wiz2] – Target compelled to attack you physically for 1 round per level.
- Mineralize Warrior*(Und p59) [Sor/Wiz6] – Grants willing subject the mineral warrior template.
- Minor Creation*(PH p253) [Artifice4 Craft4 Creation4 Gnome4 Sor/Wiz4] – Creates one cloth or wood object.
- Minor Disguise*(MoF p108) [Brd0] – Makes slight changes to your appearance.
- Minor Image*(PH p254) [Brd2 Creation2 Gnome3 Illusion2 Sor/Wiz2] – As *Silent Image*, plus some sound.
- Miracle*(PH p254) [Clr9] – Requests a deity's intercession.
- Miracle*(PH p254) [Luck9] – Requests a deity's intercession.
- Mirage Arcana*(PH p254) [Brd5 Sor/Wiz5] – As *Hallucinatory Terrain*, plus structures.
- Mirror Image*(PH p254) [Brd2 Sor/Wiz2] – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).
- Misdirection*(PH p254) [Brd2 Sor/Wiz2] – Misleads divinations for one creature or object.
- Mislead*(PH p255) [Brd5 Illusion6 Luck6 Sor/Wiz6 Trickery6] – Turns you invisible and creates illusory double.
- Misrepresent Alignment*(RoE p188) [Brd2 Clr3 Sor/Wiz2] – Projects a false alignment for an object or creature.
- Modify Memory*(PH p255) [Brd4 Mentalism4] – Changes 5 minutes of subject's memories.
- Moment of Clarity*(BoED p103) [Pal2] – Target immediately makes a new saving throw to resist a mind-affecting spell or effect.
- Moment of Prescience*(PH p255) [Competition8 Destiny8 Fate8 Luck8 Sor/Wiz8 Time7] – You gain insight bonus on a single attack roll, check , or save.
- Monstrous Regeneration*(MoF p109) [Clr5] – Grants the regeneration ability for 1 round/2 levels.
- Monstrous Thrall*(CDiv p169) [Dominion9] – As *True Domination*, but permanent and affects any creature.
- Moon Blade*(FR p72) [Moon3] – Touch attack deals 1d8 +1 per 2 levels, more to undead, plus scrambles spellcasting.
- Moon Path*(FR p72) [Moon5] – Form a bridge of moonlight.

- Moonbeam*(FR p73) [Moon2] – Moveable beam of light that penetrates darkness and forces lycanthropes to change shape.
- Moonfire*(FR p73) [Moon9] – A cone of fiery moonlight does 1d8 per 2 levels (max 10d8), more to undead, and forces polymorphed & shapechanging creatures back to their natural form. The target area glows for 1 round per levels & during that time, no electricity effects can be used in that area.
- Mordenkainen's Disjunction*(PH p255) [Magic9 Sor/Wiz9 Spell9] – Disperses magic, disenchant magic items.
- Mordenkainen's Faithful Hound*(PH p255) [Halfling5 Sor/Wiz5] – Phantom dog can guard, attack.
- Mordenkainen's Lucubration*(PH p256) [Sor/Wiz6] – Recalls spell of 5th level or lower. Wizards only.
- Mordenkainen's Magnificent Mansion*(PH p256) [Community'8 Feast7 Sor/Wiz7 Trade7] – Door leads to extradimensional mansion.
- Mordenkainen's Private Sanctum*(PH p256) [Sor/Wiz5] – Prevents anyone from viewing or scrying an area for 24 hours.
- Mordenkainen's Sword*(PH p256) [Sor/Wiz7] – Floating magic blade strikes opponents.
- Mount*(PH p256) [Sor/Wiz1] – Summons riding horse for 2 hours per level.
- Mountain Stance*(DR314 p28) [Drd2 Sor/Wiz2] – The subject can root himself to the ground, making him must harder to Bull Rush, Overrun, Trip, etc.
- Move Earth*(PH p257) [Drd6 Halfling6 Sor/Wiz6] – Digs trenches and builds hills.
- Murderous Mist*(CDiv p169) (MoF p109)(MoFe)+ [Drd4] – Steam deals 2d6 damage & blinds creatures.
- Mystra's Miasma*(PGF p107) [Sor/Wiz9] – *Solid Fog* reduces caster level by –4.
- Nature's Avatar*(CDiv p170) [Drd9] – Animal gains +10 on attack and damage, an extra attack, and 1d8hp per caster level.
- Nature's Balance*(PGF p107) [Drd4] – You transfer 4 ability score points to the target for 10 minutes/level.
- Nature's Favor*(CAAdv p155) [Drd2 Rgr2] – A touched animal gains a Luck bonus on attack and damage rolls of +1 per three levels.
- Nature's Favor*(CDiv p170) (CDivErrata)+ [Drd3 Rgr2] – Target animal gains an attack and damage bonus of +1 per two levels.
- Naturewatch*(CDiv p170)(MoF p110) [Drd0 Rgr1] – See how wound level of animals and plants within 30'.
- Nchaser's Glowing Orb*(PGF p107) [Clr4 Sor/Wiz3] – Creates permanent magical light; you control brightness.
- Necrosurgery*(DR326 p73) [Sor/Wiz0] – Grants a +2 bonus to resisting a disease.
- Net of Shadows*(MoF p110) [Sor/Wiz1] – Ordinary shadows that provide 90% concealment to all in the area.
- Neutralize Poison*(PH p257) [Brd4 Clr4 Drd3 Feast4 Pal4 Rgr3] – Immunizes subject against poison, detoxifies venom in or on subject.
- Night's Mantle*(LoD p187) [Clr4] – Invisible shield protects target from sunlight.
- Nightmare*(PH p257) [Brd5 Darkness7 Dream5 Sor/Wiz5] – Send vision dealing 1d10 damage, fatigue.
- Nightstalker's Transformation*(CAAdv p155) [Sor/Wiz5] – Gain +4 Dex, +3 Luck bonus to AC, +5 Luck bonus on Reflex saves, +3d6 Sneak Attack damage, and Evasion.
- Nimbus of Light*(CDiv p170) [Clr1 Purification1] – Sunlight illuminates you until released as an attack for 1d8 +1/lvl damage.
- Nixie's Grace*(DR314 p46) [Brd6] – Caster gains attributes of a Nixie, including enhancements to Charisma, Dexterity, & Wisdom, the ability to breath water, and Damage Reduction 5 / cold iron.
- Nondetection*(PH p257) [Rgr4 Sor/Wiz3 Trickery3] – Hides subject from divination and scrying.
- Nosy Neighbor*(DR326 p74) [Sor/Wiz0] – Provides you with a +1 bonus on Listen checks.
- Nybor's Gentle Reminder*(PGF p107) [Sor/Wiz2] – Target is dazed for 1 round, –2 on attacks, saves, and checks for 1rnd/lvl.
- Nybor's Mild Admonishment*(PGF p107) [Sor/Wiz3] – Target is dazed for 1d4 rounds, then –2 on attacks, saves, and check, and is distracted.
- Nybor's Stern Reproof*(PGF p107) [Sor/Wiz7] – As *Nybor's Mild Admonishment*, except the target must save or die.
- Nybor's Wrathful Castigation*(MoF p111) [Sor/Wiz8] – Target dies or may be dazed and –4 on all saves for 1 round per level.
- Nystul's Magic Aura*(PH p257) [Brd1 Magic1 Sor/Wiz1] – Alters object's magic aura.
- Obedient Avalanche*(PGF p108) [Cold9] – Creates an avalanche to bury or bull rush foes, deals varying cold damage.
- Obscure Object*(PH p258) [Brd1 Clr3 Sor/Wiz2] – Masks object against scrying.
- Obscuring Mist*(PH p258) [Air1 Clr1 Darkness1 Drd1 Shadow1 Sor/Wiz1 Water1 Weather1 Weather'1] – Fog surrounds you.
- Omen of Peril*(CDiv p171) [Clr1 Drd1 Liberation1] – You know how dangerous the future will be.
- Omen of Peril*(CDiv p171)(RoD p166) [Clr1 Destiny1 Drd1 Liberation1] – You know how dangerous the future will be.
- One with the Land*(MoF p111) [Drd2 Rgr2] – Link with nature gives a +2 bonus on nature-related skill checks.
- Open/Close*(PH p258) [Brd0 Sor/Wiz0] – Opens or closes small or light things.
- Orb of Acid*(CAArc p115) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Acid damage (max 15d6) and the target may be Sickened for 1 round.
- Orb of Acid, Lesser*(CAArc p115) [Sor/Wiz1] – Ranged touch attack deals 1d8 Acid damage + 1d8 per two levels beyond 1st (max 5d8).
- Orb of Cold*(CAArc p115) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Cold damage (max 15d6) and the target may be Blinded for 1 round.
- Orb of Cold, Lesser*(CAArc p116) [Sor/Wiz1] – Ranged touch attack deals 1d8 Cold damage + 1d8 per two levels beyond 1st (max 5d8).
- Orb of Electricity*(CAArc p116) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Electricity damage (max 15d6) and the target may be Entangled for 1 round.
- Orb of Electricity, Lesser*(CAArc p116) [Sor/Wiz1] – Ranged touch attack deals 1d8 Electricity damage + 1d8 per two levels beyond 1st (max 5d8).
- Orb of Fire*(CAArc p116) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Fire damage (max 15d6) and the target may be Dazed for 1 round.
- Orb of Fire, Lesser*(CAArc p116) [Sor/Wiz1] – Ranged touch attack deals 1d8 Fire damage + 1d8 per two levels beyond 1st (max 5d8).
- Orb of Force*(CAArc p116) [Sor/Wiz4] – Ranged touch attack deals 1d6 per level Force damage (max 10d6).
- Orb of Sound*(CAArc p116) [Sor/Wiz4] – Ranged touch attack deals 1d4 per level Sonic damage (max 15d4) and the target may be Deafened for 1 round.
- Orb of Sound, Lesser*(CAArc p116) [Sor/Wiz1] – Ranged touch attack deals 1d6 Sonic damage + 1d6 per two levels beyond 1st (max 5d6).
- Order's Wrath*(PH p258) [Law4] – Damages and dazes chaotic creatures.
- Otiluke's Dispelling Screen*(CAArc p116) [Sor/Wiz4] – Targeted *Dispel Magic* on any creatures and unattended items, +10 max on caster level check.
- Otiluke's Freezing Sphere*(PH p258) [Ocean6 Sor/Wiz6] – Freezes water or deals cold damage.
- Otiluke's Greater Dispelling Screen*(CAArc p117) [Sor/Wiz7] – Targeted *Dispel Magic* on any creatures and unattended items, +20 max on caster level check.
- Otiluke's Resilient Sphere*(PH p258) [Force4 Sor/Wiz4] – Force globe protects but traps one subject.
- Otiluke's Telekinetic Sphere*(PH p258) [Force8 Sor/Wiz8] – As *Otiluke's Resilient Sphere*, but you move the sphere telekinetically.
- Otto's Irresistible Dance*(PH p259) [Brd6 Gnome8 Joy9 Passion8 Sor/Wiz8] – Forces subject to dance.
- Otyugh Swarm*(CDiv p172) [Pestilence9] – Creates 3d4 Large Otyughs or 1d3+1 Huge Otyughs.
- Overland Flight*(PH p259) [Sor/Wiz5] – You fly at a speed of 40' and can 'hustle' over long distances.
- Owl's Insight*(MoF p111) [Drd5] – Subject gains 1d4+1 Wisdom for 1 hour/level.
- Owl's Wisdom*(PH p259) [Clr2 Drd2 Meditation2 Pal2 Rgr2 Sor/Wiz2] – Subject gains +4 Wisdom for 1 minute per level.
- Owl's Wisdom, Mass*(PH p259) [Clr6] – As *Owl's Wisdom*, affects one subject per level.
- Owl's Wisdom, Mass*(PH p259) [Drd6] – As *Owl's Wisdom*, affects one subject per level.
- Owl's Wisdom, Mass*(PH p259) [Sor/Wiz6] – As *Owl's Wisdom*, affects one subject per level.
- Pass without Trace*(PH p259) [Drd1 Rgr1] – One subject per level leaves no tracks or scent trail for 1 hour per level.
- Passwall*(PH p259) [Cavern5 Sor/Wiz5] – Creates a passage through wood or stone walls.
- Pavilion of Grandeur*(CDiv p172) [Creation9] – A feast and a great pavilion are created.
- Permanency*(PH p259) [Sor/Wiz5 Time5] – Makes certain spells permanent.
- Permanent Image*(PH p260) [Brd6 Creation7 Moon6 Sor/Wiz6] – Includes sight, sound, and smell.
- Persistent Image*(PH p260) [Brd5 Illusion5 Sor/Wiz5] – As *Major Image*, but no concentration required.
- Phade's Fearsome Aspect*(DR333 p72) [Brd1 Clr2 Sor/Wiz2] – The target looks like a demon, gaining a +5 bonus on Intimidate checks and can Demoralize as a Swift Action.
- Phantasmal Assailants*(CAArc p117) [Sor/Wiz2] – Nightmare creatures strike target for 4 Wisdom damage and 4 Dexterity damage.
- Phantasmal Decoy*(CDiv p172) [Rgr3] – Creates illusory enemy for a foe to chase.
- Phantasmal Disorientation*(CDiv p172) [Drd6] – Fools creature's sense of direction, making movement difficult.

- Phantasmal Killer*(PH p260) [Dream4 Illusion4 Madness6 Sor/Wiz4] – Fearsome illusion kill subject or deals 3d6 damage.
- Phantom Bear*(CDiv p173) [Drd9] – Incorporeal bear fights for you.
- Phantom Foe*(DR324 p71) [Sor/Wiz2] – Phantasm flanks subject.
- Phantom Guardians*(RoD p167) [Sor/Wiz3] – Create illusion of a group of guards.
- Phantom Plow*(LoD p187) [Clr3 Drd3] – “Plow” a furrow 20’ long per level. Anyone standing in its path must make a Balance check to avoid falling. Underground creatures take 4d4 damage.
- Phantom Stag*(CDiv p174) [Drd5] – Magic stag appears for one hour per level.
- Phantom Steed*(PH p260) [Brd3 Spider3 Sor/Wiz3] – Magical horse appears for 1 hour per level.
- Phantom Threat*(CWar p118) [Brd2] – Subject thinks it’s flanked.
- Phantom Wolf*(CDiv p174) [Drd8] – Incorporeal wolf fights for you.
- Phase Door*(PH p261) [Sor/Wiz7 Travel8] – Invisible passage through wood or stone.
- Plague Carrier*(RoF p190) [Clr3 Drd3 Sor/Wiz4] – As *Contagion*, but target is contagious during incubation period.
- Plague of Rats*(CDiv p174)(CDivErrata)+ [Pestilence5] – Summons horde of diseased rats.
- Planar Ally*(PH p261) [Clr6 DragonBelow6 Summoner6] – As *Planar Ally, Lesser*, but up to 12 HD.
- Planar Ally, Greater*(PH p261) [Clr8 DragonBelow8 Drow8 Summoner8] – As *Lesser Planar Ally*, but up to 18 HD.
- Planar Ally, Lesser*(PH p261) [Celestial4 Clr4 DragonBelow4 Summoner4] – Exchange services with a 6 HD extraplanar creature.
- Planar Binding*(PH p261) [Sor/Wiz6] – As *Lesser Planar Binding*, but up to 12 HD.
- Planar Binding, Greater*(PH p261) [Sor/Wiz8] – As *Lesser Planar Binding*, but up to 18 HD.
- Planar Binding, Lesser*(PH p261) [Rune5 Sor/Wiz5] – Traps an extraplanar creature of 6 HD or less until it performs a task.
- Plane Shift*(PH p262) [Clr5 Sor/Wiz7] – As many as eight subjects travel to another plane.
- Plant Growth*(PH p262) [Plant3 Drd3 Life3 Rgr3] – Grows vegetation, improves crops.
- Poison Thorns*(CDiv p175) [Drd5] – You grow thorns that poison your attackers.
- Poison Vines*(CDiv p175)(CDivErrata)+ [Drd7] – Vines grow and poisons creatures stuck within them.
- Poison*(PH p262) [Clr4 Drd3 Pestilence4 Scaleykind4 Slime3] – Touch deals 1d10 Constitution damage, repeats in 1 minute.
- Polar Ray*(PH p262) [Cold8 Sor/Wiz8] – Ranged touch attack deals 1d6 per level cold damage.
- Polymorph Any Object*(PH p263)(PH3.5e)+ [Commerc9 Renewal8 Sor/Wiz8 Transformation8 Trickery8] – Changes any subject into anything else.
- Polymorph*(PH p263) [Sor/Wiz4 Transformation5] – Gives one willing subject a new form.
- Portal Barricade*(Und p60) [Portal’5] – Closes *Portal* and prevents it from functioning for 1 hour per level.
- Portal Reformat*(Und p60) [Portal’8] – Removes or adds one or more keys to a *Portal*.
- Portal Stabilization*(Und p60) [Portal’1] – Stabilize malfunctioning *Portal* for 1 minute per level.
- Portal View*(Und p60) [Brd4 Portal’3 Sor/Wiz4] – Turns target *Portal* transparent.
- Portal-to-Portal Redirect*(Und p60) [Portal’6] – Changes destination of *Portal* for 1 hour per level.
- Power Word Blind*(PH p263) [Darkness8 Slime8 Sor/Wiz7 War7] – Blinds creatures with 200 hp or less.
- Power Word Kill*(PH p263) [Darkness9 Orc9 Sor/Wiz9 War9] – Kills one creature with 100 hp or less.
- Power Word Stun*(PH p263) [Dream8 Sor/Wiz8 War8] – Stuns creatures with 150 hp or less.
- Prayer*(PH p264) [Clr3 Community3 Community’3 Competition3 Orc3 Pal3] – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
- Presper’s Moonbow*(PGF p108) [Sor/Wiz5] – Creates 1d4 motes of light that attack enemies.
- Prestidigitator*(PH p264) [Brd0 Sor/Wiz0] – Performs minor tricks.
- Prismatic Eye*(PGF p109) [Sor/Wiz6] – Orb produces individual prismatic rays as touch attacks.
- Prismatic Ray*(CArc p118) [Sor/Wiz5] – Ray of light blinds target, deals random effect.
- Prismatic Sphere*(PH p264) [Artifice9 Family9 Protection9 Sor/Wiz9 Sun9] – As *Prismatic Wall*, but surrounds on all sides.
- Prismatic Spray*(PH p264) [Sor/Wiz7] – Rays hit subjects with a variety of effects.
- Prismatic Wall*(PH p264) [Sor/Wiz8] – Wall’s colors have array of effects.
- Probe Thoughts*(CDiv p176)(CDivErrata)+ [Mind6 Sor/Wiz6] – You sift through thoughts, learning the answer to one question per round.
- Produce Flame*(PH p265) [Fire2 Drd1 Orc2] – 1d6 damage + 1 per level, touch or thrown.
- Programmed Amnesia*(CArc p118) [Sor/Wiz9] – Destroy, alter, or replace memories in target creature.
- Programmed Image*(PH p265) [Brd6 Sor/Wiz6] – As *Major Image*, plus triggered by an event.
- Project Image*(PH p265) [Brd6 Illusion7 Sor/Wiz7] – Illusory double can talk and cast spells.
- Protection from Arrows*(PH p266) [Sor/Wiz2] – Subject immune to most ranged attacks.
- Protection from Chaos*(PH p266) [Clr1 Law1 Pal1 Sor/Wiz1] – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.
- Protection from Energy*(PH p266) [Clr3 Drd3 Luck3 Protection3 Rgr2 Sor/Wiz3] – Absorb 12 damage per level from one kind of energy.
- Protection from Evil*(PH p266) [Clr1 Exorcism1 Good1 Pal1 Sor/Wiz1] – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
- Protection from Good*(PH p266) [Clr1 Evil1 Sor/Wiz1] – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.
- Protection from Law*(PH p266) [Chaos1 Clr1 Sor/Wiz1] – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.
- Protection from Spells*(PH p266) [Balance8 Dwarf8 Family8 Magic8 Sor/Wiz8] – Confers +8 resistance bonus.
- Protégé*(CAAdv p155) [Brd6] – Subject can use Bardic Music and Bardic Knowledge as a Bard of half your level.
- Proud Arrogance*(RoD p167) [Brd2 Sor/Wiz2] – Targets (who must be the same race as the caster) gain +4 Resistance bonus on saves against charm, compulsion, and fear.
- Prying Eyes*(PH p267) [Darkness6 Orc5 Sor/Wiz5] – 1d4 floating eyes + 1 per level scout for you.
- Prying Eyes, Greater*(PH p267) [Sor/Wiz8] – As *Prying Eyes*, but eyes have *True Seeing*.
- Puppeteer*(MoF p112) [Brd3] – Target mimics your actions.
- Purify Food and Drink*(PH p267) [Clr0 Drd0] – Purifies 1 cubic foot per level of food or water.
- Pyrotechnics*(PH p267) [Brd2 Sor/Wiz2] – Turns fire into blinding light or choking smoke.
- Quench*(PH p267) [Drd3] – Extinguishes nonmagical fires or one magic item.
- Quill Blast*(CDiv p176) [Drd5] – You fling quills in a spread, dealing 1d6 damage and imposing penalties.
- Quillfire*(MoF p112) [Drd3] – Your hand sprouts poisonous quills useful for melee or ranged attacks.
- Radiant Fog*(BoED p104) [Sor/Wiz4] – As *Solid Fog*, but dazzles or blinds creatures within.
- Radiant Shield*(BoED p104) [Sor/Wiz4 Wrath4] – Creatures attacking you take Electricity damage; you are protected from Electricity.
- Rage*(PH p268) [Brd2 Liberation3 Madness3 Sor/Wiz3] – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.
- Raging Flame*(DR314 p21) [Drd1 Sor/Wiz1] – A non-magical fire burns twice as bright, twice as hot, but half as long.
- Rain of Black Tulips*(BoED p104) [Drd9] – Black tulips fall from the sky, evil creatures take 5d6 damage per round and are Nauseated.
- Rain of Roses*(BoED p104) [Drd7] – Roses fall from the sky, evil creatures take 1d4 Wisdom damage per round and are Sickened.
- Rainbow Pattern*(PH p268) [Brd4 Sor/Wiz4] – Lights fascinate 24 HD of creatures.
- Raise Dead*(PH p268) [Clr5] – Restores life to subject who died up to 1 day per level ago.
- Raise from the Deep*(DR314 p46) [Clr9 Sor/Wiz9] – Target object (usually a sunken ship) rises to the surface of the water and floats for 1 hour per level, allowing salvage or repair.
- Ram’s Might*(MoF p112) [Drd0 Rgr1] – Your hands become harder and your unarmed attacks inflict normal damage.
- Raptor’s Sight*(RoTW p175) [Drd1 Rgr1 Sky1] – Gain +4 on Spot checks; range increment penalty is halved.
- Rary’s Mnemonic Enhancer*(PH p268) [Spell4 Wiz4] – Prepares extra spells or retains one just cast.
- Rary’s Telepathic Bond*(PH p268) [Community5 Community’5 Family5 Mentalism6 Mind5 Sor/Wiz5] – Link lets allies communicate.
- Ray of Enfeeblement*(PH p260) [Decay2 Hunger1 Necromancy1 Sor/Wiz1] – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).
- Ray of Exhaustion*(PH p269) [Sor/Wiz3] – Ray makes subject exhausted.
- Ray of Frost*(PH p269) [Sor/Wiz0] – Ray deals 1d3 Cold damage.
- Ray of Hope*(BoED p105) [Brd1 Clr1] – Subject gains +2 Morale bonus on attacks, saves, & checks.
- Reachwalker’s Wariness*(RoE p189) [Drd2 Rgr2] – Automatically locate Aberrations within 30’.
- Read Magic*(PH p269) [Brd0 Clr0 Drd0 Pal1 Rgr1 Sor/Wiz0] – Reads scrolls and spellbooks.
- Reaving Dispel*(PGF p119) [Sor/Wiz9] – On a targeted dispel, steal spell power and effects for yourself.
- Reciprocal Gyre*(CArc p119) [Sor/Wiz5] – Creature of object takes 1d6 damage per level of spells currently affecting it (max 25d6).
- Recitation*(CDiv p176)(UE p52) [Clr4 Purification3] – Allies gain +2 or +3 Luck bonus on attacks and

- saves, while enemies suffer –2 penalty on attacks & saves.
- Reduce Animal**(PH p269) [Drd2 Rgr3] – Shrinks one willing animal.
- Reduce Person**(PH p269) [Sor/Wiz1] – Humanoid creature is halved in size.
- Reduce Person, Mass**(PPH3.5 p269) [Sor/Wiz4] – Reduces several creatures.
- Reflective Disguise**(Und p60) [Brd2 Sor/Wiz2] – Viewers see you as their own species and gender.
- Reflective Disguise, Mass**(Und p61) [Brd5 Sor/Wiz6] – Viewers see subjects as their own species and gender.
- Refreshment**(BoED p105) [Brd3 Clr3 Endurance3] – Cures creatures of all non-lethal damage
- Refuge**(PH p270) [Clr7 Commerce7 Community7 Community7 Family7 Liberation7 Sor/Wiz9] – Alters item to transport its possessor to you.
- Refusal**(CArc p120) [Sor/Wiz5] – Spellcasters and creatures with spell-like abilities are prevented from entering an area.
- Regenerate**(PH p270) [Clr7 Competition7 Drd9 Healing7 Life7] – Subject's severed limbs grow back, cures 4d8 dmg +1 per lvl (max +35).
- Reincarnate**(PH p270) [Drd4 Renewal4] – Brings dead subject back in a random humanoid body.
- Rejuvenation Cocoon**(CDiv p177) [Drd5] – Energy cocoon shields create, then heals it.
- Remedy Moderate Wounds**(MoF p113) [Clr3 Drd2] – Target gains fast healing 2 for 10 rounds +1 rounds/2 levels.
- Remove Addiction**(BoED p105) [Clr2 Drd2] – Cures target of drug addiction.
- Remove Blindness/Deafness**(PH p270) [Clr3 Pal3] – Cures normal or magical conditions.
- Remove Curse**(PH p270) [Brd3 Clr3 Exorcism3 Pal3 Sor/Wiz4] – Frees person or object from a curse.
- Remove Disease**(PH p271) [Clr3 Drd3 Renewal3 Rgr3] – Cures all diseases affecting subject.
- Remove Fatigue**(BoED p105) [Clr4 Pleasure4] – Removes effects of fatigue as 8 hours of sleep.
- Remove Fear**(PH p271) [Brd1 Clr1 Competition1 Courage1 Pleasure1] – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- Remove Nausea**(BoED p105) [Clr3] – Cure a nauseated or sickened character.
- Remove Paralysis**(PH p271) [Clr2 Pal2] – Frees one or more creatures from paralysis, hold, or *Slow*.
- Renewal Pact**(CDiv p177) [Clr7 Pact7] – Creature is automatically healed if adverse condition affects it.
- Repair Critical Damage**(CArc p120)(Eb p114)(DR317 p36) [Sor/Wiz4] – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.
- Repair Light Damage**(CArc p120)(Eb p114)(DR317 p35) [Sor/Wiz1] – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.
- Repair Minor Damage**(CArc p120) [Sor/Wiz0] – Repairs 1 point of damage to any Construct.
- Repair Moderate Damage**(CArc p120)(Eb p114)(DR317 p36) [Sor/Wiz2] – Restores 2d8 + 1/lvl (max +10) points of damage to a Construct.
- Repair Serious Damage**(CArc p120)(Eb p114)(DR317 p36) [Sor/Wiz3] – Restores 3d8 + 1/lvl (max +15) points of damage to a Construct.
- Repel Metal or Stone**(PH p271) [Drd8 Metal9] – Pushes away metal and stone.
- Repel Vermin**(PH p271) [Brd4 Clr4 Drd4 Rgr3] – Insects, spiders, and other vermin stay 10' away.
- Repel Wood**(PH p271) [Drd6 Plant6] – Pushes away wooden objects.
- Repulsion**(PH p271) [Clr7 Force6 Nobility7 Protection7 Sor/Wiz6] – Creatures can't approach you.
- Resist Energy**(PH p246) [Fire3 Clr2 Drd2 Pal2 Rgr1 Sor/Wiz2] – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
- Resist Energy, Mass**(CArc p120) [Clr3 Drd3 Sor/Wiz4] – Targeted creatures ignore damage from specified energy type.
- Resistance**(PH p272) [Brd0 Clr0 Drd0 Pal1 Sor/Wiz0] – Subject gains +1 resistance bonus on all saving throws.
- Resonating Bolt**(CArc p121) [Brd4 Sor/Wiz3] – Sonic energy deals 1d4 damage per level (max 10d4).
- Restoration**(PH p272) [Clr4 Pal4] – Restores level and ability score drains.
- Restoration, Greater**(PH p272) [Clr7 Renewal7] – As *Restoration*, plus restores all levels and ability scores.
- Restoration, Lesser**(PH p272) [Clr2 Drd2 Life2 Pal1 Renewal2] – Disperses magic ability penalty or repairs 1d4 ability damage.
- Resurgence**(CDiv p177) [Clr1 Pal1] – You grant a subject a second chance at a saving throw.
- Resurgence, Mass**(CDiv p177) [Clr4 Pal3] – As *Resurgence*, but multiple targets.
- Resurrection**(PH p273) [Clr7] – Fully restore dead subject.
- Returning Weapon**(RoTW p175) [Asn2 Sor/Wiz2] – Thrown weapon returns to thrower.
- Revenance**(CDiv p178)(MoF p113) [Clr4 Pal4] – Restores dead creature to life for 1 minute per level.
- Reverse Arrows**(MoF p114) [Sor/Wiz3] – As *Protection from Arrows*, but negated arrows turn back on their source.
- Reverse Gravity**(PH p273) [Drd8 Sky7 Sor/Wiz7] – Objects and creatures fall upward.
- Ride of the Valenar**(RoE p189) [Drd1 Rgr1] – Gain +5 Competence bonus on Ride checks for 10 minute per level.
- Righteous Fury**(MoF p114) [Pal3] – Gain temporary hp, +2 natural armor, +2 to Strength and Dexterity. Undead that strike you take 1 point.
- Righteous Glare**(BoED p105) [Clr7 Sor/Wiz7] – Your gaze attack kills evil creatures with less than 5HD, causes *Fear* in others.
- Righteous Might**(PH p273) [Clr5 Competition5 Hatred5 Mysticism5 Strength5 Wrath5] – Your size increases and you gain combat bonuses.
- Righteous Smite**(BoED p106) [Clr7 Wrath7] – Deals 1d6 damage per level (1d8 damage per level to Evil Outsiders) in a 20' radius and blinds Evil foes.
- Righteous Wrath of the Faithful**(CDiv p178)(CDivErrata)+ [Clr7 Purification7] – Your allies get bonuses, especially if they worship your deity.
- Ring of Blades**(CArc p121) [Clr3] – Blades surround you, damaging other creatures (1d6+1/lvl damage).
- Rogue Wave**(DR314 p46) [Clr4 Drd3 Sor/Wiz4] – Creates a wave of water on dry land or at sea which knocks down anyone in its path.
- Rooftop Strider**(RoD p167) [Asn1 City1] – Move across uneven surfaces with ease.
- Rope Trick**(PH p273) [Sor/Wiz2] – As many as eight creatures hide in an extradimensional space.
- Ruby Ray of Reversal**(PGF p110) [Sor/Wiz7] – Ray negates magical or mundane hazards.
- Rushing Waters**(Und p61) [Drd5 WateryDeath4] – Wave makes bull rush attack.
- Rusting Grasp**(PH p273) [Drd4 Metal4 Slime4] – Your touch corrodes iron and alloys.
- Sacred Circle**(DR314 p73) [Clr5] – All creatures standing in an immobile 10' radius circle receive a +2 Enhancement bonus on their melee and ranged weapon attacks.
- Sacred Haven**(CDiv p178)(BoED p106) [Pal4] – Creature gains AC bonus, and you can monitor & heal it magically.
- Safe Clearing**(MoF p114) [Rgr3] – As *Sanctuary*, but protects an area and lasts 1 hour/level.
- Sanctuary**(PH p274) [Clr1 Protection1] – Opponents can't attack you and you can't attack.
- Sanctuary, Mass**(Und p61) [Balance5] – One touched creature per two levels can't be attacked and can't attack.
- Sand Spiral**(DR331 p72) [Sor/Wiz6] – Cone deals 1d6 damage per level, –2 penalty on attacks, checks, and saves.
- Sandblast**(CDiv p178) [Drd1] – You fire hot sand that deals 1d6 nonlethal damage & stuns enemies.
- Sarcophagus of Stone**(DR313 p91) [Clr6] – Creates an air-tight stone sarcophagus around one target of up to Medium-size. The sarcophagus is permanent, so the target must either be freed or will suffocate.
- Scare**(PH p274) [Brd2 Hatred2 Sor/Wiz2 Spirit2] – Panics creatures up to 5HD.
- Scatterspray**(FR p73)(DR317 p36) [Sor/Wiz1] – A collection of small objects (stones, apples, etc.) fly in a 10' radius burst, doing lethal or nonlethal damage, as appropriate.
- Scent**(CDiv p178)(CDivErrata)+ [Drd2 Rgr2 Sor/Wiz2] – Grants the scent ability for 1 hour/level.
- Scholar's Touch**(RoD p167) [Brd1 Clr1 Sor/Wiz1] – Read book in seconds.
- Scintillating Pattern**(PH p274) [Sor/Wiz8] – Twisting colors confuse, stun, or render unconscious.
- Scintillating Sphere**(MoF p115) [Sor/Wiz3] – 20' radius spread deals 1d6 electricity damage per level (max 10d6).
- Scorching Ray**(PH p274) [Sor/Wiz2] – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).
- Scorpion Tail**(RoE p190) [Sor/Wiz3] – Target grows a scorpion tail that strikes for 2d6 damage (plus Strength modifier) and possibly stuns the target.
- Scourge**(CDiv p179) [Pestilence7] – Inflicts a disease that must be magically cured, one subject per level.
- Screen of Heat**(DR331 p73) [Clr3 Drd3] – Shimmering illusion causes 25% miss chance to all attacks through it.
- Screen**(PH p274) [Gnome7 Illusion8 Sor/Wiz8 Trickery7] – Illusion hides area from vision, scrying.
- Scrying**(PH p274)(PH3.5e)+ [Brd3 Clr5 Drd4 Oracle4 Sor/Wiz4] – Spies on subject from a distance.
- Scrying, Greater**(PH p275)(PH3.5e)+ [Brd6 Clr7 Drd7 Dream7 Oracle7 Planning7 Sor/Wiz7] – As *Scrying*, but faster and longer.
- Sculpt Sound**(PH p275) [Brd3] – Creates new sounds or changes existing ones.
- Searing Light**(PH p275) [Clr3 Glory3 Sun3] – Ray deals 1d8 per two levels, more against undead.
- Second Wind**(BoED p106) [Pal1] – Target gains the equivalent of the Endurance feat for 1hr/lvl.
- Secret Page**(PH p275) [Brd3 Rune2 Sor/Wiz3] – Changes one page to hide its real contents.
- Secure Corpse**(BoED p106) [Clr6] – Traps corpse inside holy symbol.
- See Invisibility**(PH p275) [Brd3 Sor/Wiz2 Truth3] – Reveals invisible creatures or objects.

- Seek Eternal Rest*(MoF p115) [Pal4] – Turn undead as a paladin two levels higher.
- Seeker's Chanit*(DR326 p74) [Brd0 Sor/Wiz0] – Gives you a +1 bonus on Search checks, but a –2 penalty on Move Silently checks.
- Seeming*(PH p275) [Brd5 Sor/Wiz5] – Changes the appearance of one person per two levels.
- Sending*(PH p275) [Clr4 Herald4 Sor/Wiz5 Trade4] – Delivers a short message anywhere, instantly.
- Sensory Depravation*(DR324 p72) [Sor/Wiz3] – Subject cannot perceive the world around it.
- Sepia Snake Sigil*(PH p276) [Brd3 Sor/Wiz3] – Creates text symbol that immobilizes reader.
- Sequester*(PH p276) [Sor/Wiz7] – Subject is invisible to sight and scrying.
- Serene Visage*(DR325 p72) [Brd1 Sor/Wiz1] – Grants a bonus on Bluff checks.
- Serpent Storm*(DR330 p71) [Clr6 Drd5] – Creates a hail of deadly serpents that bite and poison everyone in the area.
- Servant Horde*(CArc p97) [Sor/Wiz5] – Create 2d6 *Unseen Servants* + 1/level (max +15).
- Shades*(PH p276) [Shadow9 Sor/Wiz9] – As *Shadow Conjunction*, but up to 8th level and 80% real.
- Shadow Binding*(CArc p122) [Sor/Wiz3] – Ribbon-like shadows daze & entangle creatures in a 10' radius burst.
- Shadow Canopy*(LoD p188)(RoF p190) [Sor/Wiz6] – Dome of shadow is impenetrable to vision and is dark inside.
- Shadow Conjunction*(PH p276) [Brd4 Shadow4 Sor/Wiz4] – Mimics conjuring below 4th level, but only 20% real.
- Shadow Conjunction, Greater*(PH p276) [Shadow7 Sor/Wiz7] – As *Shadow Conjunction*, but up to 6th level spells and 60% real.
- Shadow Evocation*(PH p277) [Brd5 Shadow5 Sor/Wiz5] – Mimics evocation of lower than 5th level, but only 20% real.
- Shadow Evocation, Greater*(PH p277) [Shadow8 Sor/Wiz8] – As *Shadow Evocation*, but up to 7th level and 60% real.
- Shadow Form*(CAAdv p156) [Asn4 Hex4 Sor/Wiz5] – Gain +4 on Hide, Move Silently, and Escape Artist checks, and concealment; you can move through obstacles if you have ranks in Escape Artist.
- Shadow Guardians*(RoD p168) [Sor/Wiz5] – Create group of shadowy warriors.
- Shadow Hand*(MoF p115) [Sor/Wiz5] – Medium-size hand attacks, blocks opponents, or carries items.
- Shadow Landscape*(CDiv p178) [Drd9] – Makes natural terrain more dangerous, creates guardians that you command.
- Shadow Mask*(FR p73) [Sor/Wiz2] – Shadows hide your face and protect against darkness, light, and gazes.
- Shadow Spray*(FR p74) [Sor/Wiz2] – Shadows daze targets and deal 2 points of Strength damage.
- Shadow Tentacle, Greater*(LoD p186) [Sor/Wiz5] – As *Lesser Shadow Tentacle*, but longer and stronger.
- Shadow Tentacle, Lesser*(LoD p187) [Sor/Wiz3] – For up to 1 round per level, a shadow within Medium-range can be animated. It can grapple a target within 5' per level (max 50') of its anchor point.
- Shadow Walk*(PH p277) [Brd5 Halfling7 Shadow6Sor/Wiz6] – Step into shadow to travel rapidly.
- Shadow Well*(MoF p116) [Sor/Wiz4] – Target enters gloomy pocket plane and emerges frightened.
- Shadowplay*(DR326 p74) [Sor/Wiz0] – Manipulates the shape and movement of an existing shadow.
- Shadowy Grappler*(DR324 p71) [Sor/Wiz6] – Shadowy force grapples subject.
- Shambler*(PH p277) [Drd9 Plant9] – Summons 1d4+2 shambling mounds to fight for you.
- Shape Metal*(RoF p191) [Clr4 Sor/Wiz5] – As *Stone Shape*, but affect metal instead of stone.
- Shapechange*(PH p277)(PH3.5e)+ [Animal9 Drd9 Scalekind9 Sor/Wiz9 Transformation9] – Transforms you into any creature, and change forms once per round.
- Share Husk*(MoF p116) [Drd2] – See and hear through the sense of a touched animal.
- Shark Bolt*(DR334 p76) [Clr4 Sor/Wiz3] – Summons sharks made of water to attack your enemies.
- Shatter*(PH p278) [Brd2 Chaos2 Clr2 Destruction2 Sor/Wiz2] – Sonic vibration damages objects or crystalline creatures.
- Shelgarn's Persistent Blade*(MoF p117) [Sor/Wiz1] – Blade of force attacks target, automatically flanks.
- Shield of Faith*(PH p278) [Clr1 Retribution1] – Aura grants +2 (or higher) deflection bonus.
- Shield of Faith, Legion's*(EB p115) [Clr4] – Allies gain +3 or higher AC bonus.
- Shield of Law*(PH p278) [Clr8 Inquisition8 Law8] – +4 to AC, +4 resistance, SR25 against chaotic spells.
- Shield Other*(PH p278) [Clr2 Family2 Pact2 Pal2 Protection2] – You take half of subject's damage.
- Shield*(PH p278) [Sor/Wiz1] – Invisible disc gives +4 Shield bonus to AC and blocks *Magic Missiles*.
- Shifter Prowess*(RoE p190) [Drd1 Rgr1 Sor/Wiz1] – Shifter racial bonuses to skills increase to +8 while shifting.
- Shillelagh*(PH p278) [Drd1] – Cudgel or quarterstaff becomes a +1 weapon for 1 minute per level.
- Shock and Awe*(DR325 p72) [Brd1 Sor/Wiz1] – Reduces a surprised creature's initiative roll.
- Shocking Grasp*(PH p279) [Sor/Wiz1] – Touch delivers 1d6 per level (max 5d6) of electricity damage.
- Shout*(PH p279) [Brd4 Sor/Wiz4] – Deafens all within cone and deals 5d6 damage.
- Shout, Greater*(PH p279) [Brd6 Sor/Wiz8] – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
- Shrink Item*(PH p279) [Sor/Wiz3] – Object shrinks to $\frac{1}{16}$ th its normal size.
- Shroud of Flame*(PGF p110) [Sor/Wiz5] – Target bursts into flames, taking 2d6 Fire damage per round and shooting gout of flame that deal 1d4 fire damage to creatures within 10'.
- Shroud of Undeath*(MoF p117) [Sor/Wiz2] – Negative energy shroud makes undead perceive you as undead.
- Sign of Sealing*(CArc p122) [Sor/Wiz3] – Magic sigil protects door or chest, deals 1d4/level damage (max 10d4) if opened.
- Sign of Sealing, Greater*(CArc p122) [Sor/Wiz6] – Magic sigil protects door, chest, or open space; deals 1d6/level damage (max 20d4) if opened.
- Silence*(PH p279) [Brd2 Clr2 Spell2] – Negate sound in 15' radius.
- Silent Image*(PH p279) [Brd1 Gnome1 Illusion1 Sor/Wiz1] – Creates a minor illusion of your design.
- Silent Portal*(MoF p117) [Sor/Wiz0] – Negates sound from door or window.
- Silverbeard*(MoF p117) [Pal1] – You grow a hard silver beard that gives +2 bonus to armor.
- Silvered Claws*(BoED p107) [Drd1 Rgr1] – One creature's natural attacks are treated as silvered weapons.
- Silvered Weapon*(BoED p107) [Pal1 Rgr2] – Transforms one weapon into a silvered weapon.
- Simbul's Skeletal Deliquescence*(MoF p118) [Sor/Wiz8] – Target becomes a soft-bodied ooze-like creature.
- Simbul's Spell Matrix*(PGF p110) [Sor/Wiz5] – Magical matrix stores a 3rd level spell or lower to be cast later as quickened spells.
- Simbul's Spell Sequencer*(PGF p111) [Sor/Wiz7] – Store up to 2 spells of 3rd level or lower to be released later.
- Simbul's Spell Trigger*(PGF p111) [Sor/Wiz9] – Store up to three spells of 3rd level or lower to be released later.
- Simbul's Synostodweomer*(MoF p119) [Sor/Wiz7] – Channel a spell into positive energy to cure 1d6/spell level.
- Simulacrum*(PH p279) [Sor/Wiz7] – Creates partially real double of a creature.
- Sinsabur's Baleful Bolt*(UE p52) [Sor/Wiz4] – Bolt of dark energy deals 1d3 Strength and Constitution damage +1 per four levels.
- Skeletal Guard*(MoF p119)(Sav p69) [Sor/Wiz8] – Creates one skeleton per level that is resistant to turning.
- Skull Watch*(PGF p111) [Clr3 Sor/Wiz3] – Skull shrieks when creature enters warded area.
- Skyline Runner*(RoD p168) [City5] – You can walk normally on any city surface.
- Slay Living*(PH p280) [Clr5 Death5 DragonBelow5 Repose5 Undead5] – Touch attack kills target.
- Sleep*(PH p280) [Brd1 Dream2 Sor/Wiz1] – Puts 4HD of creatures into magical slumber.
- Sleet Storm*(PH p280) [Cold3 Drd3 Sor/Wiz3 Storm4 Weather'4] – Hampers vision and movement.
- Slime Wave*(CDiv p180)(CDivErrata)+ [Clr7 Drd7] – Creates a 15' spread of Green Slime.
- Slow Burn*(DR314 p21) [Drd1 Sor/Wiz1] – A non-magical fire burns twice as long with the same amount of fuel, & is hard to put out.
- Slow Consumption*(BoVD p103) [Hunger1] – Caster absorbs health and sustenance from helpless subject.
- Slow*(PH p280) [Brd3 Sor/Wiz3] – One subject per level takes only one action per round, –1 AC and attack rolls.
- Smell of Fear*(MoF p119) [Rgr1] – Target's aroma triples the chance of wandering encounters.
- Smite Heretic*(BoED p107) [Pal3] – You gain a +2 Sacred bonus on attack roll and deal extra damage with your 'Smite Evil' call ability when used against an evil creature that can cast divine spells.
- Snake Shield*(DR330 p72) [Clr3 Drd3] – Serpentine force surrounds you and protects you from attack.
- Snakebite*(MoF p120) [Drd3 Rgr4] – Your arm turns into poisonous snake you cause to attack.
- Snares*(PH p280) [Drd3 Elf3 Rgr2] – Creates a magical booby trap.
- Snilloc's Snowball Swarm*(FR p74) [Sor/Wiz2] – Deals 1d6 cold damage per 2 levels (max 5d6) to a 10' radius.
- Snilloc's Snowball*(UE p52) [Sor/Wiz1] – Creates an orb of cold that can be used for a touch attack or thrown once per level (up to 5). Does 1d6 +1/lvl cold damage (max 1d6+5).
- Sniper's Eye*(CAAdv p156) [Asn4] – Gain +10 Spot, Darkvision, 60' range for Sneak Attacks, and Death Attacks with ranged weapons.
- Sniper's Shot*(CAAdv p157) [Asn1 Rgr1 Sor/Wiz1] – Swift. No range limit on next ranged sneak attack.

- Snowshoes*(DR312 p65) [Clr1 Drd0 Rgr1] – Subject can walk on ice & snow without falling and not leaving an obvious trail.
- Snowshoes, Mass*(DR312 p65) [Clr3 Drd2 Rgr3] – One subject per level can walk on ice & snow without falling and not leaving an obvious trail.
- Soften Earth and Stone*(PH p280) [Drd2 Earth2] – Turns stone to clay or dirt to sand or mud.
- Solid Fog*(PH p281) [Sor/Wiz4] – Blocks vision and slows movement.
- Solipsism*(DR324 p71) [Sor/Wiz6] – Subject is convinced the world is fake.
- Song of Discord*(PH p281) [Brd5 Hatred4 Passion7] – Forces targets to attack each other.
- Songbird*(MoF p120) [Brd0] – Perform and gain +1 Competence bonus on your next Charisma check.
- Sonic Weapon*(CAAdv p157) [Brd2 Sor/Wiz2] – Touched weapon deal +1d6 Sonic damage with each hit.
- Soul Bind*(PH p226) [Clr9 Sor/Wiz9 Spirit9] – Traps newly dead soul to prevent *Resurrection*.
- Soul Scour*(UE p52) [Clr5] – Touch attack causes 2d6 Charisma & 1d6 Wisdom damage immediately, and then 1d6 Charisma damage in 1 minute.
- Sound Burst*(PH p281) [Brd2 Clr2 Ocean2] – Deals 1d8 sonic damage to subjects; may stun them.
- Speak with Animals*(PH p281) [Brd3 Drd1 Rgr1] – You can communicate with animals.
- Speak with Dead*(PH p281) [Clr3 Pact3 Repose3 Retribution3] – Corpse answer one question per two levels.
- Speak with Plants*(PH p282) [Brd4 Drd3 Rgr2] – You can talk to normal plants and plant creatures.
- Spear of Valarian*(BoED p107) [Drd5 Rgr4] – Transforms a non-magical weapon into a +1 Silvered Spear (+3 against Magical Beasts, which take +2d6 points of damage).
- Spectral Hand*(PH p282) [Sor/Wiz2] – Creates disembodied glowing hand to deliver touch attacks.
- Spectral Weapon*(CAAdv p157) [Asn3 Brd4 Hex3 Sor/Wiz3] – Swift. Use quasi-real weapon to make touch attacks.
- Speechlink*(CAAdv p157) [Brd3] – You and one other creature can talk, no matter how far apart.
- Speechlink*(MoF p121) [Brd4] – You and the target can verbally communicate at any distance.
- Speed Swim*(MoF p121) [Drd1 Rgr1 Sor/Wiz1] – Target gains swim speed 30.
- Spell Engine*(MoF p121) [Sor/Wiz8] – Magical energy disk absorbs incoming spells.
- Spell Enhancer*(PGF p112) [Sor/Wiz4] – Cast as a free action and gives +2 to the DC of the next spell you casts.
- Spell Immunity*(PH p281) [Clr4 Protection4 Strength4] – Subject is immune to one spell per four levels.
- Spell Immunity, Greater*(PH p281) [Clr8] – As *Spell Immunity*, but up to 8th level spells.
- Spell Resistance*(PH p282) [Clr5 Magic5 Meditation5 Protection5] – Subject gains Spell Resistance of 12 + 1 per level.
- Spell Resistance, Mass*(CDiv p181) [Clr7] – As *Spell Resistance*, but multiple targets.
- Spell Turning*(PH p282)(PH3.5e+) [Endurance8 Luck7 Magic7 Meditation7 Retribution7 Sor/Wiz7] – Reflects 1d4+6 spell levels back at caster.
- Spellstaff*(PH p282) [Drd6] – Stores one spell in wooden quarterstaff.
- Sphere of Terror*(DR333 p72) [Sor/Wiz4] – Creates a 30' radius of supernatural shadow filled with deadly shadowy illusions.
- Sphere of Ultimate Destruction*(CArc p123) [Sor/Wiz9] – Featureless black sphere moves 30' per rounds, disintegrates on ranged touch attack.
- Spider Climb*(PH p283) [Drd2 Sor/Wiz2 Spider1] – Grants ability to walk on walls & ceilings.
- Spider Curse*(FR p74) [Spider6] – Transform a target into a drider that you dominate.
- Spider Poison*(MoF p123) [Sor/Wiz3] – Touch deals 1d6 Str damage, repeats in 1 minute.
- Spider Shapes*(FR p74) [Spider9] – Polymorph 1 willing subject per level into a Monstrous Spider, who are from Tiny-sized to Huge-sized. Lasts for 1 hour per level.
- Spiderform*(FR p74) [Drow5] – Polymorph into a drider or monstrous spider of size Tiny to Large.
- Spiderskin*(Und p61) [Drd3 Sor/Wiz3] – Subject gains increasing bonus of natural armor bonus, saves against poison, and Hide checks.
- Spike Growth*(PH p283) [Drd3 Rgr2] – Creatures in area take 1d4 damage, may be slowed.
- Spike Stones*(PH p283) [Drd4 Earth4] – Creatures in area take 1d8 damage, may be slowed.
- Spikes*(CDiv p181) [Clr3 Drd3] – As *Brambles*, but weapon gains a +2 Enhancement bonus on attacks and has a double threat range.
- Spirit Steed*(Eb p115) [Deathless4] – Channels an ancient spirit into your steed, increasing its speed and granting other benefits.
- Spirit Worm*(MoF p123) [Sor/Wiz1] – Target takes 1 point of Constitution damage every round for 1 round per level (max 5).
- Spiritual Chariot*(CDiv p181) [Pal4] – Creates ghostly chariot behind your mount.
- Spiritual Weapon*(PH p283) [Clr2 Mysticism2 War2] – Magical weapon attacks on its own.
- Spiritwall*(CArc p124) [Sor/Wiz5] – Wall of spirit-forms causes panic, deals 1d10 damage if touched, can bestow negative levels if passed through.
- Spitting Cobra*(DR330 p73) [Drd4 Sor/Wiz5] – You make ranged attacks with a snake's venom.
- Spontaneous Search*(DR325 p72) [Sor/Wiz1] – Searches a 30' cube area in 1 round.
- Spore Cloak*(RoF p191) [Drd5 Sor/Wiz6] – Cloud of yellow mold spores gives you concealment, deals 1d6 Constitution damage to creatures that enter your square.
- Spread of Contentment*(BoED p107) [Clr8 Pleasure8] – Calms hostile creatures within 10' per level radius.
- Stalking Brand*(MoF p123) [Rgr1] – Target marked with symbol you can see despite disguises.
- Stalwart Pact*(CDiv p181) (RoD p168) [Clr5 Destiny5 Pact5] – You gain combat bonuses automatically when reduced to half hit points or lower.
- Standing Wave*(CDiv p182) [Drd3] – Magically propels boat or swimming creature.
- Starmantle*(BoED p108) [Joy7 Sor/Wiz6] – Cloak of stars destroys non-magical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magic weapons by half.
- Stars of Arvandor*(BoED p108) [Clr4 Drd4 Rgr4 Sor/Wiz3] – Tiny starbursts each deal 1d8 damage (half non-lethal) or 1d8 (all lethal) to evil creatures.
- Stasis Clone*(LoD p189) [Sor/Wiz9] – As *Clone*, but if the caster is still alive, the new clone goes into stasis until needed.
- Statue*(PH p284) [Sor/Wiz7] – Subject can become a statue at will.
- Status*(PH p284) [Clr2 Community2 Community'2 Planning4] – Monitors condition & position of allies.
- Status, Greater*(BoED p100) [Clr4 Community4] – As *Status*, but you cast some spells through the bond.
- Steal Life*(BoVD p106) [Hunger8] – Caster drains 1 ability score point per round and becomes younger.
- Steeldance*(MoF p123) [Sor/Wiz3] – Daggers become Medium-sized flying animated objects that attack foes.
- Stick*(Und p61) [Brd0 Sor/Wiz0] – Glues an object weighting 5 pounds or less to a larger object.
- Stinking Cloud*(PH p284) [Sor/Wiz3] – Nauseating vapors, 1 round per level.
- Stolen Breath*(DR314 p40) [Sor/Wiz2] – Target living creature has its breath taken away, leaving it gasping.
- Stone Body*(PGF p113) [Clr6 Sor/Wiz6] – Your body becomes living stone.
- Stone Bones*(MoF p123) [Clr2 Sor/Wiz2] – Corporeal undead gain +3 natural armor bonus.
- Stone Fist*(RoS p163) [Clr2 Pal2] – Caster's fists have their damage increased, are treated as 'armed', and do Bludgeoning damage. Dwarves and Goliaths have their fists treated as Cold Iron.
- Stone Metamorphosis*(Und p61) [Clr4 Drd4 Sor/Wiz6] – Changes type of stone.
- Stone Metamorphosis, Greater*(Und p61) [Clr6 Drd6 Sor/Wiz8] – Changes 10 cubic feet + 10 cubic feet per level of stone into another type of stone.
- Stone Shape*(PH p284)(PH3.5e+) [Artifice3 Clr3 Craft3 Drd3 Earth3 Sor/Wiz4] – Sculpt's stone into any shape.
- Stone Shape, Greater*(Und p62) [Clr5 Drd5 Sor/Wiz7] – Sculpt's 10 cubic feet + 10 cubic feet per level of stone to any shape.
- Stone Sphere*(Und p62) [Brd4 Sor/Wiz5] – A 5' diameter stone sphere rolls over your enemies.
- Stone Spider*(FR p75) [Spider7] – Transform 1d3 pebbles into stone constructs of Monstrous Spiders, who are from Tiny-sized to Huge-sized. Alternatively, you can give 1d3 vermin *Stoneskin*.
- Stone Tell*(PH p284) [Drd6 Dwarf6] – Talk to natural or worked stone.
- Stone to Flesh*(PH p285) [Sor/Wiz6] – Restores a petrified creature.
- Stonehold*(MoF p124) [Drd6] – Stony arm trap grapples and damages creatures.
- Stonemantle*(DR314 p29) [Clr2 Drd1 Sor/Wiz2] – Target object becomes as hard as stone.
- Stoneskin*(PH p284) [Drd5 Earth6 Endurance5 Sor/Wiz4 Strength6] – Ignore 10 points of damage per attack.
- Stony Grasp*(CArc p124) [Sor/Wiz3] – Arm made of soil and rock grapples foes.
- Storm of Elemental Fury*(CDiv p182) [Drd8] – Magic cloud creates a wind storm, then hail of stones, then a rainstorm, then flames.
- Storm of Vengeance*(PH p285) [Clr9 Drd9 Nobility9 Retribution9 Storm9 Weather'9 Wrath9] – Storm rains acid, lightning, and hail.
- Storm Tower*(CDiv p182)(MoF p125) [Drd7] – Tower of swirling clouds absorbs electricity, gives concealment, and prevents movement.
- Stormrage*(CDiv p182)(MoF p125) [Clr8 Drd8] – *Fly, Wind Wall*, protection from strong winds, and make electrical attacks.
- Strategic Charge*(MoF p125) [Pal1] – You gain the benefits of the Mobility feat.

- Strength of Stone*(MoF p125) [Pal2] – *Bull's Strength* that ends if you lose contact with the ground.
- Sublime Revelry*(BoED p109) [Clr9 Pleasure9] – Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.
- Submerge Ship*(DR314 p47) [Sor/Wiz7] – Makes a ship water-tight and able to be piloted underwater.
- Subvert Planar Essence*(CDiv p183) [Clr5 Sor/Wiz6] – Reduces target's Damage Reduction & Spell Resistance.
- Suggestion*(PH p285) [Brd2 Charm3 Dominion3 Drow3 Sor/Wiz3] – Compels subject to follow stated course of action.
- Suggestion, Mass*(PH p285) [Brd5 Dominion7 Sor/Wiz6] – As *Suggestion*, plus one subject per level.
- Summon Devoted Roc*(RotW p175) [Sky9] – Summons powerful Roc to serve you.
- Summon Dire Hawk*(RotW p175) [Drd2 Sky2] – Summons a Dire Hawk to serve you.
- Summon Elemental Monolith*(CArc p124) [Clr9 Drd9 Sor/Wiz9] – Calls a powerful elemental creature to fight for you.
- Summon Instrument*(PH p285) [Brd0] – Summons one instrument of the caster's choice.
- Summon Monster I*(PH p285) [Brd1 Clr1 Portal1 Sor/Wiz1 Summoner1] – Summons an extraplanar creature to fight for you.
- Summon Monster II*(PH p286) [Brd2 Clr2 Sor/Wiz2 Summoner2] – Summons an extraplanar creature to fight for you.
- Summon Monster III*(PH p286) [Brd3 Clr3 Sor/Wiz3 Summoner3] – Summons an extraplanar creature to fight for you.
- Summon Monster IV*(PH p286) [Brd4 Clr4 Sor/Wiz4] – Calls an extraplanar creature to fight for you.
- Summon Monster V*(PH p287) [Brd5 Clr5 Sor/Wiz5 Summoner5] – Summons an extraplanar creature to fight for you.
- Summon Monster VI*(PH p287) [Brd6 Clr6 Sor/Wiz6] – Summons an extraplanar creature to fight for you.
- Summon Monster VII*(PH p287) [Clr7 Sor/Wiz7 Summoner7] – Summons an extraplanar creature to fight for you.
- Summon Monster VIII*(PH p287) [Clr8 Sor/Wiz8] – Summons an extraplanar creature to fight for you.
- Summon Monster IX*(PH p288) [Chaos9 Clr9 Evil9 Good9 Law9 Sor/Wiz9] – Summons an extraplanar creature to fight for you.
- Summon Nature's Ally I*(PH p288) [Drd1 Rgr1] – Calls creature to fight.
- Summon Nature's Ally II*(PH p288) [Drd2 Rgr2] – Calls creature to fight.
- Summon Nature's Ally III*(PH p288) [Drd3 Rgr3] – Calls creature to fight.
- Summon Nature's Ally IV*(PH p288) [Animal4 Drd4 Rgr4] – Calls creature to fight.
- Summon Nature's Ally V*(PH p289) [Drd5] – Calls creature to fight.
- Summon Nature's Ally VI*(PH p289) [Drd6] – Calls creature to fight.
- Summon Nature's Ally VII*(PH p289) [Drd7] – Calls creature to fight.
- Summon Nature's Ally VIII*(PH p289) [Animal8 Drd8] – Carpet of insects attacks at your command.
- Summon Nature's Ally IX*(PH p289) [Drd9 Fey9 Gnome9] – Calls creature to fight.
- Summon Swarm*(PH p289) [Brd2 Drd2 Pestilence2 Spider2 Sor/Wiz2] – Summons a swarm of bats, rats, or spiders.
- Summon Undead I*(PGF p114) [Clr1 Sor/Wiz1] – Summons undead to fight for you.
- Summon Undead II*(PGF p114) [Clr2 Sor/Wiz2] – Summons undead to fight for you.
- Summon Undead III*(PGF p114) [Clr3 Sor/Wiz3] – Summons undead to fight for you.
- Summon Undead IV*(PGF p114) [Clr4 Sor/Wiz4] – Summons undead to fight for you.
- Summon Undead V*(PGF p114) [Clr5 Sor/Wiz5] – Summons undead to fight for you.
- Sunbeam*(PH p289) [Drd7 Glory7 Sun7] – Beam blinds and deals 4d6 damage.
- Sunburst*(PH p289) [Drd8 Elf8 Purification8 Sor/Wiz8 Sun8] – Blinds all within 10', deals 6d6 damage.
- Suppress Glyph*(MoF p126) [Clr6] – You notice but do not trigger magical writing traps.
- Surefoot*(MoF p127) [Rgr1] – +10 bonus on Balance checks.
- Surelife*(PGF p115) [Repose8] – Protect yourself from a named natural condition that would kill you, such as an avalanche or boiling oil.
- Sustain*(BoED p109) [Endurance4] – Recipients need no food or drink for 6 hours per level.
- Swim*(CArc p125) [Drd2 Sor/Wiz2] – Subject gains Swim speed, +8 bonus on Swim checks.
- Sword of Conscience*(BoED p109) [Clr4 Pal4] – Evil creature confesses crime, takes Wisdom damage.
- Sword of Darkness*(CArc p126) [Sor/Wiz7] – Blade of negative energy attack independently, deals 1d4 damage, bestows one Negative Level.
- Sword of Deception*(CArc p126) [Sor/Wiz5] – Blade of energy attacks independently, deals 1d4 damage, penalizes subsequent saving throw.
- Symbol of Death*(PH p289) [Clr8 Sor/Wiz8] – Triggered rune slays nearby creatures.
- Symbol of Fear*(PH p290) [Clr6 Sor/Wiz6] – Triggered rune panics nearby creatures.
- Symbol of Insanity*(PH p290) [Clr8 Sor/Wiz8] – Triggered rune renders nearby creatures insane.
- Symbol of Pain*(PH p290) [Clr5 Sor/Wiz5 Suffering5] – Triggered rune wracks nearby creatures with pain.
- Symbol of Persuasion*(PH p290) [Clr6 Sor/Wiz6] – Triggered rune charms nearby creatures.
- Symbol of Sleep*(PH p291) [Clr5 Sor/Wiz5] – Triggered rune puts nearby creatures into a catatonic slumber.
- Symbol of Stunning*(PH p291) [Clr7 Sor/Wiz7] – Triggered rune stuns nearby creatures.
- Symbol of Weakness*(PH p291) [Clr7 Sor/Wiz7] – Triggered rune weakens nearby creatures.
- Symbol, Death Symbol of Bane*(MoF p127) [Clr8 Sor/Wiz8] – Functions like a *Symbol of Death*, plus 1d12 Cold damage and *Doom* effect.
- Symbol, Symbol of Spell Loss*(MoF p127) [Clr8 Sor/Wiz8] – Spellcasters in the area lose highest-level spell.
- Sympathetic Vibration*(PH p291) [Brd6] – Inflicts 2d10 damage per round on a free-standing structure.
- Sympathy*(PH p292) [Community8 Drd9 Joy8 Sor/Wiz8] – Object or location attracts certain creatures.
- Symphonic Nightmare*(DR328 p72) [Brd6] – Disruptive music fills the target's sleep, preventing him from resting, regaining spells, etc.
- Tactical Precision*(CAAdv p157) [Brd2] – Allies gain an additional +2 bonus on attack rolls and +1d6 additional damage against flanked foes.
- Tasha's Hideous Laughter*(PH p292) [Brd1 Passion2 Sor/Wiz2] – Subject loses actions for 1 round per level.
- Telekinesis*(PH p292) [Sor/Wiz5] – Moves object, attacks creature, or hurls object or creature.
- Telepathic Bond, Lesser*(CDiv p158) [Clr3 Mind3 Sor/Wiz3] – As *Rary's Telepathic Bond*, but you and one other creature.
- Telepathy Block*(BoED p109) [Brd5 Sor/Wiz5] – Blocks all telepathic communication within an 80' radius.
- Teleport Object*(PH p293) [Sor/Wiz7] – As *Teleport*, but affects a touched object.
- Teleport*(PH p292) [Portal5 Sor/Wiz5 Travel5] – Instantly transports you as far as 100 miles per level.
- Teleport, Greater*(PH p292) [Sor/Wiz7 Travel7] – As *Teleport*, but no range limit and off-target arrival.
- Teleport, Mass*(MoF p107)(T&B p93) [Sor/Wiz7] – As *Teleport*, but more weight and you don't have to go.
- Teleportation Circle*(PH p293) [Rune9 Sor/Wiz9] – Circle teleports any creature inside to designated spot.
- Temporal Stasis*(PH p293) [Sor/Wiz8] – Puts subject into suspended animation.
- Tenser's Floating Disk*(PH p294) [Sor/Wiz1] – 3' diameter horizontal disk that holds 100 pounds per level.
- Tenser's Transformation*(PH p298) [Sor/Wiz6] – You gain combat bonuses.
- Thornskin*(CArc p127) [Drd3] – Your Unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage.
- Thunderlance*(FR p72) [Sor/Wiz4] – Lance of force deals 2d6 damage with a reach of up to 20', plus can dispel force effects.
- Tidal Surge*(CDiv p183)(CDivErrata+) [Drd6] – Wave of water deals 1d8 per 2 levels damage and bull rushes.
- Time Stop*(PH p294) [Celerity9 Planning9 Sor/Wiz9 Time9 Trickery9] – You act freely for 1d4+1 rounds.
- Tomb of Light*(BoED p110) [Clr7 Sor/Wiz7] – Entraps and harms evil extraplanar creatures.
- Tongues*(PH p294) [Brd2 Clr4 Commerce3 Community4 Herald3 Meditation4 Sor/Wiz3] – Speak any language.
- Tortoise Shell*(CDiv p184) [Drd6] – Creature gains +6 Natural Armor, +1 per 3 caster levels above 11th.
- Touch of Adamantine*(BoED p110) [Clr6 Drd6 Sor/Wiz5] – Weapon gains the properties of an adamantine weapon.
- Touch of Fatigue*(PH p294) [Sor/Wiz0] – Touch attack fatigues target.
- Touch of Idiocy*(PH p294) [Sor/Wiz2] – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.
- Touch of Jorasco*(RoE p190) [Clr1] – Touch heals up to 2hp/level, divided among multiple targets.
- Touch of Madness*(CDiv p184)(Eb p116) [Madness2] – Dazes one creature for 1 round per level.
- Touch of the Pharaoh*(DR331 p73) [Clr5] – Afflicts a creature with Mummy Rot.
- Towering Oak*(MoF p128) [Rgr1] – +10 on Intimidate checks.
- Train Animal*(CAAdv p157) [Drd2 Rgr2] – Affected animal gains additional tricks equal to ½ caster level for 1 hour per level.

- Transcribe Rune*(PGF p116) [Rune8] – Safely moves an untriggered magical symbol to another location.
- Transcribe Symbol*(PGF p116) [Sor/Wiz8] – Safely move an untriggered magical symbol to another location.
- Transfix*(CArc p127) [Sor/Wiz6] – Humanoids freeze in place until condition you specify is met.
- Translocation Trick*(MoF p128) [Sor/Wiz6] – You and target switch places and appear as each other.
- Transmute Metal to Wood*(PH p294) [Drd7 Metal7] – Metal within 40' becomes wood.
- Transmute Mud to Rock*(PH p295) [Drd5 Sor/Wiz5] – Transforms two 10' cubes per level.
- Transmute Rock to Lava*(CArc p127) [Drd9 Sor/Wiz9] – Transforms one 10' cube with subsequent fire damage and effects.
- Transmute Rock to Mud*(PH p295) [Drd5 Slime6 Sor/Wiz5] – Transforms two 10' cubes per level.
- Transport via Plants*(PH p295)(PH3.5e+) [Drd6] – Move instantly from one plant to another of the same species.
- Trap the Soul*(PH p296) [Sor/Wiz8] – Imprisons subject within gem.
- Traveler's Mount*(CDiv p184) [Drd1 Pal1 Rgr1] – Creature moves faster but can't attack.
- Tree Shape*(PH p296) [Drd2 Rgr3] – You look exactly like a tree for 1 hour per level.
- Tree Stride*(PH p296) [Celerity5 Drd5 Elf4 Fey5 Rgr4] – Step from one tree to another far away.
- Tremor*(DR314 p29) [Clr3] – The ground shakes in a 40' radius.
- Tremor*(DR314 p29) [Drd3] – The ground shakes in a 40' radius.
- Tremorsense*(Und p62) [Rgr3 Sor/Wiz3] – Grants tremorsense out to 30'.
- True Creation*(CDiv p184) (Eb p117) [Artifice8 Creation8] – As *Major Creation*, but permanent.
- True Domination*(CDiv p185) [Dominion8] – As *Dominant Person*, but save it as –4.
- True Resurrection*(PH p296) [Clr9] – As *Resurrection*, plus remains aren't needed.
- True Seeing*(PH p296) [Clr5 Commerce5 Drd7 Inquisition5 Knowledge5 Sor/Wiz6 Trade6 Truth5] – See all things as they really are.
- True Seeing, Mass*(RoE p190) [Truth9] – As *True Seeing*, but affects multiple creatures.
- True Strike*(PH p296) [Elf1 Fate1 Sor/Wiz1 Time1] – Add +20 insight bonus to your next attack roll.
- Tsunami*(DR314 p47) [Drd9] – Creates a wave of water on dry land or at sea which knocks down anyone in its path.
- Tunnel Swallow*(Und p62) [Sor/Wiz6] – Tunnel's peristaltic convulsions deal 1d6 per level damage (max 15d6).
- Tvash-Prull's Bonefiddle*(DR328 p72) [Brd2] – A spectral bow plays upon the target's bones, dealing sonic damage.
- Unbinding*(CDiv p185) [Liberation9 Sor/Wiz9] – Frees everyone in range from spells that constrain or bind.
- Undead Bane Weapon*(MoF p128) [Pal3] – Weapon gains the *Bane* property and is considered blessed.
- Undead Lieutenant*(MoF p129) [Sor/Wiz3] – Targeted undead can give orders to undead in your control.
- Undead Torch*(MoF p129) [Sor/Wiz3] – Undead creature gains blue aura that gives +2d4 against living creatures.
- Undeath to Death*(PH p297) [Clr6 Repose6 Sor/Wiz6 Undead7] – Destroys 1d4 per level HD of undead (max 20d4).
- Undermaster*(Und p62) [Drd9 Sor/Wiz9] – You gain earth-related spell-like abilities.
- Undersong*(DR328 p72) [Brd1] – You may make Perform checks in place of Concentration checks.
- Undetectable Alignment*(PH p297) [Brd1 Clr2 Liberation2 Pal2] – Conceals alignment for 24 hours.
- Unearthly Beauty*(BoED p110) [Drd8 Fey8] – As *Blinding Beauty*, but creatures must save or die.
- Unfettered Heroism*(RoE p190) [Brd5 Sor/Wiz5] – Spend more than one Action Point per round, plus gain one free Action Point per round.
- Unhallow*(PH p297) [Clr5 Drd5] – Designates location as Unholy.
- Unholy Aura*(PH p297) [Clr8 Evil8 Mysticism8] – +4 to AC, +4 resistance, SR25 against good spells.
- Unholy Blight*(PH p297) [Evil4] – Damages and sickens good creatures.
- Unluck*(CArc p128) [Brd4 Sor/Wiz4] – Target remakes all rolls, uses worst result for 1 round per level.
- Unseen Crafter*(RoE p191) [Brd2 Clr2 Sor/Wiz2] – Invisible force obeys your command and can use the Craft skill.
- Unseen Servant*(PH p297) [Brd1 Sor/Wiz1] – Invisible force obeys your commands.
- Unseen Servant, Mass*(RoD p168) [Sor/Wiz4] – As *Unseen Servant* except it creates one servant per level.
- Unyielding Roots*(CDiv p185)(DR324 p103+) [Drd9] – Creature grows roots that keep it stationary and heal it every round.
- Updraft*(DR314 p40) [Clr3 Drd3] – Caster is held up by a column of air, which can be used to negate falling or to awkwardly fly.
- Urban Shield*(RoD p168) [City7] – City grants cover to you, not to enemies.
- Valiant Fury*(CWar p118) [Courage5] – +4 Str, +4 Con, +2 Will saves; extra attack; cures 1d8+1/level (max +20).
- Vampiric Touch*(PH p298) [Necromancy3 Sor/Wiz3] – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.
- Vanishing Weapon*(BoED p111) [Sor/Wiz5] – Weapons' touch dispels summoned or quasi-real creatures.
- Veil*(PH p298) [Brd6 Sor/Wiz6] – Changes appearance of group of creatures.
- Vengeance Halo*(BoED p111) [Clr6 Wrath6] – Any creature that slays the spell's recipient takes 1d6 per level damage.
- Vengeful Mount*(DR326 p74) [Drd0 Rgr1 Sor/Wiz0] – Makes an animal more difficult to ride or handle.
- Venomous Volley*(DR330 p73) [Clr2 Drd2 Sor/Wiz2] – Cone of fanges damages and weakens targets.
- Ventriloquism*(PH p298) [Brd1 Sor/Wiz1] – Throws voice for 1 minute per level.
- Verraketh's Shadow Crown*(RoF p191) [Brd3] – +4 Competence bonus on Perform checks that doesn't stack with *Feat: Shadow Weave Magic*.
- Vigor*(CDiv p186) (DR324 p103+) [Clr3 Drd3] – Creature heals 2hp per round (max 25 rounds).
- Vigor, Greater*(CDiv p186) (DR324 p103+) [Clr5 Drd5] – Creature heals 4hp per round (max 35 rounds).
- Vigor, Lesser*(CDiv p186) (DR324 p103+) [Clr1 Drd1] – Creature heals 1hp per round (max 15 rounds).
- Vigor, Mass Lesser*(CDiv p186) (DR324 p103+) [Clr3 Drd3] – As *Lesser Vigor*, but multiple targets (max 25 rmds).
- Vigorous Circle*(CDiv p187) (DR324 p103+) [Clr6 Drd6] – As *Mass Lesser Vigor*, but 3hp per round (max 40 rmds).
- Vine Strike*(CAAdv p158) [Drd1 Rgr1] – Swift. You can Sneak Attack Plan Creatures for 1 round.
- Vipergout*(PGF p117) [Scaleykind7 Sor/Wiz7] – You spit forth celestial or fiendish vipers that attack your foes.
- Virtue*(PH p289) [Clr0 Drd0 Pal1] – Subject gains 1 temporary hp.
- Visage of the Deity*(CDiv p187) [Clr6 Herald7 Mysticism6] – As *Lesser Visage of the Deity*, but you become Celestial or Fiendish.
- Visage of the Deity, Greater*(CDiv p187) [Clr9 Competition9 Herald9 Mysticism9 Purification9] – As *Lesser Visage of the Deity*, but you become a Half-Celestial or Half-Fiend.
- Visage of the Deity, Lesser*(CDiv p187) [Clr3 Mysticism3 Pal4] – You gain +4 Charisma & resistance 10 to certain energy types.
- Viscid Glob*(Und p63) [Sor/Wiz4] – Ranged touch attack hurls 5' diameter glob of glue at target.
- Vision of Fear*(DR333 p73) [Brd3 Clr3 Sor/Wiz2] – You gain knowledge of the target's greatest or most recent fear.
- Vision of Glory*(MoF p131) [Clr1] – Target gains +1 morale bonus on next saving throw.
- Vision of Heaven*(BoED p111) [Celestial1 Clr1 Joy1] – Evil creature is dazed for 1 round.
- Vision*(PH p298) [Fate7 Sor/Wiz7] – As *Legend Lore*, but quicker and strenuous.
- Vitriolic Sphere*(CArc p128) [Sor/Wiz5] – Potent acid deals 1d4/level damage (max 15d4) plus possible damage in following two rounds.
- Wages of Sin*(BoED p111) [Sor/Wiz6] – Evil creatures attack other evil creatures.
- Wail of Doom*(CAAdv p158) [Brd5] – Deal 1d4 per level damage in a 30' cone, plus targets are panicked or shaken.
- Wail of the Banshee*(PH p298) [Death9 Hatred9 Repose9 Sor/Wiz9 Undead9] – Kills one creature per level.
- Walk the Mountain's Path*(RoS p163) [Drd3 Sor/Wiz3] – Touched creature can go up slopes without slowing down, gains a Climb speed, and receives a +10 on Balance and Jump checks.
- Wall of Chaos*(MoF p131) [Clr4 Sor/Wiz4] – As *Magic Circle against Law*, except as a one-sided wall.
- Wall of Dispel Magic*(Und p63) [Brd4 Clr5 Drd5 Sor/Wiz5] – Creatures passing through a transparent wall become subjects of targeted *Dispel Magic*.
- Wall of Evil*(MoF p131) [Clr4 Sor/Wiz4] – As *Magic Circle against Good*, except as a one-sided wall.
- Wall of Fire*(PH p298) [Drd5 Fire4 Sor/Wiz4] – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.
- Wall of Force*(PH p298) [Force5 Sor/Wiz5] – Wall is immune to damage.
- Wall of Gloom*(CArc p129) [Sor/Wiz2] – Shadow barrier obscures vision and deters passage.
- Wall of Good*(MoF p131) [Clr4 Sor/Wiz4] – As *Magic Circle against Evil*, except as a one-sided wall.
- Wall of Greater Dispel Magic*(Und p63) [Brd5 Clr8 Drd8 Sor/Wiz8] – Creatures passing through a transparent wall become subjects of targeted *Greater Dispel Magic*.
- Wall of Ice*(PH p299) [Cold5 Ocean5 Sor/Wiz4] – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

- Wall of Iron*(PH p299) [Metal5 Sor/Wiz6] – 30 hp per 4 levels; can topple onto foes.
- Wall of Law*(MoF p132) [Clr4 Sor/Wiz4] – As *Magic Circle against Chaos*, except as a one-sided wall.
- Wall of Sand*(PGF p118) [Drd5 Sor/Wiz4] – Swirling sand blocks ranged attacks, slows movement through it.
- Wall of Stone*(PH p299) [Clr5 Craft5 Drd6 Earth5 Sor/Wiz5] – Creates a stone wall that can be shaped.
- Wall of Thorns*(PH p300) [Drd5 Plant5] – Thorns damage anyone who tries to pass.
- Wall of Water*(DR314 p47) [Drd4 Sor/Wiz4] – Creates a wall of water that creatures must swim through to cross.
- War Cry*(CAAdv p158) [Brd4] – Swift. Gain +2 Morale bonus on attack and damage rolls, or +4 if you Charge, for 1 round per level. Any opponent you damage must save or become panicked for 1 round.
- War Cry*(MoF p132) [Brd4] – You gain +2 morale bonus on attacks and damage, plus panic melee opponents.
- Warcry*(BoED p111) [Brd3 Sor/Wiz3] – Creatures within a 30' cone cover for 1d4 rounds.
- Warding Gems*(BoED p111) [Clr5] – Creates gems that store healing energy, encircle the target, and release their healing power on command.
- Warning Shout*(MoF p132) [Pal1] – All living creatures within half a mile hear your shout.
- Warp Destiny*(RoD p169) [Destiny6] – Reverse failed save or hit in combat.
- Warp Wood*(PH p300) [Drd2] – Bends wood (shaft, handle, door, plank).
- Watchware*(UE p53) [Sor/Wiz5] – You know when target object is touched.
- Water Breathing*(PH p300) [Clr3 Drd3 Sor/Wiz3 Ocean3 Water3] – Subject can breathe underwater.
- Water Walk*(PH p300) [Clr3 Rgr3] – Subject treads on water as if solid.
- Waterspout*(FR p75) [Ocean7] – Create a 10' wide waterspout under your direction.
- Wave of Fatigue*(PH p301) [Necromancy5] – Several targets become fatigued.
- Wave of Fatigue*(PH p301) [Sor/Wiz5] – Several targets become fatigued.
- Wave of Grief*(CDiv p188) [Brd2 Clr2] – All in cone receive a –3 penalty on attacks, checks, and saves.
- Waves of Exhaustion*(PH p301) [Sor/Wiz7 Suffering7] – Several targets become exhausted.
- Weapon of Impact*(MoF p134) [Clr3 Sor/Wiz3] – As *Keen Edge*, but aids blunt weapons.
- Weapon of the Deity*(CDiv p188) [Clr4 Mysticism4 Pal4] – Gives your weapon magical powers appropriate to your patron deity.
- Weather Eye*(CDiv p189) [Clr4 Drd3] – You accurately predict weather up to one week ahead.
- Web*(PH p301) [Sor/Wiz2] – Fills 20' radius spread with sticky spider webs.
- Weighed in the Balance*(Und p63) [Balance9] – Harms or heals creatures within 30' of the caster.
- Weird*(PH p301) [Dream9 Illusion9 Madness9 Mind9 Sor/Wiz9] – As *Phantasmal Killer*, but affects all within 30'.
- Whirling Blade*(CArc p129) [Brd2 Sor/Wiz2] – Hurling slashing weapon magically attacks all foes in a 60' line.
- Whirlwind of Teeth*(BoVD p110) [Hunger7] – Creates moving 5'/level cylinder that deals 1d8 damage per 2 levels each round.
- Whirlwind*(PH p301) [Air8 Drd8 Storm8 Weather8 Weather'8] – Cyclone inflicts damage and can pick up creatures.
- Whirlwind, Greater*(CDiv p189) [Drd9 Weather9] – As *Whirlwind*, but larger and more destructive.
- Whispering Wind*(PH p301) [Brd2 Sor/Wiz2] – Sends a short message one mile per level.
- Wild Instincts*(RoE p191) [Drd2 Rgr3] – You gain a +10 Insight bonus on Listen & Spot checks –and– do not lose your Dex bonus to AC when flat-footed or fighting an unseen opponent.
- Wind at Back*(MoF p134) [Drd4] – Doubles overland speed for targets for 1 day.
- Wind Tunnel*(MoF p134) [Drd5] – Ranged weapons gain +10 bonus and double range increment.
- Wind Walk*(PH p302) [Celerity6 Clr6 Drd7 Sky6] – You and your allies turn vaporous and travel fast.
- Wind Wall*(PH p302) [Air2 Clr3 Drd3 Rgr2 Sor/Wiz3] – Deflects arrows, smaller creatures, and gases.
- Winding Alleys*(RoD p169) [Brd3 City3] – Trap foe in phantasmal maze.
- Winged Mount*(CDiv p190)(BoED p112) [Pal4] – Your mount sprouts wings and gains a fly speed of 60' (good).
- Wish*(PH p302) [Sor/Wiz9] – As *Limited Wish*, but with fewer limits.
- Withering Palm*(Eb p117)(CArc p130) [Clr7 Decay7] – Touch attack deals 1 point of Strength and 1 point of Constitution damage per two caster levels.
- Wood Rot*(CArc p130) [Drd5] – Destroy wood items or deal 3d6+1/lvl damage (max +15) to Plant creatures.
- Wood Shape*(PH p303) [Artifice2 Craft2 Drd2] – Rearranges wooden objects to suit you.
- Wood Wose*(CDiv p186) [Drd1] – Nature spirit does simple tasks for you.
- Woodland Veil*(RotW p176) [Drd2 Rgr2] – Blend unobtrusively into natural surroundings, along with your friends.
- Word of Balance*(Und p63) [Balance7 Drd7] – Kills, paralyzes, weakens, or nauseates non-neutral creatures.
- Word of Chaos*(PH p2303) [Chaos7 Clr7 Drow7] – Kills, confuses, stuns, or deafens non-chaotic subjects.
- Word of Recall*(PH p303) [Clr6 Drd8 Halfling8] – Teleports you back to a designated place.
- Wounding Whispers*(MoF p134) [Brd3] – Sonic aura damages foes that strike you.
- Wreck*(CDiv p190) [Clr3 Sor/Wiz4] – Renders a creature helpless with pain.
- Wracking Touch*(CAAdv p158) [Drd2 Sor/Wiz2] – Deal 1d6 +1 per level damage; you also deal Sneak Attack damage if you have any.
- Wraithstrike*(CAAdv p158) [Asn2 Sor/Wiz2] – Swift. Your melee attacks strike as touch attacks for 1 round.
- Yoke of Mercy*(BoED p112) [Sor/Wiz2] – Target deals non-lethal damage.
- Zajimarn's Avalanche*(MoF p134) [Sor/Wiz9] – Wave of slush deals 1d4 cold damage per level (max 25d4) and moves targets.
- Zajimarn's Field of Icy Razors*(MoF p135) [Sor/Wiz8] – Creatures in area take 2d4 normal damage and 1d6 +1/level cold damage, may be *Slow'd*.
- Zajimarn's Ice Claw Prison*(MoF p135) [Sor/Wiz7] – Ice claw grapples and deals normal and cold damage.
- Zeal*(CDiv p191) [Competition2 Pal2] – You move through foes to attack the enemy you want.
- Zealot Pact*(CDiv p191) [Clr6 Competition6 Pact6] – You automatically gain combat bonuses when you attack someone of opposite alignment.
- Zone of Silence*(PH p303) [Brd4] – Keeps eavesdroppers from overhearing conversations.
- Dolor*(DR336 p78) [Sor/Wiz5] – Cause a creature trapped in a *Planar Binding* pain, compelling it to agree to some service.
- Ensnarement*(DR336 p78) [Sor/Wiz6] – Augment the effectiveness of a *Magic Circle* prior to casting *Planar Binding*.
- Exaction*(DR336 p80) [Sor/Wiz7] – Make a sacrifice to gain bonuses when trying to compel service from a creature in a *Planar Binding*.
- Torment*(DR336 p84) [Sor/Wiz7] – Cause a creature trapped in a *Planar Binding* pain (more than *Dolor*), compelling it to agree to some service.
- Minimus Containment*(DR336 p82) [Sor/Wiz8] – Bind a creature from a *Planar Binding* into a gem.
- Imbrue*(DR336 p81) [Sor/Wiz9] – Bind a creature from a *Planar Binding* into a living host.
- Implore*(DR336 p82) [Sor/Wiz9] – Call and trap an Elemental or Outsider of up to 22 HD using its true name.
- Cloak of Khyber*(DR337 p59) [Sor/Wiz3] – The caster is protected from having his/her alignment determined and is protected against *True Seeing*.
- Shadowslip*(DR337 p74) [Sor/Wiz3] – Touched creature gains partial concealment due to a layer of shadows and does not generate attacks of opportunity while moving.
- Zone of Truth*(PH p303) [Clr2 Commerce2 Inquisition2 Pal2 Truth2] – Subjects within range cannot lie.

Skipped Spells

War Spells

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

<i>Animate Undead Legion</i> (DR309 p50)	<i>Enhance Armors</i> (DR309 p50)	<i>Greater Electric Bolt</i> (DR309 p49)	<i>Summon Monstrous Horde</i> (DR309 p48)
<i>Battle Fright</i> (DR309 p50)	<i>Enhance Weapons</i> (DR309 p51)	<i>Mire</i> (DR309 p51)	<i>Summon the Pack and Herd</i> (DR309p48)
<i>Battle Fury</i> (DR309 p48)	<i>Feed the Many</i> (DR309 p47)	<i>Morning Mists</i> (DR309 p48)	<i>Teleport Legion</i> (DR309 p51)
<i>Burned to Bare Rock</i> (DR309 p49)	<i>Field of Blurs</i> (DR309 p49)	<i>Plague Cloud</i> (DR309 p50)	
<i>Cavalry Call</i> (DR309 p48)	<i>Force Missile Storm</i> (DR309 p49)	<i>Rolling Fire</i> (DR309 p49)	
<i>Dispel War Spell</i> (DR309 p47)	<i>Friendsight</i> (DR309 p49)	<i>Small Stronghold</i> (DR309 p48)	

Sanctified Spells

The following spells can only be cast by the righteous

<i>Armageddon</i> (BoED p90)	<i>Curtain of Light</i> (BoED p96)	<i>Inquisition</i> (BoED p101)	<i>Sicken Evil</i> (BoED p107)
<i>Ayaila's Radiant Burst</i> (BoED p91)	<i>Diamond Spray</i> (BoED p96)	<i>Luminous Armor</i> (BoED p102)	<i>Storm of Shards</i> (BoED p108)
<i>Celestial Aspect</i> (BoED p93)	<i>Divine Inspiration</i> (BoED p96)	<i>Path of the Exalted</i> (BoED p103)	<i>Summantle</i> (BoED p109)
<i>Channel Celestial</i> (BoED p94)	<i>Dragon Cloud</i> (BoED p97)	<i>Phieran's Resolve</i> (BoED p103)	<i>Telepathy Tap</i> (BoED p110)
<i>Greater Channel Celestial</i> (BoED p94)	<i>Exalted Fury</i> (BoED p99)	<i>Phoenix Fire</i> (BoED p103)	<i>Twilight Luck</i> (BoED p110)
<i>Constricting Chains</i> (BoED p94)	<i>Exalted Raiment</i> (BoED p99)	<i>Rain of Embers</i> (BoED p104)	
<i>Cry of Ysgard</i> (BoED p95)	<i>Hammer of Righteousness</i> (BoED p100)	<i>Restore Soul's Treasure</i> (BoED p105)	
		<i>Sanctify the Wicked</i> (BoED p106)	

Spells for Celestials

Call Faithful Servants(BoED p93)
Last Judgment(BoED p102)
Quickshift(BoED p104)
Sacred Guardian(BoED p106)

Spells for Archons

Axiomatic Creature(BoED p91)
Crown of Brilliance(BoED p95)
Heaven's Trumpet(BoED p101)
Shield of the Archons(BoED p107)

Earth Node Spells

The following spells require [Feat: Node Spellcasting](#) and only are usable with Earth Nodes (which occur deep underground).

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

Cerebrotic Spells

The following spells require [Feat: Cerebrosis](#).

<i>Aching Dread</i> (DR330 p28)	<i>Call Nightseed</i> (DR330 p30)	<i>Living Raver</i> (DR330 p31)
<i>Call Amoebic Crawler</i> (DR330 p28)	<i>Dimensional Rift</i> (DR330 p30)	<i>Soul Blasting Dread</i> (DR330 p32)
<i>Call Cranial Encyster</i> (DR330 p28)	<i>Far Realm Visitation</i> (DR330 p30)	<i>Welcome the Amoebic Sea</i> (DR330 p32)
<i>Call Kaortic Hulk</i> (DR330 p30)	<i>Finger of Expulsion</i> (DR330 p31)	

Appendix

Revision History

- October 1, 2003 – Start of D&D 3.5 Edition
Includes Player’s Handbook v3.5
- March 12, 2004 – Added Dragon #309 – Dragon #313.
Added Complete Warrior & the Book of Exalted Deeds.
- August 12, 2004 – Added Dragon #314.
Added Player’s Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.
Added Dragon #325.
- April 1, 2005 – Added Complete Arcane.
Added Dragon #324, #326 – #329.
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.
- December 9, 2005 – Added Races of Eberron & Cinokete Adventurer.
Added Dragon #330, #333.
- December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark
Added Dragon #336 – #338.
Made a separate Assassin Spell List.

Key to Sourcebooks

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

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