

Cleric

Spell level 0

Amanuensis	Copy writing from one surface to another
Audible Whisper	Everyone within 100 feet can hear everything you say.
Clarity of Mind	Grants +1 to Concentration checks
Clearwater	Allows caster to see through minute floating obstructions in the water
Create Water	Creates 2 gallons/level of pure water
Cure Minor Wounds	Cures 1 point of damage
Detect Disease	Detects the presence and type of disease
Detect Doorway	Detect presence of Fey backroads within 60 ft.
Detect Magic	Detects spells and magic items within 60 ft
Detect Poison	Detects poison in one creature or object
Guidance	+1 on one attack roll, saving throw, or skill check
Hygiene	Cleans creature of dirt and odors
Inflict Minor Wounds	Touch attack, 1 point of damage
Keep Dry	One object resists water
Keep Fresh	1 lb. of food does not spoil
Learn Heritage	Conveys details about a subject's family and ancestry
Light	Object shines like a torch
Mending	Makes minor repairs on an object.
No Light	Prevents normal light from illuminating
Preserve Organ	Protects one detached organ from decay for 24 hours
Purify Food and Drink	Purifies 1 cu. ft./level of food or water
Quick Boost	Gives +2 to Strength, Constitution, or Dexterity score of one subject.
Read Magic	Read scrolls and spellbooks
Resistance	Subject gains +1 on saving throws
Shelve	Places a book back on its shelf in the proper place
Slash Tongue	Subject takes -1 penalty on attacks, saves, and checks for 1 round
Summarize	Summarizes the contents of any book
Tongue of Angels	Speak Celestial
Tongue of Fiends	Speak Infernal
Transcribe	Creates a page of text instantly.
Virtue	Subject gains 1 temporary hp.
Weight of Sin	Evil creature is stunned and offered redemption

Spell level 1

Aegis of the Gods	Grants a +4 bonus to one saving throw type
Anarchic Water	Makes chaotic-aligned anarchic water
Angry Ache	Subject takes -2 penalty on attack rolls
Armor Contingency	Summons armor in certain conditions
Axiomatic Water	Makes lawful-aligned axiomatic water
Bane	Enemies take -1 on attack rolls and saves against fear
Battlefield Courage	Protects against morale failures
Betray the Years	Object becomes immune to aging.
Blade of Blood	Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage
Bless	Allies gain +1 on attack rolls and saves against fear
Bless Water	Makes holy water
Blessed Aim	+2 bonus for allies' ranged attacks
Blissful Sleep	Target can sleep even in uncomfortable conditions.
Blood Bond	Targets share damage
Blood Wind	Subject uses natural weapon at range.
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds
City's Whispers	City spirits bring you information and rumors
Claws of the Demon	Target's hands grow fearsome claws
Cloak of Shade	Touched creature gains protection from heat and sun
Cold Fire	Fire becomes blue and white, emits cold.
Command	One subject obeys selected command for 1 round
Comprehend Languages	You understand all spoken and written languages
Conjure Ice Beast I	Conjures ice creature to fight for you
Conviction	Subject gains +2 or higher bonus on saving throws
Crafter's Blessing	+10 to craft checks for 1 week
Crafter's Curse	-10 to craft checks for 1 week
Crystal Shard	Launches crystal that inflicts 1d8+2 damage
Cure Light Wounds	Cures 1d8 damage +1/level (max +5).
Curse Water	Makes unholy water
Deathwatch	Reveals how near death subjects within 30 ft. are
Delay Disease	Ravages of disease staved off for a day.
Detect Chaos	Reveals creatures, spells, or objects of selected alignment

Detect Evil	Reveals creatures, spells, or objects of selected alignment	Ice Gauntlet	A spiked gauntlet of ice forms around your fist.
Detect Fey	Reveals fey creatures within range	Ice Slick	Creates a 20 ft square of slippery ice
Detect Fey Doorway	Reveals doorways to fey sideroads within 60 ft.	Incite	Subject can't ready actions or delay
Detect Fire	Detect fire within 60 ft	Inflict Light Wounds	Touch deals 1d8 damage +1/level (max +5).
Detect Good	Reveals creatures, spells, or objects of selected alignment	Inhibit	Subject delays until next round
Detect Law	Reveals creatures, spells, or objects of selected alignment	Ironguts	Subject gains +5 bonus on saving throws against poison.
Detect Taint	Reveals creatures or objects with taint.	Lantern Light	Ranged touch attacks deal 1d6 points of damage
Detect Undead	Reveals undead within 60 ft	Lay to Rest	Prevents corpse from becoming undead
Discern Fey Influence	Detects whether a fey creature had been active in an area	Light of Lunia	You radiate silvery light, which you can expend as two bolts that deal 1d6 damage
Dispel Ward	As dispel magic, but affects only wards.	Locate Water	Reveals location, size, and quality of water sources
Divert Charge	Redirects movement of a charging attacker	Magic Stone	Three stones gain +1 on attack, deal 1d6 +1 damage
Divine Favor	You gain +1 per three levels on attack and damage rolls.	Magic Weapon	Weapon gains +1 bonus
Doom	One subject takes –2 on attack rolls, damage rolls, saves, and checks	Magical Performance	Bestows +5 circumstance bonus to Perform checks
Drug Resistance	Subject is immune to addiction	Moon Lust	Subject obsesses about moon, is fascinated or dazzled.
Ease Labor	Subject gets +30 bonus on Escape Artist checks.	Nature's Aspect	Temporarily gain an Aspect of Nature
Ease of Breath	+20 inherent bonus on Fortitude saves to resist altitude sickness	Necrotic Awareness	Sense encysted subjects
Ebon Eyes	Subject can see through magical darkness.	Nightshield	You gain resistance bonus on saves, and spell absorbs magic missile damage.
Endure Elements	Exist comfortably in hot or cold environments	Nimbus of Light	Sunlight illuminates you until released as an attack for 1d8+1/level damage
Endure Sunlight	Creatures vulnerable to sunlight can withstand it for 1 day.	Obscuring Mist	Fog surrounds you
Entropic Shield	Ranged attacks against you have 20% miss chance	Omen of Peril	You know how dangerous the future will be
Exorcism	Drive a fiend out of the body of a creature or object it possesses	Pattern of Sybillic Fate	Reveals general outlook of a creature's future
Extract Drug	Creates drug from inanimate object	Portal Beacon	You grant others knowledge of a magic portal's location.
Eyes of the Avoral	Subject gains +8 on Spot checks	Protection from Chaos	+2 to AC and saves, counter mind control, hedge out elementals and outsiders
Faith Healing	Cures 8 hp +1/level (max +5) to worshiper of your deity.	Protection from Evil	+2 to AC and saves, counter mind control, hedge out elementals and outsiders
Folk Learning	Subject gains +10 on Heal, Intuit Direction, and Wilderness Lore checks	Protection from Good	+2 to AC and saves, counter mind control, hedge out elementals and outsiders
Fortify Cold Creatures	Cold subtype creatures gain +1 sacred bonus on attacks and saves against fire effects	Protection from Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders
Foundation of Stone	+2 AC, +4 bonus to resist bull rush and trip attacks.	Ray of Hope	Subject gains +2 bonus on attacks, saves, and checks
Grave Strike	You can sneak attack undead for 1 round	Redemptive Redress	Compensates for, but does not dispel, the effects of a detrimental spell
Guiding Light	+1 on ranged attacks against targets in illuminated area	Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels
Guilt	One evil target is denied an action.	Resist Planar Alignment	Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane
Healthful Rest	Subject heals at twice the normal rate		
Heartache	Subject helpless for 1 round		
Hide from Undead	Undead can't perceive one subject/level		

Resist Scrying	Adds +10 bonus to opponent's Scry check DC.
Resist Touch	Adds +2 luck bonus +1 per 3 caster levels to touch AC
Resurgence	You grant subject a second chance at a saving throw
Sacred Weapon	Weapon gains temporary sacred bonus
Sacrificial Skill	Caster gains +5 bonus on Knowledge (religion) checks made during sacrifice
Sanctuary	Opponents can't attack you, and you can't attack
Scholar's Touch	Read books in seconds
See Spirits	Reveals spirit creatures
Shield of Faith	Aura grants +2 or higher deflection bonus
Shivering Touch, lesser	Touch deals 1d6 Dex damage
Sign	Your initiative check result improves
Slow Consumption	Caster absorbs health and sustenance from helpless subject
Snowshoes	Subject walks easily on ice and snow.
Sorrow	Subject takes -3 penalty on attacks, saves, and checks
Spell Flower	Hold the charge on one touch spell per forelimb.
Spider Hand	Caster's hand becomes a Small monstrous spider
Strength of Mind	Grants a +10 bonus on all Concentration checks
Stupor	One helpless subject is put in a state that allows him to be moved but take no other actions
Summon Fey I	Calls Fey creature to fight for you
Summon Monster I	Calls extraplanar creature to fight for you
Summon Undead I	Summons undead to fight for you
Suspend Disease	Keeps disease from harming creature for 24 hours
Tongue of Baalzebul	Caster gains +2 bonus on Bluff, Diplomacy, and Gather Information checks
Updraft	Column of wind lifts you aloft.
Vigor, Lesser	Creature heals 1 hp/round (max 15 rounds)
Vision of Glory	Subject gains morale bonus equal to your Cha modifier to one saving throw.
Vision of Heaven	Evil creature is dazed for 1 round
Welter	1 creature / level is shaken and must make a Balance check or fall prone.
Wings of the Sea	+30 ft. to subject's swim speed.

Spell level 2

Addiction	Subject becomes addicted to a drug
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Aid	1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Align Weapon	Weapon becomes good, evil, lawful, or chaotic
Animalistic Power	Subject gains +2 bonus to Str, Dex, and Con
Augury	Learns whether an action will be good or bad
Aura Against Flame	Ignores 10 fire damage/round and extinguishes fires.
Aura of Darkness	Profane aura aids evil creatures within 10 ft of the caster.
Aura of Light	Aura hinders non-good and Evil creatures.
Avoid Planar Effects	Provides temporary protection against overtly damaging planar traits.
Balor Nimbus	Subject's flaming body damages foes in grapple
Bear's Endurance	Subject gains +4 to Con for 1 min./level
Black Karma Curse	Subject damages self with melee attack
Blade Brothers	Use higher saving throw result between two creatures, but both suffer effects if the save fails
Blood Snow	Area of fallen snow drains 1d2 points of Con/round and causes nausea
Body Blades	You gain spikes, harm grapplers.
Boneblast	1d3 Con damage to subject
Brambles	Wooden weapon grows spikes that deal +1 damage/ caster level (max +10)
Brumal Stiffening	Brittle weapon's hardness reduced by 5
Bull's Strength	Subject gains +4 to Str for 1 min./level
Calm Emotions	Calms creatures, negating emotion effects
Close Wounds	Cure 2d4 damage, even on another's turn (immediate)
Cloud of Knives	Release 1 knife/round, 1d6 damage +1/3 levels (max +5)
Conjure Ice Beast II	Conjures ice creature to fight for you
Conjure Ice Object	Conjures an object made of ice
Consecrate	Fills area with positive energy, making undead weaker
Crystal of Reflection	Reflects ray attacks back at attacker
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10)
Curse of Ill Fortune	Target suffers -3 penalty on attacks, checks, and saves
Dance of Ruin	Nondemons take 2d20 points of damage
Dark Way	Creates temporary unbreakable bridge supporting up to 200 lb./level.
Darkness	20-ft. radius of supernatural shadow
Death Knell	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level

Deific Vengeance	Deity's punishment deals 1d6 damage/two caster levels (max 5d6)
Delay Poison	Stops poison from harming subject for 1 hour/level
Desecrate	Fills area with negative energy, making undead stronger
Dessicate (II)	Deals 1d6/2 levels of dessication damage and dehydrates living creature
Detect Aberration	Detects the presence of Aberrations
Dig	Creates a hole in the earth, or deals 2d6+1/level points of damage to earth creatures
Divine Heart	Subject becomes immune to all fear effects
Divine Insight	You gain insight bonus of 5+caster level on a single skill check
Divine Interdiction	Turn/rebuke attempts fail within the area.
Divine Protection	Allies gain +1 on AC, saves
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level
Ease Pain	Remove lingering effects of pain
Elation	Allies gain +2 to Strength and Dexterity, +5 ft of speed
Energized Shield, Lesser	Shield provides user resistance 5, shield bash deals +1d6 damage.
Enhance Magical Flow	+2 to spell save DCs
Enthrall	Captivates all within 100 ft. + 10 ft./level
Estanna's Stew	Conjures stew that heals 1d6+1 per serving
Extend Tentacles	+5 ft. to reach of tentacle attack.
Eyes of the Zombie	Caster sees through a Zombie's eyes
Filter	Makes subject resistant to inhaled toxins
Find Traps	Notice traps as a rogue does
Fleet Feet	Adds 10 ft to the land movement speed of target creatures
Freedom of Breath	Protects against suffocation and dangerous vapors
Frost Breath	Icy breath deals 1d4 damage/2 levels.
Frost Weapon	Weapon gains frost special ability, +1d6 cold damage
Frostburn, Lesser	Touch deals 1d12 frostburn damage +1/level (max +5)
Fuse Arms	Multiple arms/tentacles become one pair of stronger limbs.
Gaze Screen	Subject has 50% chance to avoid gaze attacks
Gentle Repose	Preserves one corpse
Ghost Touch Armor	Armor works normally against incorporeal attacks
Grant Quarter (Bonds of Mercy)	Puts one helpless or willing creature per level into an extradimensional prison

Hammer Chant	Speeds production of a single forge for 1 week
Hand of Divinity	Gives +2 sacred or profane bonus on saves to worshiper of your deity.
Healing Lorecall	If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjuraton (Healing) spells
Hold Person	Paralyzes one humanoid for 1 round/level
Hydrate	Heals dessication damage
Infernal Wound	Weapon inflicts persistent, bleeding wounds
Inflict Moderate Wounds	Touch attack, 2d8 damage +1/level (max +10).
Inky Cloud (SC)	Obscures sight underwater beyond 5 ft.
Insignia of Alarm	Alert bearers of special insignia
Iron Silence	Armor touched has no armor check penalty on Hide and Move Silently for 1 hour/level
Lastai's Caress	Intense feelings of good leave evil subject cowering, frightened, nauseated, or shaken
Light of Mercuria	You radiate golden light, which you can expend as two bolts that deal 1d6 damage, 2d6 against undead and evil outsiders
Living Undeath	Subject becomes immune to sneak attacks and critical hits.
Local Tremor	Light tremor shakes in a 30-ft line
Locate Touchstone	Find nearest planar touchstone on the plane you currently inhabit
Make Whole	Repairs an object
Mark of the Outcast	Subject takes -5 penalty on Bluff and Diplomacy checks and -2 penalty to AC.
Necrotic Cyst	Encyst undead sac of tissue in subject
Necrotic Scrying	Hear or See encysted subject at a distance
Obscuring Snow	Obscures sight in a 30 ft radius around the caster
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level
Peaceful Serenity of Io	Grant subject +4 bonus on Concentration checks and against compulsions and fear effects.
Protection from Negative Energy	Ignore 10 points of negative energy damage per attack.
Protection from Positive Energy	Ignore 10 points of positive energy damage per attack.
Quick March	Allies' land speed increases by 30 feet for 1 round
Rally	Cancels the effects of fear or failed morale.
Remove Addiction	Cures target of drug addictions
Remove Paralysis	Frees one or more creatures from paralysis or slow effect
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type
Resounding Voice	Your voice carries 100 ft/level

Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage
Rigor Mortis	Suspends all vital functions; target appears dead.
Sap Strength	Subject becomes exhausted
Sense Chaos	Like detect chaos but continual without concentration
Sense Evil	Like detect evil but continual without concentration
Sense Good	Like detect good but continual without concentration
Sense Law	Like detect law but continual without concentration
Sense Undead	Like detect undead but continual without concentration
Shatter	Sonic vibration damages objects or crystalline creatures
Shield Other	You take half of subject's damage
Shockwave	Deals 3d6 nonlethal damage to all within area and knocks targets to the ground
Shroud of Undeath	Negative energy shroud makes undead perceive you as undead.
Silence	Negates sound in 15-ft. radius
Sound Burst	Deals 1d8 sonic damage to subjects; may stun them
Spawn Screen	You resist being transformed into an undead spawn if slain
Spell Immunity, Lesser	As spell immunity, but only 1st and 2nd-level spells.
Spider Legs	Caster grows long spider legs that have a speed of 30 ft and move on vertical surfaces
Spiritual Weapon	Magic weapon attacks on its own
Spores of the Vrock	All within 5 ft take 1d8 damage and 1d2 damage each round thereafter for 10 rounds
Stabilize	Cures 1 point of damage to all creatures in area.
Stand Fast	A banner protects good creatures and deals holy damage
Static Veil	+1/level to DC of scry checks.
Status	Monitors condition, position of allies
Stone Bones	Corporeal undead gains +3 natural armor bonus.
Stone Fist	Makes your hands into lethal, bludgeoning weapons
Stun Item	Intelligent item is stunned for 1 round / level
Summon Elysian Thrush	Summon an Elysian Thrush, which accelerates natural healing
Summon Fey II	Summons fey creature to fight for you
Summon Monster II	Calls extraplanar creature to fight for you
Summon Undead II	Summons undead to fight for you

Surface	Affected creature is unable to submerge itself in liquid
Tales of Stone and Wood	You gain information about a building you touch.
Thin Air	Creatures suffer from altitude sickness
Touch No Evil	Adds half caster level to saving throws until against evil effects until caster touches evil.
Undetectable Alignment	Conceals alignment for 24 hours
Veil of Shadow	Darkness grants you concealment
Wave of Grief	Cone imposes -3 penalty in attacks, checks, and saves
Zone of Truth	Subjects within range cannot lie

Spell level 3

Activate Bloodline Power	Certain subjects gain ability based on heritage.
Affliction	Infects evil subject with chosen affliction
Aid, Mass	As Aid, but multiple targets
Air Breathing	The target creature or creatures can breathe air
Align Weapon, Mass	Allies' weapons become good, evil, lawful, or chaotic.
Alter Fortune	Cause one creature to reroll any die roll
Analyze Touchstone	Find a nearby planar touchstone and discover its properties
Anarchic Storm	Chaotic-aligned rain falls in 20 ft radius
Animate Dead	Creates undead skeletons and zombies
Antidragon Aura	Allies gain bonus to AC and saves against dragons.
Attune Form	Grant target creature temporary protection against overtly damaging planar traits
Aura of Cold, Lesser	Intense cold deals 1d6 damage to creatures within 5 ft
Awaken Sin	Subject faces its sins, takes 1d6 nonlethal damage/level (10d6 max).
Axiomatic Storm	Lawful-aligned rain falls in 20 ft radius
Battlemagic Perception	Sense and counter spellcasting within 100 ft
Bestow Curse	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Binding Snow	Snow freezes, impeding movement
Black Cloud of Horror	Creates a cloud of black smoke that conceals and frightens creatures within
Black Sand	Creates a 20-ft.-radius area of black sand
Blade of Pain and Fear	Creates blade of gnashing teeth
Blast of Castigation	Energy attack inflicts 1d8 points of damage per 3 caster levels and continues to blast foe.
Blessed Sight	Evil auras become visible to you

Blindness/Deafness	Makes subject blind or deaf	Curse of Infertility	Renders a creature or area infertile
Blindsight	Subject gains blindsight 30 ft. for 1 minute/level.	Darkfire	Dark flames deal 1d6 damage/2 levels, touch or thrown.
Bloodblade	Creates a scimitar made from the caster's blood that deals 1d6 + 1/2 levels and causes the target to bleed.	Daylight	60-ft. radius of bright light
Boneblade	Turns a bone into a magic weapon	Deeper Darkness	Object sheds supernatural shadow in 60-ft. radius
Brother of Angels	Bond with celestial creature grants multiple bonuses	Defile Ice and Snow	Grants undead a +4 profane bonus against turning and cold creatures SR 15 against fire spells
Chain of Eyes	You send magical sensor to infiltrate an area	Demon Dirge	Demons are stunned and take 2d6 damage/round for 1d6 rounds
Channeled Divine Shield	Gain DR, amount based on casting time	Devil Blight	Stun Baatezu, damage other lawful and evil creatures
Checkmates's Light	Your weapon becomes a +1 axiomatic weapon and bolsters the morale of allies.	Devil's Eye	Caster can see in even magical darkness up to 30 ft.
Circle Dance	Indicates direction to known individual.	Dirge of the Walking Dead	Allows creature to take actions, even when below 0 hit points
Circle of Nausea	Foes are denied all actions or take -2 penalty on attacks, saving throws, and skill checks	Dispel Magic	Cancels magical spells and effects
Cloak of Bravery	You and your allies gain a bonus on saves against fear	Doom Fog	Creates a bank of fog that provides concealment and imposes a -2 penalty to the attack rolls, skill checks, and saving throws of those inside
Clutch of Orcus	Deals 1d12 points of damage each round and paralyzes foe while caster concentrates	Downdraft	Flying creatures knocked down.
Confession's Hand	Compel written truthful answers from a subject	Energize Potion	Transforms potion into a grenade that deals energy damage in a 10-ft-radius burst
Conjure Ice Beast III	Conjures ice creature to fight for you	Energized Shield	Shield provides user resistance 10, shield bash deals +2d6 damage.
Contagion	Infects subject with chosen disease	Energy Shield	Creates an immovable barrier that reduces energy attacks of one type.
Contest of Wills	Subject and caster are locked in mental struggle	Energy Vortex	Burst of energy centered on you damages nearby creatures
Continual Flame	Makes a permanent, heatless torch	Family Curse	Curse affects 1d6 members of targets family.
Control Sand	Raise or lower the level of sand	Favorable Sacrifice	Subject gains better protection the more gems you sacrifice
Control Snow and Ice	Raise or lower ice and snow	Fell the Greatest Foe	Deal extra damage to creatures larger than you.
Conviction, Mass	Allies gain +2 or higher bonus on saving throws	Fey Mask	As invisibility, plus selected creatures can see targets
Corona of Cold	Aura of cold protects you, damages others.	Fitful Sleep	Curse that denies restful sleep and spell preparation until removed
Create Food and Water	Feeds three humans (or one horse)/level	Flame of Faith	Gives weapon the flaming burst property
Crown of Might	Gain +2 Strength, discharge to gain +8 bonus for 1 round	Flesh Ripper	Black Claw deals 1d8 damage/level and critical hits deal bleeding wounds
Crown of Protection	+1 deflection bonus to AC, +1 resistance bonus on saves, discharge to gain +4 for 1 round	Ghost Touch Weapon	Weapon works normally against incorporeal creatures
Crown of Smiting	+2 damage bonus, discharge to gain +8 on single attack	Girallon's Blessing	Subject gains one additional pair of arms.
Crown of the Grave	Command undead, discharge to gain +4 on Turn or Rebuke	Glyph of Warding	Inscription harms those who pass it
Cull the Wicked	Evil creatures lose Intelligence, Wisdom, and Charisma	Godspeed	Movement rate increases to 60 ft and adds +2 to AC
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15)	Grace	Silvery light grants +2 Dexterity, +10 feet to land speed, melee attacks treated as good; take -20 to Hide checks.
Curse of Arrow Attraction	Subject takes -5 penalty to AC against ranged attacks		

Guided Weapon	Creates a more powerful spiritual weapon	Mantle of Chaos	You gain SR 12 + caster level against spells with the opposite alignment descriptor
Haboob	Cloud of dust obscures sight and abrades those passing through it	Mantle of Evil	You gain SR 12 + caster level against spells with the [Good] descriptor
Hamatula Barbs	Subject grows barbs, which damage foes that attack subject in melee	Mantle of Good	You gain SR 12 + caster level against spells with the opposite alignment descriptor
Heart's Ease	Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage	Mantle of Law	You gain SR 12 + caster level against spells with the opposite alignment descriptor
Helping Hand	Ghostly hand leads subject to you	Marathon Prowess	Creatures gain the benefit of the Run feat and multiply their overland movement rate by 2.5
Holy Storm	Good-aligned rain falls in 20 ft radius	Masochism	For every 10 hp damage caster takes, he gains +1 on attacks, saves, and checks
Ice Axe	You create a battleaxe made of ice.	Meld Into Ice	You and your gear merge with ice
Ice Shape	Sculpts ice into any shape	Meld Into Stone	You and your gear merge with stone
Inflict Serious Wounds	Touch attack, 3d8 damage +1/level (max +15)	Missive Token	Creates an item that lets a creature contact you mentally.
Insignia of Blessing	Bearers of special insignia gain +1 bonus on attacks and saves vs fear	Nauseating Breath	Exhale a cone of nauseating gas.
Insignia of Healing	Bearers of special insignia healed 1d8+1 point/level (max +10)	Necrotic Bloat	Encysted subject takes 1d6 damage/level
Insignia of Warding	Bearers of special insignia gain +1 to AC, Fort saves	Obscure Object	Masks object against scrying.
Inspired Aim	Allies within 40 ft. gain +2 insight bonus on ranged attack rolls	Outcast's Curse	You cause minor tribulations to hinder the actions of a single creature
Interplanar Message	You send a short mental message that can reach a subject regardless of planar boundaries.	Peaceful Weapon	Target weapon cannot inflict damage
Invisibility Purge	Dispels invisibility within 5 ft./level	Prayer	Allies +1 bonus on most rolls, enemies -1 penalty
Invoke the Cerulean Sign	Aberrations become sickened, nauseated, dazed, or stunned	Protection from Dessication	Absorb 10 points/level of dessication damage
Kin Link	Creates mental connection between relatives.	Protection from Energy	Absorb 12 points/level of damage from one kind of energy
Knight's Move	You instantly move to flank a subject.	Refreshment	Cures all non-lethal damage on one creature
Know Opponent	Learn strengths and weaknesses of foe.	Rejuvenative Corpse	Negative energy fills corpse, feeding undead healed.
Know Vulnerabilities	Determine subject's vulnerabilities and resistances.	Remove Blindness/Deafness	Cures normal or magical conditions
Lethality Denied	Subdual damage rather than normal on a killing blow.	Remove Curse	Frees object or person from curse
Light of Venya	You radiate golden light, which you can expend as two bolts that deal 1d6 damage, 3d6 against undead and evil outsiders, or heals 3d6 damage	Remove Disease	Cures all diseases affecting subject
Locate Object	Senses direction toward object (specific or type)	Remove Nausea	Cure a nauseated or sickened creature
Luck of the Fey	Target rerolls last die roll and takes new result	Rescue	Brings an ailing comrade to the side of the cleric
Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./level	Resist Energy, Mass	Targeted creatures ignore damage from specified energy type
Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./level	Resist Taint	Bestows +4 bonus on saves against taint.
Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./level	Resurgence, Mass	As Resurgence, but multiple targets
Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./level	Revitalize Legacy, Least	Get extra use of chosen least legacy ability
Magic Vestment	Armor or shield gains +1 enhancement per four levels	Ring of Blades	Blades surround you, damaging other creatures (1d6 + 1/level, max +10)
		Sadism	For every 10 hp damage caster deals, he gains +1 on attacks, saves, and checks

Safety	Touched creature knows shortest route to safety.
Scrying	Spies on subject from a distance
Sea Hag's Visage	Caster takes on the appearance of a sea hag, dealing ability score damage to any who look at him.
Searing Light	Ray deals 1d8/two levels damage, more against undead
Second Sight	See creatures concealed by invisibility or fey mask
See No Evil	Adds half caster level to Wisdom until caster sees evil
Shield of Warding	Shield grants +1 bonus on AC and Reflex saves/5 levels (max +5).
Shivering Touch	Touch deals 3d6 Dex damage
Shriveling	Subject takes 1d4 damage per level
Sink (SC)	Subject sinks in water, must make Swim checks.
Skull Watch	Skull shrieks when creature enters warded area.
Slashing Darkness	Ray deals 1d8 per 2 levels of damage or heals undead of the same amount
Snowshoes, Mass	As snowshoes, affects one creature/level.
Sonorous Hum	Removes need to concentrate to maintain next spell cast.
Soul of the Waste	Meld into surrounding sand
Spark of Life	Undead creature loses most immunities
Speak with Dead	Corpse answers one question/two levels
Spikes	As brambles, but weapon gains +2 bonus and doubled threat range
Spiritual Charger	Horseman of force attacks enemy
Stone Shape	Sculpts stone into any shape
Summon Fey III	Summons fey creature to fight for you
Summon Monster III	Calls extraplanar creature to fight for you
Summon Undead III	Summons undead to fight for you
Suppress Glyph	You notice but do not trigger magical writing traps.
Telepathic Bond, Lesser	As Rary's telepathic bond, but you and one other creature
Transmute Water to Blood	Caster changes normal water into blood.
Tremor	Subjects knocked prone.
Unholy Storm	Evil-aligned rain falls in a 20 ft radius
Unliving Weapon	Undead subject explodes for 1d6 damage/2 caster levels when struck or at a specific time
Vigor	As lesser vigor, but 2 hp/round (max 25 rounds)
Vigor, Mass Lesser	As lesser vigor, but multiple targets (max 25 rounds)

Vile Lance	Creates +2 shortspear that deals vile damage
Visage of the Deity, Lesser	You gain +4 Cha and resistance 10 to certain energy types.
Wall of Light	Creates wall of light, can dazzle creatures.
Water Breathing	Subjects can breathe underwater
Water Walk	Subject treads on water as if solid
Weapon of Energy	Weapon deals extra energy damage.
Weapon of Impact	As keen edge, but aids bludgeoning weapons.
Weapon of the Deity	Your weapon gains enhancement bonus and special ability
Wind Wall	Deflects arrows, smaller creatures, and gases

Spell level 4

Abyssal Might	Caster gains +2 to Str, Con, Dex, and SR
Aeonian Lantern	Magical nonmoving lantern imparts -2 penalty to foes' attacks, saving throws, and checks.
Air Walk	Subject treads on air as if solid (climb at 45-degree angle)
Animate Legion	Creates skeletons or zombies
Antilife Filter	As antilife shell, except effective against only one creature type
Armor of Force	Bonds magical force to one suit of armor
Assay Resistance	+10 bonus on caster level checks to defeat one creature's spell resistance
Assay Spell Resistance	+10 bonus on caster level checks to defeat one creature's spell resistance.
Astral Hospice	While on the Astral Plane, open a portal to a demiplane so natural healing can occur
Battlefield Illumination	Improve light in an 80 ft radius cylinder
Blade of the Archangel	Weapon deals holy damage
Bleakness	1d6 damage/round to living creatures; grants undead turn resistance and fast healing
Blessing of the Righteous	Weapons deal +1d6 holy damage and become good aligned
Blindsight, Greater	Subject gains blindsight 60 ft. for 1 minute/level.
Blood of the Martyr	You heal a target at range and take a like amount of damage
Castigate	Verbal rebuke deafens all who hear and damages those whose alignment differs from yours
Celestial Brilliance	Object sheds brilliant light to 120 ft, hurts undead and evil outsiders
Channeled Divine Health	Heal a creature, amount and range based on casting time
City Elemental I	Summons an enhanced earth elemental
Claws of the Savage	Subject gains claws that deal damage based on size

Cloaked Light	Provides illumination to friends without being visible to enemies.	Glacial Globe of Invulnerability	Stops 1st- through 3rd- level fire spell effects and provides concealment
Compass Curse	The target becomes disoriented and confused when traveling	Glowing Orb	Creates permanent magical light; you control brightness.
Conjure Ice Beast IV	Conjures ice creature to fight for you	Halo of Glory	Creature gains celestial template
Consumptive Field	Draw life from all creatures in 10 ft radius/level with -1 or fewer hit points that fail save	Hand of the Faithful	Immobile zone of warding stuns those worshiping different deities from yours.
Contingent Energy Resistance	Energy damage triggers protection from that energy for a limited time	Hell's Power	Caster gains +2 AC and +1 to existing DR
Control Creature of the Mist	Creature of the mist obeys caster's commands	Holy Transformation, Lesser	You change into protector, gain abilities.
Control Water	Raises or lowers bodies of water	Hypothermia	Causes 1d6 cold damage/level, fatigue.
Create Lesser Creature of the Mist	Creates creature of the mist up to CR5	Identify Transgressor	Caster learns the identity of one person
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20)	Imbue with Spell Ability	Transfer spells to subject.
Damning Darkness	Darkness deals either 2d6 or 1d6 damage / round	Infernal Transformation, Lesser	You change into bearded devil, gain abilities.
Death Ward	Grants immunity to death spells and negative energy effects	Inflict Critical Wounds	Touch attack, 4d8 damage +1/level (max +20).
Delay Death	Losing hit points doesn't kill subject	Iron Bones	Corporeal undead gains +6 natural armor bonus.
Dimensional Anchor	Bars extradimensional movement	Kismet	One creature per 5 levels takes damage when you do.
Discern Lies	Reveals deliberate falsehoods	Life Ward	Grants immunity to healing spells and positive energy effects.
Discern Route	Learn destination of a Fey road	Magic Weapon, Greater	+1 bonus/four levels (max +5).
Dismissal	Forces a creature to return to native plane	Make Manifest	You cause a creature on a coexistent plane to appear on your plane.
Divination	Provides useful advice for specific proposed actions	Miscast Spells	Target must save or suffer the effects of a scroll mishap on target's next spell
Divine Power	You gain attack bonus, +6 to Str, and 1 hp/level	Moon Bolt	1d4 Strength damage/3 levels; undead made helpless.
Early Twilight	Reduce light in an 80 ft radius cylinder	Necrotic Domination	Completely control encysted subject
Enhance Magical Flow, Greater	+4 to spell save DCs.	Negative Energy Aura	10-ft radius surrounding you deals 2 points of damage/round
Ethereal Prison	One helpless or willing creature is imprisoned on the Ethereal Plane forever.	Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject
Ethereal Projection	Your spirit enters the Ethereal Plane	Pack of Ghouls	Summons 3d4 ghouls who attack the caster's enemies
Focus Touchstone Energy	Convert unused touchstone abilities into temporary hit points	Panacea	Removes most afflictions.
Freedom of Movement	Subject moves normally despite impediments	Planar Ally, Lesser	Exchange services with a 6 HD extraplanar creature
Freeze Armor	Locks up suits of metal armor and equipment, dealing damage and impeding movement	Planar Exchange, Lesser	Trade places with one of four lesser planar creatures (your choice)
Frostburn	Touch deals 3d12 frostburn damage +1/level (max +20)	Planar Tolerance	Provides temporary protection against overtly damaging planar traits.
Giant Vermin	Turns centipedes, scorpions, or spiders into giant vermin	Poison	Touch deals 1d10 Con damage, repeats in 1 min

Positive Energy Aura	10-ft. radius surrounding you heals 2 points of damage/round
Pronouncement of Fate	Imposes a -4 penalty on an offender's attacks, damage, saves, and checks; target loses actions.
Psychic Poison	Poisons those casting divination spells or mind-affecting spells at an object, creature, or area
Recitation	Your allies gain bonus on attacks and save
Remove Fatigue	Removes effects of fatigue as 8 hours of rest
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away
Resistance, Greater	Subject gains +3 on saving throws for 24 hours
Restoration	Restores level and ability score drains
Revenance	Restores dead creature to life for 1 min/level
Ring Dance, Lesser	Allows participants to pool experience points for item creation and spell casting
Sending	Delivers short message anywhere, instantly
Shadowblast	Blast of light stuns and damages natives to the Plane of Shadow.
Sheltered Vitality	Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain
Shield of Faith, Mass	Aura grants +2 or higher deflection bonus to allies
Sleepwalking	As suggestion, but cast upon sleeping targets
Sound Lance	Sonic energy deals 1d8/level damage.
Spell Immunity	Subject is immune to one spell per four levels
Spell Vulnerability	Reduce target creature's spell resistance by 1 per caster level (max reduction 15)
Stars of Arvandor	Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 lethal damage to evil creatures
Status, Greater	As status, but cast some spells through the bond
Stop Heart	Subject drops to -8 hp immediately
Strength of the Earth	Transforms the target into a powerful, stony-skinned warrior.
Summon Fey IV	Summons fey creature to fight for you
Summon Hound Archon	Summon a Hound Archon to follow your commands
Summon Monster IV	Calls extraplanar creature to fight for you
Summon Undead IV	Summons undead to fight for you
Sumptuous Feast	Creates a fine meal for up to six people per level
Sustain	Recipients need no food or drink for 6 hours/level
Swift Journey	Travel at twice normal speed for 12 hours
Sword of Conscience	Evil creature confesses crimes, takes Wisdom damage

Titan's Strength	Subject gains the ability to perform amazing feats of strength
Tongues	Speak any language
Truth's Wings	Magical bird brings character to you
Undead Bane Weapon	Weapon gains undead bane property and is considered good-aligned.
Wall of Chaos	Wall blocks creatures of opposite alignment.
Wall of Evil	Wall blocks creatures of opposite alignment.
Wall of Good	Wall blocks creatures of opposite alignment.
Wall of Law	Wall blocks creatures of opposite alignment.
Wall of Salt	Wall of salt that can be shaped
Wall of Sand	Wall impedes movement, obscures vision, and blocks some attacks
Weaken Resistance	Curse imposes a penalty on the target's attacks, skills, and saves
Wind Tunnel	Knocks enemies back and to the ground
Wisdom of the Watery Grave	Caster gains the ability to speak with the spirits of the dead who perished in a body of water.
Wrack	Renders creature helpless with pain

Spell level 5

Apolioth's Condemnation	Burst inflicts subdual damage and entangles foes.
Astral Projection, Lesser	You project onto the Astral Plane
Atonement	Removes burden of misdeeds from subject
Aura of Evasion	All within 10 ft. gain evasion against breath weapons.
Banner of True Light	A banner sheds magical light and causes blindness
Blistering Radiance	Sphere of light blinds creatures, deals 2d6 fire damage in 50 ft radius spread
Boreal Wind	Gust of cold wind deals 1d4 cold damage/level and knocks creatures back
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification
Call Zelekhut	A Zelekhut aids you in hunting a fugitive
Chaav's Laugh	Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hit points + 1/level (max +20). Evil creatures take -2 on attack rolls and saves against fear.
Charnel Fire	Consumes one corpse or undead creature
Choking Sands	Touched creature begins to suffocate on sand
Command, Greater	As command, but affects one subject/level
Commune	Deity answers one yes-or-no question/level
Condemnation	Lowers subject outsider's SR and stuns for 1 round.
Conjure Ice Beast V	Conjures ice creature to fight for you

Contagion, Mass	Infects subject with chosen disease	Flaywind Burst	Cone blows away and knocks down smaller creatures and deals 1d6 damage/level
Convert Wand	Converts a magic wand into a healing wand (lasts 1 minute/level)	Flying Abominations	Animates the body parts of affected creatures
Crawling Darkness	Shroud of tentacles conceals and protects you.	Frostbite	Chilled air causes 6d6 cold damage and 2d6 Dex damage
Crown of Flame	Aura burns evil outsiders, undead, and fey for 2d6 points of damage per round.	Hallow	Designates location as holy
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures.	Halo of Shelter	Surrounds target with energy field that absorbs 5 hp per level
Curse of Ill Fortune, Mass	Enemies take -3 penalty on attack rolls, checks, and saves	Halo of Vengeance	Allies within the area gain bonuses and temporary hit points, enemies suffer penalties
Curse of Wounding	50 percent of attacks targeting creature that would normally miss now hit	Haunt Shift	Turn corporeal and incorporeal undead into haunting presences
Dancing Web	Energy strands deal 1d6/level non-lethal damage plus entangle evil creatures for 1d6 rounds	Heartclutch	Subject dies in 1d3 rounds or takes 3d6 damage +1/level
Death Curse	Kills subject after a set amount of time	Hibernal Healing	You absorb ice, slush, and snow, curing 10 points/level of damage (max 150)
Death Throes	Your body explodes when you die	Hibernate	Sends subject into state of hibernation for one week/level
Dispel Chaos	+4 bonus against attacks	Incorporeal Nova	Destroy incorporeal undead
Dispel Cold	Cancels cold spells and effects	Inflict Light Wounds, Mass	Deals 1d8 damage +1/level to many creatures
Dispel Evil	+4 bonus against attacks	Insect Plague	Locust swarms attack creatures
Dispel Fire	Cancels fire spells and effects	Ironblight	Destroys ferrous metals in cloud area
Dispel Good	+4 bonus against attacks	Kin Curse	Target is compelled to kill nearest relative
Dispel Law	+4 bonus against attacks	Life's Grace	Grants immunity to many undead attacks and protection against incorporeal attacks.
Dispel Water	Cancels water spells and effects or dismisses water creatures	Mark of Justice	Designates action that will trigger curse on subject
Disrupting Weapon	Melee weapon destroys undead.	Morality Undone	Subject becomes evil
Divine Agility	You improve a creature's Reflex saves, Dexterity, and maneuverability in combat	Necrotic Burst	Encysted subject killed; cyst begins to roam
Doomtide	Black mist obscures sight, dazes those inside	Oath of Blood	Extends a geas beyond death that compels the target to animate and continue her quest as undead.
Dragon Breath	You choose a dragon type and mimic its breath weapon	Parboil	Flash-heated air deals fire and Intelligence damage to one or more creatures
Earth Hammer	Changes a melee weapon to do more damage and act like adamantite	Pass Through Ice	Subject can pass through ice or snow like water
Earth Reaver	Eruption deals 7d6 damage to all in area.	Plane Shift	As many as eight subjects travel to another plane
Energetic Healing	Target is immune to one energy type and gains 10% of the energy damage as healing.	Raise Dead	Restores life to subject who died as long as one day/level ago
Ethereal Projection, Greater	As ethereal projection, but indefinite duration	Resonating Resistance	Foes must check spell resistance twice against caster
Extract Gift	Extracts essence from a willing or trapped demon to grant subject a lasting enhancement	Revitalize Legacy, Lesser	Get extra use of chosen lesser legacy ability
False Sending	As sending, except caster imitates someone else	Revivify	Restore recently dead to life with no level loss.
Featherfeet	Makes the subject's footsteps so slight as not to disturb a fragile surface.	Righteous Might	Your size increases, and you gain combat bonuses
Finger of Life	Allows the caster to cast healing spells of 3rd level or lower at range	Righteous Wrath of the Faithful	Your allies get bonuses, especially if they worship your deity
Fire in the Blood	Your blood becomes a potent corrosive that burns attackers.		
Flame Strike	Smite foes with divine fire (1d6/level damage).		

Sacred Gift	Holy energy makes your next spell harder to resist and more effective
Sacred Guardian	You know status of subject and can teleport or scry without error.
Sanctuary, Mass	Opponents can't attack you, and you can't attack
Shield of Light	Grants +2 armor bonus and a +1 enhancement bonus to AC per 3 caster levels; undead cannot attack
Slay Living	Touch attack kills subject
Sleepless Curse	Ability damage until death or curse is dispelled
Spell Resistance	Subject gains SR 12 + level
Spiritual Cavalry	Horsemen of force attack enemies.
Stalwart Pact	You gain combat bonuses automatically when reduced to half hit points or lower
Status, Greater (HoB)	Monitor a large number of creatures
Stone Shape, Greater	Sculpts stone into any shape
Strongoak's Affinity with Nature	Caster gains the ability to survive in harsh environmental conditions or new movement speed
Subvert Planar Essence	Reduces targets DR and SR
Summon Bearded Devil	Summon a bearded devil to follow your commands
Summon Bralani Eladrin	Summon a Bralani Eladrin to follow your commands
Summon Fey V	Summons Fey creature to fight for you
Summon Monster V	Calls extraplanar creature to fight for you
Summon Undead V	Summons undead to fight for you
Symbol of Pain	Triggered rune wracks nearby creatures with pain
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber
Symbol of Spell Loss	Triggered rune absorbs spells yet to be cast.
Taboo	Place compulsion forbidding a specific action
Telepathy Block	Blocks all telepathic communication within an 80 ft. radius
Triadspell	Cast a prepared spell three times.
True Seeing	Lets you see all things as they really are
Unhallow	Designates location as unholy
Vigor, Greater	As lesser vigor, but 4 hp/round, max 35 rounds
Voice of Authority	You charm others into obeying you as if you were a governmental figure.
Vulnerability	Reduces an opponent's damage reduction.

Wall of Dispel Magic	Creatures passing through a transparent wall become subjects of targeted dispel magic.
Wall of Magma	Deals 2d6 fire damage out to 10 ft and 1d6 out to 20 ft. Passing through wall deals 5d6 damage +1/level
Wall of Ooze	Creates barrier that has 50 hp/4 levels that paralyzes and deals 2d6 damage to all that touch it
Wall of Stone	Creates a stone wall that can be shaped
Warding Gems	Creates gems that store healing energy, encircle the target, and release their healing power on command.
Will of the Body	Target can make a Fortitude save in place of another required save.
Zone of Respite	Prevents teleportation and similar effects from functioning in the area.
Zone of Revelation	Makes invisible and ethereal creatures visible.

Spell level 6

Algid Enhancement	Grants bonuses to creatures of the cold subtype
Angel's Redoubt	Conjures a fortified dwelling
Animate Objects	Objects attack your foes
Antilife Shell	10-ft. field hedges out living creatures
Antimagic Shield	Creates an immobile barrier to magic on a battlefield.
Armored Skin	Transforms 1 suit of armor into natural armor.
Banishment	Banishes 2 HD/level of extraplanar creatures
Barghest's Feast	Destroy target corpse, potentially preventing its return to life
Bear's Endurance, Mass	As bear's endurance, affects one subject/level
Bestow Greater Curse	-10 to an ability; -8 on attacks, saves, and checks; or 75% chance of losing each action
Blade Barrier	Wall of blades deals 1d6/level damage
Blazing Light	Ray inflicts 1d8 points of damage per caster level, and undead suffer more
Bolt of Glory	Ray deals 1d12/2levels damage (varies against other creature types)
Bull's Strength, Mass	As bull's strength, affects one subject/level
Call Faithful Servants	Summons 1d4 lantern archons, coure eladrins, or musteval guardinals
Celestial Blood	Grant energy resistance, +4 on saves against poison, and damage reduction 10/evil.
Chasing Perfection	Subject gains +4 to all abilities
City Elemental II	Summons an enhanced Medium earth elemental
Cloak of Hate	Target provokes hostile reactions, takes -10 penalty to Diplomacy checks.

Cloud of the Achaierai	Cloud deals 2d4 damage plus confusion	Ice Flowers	Ice and earth deal 1d6 damage/level.
Cold Snap	You lower temperature in area.	Ice Rift	Intense quake shakes 40 ft radius spread of ice
Coma	Subject cannot take actions for 1 hour /level.	Inflict Moderate Wounds, Mass	Deals 2d8 damage +1/level to many creatures
Cometfall	Comet falls atop foes, damaging them and knocking them prone	Light of the Earth	Light shines up through cracks in the ground, inflicting 3d8 points of damage to evil creatures and 5d8 points of damage to undead
Conjure Ice Beast VI	Conjures ice creature to fight for you	Lucent Lance	Ambient light forms lance, deals various damage.
Consecrate Battlefield	Fills large area with positive energy, making undead weaker	Make Manifest, Mass	As make manifest but affecting all creatures in the area.
Create Undead	Create ghouls, ghosts, mummies, or mohrgs	Mantle of the Icy Soul	Gives subject the cold subtype
Crown of Brilliance	Holy light blinds or dazzles foes, repels light-sensitive creatures, and damages undead	Mummify	Touched living creature dies and is mummified.
Cure Moderate Wounds, Mass	Cures 2d8 damage +1/level for many creatures	Nautomancy	Caster imbues ship with spells
Dawnspear	Creates a flaming spear that deals fire damage and blinds undead in a 5 ft radius	Necrotic Eruption	Encysted subject killed; those nearby damaged and possibly encysted
Desecrate Battlefield	Fills large area with neative energy, making undead stronger	Opalescent Glare	Kill evil creatures with a look, or make them very afraid
Dessicate, Mass	Dessicates several creatures	Open Doorway	Open doorway without meeting conditions of entry
Dispel Magic, Greater	As dispel magic, but +20 on check	Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level	Perivax's Poison Pillar	Conjures a pillar of poison that spills down on the target area, dealing 1d10/1d10 temporary Constitution damage
Energy Bubbles	Random damage in area during duration, plus 1d4 damage/level	Planar Ally	As lesser planar ally, but up to 12 HD
Energy Immunity	Subject and equipment gain immunity to damage of specified energy type	Planar Exchange	Trade places with one of three planar creatures (your choice)
Ethereal Banishment	Subject is trapped on the Ethereal Plane	Quickshift	Caster can teleport or greater teleport spell-like ability as a free action for 1 round/level
Ethereal Projection, Mass	As ethereal projection, but multiple subjects	Rage, Mass	All allies in a 30 ft radius gain the benefits of barbarian rage
Fiendish Quickening	Caster's ability to teleport without error is quickened	Recurring Nightmare	Creatures fain negative energy levels until death or curse is removed
Find the Path	Shows most direct way to a location	Rejection	Creatures within cone are blasted away from you.
Forbiddance	Blocks planar travel, damages creatures of different alignment	Resistance, Superior	Subject gains +6 on saving throws for 24 hours
Frostburn, Mass	Touch deals 3d12 frostburn damage +1/level (max +20) to many creatures	Return and Avenge	Summoned celestial creature returns if destroyed and attacks slayer
Geas/Quest	As lesser geas, plus it affects any creature.	Revive Outsider	You restore life to a dead outsider.
Ghost Trap	Incorporeal creatures turn corporeal	Sarcophagus of Stone	Sarcophagus entombs subject.
Glory of the Beast	Animal or beast gains celestial template, maximum hit points, and +2 to all ability scores	Secure Corpse	Traps corpse inside holy symbol
Glyph of Warding, Greater	As glyph of warding, but up to 10d8 damage or 6th-level spell	Snare Astral Traveler	Captures one astral creature and holds it motionless
Harm	Deals 10 points/level damage to target	Spider Plague	Summons Large monstrous spiders to fight for you.
Heal	Cures 10 points/level of damage, all diseases and mental conditions	Stone Body	Your body becomes living stone.
Heroes' Feast	Food for one creature/level cures and grants combat bonuses		
Hide the Path	Area warded against divinations.		

Summon Babau Demon	Summon a Babau Demon to follow your commands	Chains of Mar-Namor	Chains snake out from your body, entangling foes and dragging them towards you
Summon Fey VI	Summons Fey creature to fight for you	Conjure Ice Beast VII	Conjures ice creature to fight for you
Summon Monster VI	Calls extraplanar creature to fight for you	Consumptive Field, Greater	Draw life from all creatures 10 foot radius/level with 9 or fewer hit points that fail save
Symbol of Fear	Triggered rune panics nearby creatures	Control Weather	Changes weather in local area
Symbol of Persuasion	Triggered rune charms nearby creatures	Create Creature of the Mist	Creates creature of the mist up to CR9
Symbol of Thirst	Triggered rune overwhelms nearby creatures with thirst	Crystal Eruption	Crystal shards burst from the ground, inflicting 1d6 damage/level and stun
Thousand Needles	Subject takes 2d6 damage and -4 penalty on attacks, saves, and checks	Cure Serious Wounds, Mass	Cures 3d8 damage +1/level for many creatures
Touch of Adamantine	Weapon gains the properties of an adamantine weapon	Death Dragon	You gain +4 natural armor, +4 deflection, and natural attacks.
Undeath to Death	Destroys 1d4 HD/level undead (max 20d4)	Destruction	Kills subject and destroys remains
Vengeance Halo	Any creature that slays the spell's recipient takes 1d6/level damage.	Dictum	Kills, paralyzes, slows, or deafens nonlawful subjects
Vigorous Circle	As mass lesser vigor except 3 hp/round max 40 rounds	Disruption Wave	Cone of Positive Energy destroys all undead in the area or deals them 1d8/level points of damage
Visage of the Deity	As Lesser visage of the deity, but you get celestial or fiendish qualities.	Energy Ebb	Give subject one negative level/round for round/level
Watery Travel	The caster becomes water and flows through water to cover great distances quickly	Ethereal Jaunt	You become ethereal for 1 round/level
Wind Walk	You and your allies turn vaporous and travel fast	Evil Glare	Paralyze creature with your glare
Word of Recall	Teleports you back to designated place	Fey Decree	Wounds, frightens, cowers, or deafens creatures of different alignment
Zealot Pact	You automatically gain combat bonuses when you attack someone of opposite alignment	Fiendish Clarity	Grants you darkvision to 60 ft, allows you to see in magical darkness, see invisibility out to 60 ft, and detect good
Spell level 7			
Animalistic Power, Mass	As animalistic power, but multiple subjects	Fortunate Fate	Subject immediately receives a heal if it would be killed by damage.
Animate Siege Weapon	Siege weapon attacks your foes	Fuse Line	Two subjects share traits with future offspring.
Aura of Cold, Greater	Intense cold deals 2d6 damage to creatures within 10 ft	Harm, Greater	Deals 1d12 damage/level
Bastion of Good	Acts as a lesser globe of invulnerability and double-strength magic circle against evil	Heaven's Trumpet	Blast of music paralyzes foes
Bestow Curse, Greater	As bestow curse, but more severe penalties	Holy Star	Mote of energy protects you, attacks foes.
Blasphemy	Kills, paralyzes, weakens, or dazes nonevil subjects	Holy Transformation	You change into hound archon, gain abilities.
Blood to Water	2d6 Constitution damage to subjects.	Holy Word	Kills, paralyzes, blinds, or deafens nongood subjects
Brain Spider	Listen to the thoughts of up to eight other creatures	Infernal Transformation	You change into bone devil, gain abilities.
Brilliant Blade	Weapon or projectiles shed light, ignore armor	Inflict Serious Wounds, Mass	Deals 3d8 damage +1/level to many creatures
Call Kolyarut	A Kolyarut aids you in punishing an oath-breaker	Master Creature of the Mist	Creature of the mist obeys caster's commands
Call Loyal Servant	You summon a human with the skills and equipment for the task at hand	Minor Servitor	Animated object does your bidding.
		Moment of Grace	Subject gains powerful bonuses for 1 round
		Necrotic Tumor	Permanently control encysted subject
		Pact of Return	If you die as you predict, you are resurrected instantly.

Pain Circuit	One creature /5 levels takes damage instead of you
Planar Bubble	Create bubble around target creature that emulates target's native planar environment
Plane Shift, Greater	Plane shift accurately to your desired destination
Radiant Assault	1d6 damage/level, victims dazed or dazzled.
Redemption from Evil Power	Undoes the effects of an evil spell cast within 1 round
Refuge	Alters item to transport its possessor to you
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35)
Renewal Pact	Creature is automatically healed if adverse condition affects it
Repulsion	Creatures can't approach you
Restoration, Greater	As restoration, plus restores all levels and ability scores
Restoration, Mass	As restoration, but multiple targets
Resurrection	Fully restore dead subject
Righteous Glare	Your gaze attack kills evil creatures with less than 5 HD, causes fear in others.
Righteous Smite	Deals 1d6 damage/level (1d8 damage/level to evil outsiders) in 20-ft-radius and blinds evil foes for 1d4 rounds.
Ring Dance, Greater	As Lesser Ring Dance, but 2 participants/level
Scrying, Greater	As scrying, but faster and longer
Shield of the Archons	Protective shield dissipates targeted magical attacks and grants +4 bonus on saving throws against magical areas and effects.
Slime Wave	Creates 15-ft radius spread of green slime
Spear of Vengeance	Floating magic spear strikes opponents
Spell Resistance, Mass	As spell resistance, but multiple targets
Spirit Knife	Creates a deadly knife that slays opponents upon a successful strike
Summon Aspect of Bahamut	Summons an aspect of Bahamut
Summon Fey VII	Summons Fey creature to fight for you
Summon Monster VII	Calls extraplanar creature to fight for you
Symbol of Stunning	Triggered rune stuns nearby creatures
Symbol of Weakness	Triggered rune weakens nearby creatures
Symphonic Nightmare	Discordant noise haunts subject's sleep.
Tidal wave	Caster creates huge wall of water.
Tomb of Light	Entraps and harms evil extraplanar creatures
Undead Mask	Subject's type changes to undead.

Unfurl the Mortal Coil	Deal Constitution damage via poisonous spell touch
Vengeful Spell Resistance	Grants SR 12+caster level; enemy caster suffers 2d6+ level in damage if spell is resisted
Watery Prison	Imprisons subject in a pool of water
Waves of Light	Holy energy inflicts 1d6 points of damage per 2 levels and other effects
Withering Palm	Touch attack deals 1 point Str damage plus 1 point Con damage / two levels
Word of Chaos	Kills, confuses, stuns, or deafens nonchaotic subjects
Wretched Blight	Deals 1d8 damage/level in 20-ft. radius and stuns foes for 1d4 rounds

Spell level 8

Abyssal Frenzy	Regresses target to brutish, demonic version of itself
Antimagic Field	Negates magic within 10 ft.
Arathan's Spiritual Soldier	Creates statue that absorbs incorporeal undead and becomes a stone golem under the caster's control.
Axiomatic Creature	Transforms creature into an axiomatic creature
Befoul	Large amount of water becomes poisonous
Bodak Birth	Transforms a willing subject into a bodak
Bodak's Glare	You slay a creature, which turns into a Bodak 24 hours later
Brilliant Aura	Allies weapons become brilliant energy, ignoring armor
Chain Dispel	Dispel multiple magical effects on multiple creatures
City Elemental III	Summons an enhanced Huge earth elemental
Cloak of Chaos	+4 to AC, +4 resistance, and SR 25 against lawful spells
Conjure Ice Beast VIII	Conjures ice creature to fight for you
Create Greater Undead	Create shadows, wraiths, spectres, or devourers
Cure Critical Wounds, Mass	Cures 4d8 damage +1/level for many creatures
Death Pact	Deity brings you back from the dead automatically
Death Ward, Mass	As death ward, but more targets
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level
Discern Location	Reveals exact location of creature or object
Earthquake	Intense tremor shakes 5-ft./level radius
Embrace the Dark Chaos	Exchanges one of target's feats for an Abyssal Heritor feat
Familial Geas	Commands subject to undertake a task, which passes to his nearest kin if he dies.

Fey Curtain	As fey mask, but affects 1 creature/level
Fierce Pride of the Beastlands	Summon celestial lions and celestial dire lions to follow your commands
Finger of Life, Greater	Allows the caster to cast healing spells of 5th level or lower at range
Fire Storm	Deals 1d6/level fire damage
Flashflood	Wave of water smashes everything in its path and floods area
General of Undeath	Increases your maximum HD of controlled undead by your level.
Grave Bane Banner	
Heat Drain	Subjects take 1d6 cold damage/level, you gain equal amount hp.
Heaven's Touch	Creature gains sublime template
Holy Aura	4 to AC, +4 resistance, and SR 25 against evil spells
Holy Shout	Inflicts 1d8 points of sonic damage per 2 caster levels and other effects to evil creatures
Inflict Critical Wounds, Mass	Deals 4d8 damage +1/level to many creatures
Last Judgment	Evil creatures are struck dead and sent to the lower planes
Lion's Roar	Deals 1d8 points of damage per 2 caster levels to enemies; allies get +1 on attacks and saves against fear, temporary hit points
Necrotic Empowerment	Draw vigor from mother cyst
Pestilence	Subject gains a disease, as do all who touch him
Planar Ally, Greater	As lesser planar ally, but up to 18 HD
Planar Exchange, Greater	Trade places with one of three greater planar creatures (your choice)
Sanctify	Creates powerful, long-term hallow effect
Shield of Law	+4 to AC, +4 resistance, and SR 25 against chaotic spells
Shun the Dark Chaos	Exchanges one of target's Abyssal Heritor feats for another kind of feat
Spell Immunity, Greater	As spell immunity, but up to 8th-level spells
Spread of Contentment	Calms hostile creatures within 10 ft./level radius
Stormrage	You can fly and fire lightning from your eyes
Summon Fey VIII	Summons Fey creature to fight for you
Summon Giants	Summons outsider giants to fight for you
Summon Monster VIII	Calls extraplanar creature to fight for you
Symbol of Death	Triggered rune slays nearby creatures
Symbol of Insanity	Triggered rune renders nearby creatures insane

Unholy Aura	+4 to AC, +4 resistance, and SR 25 against good spells
Veil of Undeath	You gain undead traits
Wall of Greater Dispel Magic	Creatures passing through a transparent wall become subjects of targeted greater dispel magic.

Spell level 9

Abyssal Army	Summons demons to fight for you.
Astral Projection	Projects you and companions onto Astral Plane
Awaken Construct	Construct gains humanlike sentience.
Banner of the Purging Flame	A banner calls repeated blasts of holy fire and blinds and burns foes.
Bestow Malediction	One mental ability becomes a nonability; -20 on attacks, saves, and checks; 100 % chance of failing saves and skill checks; target ages to near death; or lose all magic items.
Call Marut	A Marut aids you in pursuing one seeking to cheat time
Confutation of the Demon	Destroys evil outsider or inflicts 10d6 points of damage.
Conjure Ice Beast IX	Conjures ice creature to fight for you
Create Greater Creature of the Mist	Creates creature of the mist up to CR12
Despoil	Kills plants, damages objects in a 100-ft radius/level
End to Strife	Any attack made within 80 feet of caster causes attacker to take 1d6 points of lethal or nonlethal damage/caster level (max 20d6).
Energy Drain	Subject gains 2d4 negative levels
Etherealness	Travel to Ethereal Plane with companions
Fimbulwinter	Creates winter weather for miles around you that lasts for months
Gate	Connects two planes for travel or summoning
Heal, Mass	As heal, but with several subjects
Heavenly Host	Summons archons to fight for you
Hellish Horde	Summons devils to fight for you
Hunters of Hades	Summons a pair of pack fiends to follow your commands
Implosion	Kills one creature/round
Imprison Soul	Traps soul in in a small object, and victim takes 1d4 Con damage per day
Lord of the City	You charm a city into treating you as an honored guest
Mantle of the Fiery Spirit	Permanently grants one creature the fire subtype
Miracle	Requests a deity's intercession

Necrotic Termination	Permanently eliminates encysted subject
One Step Beyond	Targets immune to divinations
Plague of Undead	Animates horde of undead
Revitalize Legacy, Greater	Get extra use of chosen greater legacy ability
Shadow Projection	Projects you and companions into the Plane of Shadow
Soul Bind	Traps newly dead soul to prevent resurrection
Spread of Savagery	Creatures within 10 ft/ level become hostile and savage
Storm of Vengeance	Storm rains acid, lightning, and hail
Sublime Revelry	Targets immune to pain and mind-influencing effects, and take half-damage from melee and ranged attacks.
Summon Elemental Monolith	Calls powerful elemental creature to fight for you
Summon Fey IX	Summons Fey creature to fight for you
Summon Monster IX	Calls extraplanar creature to fight for you
Sunfire Tomb	Imprisons target in the sun
True Resurrection	As resurrection, plus remains aren't needed
Undeath's Eternal Foe	Subjects receive negative energy protection and immunity to most undead special attacks.
Vile Death	Undead creature gains fiendish template.
Visage of the Deity, Greater	As Lesser visage of the deity, but you become half-celestial or half-fiendish.
Wellspring of Soul's Light	Inflicts 10d6 points of damage on all evil creatures and summons 1 10th level Paladin per 4 caster levels
Were-Doom	1d4 creatures infected with Lycanthropy
Wrath of the Heavens	Devastating barrage of holy energy cleanses area.