

# Domain-Based Divine Spell Lists

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## Overview

Clerics gain spells based on their domains, rather than clerics from every deity gaining spells from the same spell list. Each time a cleric gains spells of a new level, ze gains spells available to hir from each of hir domains instead of a generalized cleric spell list. A cleric cannot cast spells from other domains, no matter what hir level.

## Spontaneous Casting

Clerics still have the ability to trade prepared spells spontaneously for *Cure* or *Inflict* spells based on their affinities for positive or negative energy, but only according to the following table:

Spell Level	Cure	Inflict
1	Stabilize	Bleed
2	Cure Light Wounds	Inflict Light Wounds
3	Cure Moderate Wounds	Inflict Moderate Wounds
4	Cure Serious Wounds	Inflict Serious Wounds
5+	Cure Critical Wounds	Inflict Critical Wounds

Note that the power of the swapped spells is reduced compared to those in the standard rules; this is both to emphasize the strength of the Healing domain and to offset the expanded range of spells available to clerics of non-healing domains.

## Design Principles

In creating the following spell lists, I followed a general set of sensibilities:

1. For the domain most appropriate to a spell from the Cleric spell list, I tended to grant the spell either at level or slightly (*i.e.*, *one to two levels*) ahead of level.
2. For domains less appropriate to a spell from the Cleric spell list, I tended to grant the spell one to two levels or more behind level.
3. For domains highly appropriate to a spell from the Druid spell list, I tended to grant the spell at around the same level.
4. For domains highly appropriate to a spell from an arcane spell list, I tended to grant the spell either at level or one to two levels behind level, depending on the effect of the spell.

As you will probably notice, these rules were only ever meant as guidelines, and I deviated from them on a per-case basis.

# Domains

## Air Domain

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### Level 0 (Orison)

**Detect Chaos/Evil/Good/Law (Div):** Reveals creatures, spells, or objects of selected alignment.

**Detect Magic (Div):** Detects spells and magic items within 60 ft.

**Detect Poison (Div):** Detects poison in one creature or object.

**Message (Trans):** Whispered conversation at distance.

**Obscuring Mist (Conj):** Fog surrounds you.

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### Level 1

**Detect Undead (Div):** Reveals undead within 60 ft.

**Feather Fall (Trans):** Objects or creatures fall slowly.

**Impart Lesser Vigor (Trans):** Target gains 1d8 temporary hps +1/ caster lv. (max +5)

**Jump (Trans):** Subject gets bonus on Jump checks.

**Shield of Faith (Abjur):** Aura grants +2 or higher deflection bonus.

**Summon Nature's Ally I (Conj.):** Summon flying animal to fight for the caster.

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### Level 2

**Find Traps (Div):** Notice traps as a rogue does.

**Fog Cloud (Conj):** Fog obscures vision.

**Gust of Wind (Evoc):** Blows away or knocks down smaller creatures.

**Levitate (Trans):** Subject moves up and down at your direction.

**Whispering Wind (Trans):** Sends a short message 1 mile/ level.

**Wind Wall (Evoc):** Deflects arrows, smaller creatures, and gases.

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### Level 3

**Gaseous Form (Trans):** Subject becomes insubstantial and can fly slowly.

**Impart Moderate Vigor (Trans):** Target gains 2d8 temporary hps +1/ caster lv. (max +10)

**Locate Object (Div):** Senses direction toward object (specific or type).

**Quench (Trans):** Extinguishes nonmagical fires or one magic item.

**Sleet Storm (Conj):** Hampers vision and movement.

**Summon Nature's Ally II (Conj.):** Summon flying animal to fight for the caster.

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### Level 4

**Air Walk (Trans):** Subject treads on air as if solid (climb at 45-degree angle).

**Divine Lightning (Evoc):** Calls down random lightning bolts (3d6 per bolt) from sky.

**Fly (Trans):** Subject flies at a speed of 60 ft.

**Scrying (Div):** Spies on subject from a distance.

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### Level 5

**Control Winds (Trans):** Change wind direction and speed.

**Find the Path (Div):** Shows most direct way to a location.

**Impart Serious Vigor (Trans):** Target gains 3d8 temporary hps +1/ caster lv. (max +15)  
**Summon Nature's Ally III (Conj.):** Summon flying animal to fight for the caster.  
**Wind Walk (Trans):** You and your allies turn vaporous and travel fast.  
**Word of Recall (Conj):** Teleports you back to designated place.

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## Level 6

**Control Weather (Trans):** Changes weather in local area.  
**Overland Flight (Trans):** You fly at a speed of 40 ft. and can hustle over long distances.  
**Repulsion (Abjur):** Creatures can't approach you.  
**Telekinesis (Trans):** Moves object, attacks creature, or hurls objects or creatures.

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## Level 7

**Acid Fog (Conj):** Fog deals acid damage.  
**Srying, Greater (Div):** As *srying*, but faster and longer.  
**Summon Nature's Ally IV (Conj.):** Summon flying animal to fight for the caster.  
**Whirlwind (Evoc):** Cyclone deals damage and can pick up creatures.

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## Level 8

**Discern Location (Div):** Reveals exact location of creature or object.  
**Impart Critical Vigor (Trans):** Target gains 4d8 temporary hps +1/ caster lv. (max +20)

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## Level 9

**Reverse Gravity (Trans):** Objects and creatures fall upward.  
**Storm of Vengeance (Conj):** Storm rains acid, lightning, and hail.  
**Summon Nature's Ally V (Conj.):** Summon flying animal to fight for the caster.

# Animal Domain

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## Level 0 (Orison)

**Calm Animals (Ench):** Calms (2d4 + level) HD of animals.  
**Detect Animals or Plants (Div):** Detects kinds of animals or plants.  
**Protection from Creatures: Animals (Abj):** Protects subject from creatures of the animal type for 1 min/ lv.  
**Speak with Animals (Div):** You can communicate with animals.  
**Summon Nature's Ally I (Conj.):** Summon natural animal to fight for the caster.

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## Level 1

**Animal Messenger (Ench):** Sends a Tiny animal to a specific place.  
**Bloodhound (Div):** Gain *Track* feat and +1/ 3 caster lvs to tracking checks for 1 hr/ lv.  
**Charm Animal (Ench):** Makes one animal your friend.  
**Hide from Animals (Abjur):** Animals can't perceive one subject/level.  
**Relieve Pain (Ench):** Target feels no pain and suffers no wound penalties from pain for 1 min./ lv.  
**Summon Nature's Ally II (Conj.):** Summon natural animal to fight for the caster.

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## Level 2

**Animal Trance (Ench):** Fascinates 2d6 HD of animals.

**Dominate Animal (Ench):** Subject animal obeys silent mental commands.

**Hold Animal (Ench):** Paralyzes one animal for 1 round/level.

**Magic Fang (Trans):** One natural weapon of subject creature gets +1 on attack and damage rolls.

**Protection from Creatures: Magical Beasts (Abj):** Protects subject from creatures of the magical beast type for 1 min/ lv.

**Reduce Animal (Trans):** Shrinks one willing animal.

**Summon Nature's Ally III (Conj.):** Summon natural animal to fight for the caster.

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## Level 3

**Repel Vermin (Abjur):** Insects, spiders, and other vermin stay 10 ft. away.

**Summon Nature's Ally IV (Conj.):** Summon natural animal to fight for the caster.

**Summon Swarm (Conj):** Summons swarm of bats, rats, or spiders.

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## Level 4

**Giant Vermin (Trans):** Turns centipedes, scorpions, or spiders into giant vermin.

**Magic Circle against Creatures: Animals (Abjur):** Entire area of, and everyone within, circle is protected from creatures of animal type.

**Magic Fang, Greater (Trans):** One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).

**Summon Nature's Ally V (Conj.):** Summon natural animal to fight for the caster.

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## Level 5

**Animal Growth (Trans):** One animal/two levels doubles in size.

**Insect Plague (Conj):** Locust swarms attack creatures.

**Summon Nature's Ally VI (Conj.):** Summon natural animal to fight for the caster.

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## Level 6

**Antilife Shell (Abjur):** 10-ft.-radius field hedges out living creatures.

**Awaken<sup>X</sup> (Trans):** Animal or tree gains human intellect.

**Magic Circle against Creatures: Magical Beast (Abjur):** Entire area of, and everyone within, circle is protected from creatures of magical beast type.

**Summon Nature's Ally VII (Conj.):** Summon natural animal to fight for the caster.

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## Level 7

**Creeping Doom (Conj):** Swarms of centipedes attack at your command.

**Baleful Polymorph (Trans):** Transforms subject into harmless animal.

**Summon Nature's Ally VIII (Conj.):** Summon natural animal to fight for the caster.

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## Level 8

**Animal Shapes (Trans):** One ally/level polymorphs into chosen animal.

**Antipathy (Ench):** Object or location affected by spell repels certain creatures.

**Summon Nature's Ally IX (Conj.):** Summon natural animal to fight for the caster.

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## Level 9

**Shapechange<sup>F</sup> (Trans):** Transforms you into any creature, and change forms once per round.

**Sympathy<sup>M</sup> (Ench):** Object or location attracts certain creatures.

## Chaos Domain

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### Level 0 (Orison)

**Detect Law (Div):** Reveals creatures, spells, or objects of lawful alignment.

**Detect Magic (Div):** Detects spells and magic items within 60 ft.

**Harm Lesser Construct (Conj):** Construct item or creature takes 1d8 damage, +1/ lv. (max +5)

**Protection from Law (Abjur):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Resistance (Abjur):** Subject gains +1 on saving throws.

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### Level 1

**Align Weapon (Trans):** Weapon becomes chaotic.

**Cause Fear (Necro):** One creature of 5 HD or less flees for 1d4 rounds.

**Detect Chaos/Evil/Good (Div):** Reveals creatures, spells, or objects of selected alignment.

**Drain Minor Vigor (Necro):** Target takes 1 point of hit point damage.

**Harm Construct (Conj):** Construct item or creature takes 3d8 damage, +1/ lv. (max +10)

**Summon Monster I (Conj.):** Summon chaotic monster to fight for the caster.

**Undetectable Alignment (Abjur):** Conceals alignment for 24 hours.

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### Level 2

**Bull's Strength (Trans):** Subject gains +4 to Str for 1 min./level.

**Inflict Light Wounds (Necro):** Target takes 1d8 hit point damage +1/level (max +5).

**Eagle's Splendor (Trans):** Subject gains +4 to Cha for 1 min./level.

**Entropic Shield (Abjur):** Ranged attacks against you have 20% miss chance.

**Harm Greater Construct (Conj):** Construct item or creature takes 5d8 damage, +1/ lv. (max +15)

**Magic Circle against Law (Abjur):** As *protection* spells, but 10-ft. radius and 10 min./level.

**Remove Paralysis (Conj):** Frees one or more creatures from paralysis or *slow* effect.

**Summon Monster II (Conj.):** Summon chaotic monster to fight for the caster.

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### Level 3

**Bear's Endurance (Trans):** Subject gains +4 to Con for 1 min./level.

**Inflict moderate wounds (Necro):** Target takes 2d8 damage +1/level (max +10).

**Owl's Wisdom (Trans):** Subject gains +4 to Wis for 1 min./level.

**Remove Blindness/Deafness (Conj):** Cures normal or magical conditions.

**Remove Curse (Abjur):** Frees object or person from curse.

**Summon Monster III (Conj.):** Summon chaotic monster to fight for the caster.

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### Level 4

**Break Enchantment (Abjur):** Frees subjects from enchantments, alterations, curses, and petrification.

**Chaos Hammer (Evoc):** Damages and staggers lawful creatures.

**Dispel Law (Abjur):** +4 bonus against attacks.

**Inflict serious wounds (Necro):** Target takes 3d8 damage +1/level (max +15).

**Freedom of Movement (Abjur):** Subject moves normally despite impediments.

**Harm Mighty Construct (Conj):** Construct item or creature takes 8d8 damage, +1/ lv. (max +25)

**Planar Ally, Lesser<sup>X</sup> (Conj):** Exchange services with a 6 HD extraplanar creature.

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**Summon Monster IV (Conj.):** Summon chaotic monster to fight for the caster.

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## Level 5

**Atonement<sup>F X</sup> (Abjur):** Removes burden of misdeeds from subject.

**Dismissal (Abjur):** Forces a creature to return to native plane.

**Inflict critical wounds (Necro):** Target takes 4d8 damage +1/level (max +20).

**Plane Shift<sup>F</sup> (Conj):** As many as eight subjects travel to another plane.

**Summon Monster V (Conj.):** Summon chaotic monster to fight for the caster.

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## Level 6

**Bull's Strength, Mass (Trans):** As *bull's strength*, affects one subject/level.

**Eagle's Splendor, Mass (Trans):** As *eagle's splendor*, affects one subject/level.

**Drain Construct (Conj):** Construct item or creature suffers 1 negative level per 5 caster levels; caster gains 5 temporary hps per level, or 2 temporary hps for level 0.

**Planar Ally<sup>X</sup> (Conj):** As *lesser planar ally*, but up to 12 HD.

**Summon Monster VI (Conj.):** Summon chaotic monster to fight for the caster.

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## Level 7

**Bear's Endurance, Mass (Trans):** As *bear's endurance*, affects one subject/ level.

**Owl's Wisdom, Mass (Trans):** As *owl's wisdom*, affects one subject/level.

**Summon Monster VII (Conj.):** Summon chaotic monster to fight for the caster.

**Symbol of Stunning<sup>M</sup> (Ench):** Triggered rune stuns nearby creatures.

**Symbol of Weakness<sup>M</sup> (Necro):** Triggered rune weakens nearby creatures.

**Word of Chaos (Evoc):** Paralyzes, *confuses*, stuns, or deafens nonchaotic subjects.

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## Level 8

**Cloak of Chaos<sup>F</sup> (Abjur):** +4 to Defense, +4 resistance, and SR 25 against lawful spells.

**Earthquake (Evoc):** Intense tremor shakes 80-ft.-radius.

**Planar Ally, Greater<sup>X</sup> (Conj):** As *lesser planar ally*, but up to 18 HD.

**Summon Monster VIII (Conj.):** Summon chaotic monster to fight for the caster.

**Symbol of Insanity<sup>M</sup> (Ench):** Triggered rune renders nearby creatures insane.

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## Level 9

**Gate<sup>X</sup> (Conj):** Connects two planes for travel or summoning.

**Miracle<sup>X</sup> (Evoc):** Requests a deity's intercession.

**Storm of Vengeance (Conj):** Storm rains acid, lightning, and hail.

**Summon Monster IX (Conj.):** Summon chaotic monster to fight for the caster.

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## Death Domain

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### Level 0 (Orison)

**Detect Undead (Div):** Reveals undead within 60 ft.

**Disrupt Undead (Necro):** Deals 1d6 damage to one undead.

**Hide from Undead (Abjur):** Undead can't perceive one subject/level.

**Bleed (Necro):** Touch attack, Stabilized character resumes dying.

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## Level 1

**Deathwatch (Necro):** Reveals how near death subjects within 30 ft. are.

**Desecrate <sup>M</sup> (Evoc):** Fills area with negative energy, making undead stronger.

**Gentle Repose (Abjur):** Preserves one corpse.

**Inflict Light Wounds (Necro):** Touch deals 1d8 damage +1/level (max +5).

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## Level 2

**Animate Dead <sup>M</sup> (Necro):** Creates undead skeletons and zombies.

**Chill Touch (Necro):** One touch/ level deals 1d6 damage and possibly 1 Str damage.

**Death Knell (Necro):** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

**Inflict Moderate Wounds (Necro):** Touch attack, 2d8 damage +1/level (max +10).

**Speak with Dead (Necro):** Corpse answers one question/two levels.

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## Level 3

**Command Undead (Necro):** Undead creature obeys your commands.

**Contagion (Necro):** Infects subject with chosen disease.

**Death Ward (Necro):** Grants immunity to death spells and negative energy effects.

**Ghoul Touch (Necro):** Paralyzes one subject, which exudes stench that makes those nearby sickened.

**Inflict Serious Wounds (Necro):** Touch attack, 3d8 damage +1/level (max +15).

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## Level 4

**Bane Weapon (Ench):** Weapon or ammunition deals 1d6/ 2 levels bonus damage against selected creature type. (max 6d6)

**Disrupting Weapon (Trans):** Melee weapon destroys undead.

**Halt Undead (Necro):** Immobilizes undead for 1 round/ level.

**Inflict Critical Wounds (Necro):** Touch attack, 4d8 damage +1/level (max +20).

**Slay Living (Necro):** Touch attack kills subject.

**Vampiric Touch (Necro):** Touch deals 1d6/ two levels damage, caster gains damage as hp.

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## Level 5

**Create Undead (Necro):** Create ghouls, ghosts, mummies, or mohrgs.

**Enervation (Necro):** Subject gains 1d4 negative levels.

**Inflict Light Wounds, Mass (Necro):** Deals 1d8 damage +1/level to many creatures.

**Raise Dead <sup>M</sup> (Conj):** Restores life to subject who died as long as one day/level ago.

**Undeath to Death <sup>M</sup> (Trans):** Destroys 1d4 HD/level undead (max 20d4).

**Unhallow <sup>M</sup> (Evoc):** Designates location as unholy.

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## Level 6

**Antilife Shell (Abjur):** 10-ft. field hedges out living creatures.

**Blight (Necro):** Withers one plant or deals 1d6/ level damage to plant creature.

**Harm (Necro):** Deals 10 points/level damage to target.

**Inflict Moderate Wounds, Mass (Necro):** Deals 2d8 damage +1/level to many creatures.

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## Level 7

**Circle of Death (Necro):** Kills 1d4/ level HD of creatures.

**Create Greater Undead <sup>M</sup> (Necro):** Create shadows, wraiths, spectres, or devourers.

**Destruction<sup>F</sup> (Necro):** Kills subject and destroys remains.  
**Inflict Serious Wounds, Mass (Necro):** Deals 3d8 damage +1/level to many creatures.

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## Level 8

**Control Undead (Necro):** Undead don't attack you while under your command.  
**Finger of Death (Necro):** Kills one subject.  
**Inflict Critical Wounds, Mass (Necro):** Deals 4d8 damage +1/level to many creatures.  
**Symbol of Death<sup>M</sup> (Necro):** Triggered rune slays nearby creatures.

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## Level 9

**Energy Drain (Necro):** Subject gains 2d4 negative levels.  
**Soul Bind<sup>F</sup> (Necro):** Traps newly dead soul to prevent *resurrection*.  
**Wail of the Banshee (Necro):** Kills one creature/ level.

# Destruction Domain

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## Level 0 (Orison)

**Harm Lesser Construct (Conj):** Construct item or creature takes 1d8 damage, +1/ lv. (max +5)  
**Minor Destruction (Trans):** Target object takes 1 point of hp damage.  
**Magic Stone (Trans):** Three stones gain +1 on attack, deal 1d6 +1 damage.  
**Magic Weapon (Trans):** Weapon gains +1 bonus.

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## Level 1

**Harm Construct (Conj):** Construct item or creature takes 3d8 damage, +1/ lv. (max +10)  
**Light Destruction (Trans):** Target object takes 1d10 damage +1/level (max +5).  
**Magic Missile (Evoc):** 1d4+1 damage; +1 missile per two levels above 1<sup>st</sup> (max 5).  
**Shatter (Evoc):** Sonic vibration damages objects or crystalline creatures.

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## Level 2

**Harm Greater Construct (Conj):** Construct item or creature takes 5d8 damage, +1/ lv. (max +15)  
**Inflict Light Wounds (Necro):** Touch attack, 1d8 damage +1/ level (max +5)  
**Moderate Destruction (Trans):** Target object takes 2d10 damage +1/level (max +10).  
**Scorching Ray (Evoc):** Ranged touch attack deals 4d6 fire damage, +1 ray/ four levels (max 3).

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## Level 3

**Inflict Moderate Wounds (Necro):** Touch attack, 2d8 damage +1/level (max +10).  
**Lightning Bolt (Evoc):** Electricity deals 1d6/ level damage.  
**Searing Light (Evoc):** Ray deals 1d8/two levels damage, more against undead.  
**Serious Destruction (Trans):** Target object takes 3d10 damage, +1/ level (max +15)

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## Level 4

**Critical Destruction (Trans):** Target object takes 4d10 damage +1/ level (max +20).  
**Fireball (Evoc):** 1d6 damage per level, 20 foot radius.  
**Harm Mighty Construct (Conj):** Construct item or creature takes 8d8 damage, +1/ lv. (max +25)



**Ice Storm (Evoc):** Hail deals 5d6 damage in cylinder 40 ft. across.

**Inflict Serious Wounds (Necro):** Touch attack, 3d8 damage +1/level (max +15).

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## Level 5

**Blade Barrier (Evoc):** Wall of blades deals 1d6/level damage.

**Blight (Necro):** Withers one plant or deals 1d6/level damage to plant creature.

**Cone of Cold (Evoc):** 1d6/level cold damage.

**Inflict Critical Wounds (Necro):** Touch attack, 4d8 damage +1/level (max +20).

**Mass Light Destruction (Trans):** Deals 1d10 damage +1/level to many objects.

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## Level 6

**Chain Lightning (Evoc):** 1d6/level damage; 1 secondary bolt/level, each deals half damage.

**Destruction<sup>F</sup> (Necro):** Kills subject and destroys remains.

**Mass Moderate Destruction (Trans):** Deals 2d10 damage +1/level to many objects.

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## Level 7

**Earthquake (Evoc):** Intense tremor shakes 80-ft.-radius.

**Mass Serious Destruction (Trans):** Deals 3d10 damage +1/level to many objects.

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## Level 8

**Horrid Wilting (Necro):** Deals 1d6/level damage within 30 ft.

**Mass Critical Destruction (Trans):** Deals 4d10 damage +1/level to many objects.

**Polar Ray (Evoc):** Ranged touch attack deals 1d6/level cold damage.

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## Level 9

**Implosion (Evoc):** Kills one creature/round.

**Meteor Swarm (Evoc):** Four exploding spheres each deal 6d6 fire damage.

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# Earth Domain

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## Level 0 (Orison)

**Endure Elements (Abjur):** Exist comfortably in hot or cold environments.

**Know Direction (Div):** You discern north.

**Magic Stone (Trans):** Three stones gain +1 on attack, deal 1d6 +1 damage.

**Resistance (Abjur):** Subject gains +1 on saving throws.

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## Level 1

**Mending (Trans):** Makes minor repairs on an object.

**Protection from Chaos/Evil/Good/Law (Abjur):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Resist Energy (Abjur):** Ignores 10 (or more) points of damage/attack from specified energy type.

**Soften Earth and Stone (Trans):** Turns stone to clay or dirt to sand or mud.

**Summon Nature's Ally I (Conj.):** Summon burrowing or underground creature to fight for the caster.

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## Level 2

**Bear's Endurance (Trans):** Subject gains +4 to Con for 1 min./level.

**Magic Vestment (Trans):** Armor or shield gains +1 enhancement per four levels.

**Meld into Stone (Trans):** You and your gear merge with stone.

**Shatter (Evoc):** Sonic vibration damages objects or crystalline creatures.

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## Level 3

**Magic Circle against Chaos/Evil/Good/Law (Abjur):** As *protection* spells, but 10-ft. radius and 10 min./level.

**Protection from Energy (Abjur):** Absorb 12 points/level of damage from one kind of energy.

**Spike Stones (Trans):** Creatures in area take 1d8 damage, may be *slowed*.

**Stone Shape (Trans):** Sculpts stone into any shape.

**Summon Nature's Ally II (Conj.):** Summon burrowing or underground creature to fight for the caster.

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## Level 4

**Rusting Grasp (Trans):** Your touch corrodes iron and alloys.

**Spell Immunity (Abjur):** Subject is immune to one spell per four levels.

**Stoneskin (Trans):** Ignore 10 points of damage per attack.

**Wall of Stone (Conj):** Creates a stone wall that can be shaped.

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## Level 5

**Bear's Endurance, Mass (Trans):** As *bear's endurance*, affects one subject/ level.

**Commune with Nature (Div):** Learn about terrain for 1 mile/ level.

**Spell Resistance (Abjur):** Subject gains SR 12 + level.

**Summon Nature's Ally III (Conj.):** Summon burrowing or underground creature to fight for the caster.

**Transmute Mud to Rock (Trans):** Transforms two 10-ft cubes per level.

**Transmute Rock to Mud (Trans):** Transforms two 10-ft cubes per level.

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## Level 6

**Animate Objects (Trans):** Objects attack your foes.

**Move Earth (Trans):** Digs trenches and builds hills.

**Stone Tell (Div):** Talk to natural or worked stone.

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## Level 7

**Blade Barrier (Evoc):** Wall of blades deals 1d6/level damage.

**Repel Metal or Stone (Abjur):** Pushes away metal and stone.

**Summon Nature's Ally IV (Conj.):** Summon burrowing or underground creature to fight for the caster.

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## Level 8

**Earthquake (Evoc):** Intense tremor shakes 5 ft./ level radius.

**Spell Immunity, Greater (Abjur):** As *spell immunity*, but up to 8th-level spells.

**Summon Nature's Ally V (Conj.):** Summon burrowing or underground creature to fight for the caster.

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## Level 9

**Reverse Gravity (Trans):** Objects and creatures fall upward.

**Summon Nature's Ally VI (Conj.):** Summon burrowing or underground creature to fight for the caster.

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# Evil Domain

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## Level 0 (Orison)

- Bane (Ench):** Enemies take -1 on attack rolls and saves against fear.  
**Cause Fear (Necro):** One creature of 5 HD or less flees for 1d4 rounds.  
**Detect Good (Div):** Reveals creatures, spells, or objects of selected alignment.  
**Detect Magic (Div):** Detects spells and magic items within 60 ft.
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## Level 1

- Align Weapon (Trans):** Weapon becomes evil.  
**Curse Water M (Trans):** Makes unholy water.  
**Doom (Necro):** One subject takes -2 on attack rolls, damage rolls, saves, and checks.  
**Protection from Good (Abjur):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.  
**Summon Monster I (Conj):** Summon evil creature to fight for the caster.
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## Level 2

- Bull's Strength (Trans):** Subject gains +4 to Str for 1 min./level.  
**Death Knell (Necro):** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.  
**Desecrate M (Evoc):** Fills area with negative energy, making undead stronger.  
**Hold Person (Ench):** Paralyzes one humanoid for 1 round/level.  
**Magic Circle against Good (Abjur):** As *protection* spells, but 10-ft. radius and 10 min./level.  
**Summon Monster II (Conj):** Summon evil creature to fight for the caster.
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## Level 3

- Animate Dead M (Necro):** Creates undead skeletons and zombies.  
**Bestow Curse (Necro):** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.  
**Blindness/Deafness (Necro):** Makes subject blinded or deafened.  
**Contagion (Necro):** Infects subject with chosen disease.  
**Eagle's Splendor (Trans):** Subject gains +4 to Cha for 1 min./level.  
**Summon Monster III (Conj):** Summon evil creature to fight for the caster.
- 

## Level 4

- Dispell Good (Abjur):** +4 bonus against attacks.  
**Planar Ally, Lesser X (Conj):** Exchange services with a 6 HD extraplanar creature.  
**Unhallow M (Evoc):** Designates location as unholy.  
**Unholy Blight (Necro):** Damages and sickens good creatures.
- 

## Level 5

- Command, Greater (Ench):** As **command**, but affects one subject/level.  
**Dismissal (Abjur):** Forces a creature to return to native plane.  
**Summon Monster IV (Conj):** Summon evil creature to fight for the caster.  
**Symbol of Pain M (Necro):** Triggered rune wracks nearby creatures with pain.  
**Symbol of Sleep M (Ench):** Triggered rune puts nearby creatures into catatonic slumber.

---

## Level 6

**Create Undead (Necro):** Create ghouls, ghosts, mummies, or mohrgs.

**Forbiddance<sup>M</sup> (Abjur):** Blocks planar travel, damages creatures of different alignment.

**Geas/Quest (Ench):** As *lesser geas*, plus it affects any creature.

**Planar Ally<sup>X</sup> (Conj):** As *lesser planar ally*, but up to 12 HD.

**Summon Monster V (Conj):** Summon evil creature to fight for the caster.

**Symbol of Fear<sup>M</sup> (Necro):** Triggered rune panics nearby creatures.

---

## Level 7

**Blasphemy (Evoc):** Kills, paralyzes, weakens, or dazes nonevil subjects.

**Symbol of Persuasion<sup>M</sup> (Ench):** Triggered rune charms nearby creatures.

**Symbol of Weakness<sup>M</sup> (Necro):** Triggered rune weakens nearby creatures.

---

## Level 8

**Planar Ally, Greater<sup>X</sup> (Conj):** As *lesser planar ally*, but up to 18 HD.

**Summon Monster VI (Conj):** Summon evil creature to fight for the caster.

**Symbol of Insanity<sup>M</sup> (Ench):** Triggered rune renders nearby creatures insane.

**Unholy Aura<sup>F</sup> (Evoc):** +4 to Defense, +4 resistance, and SR 25 against good spells.

---

## Level 9

**Miracle<sup>X</sup> (Evoc):** Requests a deity's intercession.

**Soul Bind<sup>F</sup> (Necro):** Traps newly dead soul to prevent *resurrection*.

**Summon Monster VII (Conj):** Summon evil creature to fight for the caster.

---

## Fire Domain

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### Level 0 (Orison)

**Burning Hands (Evoc):** 1d4/ level fire damage (max 5d4)

**Flare (Evoc):** Dazzles one creature (-1 penalty on attack rolls)

**Light (Evoc):** Object shines like a torch.

---

### Level 1

**Continual Flame (Evoc):** Makes a permanent, heatless torch.

**Divine Favor (Evoc):** You gain +1 per three levels on attack and damage rolls.

**Fire Trap (Abjur):** Opened object deals 1d4 +1/ level damage.

**Produce Flame (Evoc):** 1d6 damage +1/ level, touch or thrown.

**Pyrotechnics (Trans):** Turns fire into blinding light or choking smoke.

**Remove Fear (Abjur):** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

---

### Level 2

**Bull's Strength (Trans):** Subject gains +4 to Str for 1 min./level.

**Flame Blade (Evoc):** Touch attack deals 1d8 +1/ two levels damage.

**Flaming Sphere (Evoc):** Creates rolling ball of fire, 2d6 damage, lasts 1 round/ level.

---

**Heat Metal (Trans):** Make metal so hot it damages those that touch it.

**Quench (Trans):** Extinguishes nonmagical fires or one magic item.

**Resist Energy (Abjur):** Ignores 10 (or more) points of damage/attack from *heat or cold only*.

---

### Level 3

**Enlarge Person (Trans):** Humanoid creature doubles in size.

**Explosive Runes (Abjur):** Deals 6d6 damage when read.

**Flame Arrow (Trans):** Arrows deal +1d6 fire damage

**Planar Ally, Lesser <sup>X</sup> (Conj):** Exchange services with a 6 HD extraplanar creature. *Fire elementals only*.

**Protection from Energy (Abjur):** Absorb 12 points/level of damage from *heat or cold only*.

---

### Level 4

**Divine Power (Evoc):** You gain attack bonus, +6 to Str, and 1 hp/level.

**Fire Shield (Evoc):** Creatures attacking you take fire damage; you're protected from heat or cold.

**Fireball (Evoc):** 1d6 damage per level, 20-ft. Radius

**Rage (Ench):** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.

---

### Level 5

**Fire Seeds (Conj):** Acorns and berries become grenades and bombs.

**Righteous Might (Trans):** Your size increases, and you gain combat bonuses.

**Transmute Rock to Mud (Trans):** Transforms two 10-ft cubes per level.

**Wall of Fire (Evoc):** Deals 2d4 fire damage out to 10 ft. and 1d4 to 20 ft. Passing through wall deals 2d6 damage +1/ level.

---

### Level 6

**Delayed Blast Fireball (Evoc):** 1d6/ level fire damage; you can postpone blast for 5 rounds.

**Enlarge Person, Mass (Trans):** Enlarges several creatures.

**Planar Ally <sup>X</sup> (Conj):** As *lesser planar ally*, but up to 12 HD. *Fire elementals only*.

---

### Level 7

**Bull's Strength, Mass (Trans):** As *bull's strength*, affects one subject/level.

**Fire Storm (Evoc):** Deals 1d6/ level fire damage.

---

### Level 8

**Incendiary Cloud (Conj):** Cloud deals 4d6 fire damage/ round.

**Planar Ally, Greater <sup>X</sup> (Conj):** As *lesser planar ally*, but up to 18 HD.

---

### Level 9

**Meteor Swarm (Evoc):** Four exploding spheres each deal 6d6 fire damage.

# Good Domain

---

## Level 0 (Orison)

**Detect Evil (Div):** Reveals creatures, spells, or objects of selected alignment.

**Detect Magic (Div):** Detects spells and magic items within 60 ft.

**Detect Undead (Div):** Reveals undead within 60 ft.

**Protection from Evil (Abjur):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Stabilize (Conj):** You stop target creature from dying.

---

## Level 1

**Bless Water<sup>M</sup> (Trans):** Makes holy water.

**Hide from Undead (Abjur):** Undead can't perceive one subject/level.

**Resistance (Abjur):** Subject gains +1 on saving throws.

**Sanctuary (Abjur):** Opponents can't attack you, and you can't attack.

**Shield of Faith (Abjur):** Aura grants +2 or higher deflection bonus.

**Summon Monster I (Conj):** Summon good creature to fight for the caster.

---

## Level 2

**Align Weapon (Trans):** Weapon becomes good.

**Calm Emotions (Ench):** Calms creatures, negating emotion effects.

**Consecrate<sup>M</sup> (Evoc):** Fills area with positive energy, making undead weaker.

**Magic Circle against Evil (Abjur):** As *protection* spells, but 10-ft. radius and 10 min./level.

**Relieve Pain (Ench):** Target feels no pain and suffers no wound penalties from pain for 1 min./lv.

**Status (Div):** Monitors condition, position of allies.

**Summon Monster II (Conj):** Summon good creature to fight for the caster.

---

## Level 3

**Magic Vestment (Trans):** Armor or shield gains +1 enhancement per four levels.

**Prayer (Ench):** Allies +1 bonus on most rolls, enemies -1 penalty.

**Remove Curse (Abjur):** Frees object or person from curse.

**Remove Fear (Abjur):** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

---

## Level 4

**Death Ward (Necro):** Grants immunity to death spells and negative energy effects.

**Dispel Evil (Abjur):** +4 bonus against attacks.

**Hallow<sup>M</sup> (Evoc):** Designates location as holy.

**Planar Ally, Lesser<sup>X</sup> (Conj):** Exchange services with a 6 HD extraplanar creature.

**Remove Disease (Conj):** Cures all diseases affecting subject.

**Summon Monster III (Conj):** Summon good creature to fight for the caster.

---

## Level 5

**Atonement<sup>FX</sup> (Abjur):** Removes burden of misdeeds from subject.

**Break Enchantment (Abjur):** Frees subjects from enchantments, alterations, curses, and petrification.

**Commune<sup>X</sup> (Div):** Deity answers one yes-or-no question/level.

**Disrupting Weapon (Trans):** Melee weapon destroys undead.

**Remove Blindness/Deafness (Conj):** Cures normal or magical conditions.

---

**Summon Monster IV (Conj):** Summon good creature to fight for the caster.

---

## Level 6

**Dismissal (Abjur):** Forces a creature to return to native plane.

**Planar Ally<sup>X</sup> (Conj):** As *lesser planar ally*, but up to 12 HD.

**True Seeing<sup>M</sup> (Div):** Lets you see all things as they really are.

**Undeath to Death<sup>M</sup> (Trans):** Destroys 1d4 HD/level undead (max 20d4).

---

## Level 7

**Banishment (Abjur):** Banishes 2 HD/level of extraplanar creatures.

**Holy Word (Evoc):** Drains, paralyzes, blinds, or deafens nongood subjects.

**Repulsion (Abjur):** Creatures can't approach you.

**Summon Monster V (Conj):** Summon good creature to fight for the caster.

---

## Level 8

**Holy Aura<sup>F</sup> (Evoc):** +4 to Defense, +4 resistance, and SR 25 against evil spells.

**Planar Ally, Greater<sup>X</sup> (Conj):** As *lesser planar ally*, but up to 18 HD.

**Summon Monster VI (Conj):** Summon good creature to fight for the caster.

---

## Level 9

**Miracle<sup>X</sup> (Evoc):** Requests a deity's intercession.

---

# Healing Domain

---

## Level 0 (Orison)

**Detect Poison (Div):** Detects poison in one creature or object.

**Purify Food and Drink (Trans):** Purifies 1 cu. ft./level of food or water.

**Relieve Pain (Ench):** Target feels no pain and suffers no wound penalties from pain for 1 min./lv.

**Stabilize (Conj):** You stop target creature from dying.

---

## Level 1

**Cure Light Wounds (Conj):** Converts 1d4 hp to nl damage +1/two levels (max +2).

**Deathwatch (Necro):** Reveals how near death subjects within 30 ft. are.

**Delay Poison (Conj):** Stops poison from harming subject for 1 hour/level.

**Gentle Repose (Abjur):** Preserves one corpse.

**Restoration, Lesser (Conj):** Dispels magical ability penalty or repairs 1d4 ability damage.

---

## Level 2

**Cure Moderate Wounds (Conj):** Converts 2d4 hp to nl damage +1/ two levels (max +5).

**Remove Disease (Conj):** Cures all diseases affecting subject.

**Remove Paralysis (Conj):** Frees one or more creatures from paralysis or *slow* effect.

**Status (Div):** Monitors condition, position of allies.

---

---

## Level 3

**Cure Serious Wounds (Conj):** Converts 3d4 hp to nl damage +1/ two levels (max +7).

**Death Ward (Necro):** Grants immunity to death spells and negative energy effects.

**Neutralize Poison (Conj):** Immunizes subject against poison, detoxifies venom in or on subject.

**Plant Growth (Trans):** Grows vegetation, improve crops.

**Remove Blindness/Deafness (Conj):** Cures normal or magical conditions.

**Restoration <sup>M</sup> (Conj):** Restores level and ability score drains.

---

## Level 4

**Cure Critical Wounds (Conj):** Converts 4d4 hp to nl damage +1/ two levels (max +10).

**Raise Dead <sup>M</sup> (Conj):** Restores life to subject who died as long as one day/level ago.

---

## Level 5

**Break Enchantment (Abjur):** Frees subjects from enchantments, alterations, curses, and petrification.

**Cure Light Wounds, Mass (Conj):** Converts 1d4 hp to nl damage +1/ two levels for many creatures.

**Heal (Conj):** Cures 5 points/level of damage, all diseases and mental conditions.

---

## Level 6

**Cure Moderate Wounds, Mass (Conj):** Converts 2d4 hp to nl damage +1/ two levels for many creatures.

**Regenerate (Conj):** Subject's severed limbs grow back, cures 4d4 damage +1/two levels (max +17).

**Restoration, Greater <sup>X</sup> (Conj):** As *restoration*, plus restores all levels and ability scores.

---

## Level 7

**Cure Serious Wounds, Mass (Conj):** Converts 3d4 hp to nl damage +1/ two levels for many creatures.

**Resurrection <sup>M</sup> (Conj):** Fully restore dead subject.

---

## Level 8

**Cure Critical Wounds, Mass (Conj):** Converts 4d4 hp to nl damage +1/ two levels for many creatures.

**Heal, Mass (Conj):** As *heal*, but with several subjects.

---

## Level 9

**True Resurrection <sup>M</sup> (Conj):** As *resurrection*, plus remains aren't needed.

---

## Knowledge Domain

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### Level 0 (Orison)

**Comprehend Languages (Div):** You understand all spoken and written languages.

**Detect Chaos/Evil/Good/Law (Div):** Reveals creatures, spells, or objects of selected alignment.

**Detect Magic (Div):** Detects spells and magic items within 60 ft.

**Detect Poison (Div):** Detects poison in one creature or object.

**Guidance (Div):** +1 on one attack roll, saving throw, or skill check.

**Read Magic (Div):** Read scrolls and spellbooks.



---

## Level 1

**Alarm (Abjur):** Wards an area for 2 hours/ level.

**Armor Knowledge, Lesser (Div):** Target becomes proficient in one armor group for 1 hr/ lv.

**Augury<sup>MF</sup> (Div):** Learns whether an action will be good or bad.

**Deathwatch (Necro):** Reveals how near death subjects within 30 ft. are.

**Detect Secret Doors (Div):** Reveals hidden doors within 60 ft.

**Detect Undead (Div):** Reveals undead within 60 ft.

**Find Traps (Div):** Notice traps as a rogue does.

**Identify (Div):** Determines properties of magic item.

**Martial Knowledge, Lesser (Div):** Target becomes proficient in one weapon group for 1 hr/ lv.

---

## Level 2

**Armor Knowledge, (Div):** Target becomes proficient in all armor groups and shields for 1 hr/ lv.

**Detect Thoughts (Div):** Allows “listening” to surface thoughts.

**Fox's Cunning (Trans):** Subject gains +4 Int for 1 min./ level.

**Locate Object (Div):** Senses direction toward object (specific or type).

**Martial Knowledge (Div):** Target becomes proficient in all weapon groups for 1 hr/ lv.

**Owl's Wisdom (Trans):** Subject gains +4 to Wis for 1 min./level.

**See Invisibility (Illus):** Reveals invisible creatures or objects.

**Status (Div):** Monitors condition, position of allies.

---

## Level 3

**Bloodhound (Div):** Gain *Track* feat and +1/ 3 caster lvs to tracking checks for 1 hr/ lv.

**Clairaudience/ Clairvoyance (Div):** Hear or see at a distance for 1 min./ level.

**Discern Lies (Div):** Reveals deliberate falsehoods.

**Divination<sup>M</sup> (Div):** Provides useful advice for specific proposed actions.

**Speak with Dead (Necro):** Corpse answers one question/two levels.

**Tongues (Div):** Speak any language.

**True Strike (Div):** +20 on your next attack roll.

---

## Level 4

**Commune<sup>X</sup> (Div):** Deity answers one yes-or-no question/level.

**Detect Scrying (Div):** Alerts you of magical eavesdropping.

**Locate Creature (Div):** Indicates direction to familiar creature.

**Scrying<sup>F</sup> (Div):** Spies on subject from a distance.

**True Seeing<sup>M</sup> (Div):** Lets you see all things as they really are.

---

## Level 5

**Armor Secrets, (Div):** Target becomes proficient in all armor groups and shields, and gains -1 reduction/ 5 levels in AC, dodge, and arcane penalties for 1 hr/ lv.

**Contact Other Plane (Div):** Lets you ask question of extraplanar entity.

**Find the Path (Div):** Shows most direct way to a location.

**Fox's Cunning, Mass (Trans):** As *fox's cunning*, affects one subject/ level.

**Martial Secrets (Div):** Target becomes proficient in all weapon groups and gains +1/ 4 levels to hit for 1 hr/ lv.

**Owl's Wisdom, Mass (Trans):** As *owl's wisdom*, affects one subject/level.

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## Level 6

**Analyze Dweomer (Div):** Reveals magical aspects of subject.

**Legend Lore (Div):** Lets you learn tales about a person, place, or thing.

**Scrying, Greater (Div):** As *scrying*, but faster and longer.

---

## Level 7

**Discern Location (Div):** Reveals exact location of creature or object.

**Dream (Illus):** Sends message to anyone sleeping.

**Vision (Div):** As *legend lore*, but quicker and strenuous.

---

## Level 8

**Mind Blank (Abjur):** Subject is immune to mental/ emotional magic and scrying.

**Moment of Prescience (Div):** You gain insight bonus on single attack roll, check, or save.

---

## Level 9

**Foresight (Div):** “Sixth Sense” warns of impending danger.

---

## Law Domain

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### Level 0 (Orison)

**Detect Chaos (Div):** Reveals creatures, spells, or objects of chaotic alignment.

**Guidance (Div):** +1 on one attack roll, saving throw, or skill check.

**Mending (Trans):** Makes minor repairs on an object.

**Protection from Chaos (Abjur):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

---

### Level 1

**Align Weapon (Trans):** Weapon becomes lawful.

**Remove Fear (Abjur):** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Sanctuary (Abjur):** Opponents can't attack you, and you can't attack.

**Summon Monster I (Conj):** Summon lawful creature to fight for the caster.

**Zone of Truth (Ench):** Subjects within range cannot lie.

---

### Level 2

**Calm Emotions (Ench):** Calms creatures, negating emotion effects.

**Magic Circle against Chaos (Abjur):** As *protection* spells, but 10-ft. radius and 10 min./level.

**Owl's Wisdom (Trans):** Subject gains +4 to Wis for 1 min./level.

**Shield of Faith (Abjur):** Aura grants +2 or higher deflection bonus.

**Summon Monster II (Conj):** Summon lawful creature to fight for the caster.

---

### Level 3

**Blindness/Deafness (Necro):** Makes subject blinded or deafened.

**Invisibility Purge (Evoc):** Dispels invisibility within 5 ft./level.

**Magic Vestment (Trans):** Armor or shield gains +1 enhancement per four levels.

**Prayer (Ench):** Allies +1 bonus on most rolls, enemies -1 penalty.

---

---

## Level 4

**Discern Lies (Div):** Reveals deliberate falsehoods.

**Dismissal (Abjur):** Forces a creature to return to native plane.

**Dispel Chaos (Abjur):** +4 bonus against attacks.

**Order's Wrath (Evoc):** Damages and dazes chaotic creatures.

**Planar Ally, Lesser <sup>X</sup> (Conj):** Exchange services with a 6 HD extraplanar creature.

**Summon Monster III (Conj):** Summon lawful creature to fight for the caster.

---

## Level 5

**Atonement <sup>F X</sup> (Abjur):** Removes burden of misdeeds from subject.

**Dimensional Anchor (Abjur):** Bars extradimensional movement.

**Mark of Justice (Necro):** Designates action that will trigger *curse* on subject.

**Summon Monster IV (Conj):** Summon lawful creature to fight for the caster.

**True Seeing <sup>M</sup> (Div):** Lets you see all things as they really are.

---

## Level 6

**Banishment (Abjur):** Banishes 2 HD/level of extraplanar creatures.

**Forbiddance <sup>M</sup> (Abjur):** Blocks planar travel, damages creatures of different alignment.

**Planar Ally <sup>X</sup> (Conj):** As *lesser planar ally*, but up to 12 HD.

**Righteous Might (Trans):** Your size increases, and you gain combat bonuses.

---

## Level 7

**Dictum (Evoc):** Weakens, paralyzes, slows, or deafens nonlawful subjects.

**Owl's Wisdom, Mass (Trans):** As *owl's wisdom*, affects one subject/level.

**Repulsion (Abjur):** Creatures can't approach you.

**Summon Monster V (Conj):** Summon lawful creature to fight for the caster.

---

## Level 8

**Dimensional Lock (Abjur):** Teleportation and interplanar travel blocked for one day/level.

**Planar Ally, Greater <sup>X</sup> (Conj):** As *lesser planar ally*, but up to 18 HD.

**Shield of Law <sup>F</sup> (Abjur):** +4 to Defense, +4 resistance, and SR 25 against chaotic spells.

**Summon Monster VI (Conj):** Summon lawful creature to fight for the caster.

---

## Level 9

**Miracle <sup>X</sup> (Evoc):** Requests a deity's intercession.

## Luck Domain

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### Level 0 (Orison)

**Bane (Ench):** Enemies take -1 on attack rolls and saves against fear.

**Bless (Ench):** Allies gain +1 on attack rolls and saves against fear.

**Guidance (Div):** +1 on one attack roll, saving throw, or skill check.

**Resistance (Abjur):** Subject gains +1 on saving throws.

---

## Level 1

**Divine Favor (Evoc):** You gain +1 per three levels on attack and damage rolls.

**Doom (Necro):** One subject takes –2 on attack rolls, damage rolls, saves, and checks.

**Entropic Shield (Abjur):** Ranged attacks against you have 20% miss chance.

**Impart Lesser Vigor (Trans):** Target gains 1d8 temporary hps +1/ caster lv. (max +5)

---

## Level 2

**Aid (Ench):** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

**Augury <sup>MF</sup> (Div):** Learns whether an action will be good or bad.

**Bestow Curse (Necro):** –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Impart Moderate Vigor (Trans):** Target gains 2d8 temporary hps +1/ caster lv. (max +10)

---

## Level 3

**Bear's Endurance (Trans):** Subject gains +4 to Con for 1 min./level.

**Bull's Strength (Trans):** Subject gains +4 to Str for 1 min./level.

**Cat's Grace (Trans):** Subject gains +4 to Dex for 1 min./level.

**Eagle's Splendor (Trans):** Subject gains +4 to Cha for 1 min./level.

**Fox's Cunning (Trans):** Subject gains +4 to Int for 1 min./level.

**Owl's Wisdom (Trans):** Subject gains +4 to Wis for 1 min./level.

**Prayer (Ench):** Allies +1 bonus on most rolls, enemies –1 penalty.

---

## Level 4

**Death Ward (Necro):** Grants immunity to death spells and negative energy effects.

**Divine Power (Evoc):** You gain attack bonus, +6 to Str, and 1 hp/level.

**Impart Serious Vigor (Trans):** Target gains 3d8 temporary hps +1/ caster lv. (max +15)

**Spell Immunity (Abjur):** Subject is immune to one spell per four levels.

---

## Level 5

**Blink (Trans):** You randomly vanish and reappear for 1 round/ level.

**Dispel Chaos/Evil/Good/Law (Abjur):** +4 bonus against attacks.

**Transformation (Trans):** You gain combat bonuses.

---

## Level 6

**Impart Critical Vigor (Trans):** Target gains 4d8 temporary hps +1/ caster lv. (max +20)

**Limited Wish (Univ):** Alters reality—within spell limits.

**Reincarnate (Trans):** Brings dead subject back in random body.

**Spell Turning (Abjur):** Reflect 1d4+6 spell levels back at caster.

---

## Level 7

**Bear's Endurance, Mass (Trans):** As *bear's endurance*, affects one subject/ level.

**Bull's Strength, Mass (Trans):** As *bull's strength*, affects one subject/level.

**Cat's Grace, Mass (Trans):** As *cat's grace*, affects one subject/ level.

**Eagle's Splendor, Mass (Trans):** As *eagle's splendor*, affects one subject/level.

**Fox's Cunning, Mass (Trans):** As *fox's cunning*, affects one subject/ level.

**Owl's Wisdom, Mass (Trans):** As *owl's wisdom*, affects one subject/level.

**Protection from Spell (Abjur):** Confers +8 resistance bonus.

---

## Level 8

**Cloak of Chaos<sup>F</sup> (Abjur):** +4 to Defense, +4 resistance, and SR 25 against lawful spells.

**Holy Aura<sup>F</sup> (Evoc):** +4 to Defense +4 resistance, and SR 25 against evil spells.

**Shield of Law<sup>F</sup> (Abjur):** +4 to Defense, +4 resistance, and SR 25 against chaotic spells.

**Spell Immunity, Greater (Abjur):** As *spell immunity*, but up to 8th-level spells.

**Unholy Aura<sup>F</sup> (Evoc):** +4 to Defense, +4 resistance, and SR 25 against good spells.

---

## Level 9

**Foresight (Div):** “Sixth Sense” warns of impending danger.

**Moment of Prescience (Div):** You gain insight bonus on single attack roll, check, or save.

**Wish (Univ):** As *limited wish*, but with fewer limits.

---

## Magic Domain

---

### Level 0 (Orison)

**Arcane Mark (Univ):** Inscribes a personal rune (visible or invisible).

**Detect Magic (Div):** Detects spells and magic items within 60 ft.

**Read Magic (Div):** Read scrolls and spellbooks.

---

### Level 1

**Alarm (Abjur):** Wards an area for 2 hours/ level.

**Harm Lesser Construct (Conj):** Construct item or creature takes 1d8 damage, +1/ lv. (max +5)

**Heal Lesser Construct (Conj):** Construct item or creature heals 1d8 hp or nl damage completely, +1/ lv. (max +5)

**Identify (Div):** Determines properties of magic item.

**Nystul's Magic Aura (Illus):** Alters object's magic aura.

---

### Level 2

**Dispell Magic (Abjur):** Cancels spells and magical effects.

**Glyph of Warding<sup>M</sup> (Abjur):** Inscription harms those who pass it.

**Remove Curse (Abjur):** Frees object or person from curse.

---

### Level 3

**Explosive Runes (Abjur):** Deals 6d6 damage when read.

**Harm Construct (Conj):** Construct item or creature takes 3d8 damage, +1/ lv. (max +10)

**Heal Construct (Conj):** Construct item or creature heals 3d8 hp or nl damage completely, +1/ lv. (max +10)

**Imbue with Spell Ability (Evoc):** Transfer spells to subject.

**Magic Circle against Chaos/Evil/Good/Law (Abjur):** As *protection* spells, but 10-ft. radius and 10 min./level.

**Sepia Snake Sigil (Conj):** Creates text symbol that immobilizes reader.

**Spell Immunity (Abjur):** Subject is immune to one spell per four levels.

---

### Level 4

**Break Enchantment (Abjur):** Frees subjects from enchantments, alterations, curses, and petrification.

---

**Globe of Invulnerability, Lesser (Abjur):** Stops 1st- through 3rd-level spell effects.

**Spell Resistance (Abjur):** Subject gains SR 12 + level.

**Symbol of Pain<sup>M</sup> (Necro):** Triggered rune wracks nearby creatures with pain.

**Symbol of Sleep<sup>M</sup> (Ench):** Triggered rune puts nearby creatures into catatonic slumber.

---

## Level 5

**Analyze Dweomer (Div):** Reveals magical aspects of subject.

**Dispel Magic, Greater (Abjur):** As *dispel magic*, but up to +20 on check.

**Glyph of Warding, Greater (Abjur):** As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

**Harm Greater Construct (Conj):** Construct item or creature takes 5d8 damage, +1/ lv. (max +15)

**Heal Greater Construct (Conj):** Construct item or creature heals 5d8 hp or nl damage completely, +1/ lv. (max +15)

**Permanency (Univ):** Makes certain spells permanent.

---

## Level 6

**Antimagic Field (Abjur):** Negates magic within 10 ft.

**Contingency (Evoc):** Sets trigger condition for another spell.

**Globe of Invulnerability (Abjur):** As *lesser globe of invulnerability*, plus 4th-level spell effects.

**Guards and Wards (Abjur):** Array of magic effects protect area.

**Symbol of Fear<sup>M</sup> (Necro):** Triggered rune panics nearby creatures.

**Symbol of Persuasion<sup>M</sup> (Ench):** Triggered rune charms nearby creatures.

---

## Level 7

**Harm Mighty Construct (Conj):** Construct item or creature takes 8d8 damage, +1/ lv. (max +25)

**Heal Mighty Construct (Conj):** Construct item or creature heals 8d8 hp or nl damage completely, +1/ lv. (max +25)

**Power Word Blind (Ench):** Blinds creature with 200 hp or less.

**Spell Immunity, Greater (Abjur):** As *spell immunity*, but up to 8th-level spells.

**Spell Turning (Abjur):** Reflect 1d4+6 spell levels back at caster.

**Symbol of Stunning<sup>M</sup> (Ench):** Triggered rune stuns nearby creatures.

**Symbol of Weakness<sup>M</sup> (Necro):** Triggered rune weakens nearby creatures.

---

## Level 8

**Power Word Stun (Ench):** Stuns creature with 150 hp or less.

**Protection from Spells (Abjur):** Confers +8 resistance bonus.

**Symbol of Insanity<sup>M</sup> (Ench):** Triggered rune renders nearby creatures insane.

---

## Level 9

**Miracle<sup>X</sup> (Evoc):** Requests a deity's intercession.

**Mage's Disjunction (Abjur):** Dispels magic, disenchants magic items.

**Teleportation Circle (Conj):** Circle teleports any creature inside to designated spot.

# Plant Domain

---

## Level 0 (Orison)

**Detect Animals or Plants (Div):** Detects kinds of animals or plants.

**Detect Snares and Pits (Div):** Reveals natural or primitive traps.

**Goodberry (Trans):** 2d4 berries each cure 1 hp (max 8 hp/24 hours).

**Protection from Creatures: Plants (Abj):** Protects subject from creatures of the plant type for 1 min/ lv.

---

## Level 1

**Barkskin (Trans):** Grants +2 (or higher) enhancement to natural armor.

**Entangle (Trans):** Plants entangle everyone in 40-ft.-radius.

**Shillelagh (Trans):** Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.

---

## Level 2

**Plant Growth (Trans):** Grows vegetation, improves crops.

**Speak with Plants (Div):** You can talk to normal plants and plant creatures.

**Summon Nature's Ally I (Conj):** Summon plant creature to fight for the caster.

**Tree Shape (Trans):** You look exactly like a tree for 1 hour/level.

---

## Level 3

**Antiplant Shell (Abjur):** Keeps animated plants at bay.

**Diminish Plants (Trans):** Reduces size or blights growth of normal plants.

**Spike Growth (Trans):** Creatures in area take 1d4 damage, may be *slowed*.

**Summon Nature's Ally II (Conj):** Summon plant creature to fight for the caster.

**Warp Wood (Trans):** Bends wood (shaft, handle, door, plank).

---

## Level 4

**Blight (Necro):** Withers one plant or deals 1d6/level damage to plant creature.

**Command Plants (Trans):** Sway the actions of one or more plant creatures.

**Commune with Nature (Div):** Learn about terrain for 1 mile/level.

**Magic Circle against Creatures: Plants (Abjur):** Entire area of, and everyone within, circle is protected from creatures of plant type.

**Wood Shape (Trans):** Rearranges wooden objects to suit you.

---

## Level 5

**Awaken<sup>X</sup> (Trans):** Animal or tree gains human intellect.

**Repel Wood (Trans):** Pushes away wooden objects.

**Summon Nature's Ally III (Conj):** Summon plant creature to fight for the caster.

**Wall of Thorns (Conj):** Thorns damage anyone who tries to pass.

---

## Level 6

**Fire Seeds (Conj):** Acorns and berries become grenades and bombs.

**Ironwood (Trans):** Magic wood is strong as steel.

**Liveoak (Trans):** Oak becomes treant guardian.

**Summon Nature's Ally IV (Conj):** Summon plant creature to fight for the caster.

---

## Level 7

**Animate Plants (Trans):** One or more plants animate and fight for you.

**Control Plants (Trans):** Control actions of one or more plant creatures.

---

## Level 8

**Changestaff (Trans):** Your staff becomes a treant on command.

**Spellstaff (Trans):** Stores one spell in wooden quarterstaff.

**Summon Nature's Ally V (Conj):** Summon plant creature to fight for the caster.

---

## Level 9

**Antipathy (Ench):** Object or location affected by spell repels certain creatures.

**Summon Nature's Ally VI (Conj):** Summon plant creature to fight for the caster.

**Sympathy<sup>M</sup> (Ench):** Object or location attracts certain creatures.

---

# Protection Domain

---

## Level 0 (Orison)

**Alarm (Abjur):** Wards an area for 2 hours/ level.

**Protection from Chaos/Evil/Good/Law (Abjur):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Protection from Creatures (Abj):** Protects subject from creatures of the specified type for 1 min/ lv.

**Resistance (Abjur):** Subject gains +1 on saving throws.

**Sanctuary (Abjur):** Opponents can't attack you, and you can't attack.

**Virtue (Trans):** Subject gains 1 temporary hp.

---

## Level 1

**Entropic Shield (Abjur):** Ranged attacks against you have 20% miss chance.

**Hide from Undead (Abjur):** Undead can't perceive one subject/level.

**Obscure Object (Abjur):** Masks object against scrying.

**Resist Energy (Abjur):** Ignores 10 (or more) points of damage/attack from specified energy type.

**Shield of Faith (Abjur):** Aura grants +2 or higher deflection bonus.

---

## Level 2

**Glyph of Warding<sup>M</sup> (Abjur):** Inscription harms those who pass it.

**Magic Circle against Chaos/Evil/Good/Law (Abjur):** As *protection* spells, but 10-ft. radius and 10 min./level.

**Magic Circle against Creatures (Abjur):** Entire area of, and everyone within, circle is protected from specified creature type.

**Magic Vestment (Trans):** Armor or shield gains +1 enhancement per four levels.

**Protection from Energy (Abjur):** Absorb 12 points/level of damage from one kind of energy.

**Shield Other<sup>F</sup> (Abjur):** You take half of subject's damage.

---

## Level 3

**Consecrate<sup>M</sup> (Evoc):** Fills area with positive energy, making undead weaker.

**Death Ward (Necro):** Grants immunity to death spells and negative energy effects.

**Dismissal (Abjur):** Forces a creature to return to native plane.

---



**Spell Immunity (Abjur):** Subject is immune to one spell per four levels.

**Wind Wall (Evoc):** Deflects arrows, smaller creatures, and gases.

---

## Level 4

**Break Enchantment (Abjur):** Frees subjects from enchantments, alterations, curses, and petrification.

**Dispel Chaos/Evil/Good/Law (Abjur):** +4 bonus against attacks.

**Spell Resistance (Abjur):** Subject gains SR 12 + level.

**Wall of Stone (Conj):** Creates a stone wall that can be shaped.

---

## Level 5

**Blade Barrier (Evoc):** Wall of blades deals 1d6/level damage.

**Glyph of Warding, Greater (Abjur):** As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

**Guards and Wards (Abjur):** Array of magic effects protect area.

**Private Sanctum (Abjur):** Prevents anyone from viewing or scrying an area for 24 hours.

**Symbol of Pain<sup>M</sup> (Necro):** Triggered rune wracks nearby creatures with pain.

**Symbol of Sleep<sup>M</sup> (Ench):** Triggered rune puts nearby creatures into catatonic slumber.

---

## Level 6

**Antilife Shell (Abjur):** 10-ft. field hedges out living creatures.

**Repulsion (Abjur):** Creatures can't approach you.

**Symbol of Fear<sup>M</sup> (Necro):** Triggered rune panics nearby creatures.

**Symbol of Persuasion<sup>M</sup> (Ench):** Triggered rune charms nearby creatures.

**Word of Recall (Conj):** Teleports you back to designated place.

---

## Level 7

**Antimagic Field (Abjur):** Negates magic within 10 ft.

**Refuge<sup>M</sup> (Conj):** Alters item to transport its possessor to you.

**Spell Immunity, Greater (Abjur):** As *spell immunity*, but up to 8th-level spells.

**Spell Turning (Abjur):** Reflect 1d4+6 spell levels back at caster.

**Symbol of Stunning<sup>M</sup> (Ench):** Triggered rune stuns nearby creatures.

**Symbol of Weakness<sup>M</sup> (Necro):** Triggered rune weakens nearby creatures.

---

## Level 8

**Mind Blank (Abjur):** Subject is immune to mental/ emotional magic and scrying.

**Prismatic Wall (Abjur):** Wall's colors have array of effects.

**Symbol of Insanity<sup>M</sup> (Ench):** Triggered rune renders nearby creatures insane.

---

## Level 9

**Foresight (Div):** "Sixth sense" warns of impending danger.

**Prismatic Sphere (Abjur):** As *prismatic wall*, but surrounds on all sides.

**Protection from Spells (Abjur):** Confers +8 resistance bonus.

# Strength Domain

---

## Level 0 (Orison)

**Bless (Ench):** Allies gain +1 on attack rolls and saves against fear.

**Divine Favor (Evoc):** You gain +1 per three levels on attack and damage rolls.

**Guidance (Div):** +1 on one attack roll, saving throw, or skill check.

**Remove Fear (Abjur):** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Resistance (Abjur):** Subject gains +1 on saving throws.

**Virtue (Trans):** Subject gains 1 temporary hp.

---

## Level 1

**Aid (Ench):** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

**Endure Elements (Abjur):** Exist comfortably in hot or cold environments.

**Enlarge Person (Trans):** Humanoid subject doubles in size.

**Magic Stone (Trans):** Three stones gain +1 on attack, deal 1d6 +1 damage.

**Magic Weapon (Trans):** Weapon gains +1 bonus.

**Rage (Ench):** Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC

---

## Level 2

**Barkskin (Trans):** Grants +2 (or higher) enhancement to natural armor.

**Bear's Endurance (Trans):** Subject gains +4 to Con for 1 min./level.

**Bull's Strength (Trans):** Subject gains +4 to Str for 1 min./level.

**Impart Lesser Vigor (Trans):** Target gains 1d8 temporary hps +1/ caster lv. (max +5)

**Prayer (Ench):** Allies +1 bonus on most rolls, enemies -1 penalty.

**Shield Other<sup>F</sup> (Abjur):** You take half of subject's damage.

---

## Level 3

**Divine Power (Evoc):** You gain attack bonus, +6 to Str, and 1 hp/level.

**Heroism (Ench):** Gives +2 bonus on attack rolls, saves, skill checks.

**Magic Vestment (Trans):** Armor or shield gains +1 enhancement per four levels.

**Remove Curse (Abjur):** Frees object or person from curse.

**Resist Energy (Abjur):** Ignores 10 (or more) points of damage/attack from specified energy type.

---

## Level 4

**Death Ward (Necro):** Grants immunity to death spells and negative energy effects.

**Enlarge Person, Mass (Trans):** Enlarges several creatures.

**Impart Moderate Vigor (Trans):** Target gains 2d8 temporary hps +1/ caster lv. (max +10)

**Magic Weapon, Greater (Trans):** +1 bonus/four levels (max +5).

**Righteous Might (Trans):** Your size increases, and you gain combat bonuses.

**Spell Immunity (Abjur):** Subject is immune to one spell per four levels.

---

## Level 5

**Animal Growth (Trans):** One animal/ two levels doubles in size.

**Bear's Endurance, Mass (Trans):** As *bear's endurance*, affects one subject/ level.

**Bull's Strength, Mass (Trans):** As *bull's strength*, affects one subject/level.

**Protection from Energy (Abjur):** Absorb 12 points/level of damage from one kind of energy.

**Spell Resistance (Abjur):** Subject gains SR 12 + level.

**Stoneskin (Trans):** Ignore 10 points of damage per attack.

---

## Level 6

**Break Enchantment (Abjur):** Frees subjects from enchantments, alterations, curses, and petrification.

**Forceful Hand (Evoc):** Hand pushes creatures away.

**Heroism, Greater (Ench):** Gives +4 bonus to attack rolls, saves, skill checks; immunity to fear; temporary hp.

**Impart Serious Vigor (Trans):** Target gains 3d8 temporary hps +1/ caster lv. (max +15)

---

## Level 7

**Grasping Hand (Evoc):** Hand provides cover, pushes, or grapples.

**Heroes' Feast (Conj):** Food for one creature/level cures and grants combat bonuses.

**Telekinesis (Trans):** Moves object, attacks creature, or hurls object at creature.

---

## Level 8

**Clenched Fist (Evoc):** Large hand provides cover, punches, or attacks your foes.

**Impart Critical Vigor (Trans):** Target gains 4d8 temporary hps +1/ caster lv. (max +20)

**Spell Immunity, Greater (Abjur):** As *spell immunity*, but up to 8th-level spells.

---

## Level 9

**Crushing Hand (Evoc):** Large hand provides cover, pushes, or crushes your foes.

**Iron Body (Trans):** Your body becomes living iron.

---

# Sun Domain

---

## Level 0 (Orison)

**Detect Evil (Div):** Reveals creatures, spells, or objects of selected alignment.

**Detect Magic (Div):** Detects spells and magic items within 60 ft.

**Detect Undead (Div):** Reveals undead within 60 ft.

**Hide from Undead (Abjur):** Undead can't perceive one subject/level.

**Light (Evoc):** Object shines like a torch.

---

## Level 1

**Protection from Evil (Abjur):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Remove Fear (Abjur):** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Sanctuary (Abjur):** Opponents can't attack you, and you can't attack.

---

## Level 2

**Consecrate <sup>M</sup> (Evoc):** Fills area with positive energy, making undead weaker.

**Continual Flame <sup>M</sup> (Evoc):** Makes a permanent, heatless torch.

**Daylight (Evoc):** 60-ft. radius of bright light.

**Helping Hand (Evoc):** Ghostly hand leads subject to you.

**Zone of Truth (Ench):** Subjects within range cannot lie.

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## Level 3

**Discern Lies (Div):** Reveals deliberate falsehoods.

**Dispel Magic (Abjur):** Cancels spells and magical effects.

**Invisibility Purge (Evoc):** Dispels invisibility within 5 ft./level.

**Magic Circle against Evil (Abjur):** As *protection* spells, but 10-ft. radius and 10 min./level.

**Remove Blindness/Deafness (Conj):** Cures normal or magical conditions.

**Searing Light (Evoc):** Ray deals 1d8/two levels damage, more against undead.

---

## Level 4

**Death Ward (Necro):** Grants immunity to death spells and negative energy effects.

**Disrupting Weapon (Trans):** Melee weapon destroys undead.

**Remove Curse (Abjur):** Frees object or person from curse.

---

## Level 5

**Atonement<sup>FX</sup> (Abjur):** Removes burden of misdeeds from subject.

**Dismissal (Abjur):** Forces a creature to return to native plane.

**Dispel Evil (Abjur):** +4 bonus against attacks.

**Hallow<sup>M</sup> (Evoc):** Designates location as holy.

**Undeath to Death<sup>M</sup> (Necro):** Destroys 1d4 HD/level undead (max 20d4).

---

## Level 6

**Break Enchantment (Abjur):** Frees subjects from enchantments, alterations, curses, and petrification.

**Find the Path (Div):** Shows most direct way to a location.

**Sunbeam (Evoc):** Beam blinds and deals 4d6 damage.

**True Seeing<sup>M</sup> (Div):** Lets you see all things as they really are.

---

## Level 7

**Banishment (Abjur):** Banishes 2 HD/level of extraplanar creatures.

**Dispel Magic, Greater (Abjur):** As *dispel magic*, but up to +20 on check.

**Holy Word (Evoc):** Kills, paralyzes, blinds, or deafens nongood subjects.

**Prismatic Spray (Evoc):** Rays hit subjects with variety of effects.

**Sunburst (Evoc):** Blinds all within 80 ft., deals 6d6 damage.

---

## Level 8

**Discern Location (Div):** Reveals exact location of creature or object.

**Holy Aura<sup>F</sup> (Evoc):** +4 to AC, +4 resistance, and SR 25 against evil spells.

**Prismatic Wall (Abjur):** Wall's colors have array of effects.

---

## Level 9

**Miracle<sup>X</sup> (Evoc):** Requests a deity's intercession.

**Prismatic Sphere (Abjur):** As *prismatic wall*, but surrounds on all sides.

---

# Travel Domain

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## Level 0 (Orison)

**Endure Elements (Abjur):** Exist comfortably in hot or cold environments.

**Know Direction (Div):** You discern north.

**Longstrider (Trans):** Your speed increases by 10 ft.

**Pass without Trace (Trans):** One subject/ level leaves no tracks.

---

## Level 1

**Expeditious Retreat (Trans):** Your speed increases by 30 ft.

**Feather Fall (Trans):** Objects or creatures fall slowly.

**Find Traps (Div):** Notice traps as a rogue does.

**Jump (Trans):** Subject gets bonus on Jump checks.

**Mount (Conj):** Summons riding horse for 2 hours/ level.

**Remove Paralysis (Conj):** Frees one or more creatures from paralysis or *slow* effect.

---

## Level 2

**Cat's Grace (Trans):** Subject gains +4 to Dex for 1 min/ level.

**Knock (Trans):** Opens locked or magically sealed door.

**Levitate (Trans):** Subject moves up and down at your direction.

**Relieve Pain (Ench):** Target feels no pain and suffers no wound penalties from pain for 1 min./ lv.

**Sending (Evoc):** Delivers short message anywhere, instantly.

**Spider Climb (Trans):** Grants ability to walk on walls and ceilings.

**Water Walk (Trans):** Subject treads on water as if solid.

---

## Level 3

**Air Walk (Trans):** Subject treads on air as if solid (climb at 45-degree angle).

**Dimensional Anchor (Abjur):** Bars extradimensional movement.

**Dismissal (Abjur):** Forces a creature to return to native plane.

**Fly (Trans):** Subject flies at speed of 60 ft.

**Freedom of Movement (Abjur):** Subject moves normally despite impediments.

---

## Level 4

**Blink (Trans):** You randomly vanish and reappear for 1 round/ level.

**Dimension Door (Conj):** Teleports you short distance.

**Haste (Trans):** One creature/ level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Plane Shift<sup>F</sup> (Conj):** As many as eight subjects travel to another plane.

**Slow (Trans):** One subject/ level takes only one action/ round, -2 to AC, -2 on attack rolls.

---

## Level 5

**Find the Path (Div):** Shows most direct way to a location.

**Overland Flight (Evoc):** You fly at a speed of 40 ft. and can hustle over long distances.

**Passwall (Trans):** Creates passage through wood or stone wall.

**Wind Walk (Trans):** You and your allies turn vaporous and travel fast.

**Word of Recall (Conj):** Teleports you back to designated place.

---

## Level 6

**Banishment (Abjur):** Banishes 2 HD/level of extraplanar creatures.

**Cat's Grace, Mass (Trans):** As *cat's grace*, affects one subject/ level.

**Ethereal Jaunt (Trans):** You become ethereal for 1 round/level.

**Forbiddance<sup>M</sup> (Abjur):** Blocks planar travel, damages creatures of different alignment.

**Refuge<sup>M</sup> (Conj):** Alters item to transport its possessor to you.

**Teleport (Conj):** Instantly transports you as far as 100 miles/ level.

---

## Level 7

**Dimensional Lock (Abjur):** Teleportation and interplanar travel blocked for one day/level.

**Discern Location (Div):** Reveals exact location of creature or object.

**Phase Door (Conj):** Creates an invisible passage through wood or stone.

**Teleport Object (Conj):** As *teleport*, but affects a touched object.

---

## Level 8

**Astral Projection<sup>M</sup> (Necro):** Projects you and companions onto Astral Plane.

**Etherealness (Trans):** Travel to Ethereal Plane with companions.

**Teleport, Greater (Conj):** As *teleport*, but no range limit and no off-target arrival.

---

## Level 9

**Gate<sup>X</sup> (Conj):** Connects two planes for travel or summoning.

**Teleportation Circle (Conj):** Circle teleports any creature inside to designated spot.

---

## Trickery Domain

---

### Level 0 (Orison)

**Dancing Lights (Evoc):** Creates torches or other lights.

**Darkness (Evoc):** 20-ft. radius of supernatural shadow.

**Ghost Sound (Illus):** Figment sounds.

**Light (Evoc):** Object shines like a torch.

**Mage Hand (Trans):** 5-pound telekinesis.

**Prestidigitation (Univ):** Performs minor tricks.

---

### Level 1

**Disguise Self (Illus):** Changes your appearance.

**Hypnotism (Ench):** Fascinates 2d4 HD of creatures.

**Magic Aura (Illus):** Alters object's magic aura.

**Obscuring Mist (Conj):** Fog surrounds you.

**Silent Image (Illus):** Creates minor illusion of your design.

**Ventriloquism (Illus):** Throws voice for 1 min./ level.

---

### Level 2

**Cause Fear (Necro):** One creature of 5 HD or less flees for 1d4 rounds.

**Fox's Cunning (Trans):** Subject gains +4 to Int for 1 min./ level.

**Invisibility (Illus):** Subject is invisible for 1 min./ level or until it attacks.

---

**Minor Image (Illus):** As *silent image*, plus some sound.  
**Misdirection (Illus):** Misleads divinations for one creature or object.  
**Undetectable Alignment (Abjur):** Conceals alignment for 24 hours.

---

### Level 3

**Deeper Darkness (Evoc):** Object sheds supernatural shadow in 60-ft. radius.  
**Illusory Script (Illus):** Only intended reader can decipher.  
**Major Image (Illus):** As *silent image*, plus sound, smell, and thermal effects.  
**Meld into Stone (Trans):** You and your gear merge with stone.  
**Obscure Object (Abjur):** Masks object against scrying.  
**Seeming (Illus):** Changes appearance of one person per two levels.

---

### Level 4

**Hallucinatory Terrain (Illus):** Makes one type of terrain appear like another (field into forest, or the like).  
**Illusory Wall (Illus):** Wall, floor, or ceiling looks real, but anything can pass through.  
**Sending (Evoc):** Delivers short message anywhere, instantly.  
**Tongues (Div):** Speak any language.

---

### Level 5

**Confusion (Ench):** Subjects behave oddly for 1 round/ level.  
**False Vision (Illus):** Fools scrying with an illusion.  
**Mirage Arcana (Illus):** As *hallucinatory terrain*, plus structures.  
**Persistent Image (Illus):** As *major image*, but no concentration required.  
**True Seeing<sup>M</sup> (Div):** Lets you see all things as they really are.  
**Veil (Illus):** Changes appearance of group of creatures.

---

### Level 6

**Animate Objects (Trans):** Objects attack your foes.  
**Fox's Cunning, Mass (Trans):** As *fox's cunning*, affects one subject/ level.  
**Permanent Image (Illus):** Includes sight, sound, and smell.  
**Programmed Image (Illus):** As *major image*, plus triggered by event.  
**Symbol of Fear<sup>M</sup> (Necro):** Triggered rune panics nearby creatures.

---

### Level 7

**Limited Wish (Univ):** Alters reality—within spell limits.  
**Project Image (Illus):** Illusory double can talk and cast spells.  
**Simulacrum (Illus):** Creates partially real double of a creature.  
**Symbol of Persuasion<sup>M</sup> (Ench):** Triggered rune charms nearby creatures.

---

### Level 8

**Screen (Illus):** Illusion hides area from vision, scrying.  
**Word of Recall (Conj):** Teleports you back to designated place.

---

### Level 9

**Wish (Univ):** As *limited wish*, but with fewer limits.

# War Domain

---

## Level 0 (Orison)

**Armor Knowledge, Lesser (Div):** Target becomes proficient in one armor group for 1 hr/ lv.

**Bane (Ench):** Enemies take -1 on attack rolls and saves against fear.

**Bless (Ench):** Allies gain +1 on attack rolls and saves against fear.

**Magic Weapon (Trans):** Weapon gains +1 bonus.

**Martial Knowledge, Lesser (Div):** Target becomes proficient in one weapon group for 1 hr/ lv.

**Stabilize (Conj):** You stop target creature from dying.

---

## Level 1

**Armor Knowledge, (Div):** Target becomes proficient in all armor groups and shields for 1 hr/ lv.

**Divine Favor (Evoc):** You gain +1 per three levels on attack and damage rolls.

**Doom (Necro):** One subject takes -2 on attack rolls, damage rolls, saves, and checks.

**Drain Minor Vigor (Necro):** Target suffers 1 point of hit point damage.

**Martial Knowledge (Div):** Target becomes proficient in all weapon groups for 1 hr/ lv.

**Shield of Faith (Abjur):** Aura grants +2 or higher deflection bonus.

**Virtue (Trans):** Subject gains 1 temporary hp.

---

## Level 2

**Aid (Ench):** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

**Bear's Endurance (Trans):** Subject gains +4 to Con for 1 min./level.

**Bull's Strength (Trans):** Subject gains +4 to Str for 1 min./level.

**Inflict Light Wounds (Necro):** Target suffers 1d8 point of hit point damage +1/ caster level (max +5).

**Impart Lesser Vigor (Trans):** Target gains 1d8 temporary hps +1/ caster lv. (max +5)

**Magic Vestment (Trans):** Armor or shield gains +1 enhancement per four levels.

---

## Level 3

**Armor Secrets, (Div):** Target becomes proficient in all armor groups and shields, and gains -1 reduction/ 5 levels in AC, dodge, and arcane penalties for 1 hr/ lv.

**Bestow Curse (Necro):** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Inflict moderate wounds (Necro):** Target suffers 2d8 point of hit point damage +1/ caster level (max +10).

**Magic Weapon, Greater (Trans):** +1 bonus/four levels (max +5).

**Martial Secrets (Div):** Target becomes proficient in all weapon groups and gains +1/ 4 levels to hit for 1 hr/ lv.

**Searing Light (Evoc):** Ray deals 1d8/two levels damage, more against undead.

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## Level 4

**Death Ward (Necro):** Grants immunity to death spells and negative energy effects.

**Divine Power (Evoc):** You gain attack bonus, +6 to Str, and 1 hp/level.

**Inflict serious wounds (Necro):** Target suffers 3d8 point of hit point damage +1/ caster level (max +15).

**Impart Moderate Vigor (Trans):** Target gains 2d8 temporary hps +1/ caster lv. (max +10)

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## Level 5

**Bear's Endurance, Mass (Trans):** As *bear's endurance*, affects one subject/ level.

**Bull's Strength, Mass (Trans):** As *bull's strength*, affects one subject/level.

**Inflict critical wounds (Necro):** Target suffers 4d8 point of hit point damage +1/ caster level (max +20).



**Righteous Might (Trans):** Your size increases, and you gain combat bonuses.

---

## Level 6

**Blade Barrier (Evoc):** Wall of blades deals 1d6/level damage.

**Impart Serious Vigor (Trans):** Target gains 3d8 temporary hps +1/ caster lv. (max +15)

**Mass Inflict Light Wounds (Necro):** Many targets take 1d8 hit point damage + 1 point/ caster lv (max +25).

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## Level 7

**Mass Inflict moderate wounds (Necro):** Many targets take 2d8 hit point damage + 1 point/ caster lv (max +30).

**Power Word Blind (Ench):** Blinds creature with 200 hp or less.

**Regenerate (Conj):** Subject's severed limbs grow back, cures 4d4 damage +1/two levels (max +17).

---

## Level 8

**Earthquake (Evoc):** Intense tremor shakes 80-ft.-radius.

**Impart Critical Vigor (Trans):** Target gains 4d8 temporary hps +1/ caster lv. (max +20)

**Mass Inflict serious wounds (Necro):** Many targets take 3d8 hit point damage + 1 point/ caster lv (max +35).

**Power Word Stun (Ench):** Stuns creature with 150 hp or less.

---

## Level 9

**Mass Inflict critical wounds (Necro):** Many targets take 4d8 hit point damage + 1 point/ caster lv (max +40).

**Storm of Vengeance (Conj):** Storm rains acid, lightning, and hail.

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# Water Domain

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## Level 0 (Orison)

**Bless Water<sup>M</sup> (Trans):** Makes holy water.

**Create Water (Conj):** Creates 2 gallons/level of pure water.

**Curse Water<sup>M</sup> (Trans):** Makes unholy water.

**Purify Food and Drink (Trans):** Purifies 1 cu. ft./level of food or water.

---

## Level 1

**Call Lesser Creature: Aquatic Animal (Ench):** Calls creature(s) with total levels up to ½ casting level within 2d6 turns to aid the caster for 1 min/ lv.

**Expeditious Retreat (Trans):** Your speed increases by 30 ft.

**Obscuring Mist (Conj):** Fog surrounds you.

**Stabilize (Conj):** You stop target creature from dying.

**Summon Nature's Ally I (Conj):** Summon aquatic creature to fight for the caster.

**Water Breathing (Trans):** Subjects can breathe underwater.

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## Level 2

**Cat's Grace (Trans):** Subject gains +4 to Dexterity for 1 min./ level.

**Cure Light Wounds (Conj):** Converts 1d4 hp to nl damage +1/two levels (max +2).

**Fog Cloud (Conj):** Fog obscures vision.

**Summon Nature's Ally II (Conj):** Summon aquatic creature to fight for the caster.

**Water Walk (Trans):** Subject treads on water as if solid.

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## Level 3

**Create Food and Water (Conj):** Feeds three humans (or one horse)/level.

**Control Water (Trans):** Raises or lowers bodies of water.

**Remove Paralysis (Conj):** Frees one or more creatures from paralysis or *slow* effect.

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## Level 4

**Cure Moderate Wounds (Conj):** Converts 2d4 hp to nl damage +1/ two levels (max +5).

**Freedom of Movement (Abjur):** Subject moves normally despite impediments.

**Solid Fog (Conj):** Blocks vision and slows movement.

**Summon Nature's Ally III (Conj):** Summon aquatic creature to fight for the caster.

---

## Level 5

**Haste (Trans):** One creature/ level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Sleet Storm (Conj):** Hampers vision and movement.

**Summon Nature's Ally IV (Conj):** Summon aquatic creature to fight for the caster.

**Wall of Ice (Evoc):** Ice plane creates wall with 15 hp +1/ level, or **hemisphere** can trap creatures inside.

---

## Level 6

**Cat's Grace, Mass (Trans):** As *cat's grace*, affects one subject/ level.

**Cure Serious Wounds (Conj):** Converts 3d4 hp to nl damage +1/ two levels (max +7).

---

## Level 7

**Freezing Sphere (Evoc):** Freezes water or deals cold damage.

**Stone to Flesh (Trans):** Restores petrified creature.

**Summon Nature's Ally V (Conj):** Summon aquatic creature to fight for the caster.

---

## Level 8

**Control Weather (Trans):** Changes weather in local area.

**Cure Critical Wounds (Conj):** Converts 4d4 hp to nl damage +1/ two levels (max +10).

**Summon Nature's Ally VI (Conj):** Summon aquatic creature to fight for the caster.

---

## Level 9

**Storm of Vengeance (Conj):** Storm rains acid, lightning, and hail.

## New and Revised Spells

### Armor Knowledge, Lesser

*(Divination; Comp V, S; Touch; Standard Action; 1 hr/lv)*

The target becomes proficient in one chosen armor or shield type.

### Armor Knowledge

*(Divination; Comp V, S; Touch; Standard Action; 1 hr/lv)*

The target becomes proficient in any armor or shield ze touches for the duration of the spell.

### Armor Secrets

*(Divination; Comp V, S; Touch; Standard Action; 1 hr/lv)*

The target becomes proficient in any armor or shield ze touches for the duration of the spell. In addition, ze gains a -1 reduction in the armor's AC penalty, Dodge penalty, and Arcane Casting penalty per 5 caster levels.

### Bane Weapon

*(Necromancy; Comp V,S; touch; standard action; 1 min./lv.)*

Target weapon or ammunition deals 1d6 bonus damage per 2 levels to one creature type, selected at casting, to a maximum of 6d6 bonus damage.

### Blasphemy

*(Evocation [Evil, Sonic]; Comp V; 40 ft.; standard action; Nonevil creatures in a 40-ft. radius spread centered on you; Instantaneous; None or Will negates)*

Any nonevil creature within the area of a blasphemy spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level -1	Weakened, dazed
Up to caster level -5	Paralyzed, weakened, dazed
Up to caster level -10	Drained, paralyzed, weakened, dazed

The effects are cumulative and concurrent.  
No saving throw is allowed against these effects.

#### *Dazed*

The creature can take no actions for 1 round, though it defends itself normally.

#### *Weakened*

The creature's Strength score decreases by 2d6 points for 2d4 rounds.

### *Paralyzed*

The creature is paralyzed and helpless for 1d10 minutes.

### *Drained*

Living creatures suffer 1 negative level.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose level exceeds your caster level are unaffected by blasphemy.

## **Bleed**

*(Necromancy; Comp V, S; Touch; Standard Action; Instantaneous)*

Target stabilized living creature below 0 hit points begins dying once more, taking 1 point of damage per round. Ze can be stabilized later normally. If the creature is already dying, ze takes 1 point of damage instead.

## **Bloodhound**

*(Divination; Comp V, S; Touch; Standard Action; 1 hr/ lv)*

The target gains the benefits of the *Track* feat for the duration of the spell. In addition, ze gains a +1 enhancement bonus to hir *Survival* checks for tracking per 3 caster levels. (max +5)

## **Chaos Hammer**

*(Evocation [Chaotic]; Comp V, S; medium (100 ft. + 10 ft./ lv); standard action; 20-ft. radius burst; Instantaneous (1d6 rounds); Will partial)*

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d10 points of vitality points damage per two caster levels (maximum 5d10) to lawful creatures (or 1d8 points of damage per caster level, maximum 10d8, to lawful outsiders) and slows them for 1d6 rounds (see the slow spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

## **Destruction, Critical**

*(Transmutation; Comp V, S; Touch; standard action; Instantaneous; Fort half)*

As *Light Destruction*, but target object takes 4d10 hp damage, +1 per caster level (max +20).

## **Destruction, Light**

*(Transmutation; Comp V, S; Touch; standard action; Instantaneous; Fort half)*

Target object takes 1d10 hp damage, +1 point per caster level (max +5). A Fortitude save reduces the damage by half.

This spell can be used for undead constructs and golems, as long as they are not living creatures.

## **Destruction, Mass Critical**

*(Transmutation; Comp V, S; Close (25 ft. + 5 ft./ 2 caster levels); Targets one object/ level, no two of which can be more than 30 ft. apart; standard action; instantaneous; Fort half)*

As *Mass Light Destruction*, but target objects take 4d10 points of hp damage +1 point per caster level (max +40).

## **Destruction, Mass Light**

*(Transmutation; Comp V, S; Close (25 ft. + 5 ft./ 2 caster levels); Targets one object/ level, no two of which can be more than 30 ft. apart; standard action; instantaneous; Fort half)*

A wave of energy spreads out in all directions from the point of origin, dealing 1d10 points of hp damage +1 point per caster level (max +25) to nearby objects.

## **Destruction, Mass Moderate**

*(Transmutation; Comp V, S; Close (25 ft. + 5 ft./ 2 caster levels); Targets one object/ level, no two of which can be more than 30 ft. apart; standard action; instantaneous; Fort half)*

As *Mass Light Destruction*, but target objects take 2d10 points of hp damage +1 point per caster level (max +30).

## **Destruction, Mass Serious**

*(Transmutation; Comp V, S; Close (25 ft. + 5 ft./ 2 caster levels); Targets one object/ level, no two of which can be more than 30 ft. apart; standard action; instantaneous; Fort half)*

As *Mass Light Destruction*, but target objects take 3d10 points of hp damage +1 point per caster level (max +35).

## **Destruction, Minor**

*(Transmutation; Comp V, S; Touch; standard action; Instantaneous; Fort negates)*

As *Light Destruction*, but target object takes 1 hp damage, and a successful Fort save negates the damage.

## **Destruction, Moderate**

*(Transmutation; Comp V, S; Touch; standard action; Instantaneous; Fort half)*

As *Light Destruction*, but target object takes 2d10 hp damage, +1 per caster level (max +10).

## **Destruction, Serious**

*(Transmutation; Comp V, S; Touch; standard action; Instantaneous; Fort half)*

As *Light Destruction*, but target object takes 3d10 hp damage, +1 per caster level (max +15).

## Dictum

*(Evocation [Lawful, Sonic]; Comp V; 40 ft.; standard action; Nonlawful creatures in a 40-ft. radius spread centered on you; Instantaneous; None or Will negates)*

Any nonlawful creature within the area of a dictum spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Slowed, deafened
Up to caster level -5	Paralyzed, slowed, deafened
Up to caster level -10	Weakened, paralyzed, slowed, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

### *Deafened*

The creature is deafened for 1d4 rounds.

### *Slowed*

The creature is slowed, as by the slow spell, for 2d4 rounds.

### *Paralyzed*

The creature is paralyzed and helpless for 1d10 minutes.

### *Weakened*

The creature suffers 1d4+1 Str damage.

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose level exceeds your caster level are unaffected by dictum.

## Divine Lightning

*(Evocation; Comp V, S, DF; Long (250 ft. + 25 ft./lv); 1 round; 1 bolt/lv.; Refl half)*

As soon as you complete the spell, a bolt of lightning 30 ft. tall and 5 ft. wide strikes the ground near the target area. Roll scatter for the bolt as for a splash weapon: the bolt falls 2d6 x5 ft. from the point you target. If the bolt strikes any creature or object except the caster, it deals 3d6 points of electricity damage; a successful Reflex save halves the damage. The caster is immune to damage from his own spell. Each turn on the caster's turn, another bolt of lightning falls, with a total number of bolts equal to the caster's level (max 10 bolts); however, the caster can dismiss the spell at any time.

This spell does not require the caster to concentrate on it; its continuing effects are automatic.

If the spell is cast outdoors in a stormy area, each bolt deals 3d10 points of damage instead of 3d6.

## **Drain Construct**

*(Conjuration; Comp V, S; Touch; Instant; FORT save negates; Magic Resistance)*

Target construct or summoned creature suffers 1 level of level drain for every 5 full casting levels in the spell. For every level drained in this manner, the caster gains 5 temporary hps until the end of the encounter, or for about an hour. If the construct's level is reduced to zero in this manner, or if the construct is a level 0 creature, and the spell still has negative levels to inflict, the caster gains 2 temporary hps and the construct disintegrates.

If used against an object, the object disintegrates and the caster gains 2 temporary hps until the end of the encounter.

## **Harm Construct, Lesser**

*(Conjuration; Comp V, S; Medium Range (100 ft. + 10 ft./lv); Instant; FORT save for half damage; Magic Resistance)*

Target construct or summoned creature or object takes 1d8 damage, +1/ caster lv. (max +5)

## **Harm Construct**

*(Conjuration; Comp V, S; Medium Range (100 ft. + 10 ft./lv); Instant; FORT save for half damage; Magic Resistance)*

Target construct or summoned creature or object takes 3d8 damage, +1/ caster lv. (max +10)

## **Harm Construct, Greater**

*(Conjuration; Comp V, S; Medium Range (100 ft. + 10 ft./lv); Instant; FORT save for half damage; Magic Resistance)*

Target construct or summoned creature or object takes 5d8 damage, +1/ caster lv. (max +15)

## **Harm Construct, Mighty**

*(Conjuration; Comp V, S; Medium Range (100 ft. + 10 ft./lv); Instant; FORT save for half damage; Magic Resistance)*

Target construct or summoned creature or object takes 8d8 damage, +1/ caster lv. (max +25)

## **Heal Construct, Lesser**

*(Conjuration; Comp V, S; Touch; Instant; Harmless; Magic Resistance)*

Target construct or summoned creature or object is totally healed or repaired of 1d8 hp or nl damage, +1/ caster lv. (max +5) The spell heals wound point damage first, then nonlethal damage.

## **Heal Construct**

*(Conjuration; Comp V, S; Touch; Instant; Harmless; Magic Resistance)*

Target construct or summoned creature or object is totally healed or repaired of 3d8 hp or nl damage, +1/ caster lv. (max +10) The spell heals wound point damage first, then nonlethal damage.

## Heal Construct, Greater

*(Conjuration; Comp V, S; Touch; Instant; Harmless; Magic Resistance)*

Target construct or summoned creature or object is totally healed or repaired of 5d8 hp or nl damage, +1/ caster lv. (max +15) The spell heals wound point damage first, then nonlethal damage.

## Heal Construct, Mighty

*(Conjuration; Comp V, S; Touch; Instant; Harmless; Magic Resistance)*

Target construct or summoned creature or object is totally healed or repaired of 8d8 hp or nl damage, +1/ caster lv. (max +25) The spell heals wound point damage first, then nonlethal damage.

## Holy Word

*(Evocation [Good, Sonic]; Comp C; 40 ft.; standard action; Nongood creatures in a 40-ft. spread centered on you; instantaneous; None or Will negates)*

Any nongood creature within the area that hears the holy word suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Drained, paralyzed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

### *Deafened*

The creature is deafened for 1d4 rounds.

### *Blinded*

The creature is blinded for 2d4 rounds.

### *Paralyzed*

The creature is paralyzed and helpless for 1d10 minutes.

### *Drained*

Living creatures suffer one negative level.



Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the holy word. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose level exceeds your caster level are unaffected by holy word.

### **Impart Lesser Vigor**

*(Transmutation; touch; 1 min/lv.)*

Target creature gains 1d8 temporary hps for the duration of the spell, +1/ caster lv. (max +5)

### **Impart Moderate Vigor**

*(Transmutation; touch; 1 min/lv.)*

Target creature gains 2d8 temporary hps for the duration of the spell, +1/ caster lv. (max +10)

### **Impart Serious Vigor**

*(Transmutation; touch; 1 min/lv.)*

Target creature gains 3d8 temporary hps for the duration of the spell, +1/ caster lv. (max +15)

### **Impart Critical Vigor**

*(Transmutation; touch; 1 min/lv.)*

Target creature gains 4d8 temporary hps for the duration of the spell, +1/ caster lv. (max +20)

### **Mage Hide**

*(Conjuration (Creation) [Force]; Comp V,S,F; touch; standard action; 1 hr/lv.)*

Target creature gains a +3 armor bonus to AC for the duration of the spell. Unlike normal armor, this imposes no armor check penalty, failure chance for arcane spellcasting, nor speed reduction. Since the effect is made of force, incorporeal creatures cannot bypass it the way they do normal armor.

### **Mage Mail**

*(Conjuration (Creation) [Force]; Comp V,S,F; touch; standard action; 1 hr/lv.)*

As *Mage Hide*, but the armor bonus increases to +5.

### **Mage Plate**

*(Conjuration (Creation) [Force]; Comp V,S,F; touch; standard action; 1 hr/lv.)*

As *Mage Hide*, but the armor bonus increases to +7.

### **Magic Circle against Creatures**

*(Abjuration; Comp V,S,M/DF; touch; standard action; 1 hour per caster level (D); Will save (harmless))*

This is actually a series of spells, each of which targets a specific creature type. (*Magic Circle against Creatures: Animals, for example, or Magic Circle against Creatures: Goblinoids*) If the spell targets humanoids or outsiders, it must specialize in a specific subtype of the creature.

This spell replaces *Magic Circle against Chaos/ Evil/ Good/ Law* for sorcerers and wizards.

The base casting DC for this spell is equal to (10 + circle radius, in feet). The entire area inside the spell, and everyone in it, is protected from creatures of the specified type, as by a *Protection from Creatures* spell. Anyone that leaves the circle is no longer protected.

In addition, a creature of the specified type must make a WILL save against a DC of (15 + casting level + caster's CHA bonus) to cross the circle, or even to reach across the circle. If the creature succeeds, ze may cross the circle or reach across it, but the first time (only) ze does so, ze suffers 1d6 magical damage per 3 caster levels. After that, the creature may ignore all effects of the magic circle. If the creature fails hir save, ze may not try to cross the circle again for a full minute. If ze fails the save by 10 points or more, the creature may not try to cross the circle again until the spell ends.

If the line forming a magic circle is broken, the spell ends immediately; however, a creature must be able to cross the circle before ze can break it. A magic circle must be broken intentionally by a willed creature; it is immune to accidents, natural forces, and dumb constructs. Any creature that breaks a magic circle before the caster dismisses it (including the caster himself), suffers 1d6 magical damage per 3 casting levels, whether ze touches the circle or not.

This spell has an alternative version that you may choose when casting it. A magic circle against creatures spell can be focused inward rather than outward. When focused inward, the spell binds a creature of the chosen type for the spell duration. It can also target a creature summoned by another spell, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from creatures spell for that creature only.

The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through that means.

This spell is not cumulative with protection from creatures and vice versa.

*Arcane Material Component:* Powdered silver, with which you trace a circle on the floor (or ground) around the entire area to be warded. Salt and sulfur may work, at the DM's sole discretion, but increase the casting DC by 5.

## **Martial Knowledge, Lesser**

*(Divination; Comp V, S; Touch; Standard Action; 1 hr/ lv)*

Target creature gains proficiency in one selected weapon group for the duration of the spell.

## **Martial Knowledge**

*(Divination; Comp V, S; Touch; Standard Action; 1 hr/ lv)*

Target creature gains proficiency in any weapon ze touches for the duration of the spell.

## Martial Secrets

*(Divination; Comp V, S; Touch; Standard Action; 1 hr/1v)*

Target creature gains proficiency in any weapon ze touches for the duration of the spell. In addition, ze gains a +1 aptitude bonus to attack and damage rolls per 4 caster levels.

## Protection from Creatures

*(Abjuration; Comp V,S,M/DF; touch; standard action; 1 minute per caster level (D); Will save (harmless))*

This is actually a series of spells, each of which targets a specific creature type. (*Protection from Creatures: Animals, for example, or Protection from Creatures: Goblinoids*) If the spell targets humanoids or outsiders, it must specialize in a specific subtype of the creature.

This spell replaces *Protection from Chaos/ Evil/ Good/ Law* for sorcerers and wizards.

The base casting DC for this spell is 10.

This spell wards a creature from attacks by creatures of the chosen type, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to Defense and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures of the relevant type.

Second, a creature of the relevant type must succeed in a WILL save against a DC of (10 + casting level + mage's CHA) in order to approach closer than 10 ft. from the subject.

Third, any creature that approaches closer than 5 ft of the subject automatically takes 1d6 magical damage per 3 casting levels. The creature takes damage before ze resolves the attack; any effects of the magical damage apply to the attack roll. This includes all unarmed attacks and melee attacks by light and one-handed weapons, but not attacks made with two-handed or ranged weapons. If the subject is possessed by the specified creature type, the possessing creature takes automatic damage each turn.

Spell resistance can allow a creature to overcome this protection and touch the warded creature without damage.

*Material Component:* A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded. Salt and sulfur may work, in a pinch, at the DM's discretion, but increase the casting DC by 5.

## Relieve Pain

*(Enchantment [Mind-Affecting]; Comp V,S; touch; standard action; instantaneous; 1 minute per caster level; Will save (harmless); Spell Resistance works (harmless))*

Target creature's pain is reduced significantly for the duration of the effect. Any penalties resulting from pain and fatigue are halved. If cast while resting, the target recovers hit points naturally as if ze were sleeping, even if ze performs light activity.

## Stabilize

*(Conjuration (Healing); Comp V,S; touch; standard action; instantaneous)*

Target dying creature stabilizes and is no longer dying.

## Word of Chaos

*(Evocation [Chaotic, Sonic]; Comp V; 40 ft.; standard action; Nonchaotic creatures in a 40-ft. radius spread centered on you; instantaneous; none or Will negates)*

Any nonchaotic creature within the area who hears the word of chaos suffers the following ill effects.

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

<b>HD</b>	<b>Effect</b>
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned, deafened
Up to caster level -10	Paralyzed, confused, stunned, deafened

### *Deafened*

The creature is deafened for 1d4 rounds.

### *Stunned*

The creature is stunned for 1 round.

### *Confused*

The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

### *Paralyzed*

The creature cannot move, act, or defend himself for 1d12 rounds. All other effects take place after this effect ends.

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose level exceeds your caster level are unaffected by word of chaos.

## Additional Feats

### Extra Domain Mastery

*(Requires: Cleric)*

In addition to your selected domains, you gain mastery over one of the alignment-based domains which you did not previously possess: Chaos, Evil, Good, or Law. The chosen domain must match both your and your deity's alignment.

This does not allow you to cast more spells in a day—it only increases your selection of spells.

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