## 1. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Blade of Blood | Necromancy | - | V, S | 1 swift | Touch | 1 Weapon | 1 round/lvl. or discharged | None | No | Weapon deals +1d6 damage on next strike or +3d6 if you take 5 hp damage |
| Blessed Aim | Divination | - | V, S | 1 standard | 50 ft. | 50 ft. spread centered on you | 1 min./lvl. | Will neg. (harml) | No | Grants +2 morale bonus on ranged attacks by allies |
| Boneblast | Necromancy | Evil | V, S, **M**, Undead | 1 standard | Touch | Creature with skeleton | Instantaneous | Fort half or neg | Yes | Cracks bones, doing 1d3 Con dam. If saved and only 1 point, no damage is done; Material: Bone of a small child that still lives |
| Cause Fear | Necromancy | Fear, Mind-Affecting | V, S | 1 standard | Close | 1 creature | 1d4 rounds or 1 round | Will part  | Yes | Creature with 5 or less HD is frightened; on succeeded save: shaken for 1 round |
| Corrupt Weapon | Transmutation | - | V, S | 1 standard | Touch | 1 Weapon | 1 min/lvl. | None | No | Weapon counts as magic against good foes and evil; automatically makes crit threats crit hits |
| Cure Light Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half (harml.) | Yes | Heals 1d8+1/lvl. points of damage (max. 1d8+5) |
| Death Grimace | Necromancy | Evil | S | 1 standard | Touch | 1 corpse | Permanent | None | No | Marks corpse with magical signature as your kill |
| Demonflesh | Transmutation | Evil | V, S | 1 standard | Personal | You | 1 min/lvl | - | - | Thick leathery flesh, +1 natural armor/5 lvl; (max +4) no effect if evil outsider |
| Divine Sacrifice | Evocation | - | V, S | 1 standard | Personal | You | 1 round/lvl | - | - | First attack each round deals extra 5d6 damage if it hits, you take 10 points of damage of such an attack, whether successful or not |
| Distort Weapon | Transmutation | Evil | V, S | 1 standard | Touch | 1 weapon | 1 min/lvl | None | No | Automatically confirm critical hits agains good foes, count as magic against good foes |
| Doom | Necromancy | Fear, Mind-Affecting | V, S, DF | 1 standard | Medium | 1 living creature | 1 min./lvl. | Will neg | Yes | Subjects becomes shaken (-2 on attack/damage rolls, saves and checks) |
| Faith Healing | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harml.) | Yes | Heals 8 points +1 point/lvl. (max +5) to creature that worships your deity; other subjects are unaffected |
| Golden Barding | Conjuration (Creation) | - | V, DF | 1 standard | Touch | Special mount | 1 hour/lvl | None | No | Barding for Special mount, no check penalty, no speed reduction; kind depends on lvl: AC bonus of barding = lvl/2+3, max full plate at lvl 10+  |
| Inflict Light Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 1d8+1/lvl. points of damage (max. 1d8+5) |
| Know Greatest Enemy | Divination | - | V, DS | 1 standard | 60 ft. | Cone-shaped emanation | Concentration, up to 1 round/lvl | None | Yes | Evaluates relative power of creatures (SpC 129) |
| Magic Weapon | Transmutation | - | V, S, DF | 1 standard | Touch | 1 weapon | 1 min./lvl. | Will neg (harm, obj) | Yes | Weapon gains +1 enhancement bonus |
| Mark of the Outcast | Necromancy | - | V, S, DF | 1 standard | Close | 1 creature | Permanent | Will neg | Yes | Subject gains – 5 on Bluff and Diplomacy and -2 AC |
| Resurgence | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | Instantaneous | Will neg (harml.) | Yes | Allows subject a second saving throw against ongoing effect |
| Summon Monster I | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | 1 creature | 1 round/lvl. (D) | None | No | Conjures one evil extraplanar creature to fight for you  |
| Summon Undead I | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | 1 creature | 1 round/lvl. | None | No | Summons undead to fight for you |
| Traveler’s Mount | Transmutation | - | V, S | 1 standard | Touch | Animal or Magical Beast | 1 hour/lvl | Will neg | Yes | +20 ft. to speed, hustle without damage or fatigue, but can’t attack |
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## 2. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Blade of Pain and Fear | Evocation | - | V, S, DF | 1 standard | 0 ft. | Swordlike column of gnashing teeth | 1 round/lvl (D) | Will part | Yes | Creates blade of gnashing teeth, which allows melee touch attacks with 1d6 +1/2 lvl (max +10) damage |
| Boneblade | Necromancy | Evil | V, S, F, Undead | 1 standard | Touch | 1 bone | 10 min/lvl | - | - | Bone becomes longswortd, shortsword or greatswort +1/5lvl (max +4) + 1d6 damage to living +1d6 damage to goodaligned; Focus: bone, at least 6 inch |
| Bull’s Strength | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Str |
| Cure Moderate Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harml.) | Yes | Heals 2d8+1/lvl. points of damage (max. 2d8+10) |
| Curse of Ill Fortune | Transmutation | - | V, S, DF | 1 standard | Medium | 1 living creature | 1 min/lvl | Will neg | Yes | Subjects takes -3 penalty on attacks, checks and saves |
| Darkness | Evocation | Darkness | V, DF | 1 standard | Touch | 1 Object | 10 min./lvl. (D) | None | No | 20 ft. radius of supernatural shadows (20 % miss chance) |
| Death Knell | Necromancy | Death, Evil | V, S | 1 standard | Touch | 1 dying creature | Instantaneous/10 min/HD of subject  | Will neg | Yes | Kills creature with -1 or less HP; you gain 1d8 temporary HP, +2 Str, +1 caster lvl |
| Demoncall | Divination | Evil | V, S | 1 standard | Personal | Caster | Instantaneous | - | - | +10 profane bonus to next knowledge (arcana, the planes or religion) check |
| Demonhide | Abjuration | Evil | V, S, DF | 1 standard | Touch | 1 evil creature | 1 round/lvl | Will neg (harm) | Yes | Subject gains DR 5/cold iron or good |
| Devil’s Eye | Divination | Evil | V, S | 1 standard | Personal | Caster | 1 min/lvl | - | - | Can see like devil in (magical) darkness (30 ft.) |
| Divine Presence | Transmutation | - | V, S | 1 standard | Personal | You | 10 min/lvl (D) | - | - | +5 to intimidate checks against someone with another deity; +10 if alignment is opposed to yours on one axis, +15 if both |
| Eagle’s Splendor | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Cha; Material: feathers or pinch of droppings of eagle |
| Execration | Necromancy | - | V, S, DF | 1 round | Touch | 1 creature | 10 min/lvl or discharge | Will neg | Yes | -2 on saves; You can discharge spell to force creature to reroll any roll and take worse result |
| Hand of Divinity | Evocation | Evil | V, S, DF | 1 minute | Touch | 1 creature | 1 min/lvl. | None | No | Gives +2 profane bonus on saves for subject that shares patron or alignment of patron |
| Increase Virulence | Transmutation | - | V, S, M | 1 minute | Touch | 1 vial of poison or creature | 1 min/lvl | None | No | Increases poison’s DC by 2; Material: Licorice root |
| Inflict Moderate Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 2d8+1/lvl. points of damage (max. 2d8+10) |
| Master Cavalier | Transmutation | - | V, S | 1 standard | Personal | You | 10 min/lvl (D) | - | - | +10 to ride checks or +20 if mounted on special mount or similiar |
| Shatter | Evocation | Sonic | V, S, DF | 1 standard | Close | 1 ft. spread; or 1 solid object or 1 crystalline creature | Instantaneous | Will neg (obj) or Fort half | Yes | Destroys brittle objects in area up to 1 lb./lvl. or destroys 1 object up to 10 lb/lvl. or deals 1d6 sonic damage to crystalline creature (max 10d6) |
| Summon Monster II | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one evil extraplanar creature from 2nd level list or 1d3 creatures from 1st lvl list to fight for you. |
| Summon Undead II | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. | None | No | Summons one undead from 2nd-level list or two from 1st level list to fight for you |
| Turn Anathema | Enchantment (Compulsion) | Mind-Affecting. one alignment | V, S, DF | 1 standard | Personal | You | 10 min/lvl | - | - | Allows to turn creatures with subtype opposite to spell – must be one of you own alignment components |
| Veil of Shadow | Evocation | Darkness | V, S | 1 standard | Personal | You | 1 min/lvl | - | - | Darkness grants you concealment (20%) |
| Wave of Grief | Enchantment | Evil,Mind-Affecting | V, S, M | 1 standard | 30 ft. | Cone-shaped burst | 1 round/lvl. | Will neg | Yes | -3 penalty on attack rolls, saving throws and checks; Material: Three tears |
| Zeal | Abjuration | - | V, S | 1 swift | Personal | You | 1 round/lvl | - | - | +4 deflect against attacks of opportunity of chosen foe; move through enemies as if allies, if move ends closer to chosen foe  |
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## 3. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Abyssal Might | Conjuration (Summoning) | Evil | V, S, M, Demon | 1 standard | Personal | Caster | 10 min/lvl | - | - | +2 Str, Dex, Con, SR; Material: dwarf child heart |
| Contagion | Necromancy | Evil | V, S | 1 standard | Touch | 1 living creatuer | Instantaneous | Fort neg | Yes | Infects subject with chosen disease (no incubation period) |
| Cure Serious Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harml.) | Yes | Heals 3d8+1/lvl. points of damage (max. 3d8+15) |
| Deeper Darkness | Evocation | Darkness | V, DF | 1 standard | Touch | 1 Object | 1 day/lvl. (D) | None | No | 60 ft. radius of supernatural shadows (20 % miss chance) |
| Deific Bastion | Transmutation | - | V, S, DF | 1 standard | Touch | Shield or heavy armor worn | 1 round/lvl | Fort neg (harm, obj) | Yes | Your Armor or shield gains +1 enhancement (+1/3 lvl after 6th) and special quality dependent on deity |
| Demon Wings | Transmutation | Evil | V, S | 1 standard | Personal | Caster | 10 min/lvl | - | - | Batlike wings grow; fly at base land speed, average maneuverability |
| Fangs of the Vampire King | Transmutation | Evil | V, S | 1 standard | Personal | Touch | 1 min/lvl | - | - | Gain Bite attack (1d6+Str) damage + 1 Con Damage |
| Hell’s Power | Conjuration (Creation) | Evil | V, S, M, Devil | 1 standard | Personal | Caster | 10 min/lvl | - | - | +2 deflect to AC, improves DR by /+1; Material: elf child heart |
| Inflict Serious Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 3d8+1/lvl. points of damage (max. 3d8+15) |
| Mantle of Evil | Abjuration | Evil | V, S | 1 standard | Personal | You | 10 min/lvl (D) | None | Yes | Grants SR 12+lvl again1st good spells |
| Masochism | Enchantment | Evil | V, S, M | 1 standard | Personal | Caster | 1 round/lvl | - | - | For each 10 hp damage caster takes, he gains +1 on attacks, saves and skill rolls; Material: leather strip soaked in own blood |
| Mass Resurgence | Abjuration | - | V, S, DF | 1 standard | Close | 1 creature/lvl max 30 ft. apart | Instantaneous | Will neg (harml.) | Yes | Allows subjects a second saving throw against single ongoing effect |
| Protection from Energy | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min/lvl or discharge | Fort neg (harm) | Yes | Immunity to one type of energy, until 12 points/lvl are absorbed (max 120 points) |
| Sadism | Enchantment | Evil | V, S, M | 1 standard | Personal | Caster | 1 round/lvl | - | - | For each 10 hp damage caster deals, he gains +1 on attacks, saves and skill rolls; Material: leather strip soaked in human blood |
| Spiritual Chariot | Conjuration (Creation) | Force | V, S, DF | 1 standard | Close | 1 special mount | 1 hour/lvl | None | No | Chariot of force for special mount; +4 to Handle Animal; place fort rider +1 Medium creature |
| Summon Monster III | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one evil extraplanar creature from 3rd level list, 1d3 creatures from 2nd lvl list or 1d4+1 creatures from 1st level list to fight for you. |
| Summon Undead III | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. | None | No | Summons one undead from 3rd -level list, two from 2nd level list or 4 from 1st level list to fight for you |
| Unholy Storm | Conjuration (Creation) | Evil, Water | V, S, **M**, DF | 1 standard | 20 ft. | Cylinder 20 ft. radius, 20 ft. high | 1 round/lvl (D) | None | No | Rain gives -4 to Spot, Listen, Search and ranged attacks, extinguishes flames; deals 2d6 damage/round to good creatures; each round a lightning bolt hits a random good outsider for 5d6; Material: flask of unholy water |
| War-Mount | Transmutation | - | V, S | 1 standard | Touch | Fiendish companion | 1 min/lvl (D) | Will neg (harm) | Yes | Natural attacks: +2 damage and attack and magic and evil |
| Weapon of the deity | Transmutation | - | V, DF | 1 standard | Touch | 1 weapon | 1 round/lvl | Fort neg (harm, obj) | Yes | Favored Weapon gains enhancement bonus +1 (+1 for each 3 lvl above 6th) and one special ability appropriate to deity |
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## 4. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Aligned Aura | Abjuration | - | V, S, DF | 1 standard | 20 or 60 ft. | 20 ft. emanation or 60 ft. burst, on you | 1 round/lvl, or until discharge | Fort part | Yes | Choose non-neutral alignment aspect, Aura grants bonus to those sharing and penalty to opposing; Discharge in burst to deal 1d4/lvl to opposing and heal 1/lvl to sharing alignment (max 15 each) (CC116) |
| Bleed | Necromancy | - | V, S | 1 standard | Touch | 1 living creature | 1 round/lvl (D) | Fort neg | Yes | P or S wounds cause 1 Con damage on target; Second casting bestows -4 Fort saves |
| Claws of the Savage | Transmutation | Evil | V, S | 1 standard | Touch | 1 creature | 10 min/lvl | - | - | Grants claws with +2 enhancement; if subject has claws, grants +2 enhancement and damage increases if 2 size categories larger |
| Cure Critical Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harml.) | Yes | Heals 4d8+1/lvl. points of damage (max. 4d8+20) |
| Freedom of Movement | Abjuration | - | V, S, M, DF | 1 standard | Personal or touch | 1 creature | 10 min/lvl. | Will neg (harm) | Yes | Subjects moves normally despite impediments; Material: leather thing bound around arm |
| Implacable Pursuer | Divination | - | V, S | 1 minute | Long | 1 creature | 1 hour/lvl (D) | Will neg | Yes | You know where subject is as long as it’s moving |
| Inflict Critical Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 4d8+1/lvl. points of damage (max. 4d8+20) |
| Lesser Visage of the Deity | Transmutation | Evil or Good | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | +4 enhancement to Charisma, resistance 10 to acid, cold and electricity (if good), to cold and fire (if evil) |
| Phantom Charge | Conjuration (Teleportation) | - | V, S | 1 swift | Personal and touch | You and fiendish companion | Instantaneous | - | - | Teleport you and mount by 5 ft./2 lvl |
| Poison | Necromancy | - | V, S, DF | 1 standard | Touch | 1 living creature | Instantaneous | Fort neg | Yes | Melee touch delivers poison (1d10 Con/1d10 Con) DC 10 + ½ lvl + Wis |
| Profane Item | Transmutation | Evil | V, S, DF | 1 round | Touch | 1 object | Permanent until discharge | Will neg (obj) | Yes | Animal, plant or good outsider or shapechanger triggers 1d4/lvl (max 10d4) negative energy damage; plants/animals save fear or flee 1d4 min; shapechanger is seen 1d4 rounds in true form |
| Revenance | Conjuration (Healing) | - | V, S, DF | 1 standard | Touch | Dead Ally | 1 min/lvl | None | Yes | Temporarily raise dead (half hp), who gains +1 moral on attack, damage, saves and checks against killer |
| Summon Monster IV | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures evil one extraplanar creature from 4th level list, 1d3 creatures from 3rd lvl list or 1d4+1 creatures from any lower level list to fight for you. |
| Summon Undead IV | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. | None | No | Summons one undead from 4th level list, two from 3rd level list or 4 from lower level list to fight for you |
| Vile Lance | Evocation | Evil | V, S, DF | 1 standard | Touch | 1 spear | 10 min/lvl | - | - | Creates black spear+2 only usable by caster, dealing vile damage |
| Winged Mount | Transmutation | - | V, S, DF | 1 standard | Touch | Your special mount | 10 min/lvl | Fort neg (harm) | Yes | Grant fly speed 60 ft. (good) |
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