

The Essential Modern Spellbook

compiled by Stan!

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Requires the use of the d20 Modern Roleplaying Game and the Urban Arcana Campaign Setting,
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It's not easy being a spellcaster in the modern technological world. You practice ancient arts and rites in a society that seems only to be interested in the newest, hippest trends. But that's all right. Belief is its own reward, plus you have access to a thousand years worth of spells. Even better, other modern spellcasters are always developing new ways to bring the ancient powers of magic into the twenty-first century. Of course, this raises a completely new problem—how to keep on top of all the new spells that are being developed by practitioners all over the world.

If it is hard to be a modern spellcaster, then it is equally difficult to be a player whose modern d20 System character has access to magical abilities. Whether your character taps into arcane powers or channels her faith into divine talents, she is only as good as the spells she uses. And, let's face it, keeping track of all the possibilities is practically a full-time job in itself. And even if you can remember what all her spell choices are, can you keep track of which game book each particular spell comes from?

To help players of spellcasting heroes spend less time looking up spells and more time letting their characters sling them, we present the following Essential Modern Spellbook.

How Essential Is It?

"Essential" is always a relative word, especially when you consider that between printed products, web sites, and downloadable PDF files there are literally dozens (if not hundreds) of potential sources for spells. And there are always debates between different groups as to which sources are right for their particular games. So rather than attempt to gather an encyclopedic collection of spells, we have opted to present a list of the spells available in what we consider to be the most frequently used sources.

Below are listed all the spells from the *d20 Modern Roleplaying Game* and the *Urban Arcana Campaign Setting* (published by Wizards of the Coast) as well as the those found in the supplements *Modern*

Player's Companion and *Modern Magic* (published by The Game Mechanics and Green Ronin).

If your campaign uses other source books, the GM or the player of a spellcasting character may want to type in entries for those spells, just to make the list even more utilitarian.

How To Use This Spell List

The Essential Modern Spellbook is meant to serve as a quick reference guide, and not a replacement for the material presented in the rule and source books cited. The entries in this spell list contain the following information.

Spell Type—At the broadest scale, the spell list is split between those that can be cast by arcane spellcasters and those that are available to divine spellcasters. Some spells are available to both, and so they appear in both sections.

Spell Level—The spells are then broken out by level, so that all 1st-level arcane spells can be found in the same place, as can all 5th-level divine spells. Spells that are usable by both arcane and divine spellcasters are listed in the appropriate levels of both sections.

Spell Name—In each level grouping, the spells are arranged alphabetically.

Spell Summary—Each listing provides a brief summary of what effect the spell creates. This will be enough to give you a general idea how it works, but will not provide all the relevant details such as duration, range, and special conditions or modifiers. You should read the full spell description before your character attempts to cast any spell.

Spell Source—Finally, each entry contains an abbreviation telling you in which book you will find the full spell description for this spell. The abbreviations are:

d20M = *d20 Modern Roleplaying Game*

UA = *Urban Arcana Campaign Setting*

MPC = *Modern Player's Companion*

MMag = *Modern Magic*

Arcane Spells

The following spells may be cast by arcane spellcasters.

0-Level Arcane Spells

Arcane Graffiti: Inscribes personal rune or short message on object or surface. (UA)

Close Shave: Remove hair from touched skin. (MPC)

Daze: Subject takes no actions for 1 round. (d20M)

Detect Magical Aura: Detects spells and magic items within 60 ft. (d20M)

Fast Food: Cause meal from a fast food restaurant to appear. (MPC)

Fingernailgun: Steel nails fire from the subject's fingertip. (MMag)

Flashpaint: Permanently changes the color of a vehicle. (MMag)

Haywire: Causes a single device to behave randomly and erratically. (UA)

Hermetic Membrane: Unperceivable layer of force prevents DNA-carrying evidence from being left behind. (MMag)

Jargon: Provides a +2 insight bonus to skill checks related to a specified Knowledge category. (MMag)

Light: Object shines like a torch. (d20M)
Mage Hand: 5-pound telekinesis. (d20M)
Magic ID: Creates a false but visually accurate identification card. (UA)
Manual-Focus Binoculars: Pantomimed set of binoculars function as standard binoculars.
No Doze—Subject temporarily suffers no effects due to lack of sleep. (MMag)
Mending: Repairs small breaks or tears in objects. (UA)
Message: Whispered conversation at distance. (d20M)
Mood Lighting: Dims or brightens existing light sources. (MPC)
Phantom Sniper: Conjures a laser dot which tracks the target from a specified “sniper’s perch”. (MMag)
Prestidigitation: Perform minor tricks. (d20M)
Read Magic: Read scrolls, spellbooks, and magical writing. (d20M)
Resistance: Subject gains +1 on saving throws. (d20M)
Welding Touch: Intense energy, capable of either fusing or cutting metal, springs from the caster’s fingertip. (MMag)

1st-level Arcane Spells

Be the Ball: Subject receives a +10 insight bonus to a single physical action. (MMag)
Burning Hands: 1d4 fire damage/level (max 5d4). (d20M)
Bypass Bystanders: Bullets pass harmlessly through individuals other than the designated target(s), negating cover bonuses. (MMag)
Catalog: Creates an inventory of everything inside touched object. (MPC)
Cause Fear: One creature flees for 1d4 rounds. (d20M)
Cellular Barrage: All cell phones in area ring constantly. (MMag)
Cellular Hand: Pantomimed receiver functions as a cell phone. (MMag)
Change Self: Changes your appearance. (d20M)
Clean: Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless. (UA)
Comprehend Languages: Understands all spoken and written languages. (d20M)
Computer Catalog: Creates an inventory of all files on touched computer or hard drive. (MPC)
Dancing Lights: Creates up to four lights or a glowing, vaguely humanoid shape. (UA)
Degauss: Erase a single device that contains electronic data. (UA)
Download Skill: Provides a +5 insight bonus to a single skill for a short time. (MMag)
Dud: Renders target explosive device inactive. (MMag)
Feather Fall: Objects or creatures fall slowly. (d20M)
Hold Portal: Holds door shut. (d20M)
Hypnotic Screensaver: Repetitive animation holds viewer’s rapt attention. (MMag)
Instant Identify: Determines all magic properties of a single magic item. (UA)
Jump: Subject gets bonus on Jump checks. (d20M)
Light-Gathering Eyes: See twice as far in reduced lighting, as if possessing low-light vision. (MMag)

Mage Armor: Gives subject +4 Defense bonus. (d20M)
Magic Missile: 1d4+1 damage; +1 missile/two levels above 1st (max 5). (d20M)
Magic Weapon: Weapon gains +1 bonus. (d20M)
Mask Metal: Renders a metal object undetectable to metal detectors. (UA)
Obscuring Mist: Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet. (UA)
Personal Soundtrack: Creates musical theme or sound effects linked to target’s activities. (MPC)
Plain Brown Wrapper: Confers a +10 equipment bonus to Sleight of Hand checks made to conceal an object. (MMag)
Point-N-Shoot: Pantomimed camera stores one photograph/level on a roll of film. (MMag)
Power Device: Powers one inoperative electrical or mechanical device. (d20M)
Ray of Fatigue: Ray fatigues target. (d20M)
R&R: Removes penalties associated with lack of sleep. (MMag)
Search Room: Instantly Search large area for a specific item. (MPC)
Shield: Invisible disc gives cover, blocks magic missiles. (d20M)
Sleep: Put 2d4 HD of creatures into comatose slumber. (d20M)
Summon Vivitor I: Summons a 1st-level vivitor from Shadow to fight for you. (UA)
Tinnitus: Target’s ears ring causing disorientation and distraction. (MMag)
Trace Purge: Removes physical traces of the subject’s presence or passage. (UA)
True Strike: Adds +20 bonus to your next attack roll. (d20M)
Undetectable Magical Aura: Masks a magic item’s aura from detection. (UA)
Whorlooparch: Subject’s fingerprints constantly change. (MMag)

2nd-Level Arcane Spells

Arcane Lock: Magically locks a portal or chest. (d20M)
Autopilot: Vehicle drives itself, guided by verbal commands. (MMag)
Blowout: Causes 1d4 tires on a vehicle to burst. (MMag)
Blur: Attacks miss subject 20% of the time. (d20M)
Burglar’s Buddy: Suppresses mechanic or electronic intrusion alarms and alarm sensors within a 15-foot radius. (UA)
Darkvision: See 60 ft. in total darkness. (d20M)
Dateread: You can access and read data stored in any machine-readable data source. (UA)
Ectodermis: Creates layer of thick, flexible chitin that provides natural armor and energy resistance. (MMag)
Enhance Ability: Subject gains +5 bonus to one ability score for 1 min./Level. (d20M)
Floor It: Increases vehicle’s current speed by two steps and increases top speed by 50% for three rounds. (MMag)
Glitterdust: Blinds creatures, outlines invisible creatures. (d20M)
Hand Gun: Pantomimed pistol fires a single “bullet”/level. (MMag)

Invisibility: Subject is invisible for 10 min./level or until it attacks. (d20M)
Kill Switch: Target vehicle or mechanism shuts down as if turned off using normal means. (MMag)
Knock: Opens locked or magically sealed door. (d20M)
Knockout Gas: Causes creatures within the affected area to make a Fort save or lose consciousness. (MMag)
Levitate: Subject moves up and down at your direction. (d20M)
Locate Object: Senses direction toward object (specific or type). (d20M)
Machine Invisibility: One creature or object cannot be detected by machines. (UA)
Magic Message: Device delivers a message of 25 words or less when specific conditions are met. (UA)
Magic Mouth: Speaks once when triggered. (d20M)
Make-Over: Changes target's clothing, hairstyle, and non-magical accessories. (MPC)
Mine Detector: Locates explosive devices. (MMag)
Protection from Arrows/Bullets: Subject immune to most ranged attacks. (d20M)
Questionnaire: Compels a subject to truthfully answer one "yes/no" question per caster level. (MMag)
Relay Text: You can transmit a message of up to 25 words via electronic device to someone you know. (UA)
Resist Energy: Ignores 10 points of damage/round from one energy type. (d20M)
See Invisibility: Reveals invisible creatures or objects. (d20M)
Sparkly Shiny: Target object draws the attention of anyone who views it and holds it for one round/caster level. (MMag)
Spider Climb: Grants ability to travel on walls and ceilings. (d20M)
Summon Vivitor II: Summons a 2nd-level vivitor or 1d3 1st-level vivitors to fight for you. (UA)
Tidy Up: Instantly clean and straighten a single room. (MPC)
Vigilant Vermin: Rats or pigeons guard specified area, alerting caster when target approaches. (MMag)
Web: Fills 20-ft.-radius spread with sticky spider webs. (d20M)
Zonk: Touched creature must make a Fortitude save or fall asleep. (MMag)

3rd-level Arcane Spells

Communication Barrier: Suppresses electronic communication in the area. (MMag)
Dispel Magic: Cancels magical spells and effects. (d20M)
Displacement: Attacks miss subject 50% of the time. (d20M)
Electromagnetic Pulse: Ruins or scrambles electronic circuitry in a 20-foot-radius burst. (UA)
Fireball: 1d6 damage per level, 20-ft. radius. (d20M)
Flaming Projectiles: Projectiles deal +1d6 fire damage. (d20M)
Gaseous Form: Turns subject into translucent mist or wispy smoke and grants damage reduction 10/+1. (UA)
Gender Bender: Temporarily alters subject's physiology to that of the opposite gender. (MMag)
Greater Magic Weapon: +1/three levels (max +5). (d20M)
Halt Undead: Immobilizes undead for 1 round/level. (d20M)

Hand Grenade: Caster may throw one pantomimed grenade/three levels. (MMag)
Hand Gun, Greater: Pantomimed longarm fires two "bullets" or "shells" per level. (MMag)
Haste: Extra attack action, additional move, and +2 Defense. (d20M)
Hold Person: Holds one person helpless; 1 round/level. (d20M)
Improved Arcane Lock: Closes and locks all specifically targeted doors within range. (UA)
Invisibility Sphere: Makes everyone within 10 ft. invisible. (d20M)
Itchy Trigger Finger: Allows the subject to make an attack even if the subject would normally be caught flat-footed. (MMag)
Jury Rig: Creates a working device from scrap. (MMag)
Keen Edge: Doubles normal weapon's threat range. (d20M)
Lightning Bolt: Electricity deals 1d6 damage/level. (d20M)
Nondetection: Creature or object becomes difficult to detect by divination and detection spells. (UA)
Object to Ink: Transforms a single non-magical object into a tattoo that reverts back to its normal physical form when activated by the bearer. (MMag)
Phantom Chopper: Conjures a quasi-real motorcycle that seats one creature. (UA)
Rebroadcast: Causes one CCTV surveillance camera to re-send the previous minute's input. (MMag)
Secret Pocket: Creates extradimensional space within a pocket on a garment. (UA)
Shutdown: Electric devices in area cease to function for the duration of the spell. (UA)
Slow: One subject/level may only move or attack; -2 to Defense, -2 on melee attack and damage rolls, -2 on Reflex saves. (d20M)
Summon Vivitor III: Summons a 3rd-level vivitor, 1d3 2nd-level vivitors, or 1d4+1 1st-level vivitors to fight for you. (UA)
Tongues: Speak any language. (d20M)
Vertigo: Target is stunned, then nauseated. (MMag)
Vampiric Touch: Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points. (UA)
Wall Walk: Subject can move on ceilings and walls at normal speed as well as hold and wield weapons. (UA)
Water Breathing: Subjects can breathe underwater. (d20M)
X-Mark: Caster is constantly aware of the distance and direction of the person, object, or place targeted by this spell. (MMag)
Yardbird: Subject is compelled to loiter around a specified area. (MMag)

4th-level Arcane Spells

Amphibious Craft: Allows a ground vehicle to operate as a water vehicle, though with reduced performance. (MMag)
Animate Dead: Creates undead skeletons and zombies. (d20M)
Arcane Eye: Invisible floating eye moves 30 ft./round. (d20M)
Autopilot, Greater: Vehicle drives itself, may perform simple maneuvers, and can follow a mapping computer's preprogrammed course. (MMag)

Bestow Curse: –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of taking no action. (d20M)

Brawl: All individuals in area attack nearest creature for three rounds. (MMag)

Clown Car: Creates extradimensional space within enclosed vehicle that holds one passenger per caster level. (UA)

Confusion: Makes subject behave oddly for 1 round/Level. (d20M)

Cranial Hard Drive: Subject may download data to his brain, temporarily losing 1 point of Intelligence. (MMag)

Detect Scrying: You are aware of any attempt to scry on you and can sense the presence of scrying devices. (UA)

Dimension Door: Teleports you and up to 50 lb./level. (d20M)

Energy Trap: Opened object deals 1d4 +1/level damage of given energy type. (d20M)

Fear: Subjects within cone flee for 1 round/level. (d20M)

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across. (d20M)

Magic Bullets: Enchants bullets with the power to knock out or panic targets. (UA)

Minor Globe of Invulnerability: Stops 1st- through 3rd-level spell effects. (d20M)

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 points of damage. (UA)

Remove Curse: Frees object or person from curse. (d20M)

Rocket Launcher: Caster gains a phantom rocket launcher. (MMag)

Scrying: Spies on subject from a distance. (UA)

Send As Attachment: Convert real world item into digital file that can be attached to email. (MPC)

Shout: Deafens all within cone and deals 2d6 damage. (d20M)

Stoneskin: Stops blows, cuts, stabs, and slashes. (d20M)

Summon Vivitor IV: Summons a 4th-level vivitor, 1d3 3rd-level vivitors, or 1d4+1 2nd-level vivitors to fight for you. (UA)

Via Negativa: Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks. (UA)

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level. (d20M)

Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside. (d20M)

Wire Walk: Subjects teleport instantly to the location of a telephone you call. (UA)

5th-level Arcane Spells

Cloudkill: Kills 3 HD or less; 4–6 HD save or die. (d20M)

Cone of Cold: 1d6 cold damage/level. (d20M)

Hold Monster: As hold person, but any creature. (d20M)

Instant Connectivity: Instantly transport one or more creatures through the Internet using instant-message software. (UA)

Passwall: Breaches walls 1 ft. thick/level. (d20M)

Phantom Limousine: Conjures a quasi-real limousine that seats eight Medium creatures. (UA)

Phantom Projectiles: Projectiles pass through obstacles and armor and ignore most damage reduction. (UA)

Phantom Watchdog: Spectral dog can guard or attack. (d20M)

Save to Disk: Temporarily stores a creature or object on a blank CD-ROM. (MMag)

Secret Vault: Creates extradimensional space in which to hide a container, which you can retrieve at will. (UA)

Seeming: Changes the appearance of one creature per two levels. (UA)

Summon Vivitor V: Summons a 5th-level vivitor, 1d3 4th-level vivitors, or 1d4+1 3rd-level vivitors to fight for you. (UA)

Synchronicity: Subject isn't delayed by the inconveniences of modern life. (UA)

Telekinesis: Lifts or moves 25 lb./level at long range. (d20M)

Wall of Force: Wall is immune to damage. (d20M)

Wall of Iron: 30 hp/four levels; can topple onto foes. (d20M)

Wall of Stone: Creates a stone wall that can be shaped. (d20M)

Divine Spells

The following spells may be cast by divine spellcasters.

0-Level Divine Spells

Create Water: Creates 2 gallons/level of pure water. (d20M)

Cure Minor Wounds: Cures 1 point of damage. (d20M)

Detect Magical Aura: Detects spells, magic items within 60 ft. (d20M)

Fast Food: Creates a meal from a fast food restaurant. (MPC)

Haywire: Causes a single device to behave randomly and erratically. (UA)

Hermetic Membrane: Unperceivable layer of force prevents DNA-carrying evidence from being left behind. (MMag)

Inflict Minor Wounds: Touch attack, 1 point of damage. (d20M)

Light: Object shines like a torch. (d20M)

Mending: Repairs small breaks or tears in objects. (UA)

Mood Lighting: Dims or brightens existing light sources. (MPC)

Read Magic: Read scrolls and magical writing. (d20M)

Resistance: Subject gains +1 on saving throws. (d20M)

Virtue: Subject gains 1 temporary hp. (d20M)

1st-level Divine Spells

Bane: Enemies suffer –1 attack, –1 on saves against fear. (d20M)

Be the Ball: Subject receives a +10 insight bonus to a single physical action. (MMag)

Bless: Allies gain +1 attack and +1 on saves against fear. (d20M)

Cause Fear: One creature flees for 1d4 rounds. (d20M)

Clean: Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless. (UA)

Command: One subject obeys one-word command for 1 round. (d20M)

Comprehend Languages: Understand all spoken and written languages. (d20M)

Cure Light Wounds: Cures 1d8 +1/level damage (max +5). (d20M)

Degauss: Erases a single device that contains electronic data. (UA)

Faerie Fire: Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst. (UA)

Hawkeye: Enhances subject's long-distance vision when aiming a firearm; subject treats all targets as if they were one range increment closer. (MMag)

Inflict Light Wounds: Touch, 1d8 +1/level damage (max +5). (d20M)

Instant Identify: Determines all magic properties of a single magic item. (UA)

Jargon: Provides a +2 insight bonus to skill checks related to a specified Knowledge category. (MMag)

Magic Weapon: Weapon gains +1 bonus. (d20M)

Missionary's Haven: Blesses 5 sq. ft./level; provides +1 to Treat Injury, increases effectiveness of healing by +1 hit point, gives a +1 circumstance to Spot and Listen checks, and affords 25% concealment against attacks made from outside the area. (MMag)

Obscuring Mist: Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet. (UA)

Personal Soundtrack: Creates musical theme or sound effects linked to target's activities. (MPC)

Questionnaire: Compels a subject to truthfully answer one "yes/no" question per caster level. (MMag)

Remove Fear: +4 on saves against fear for one subject + one additional subject/four levels. (d20M)

Sanctuary: Opponents can't attack you, and you can't attack them. (UA)

Search Room: Instantly Search large area for a specific item. (MPC)

Shield of Faith: Aura grants +2 or higher deflection bonus. (d20M)

Sparkly Shiny: Target object draws the attention of anyone who views it and holds it for one round/caster level. (MMag)

Summon Vivitor I: Summons a 1st-level vivitor from Shadow to fight for you. (UA)

Sympathetic Trail: A single discernable footprint left by a subject allows caster to begin tracking that subject. (MMag)

Tanglemat: Causes carpeting in area to impede creatures. (MMag)

Tinnitus: Target's ears ring causing disorientation and distraction (–2 to Initiative; –6 on Listen checks; 10% chance of spell failure). (MMag)

Trace Purge: Removes physical traces of the subject's presence or passage. (UA)

2nd-Level Divine Spells

Aid: +1 attack, +1 on saves against fear, 1d8 temporary hit points. (d20M)

Augury: Learn whether an action will be good or bad. (d20M)

Bloodcurdling Scream: All enemies are shaken, suffering –2 to attack rolls, saving throws, and skill checks. (MMag)

Canned Manna: Imbues foodstuffs with curative properties that last 12 hours/level. (MMag)

Cure Moderate Wounds: Cures 2d8 +1/level damage (max +10). (d20M)

Darkness: Causes an object to radiate darkness out to a 20-foot radius. (UA)

Dataread: You can access and read data stored in any machine-readable data source. (UA)

Daylight: Object touched sheds light as bright as full daylight in a 60-foot radius. (UA)

Delay Poison: Stops poison from harming subject for 1 hour/level. (d20M)

Ectodermis: Creates layer of thick, yet flexible chitin that provides a natural armor bonus and a small amount of energy resistance, based on caster level. (MMag)

Enhance Ability: Subject gains +5 bonus to one ability score for 1 min./level. (d20M)

Fill Prescription: Creates one dose of specific pharmaceutical substance. (MPC)

Hold Person: Holds one person helpless; 1 round/level. (d20M)

Inflict Moderate Wounds: Touch attack, 2d8 +1/level damage (max +10). (d20M)

Knockout Gas: Causes affected creatures to make a Fortitude save or lose consciousness. (MMag)

Lesser Restoration: Dispels magic ability penalty or repairs 1d4 ability damage. (d20M)

Make-Over: Changes target's clothing, hairstyle, and non-magical accessories. (MPC)

Remove Paralysis: Frees one or more creatures from paralysis, hold, or slow. (d20M)

Resist Energy: Ignores 10 points of damage/round from one energy type. (d20M)

Shatter: Sonic vibration damages objects or crystalline creatures. (d20M)

Shield Other: You take half of the subject's damage. Subject gains +1 deflection bonus to Defense and +1 resistance bonus to saves. (UA)

Silence: Negates sound in 15-ft. radius. (d20M)

Speak with Animals: You can comprehend and communicate with animals. (UA)

Spider Climb: Grants ability to travel on walls and ceilings. (d20M)

Summon Vivitor II: Summons a 2nd-level vivitor or 1d3 1st-level vivitors to fight for you. (UA)

Sympathetic Sound: Using hair, nail clippings, blood, or other piece of a person's body, the caster gains the ability to hear through that subject's ears. (MMag)

Tidy Up: Instantly clean and straighten a single room. (MPC)

Yardbird: Subject is compelled to loiter around a specified area. (MMag)

Zen Focus: Subject may Take 10 on all skill checks, even under stressful conditions. (MMag)

Zone of Truth: Subjects within range cannot lie. (d20M)

3rd-level Divine Spells

Animate Dead: Creates undead skeletons and zombies. (d20M)

Bestow Curse: –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action. (d20M)

Cure Serious Wounds: Cures 3d8 +1/level damage (max +10). (d20M)



Dispel Magic: Cancels magical spells and effects. (d20M)
Divine Copilot: Insubstantial entity allows a number of failed Driving/Piloting checks to be re-rolled. (MMag)
Glyph of Warding: Inscription harms those who pass it. (d20M)
Inflict Serious Wounds: Touch attack, 3d8 +1/level damage (max +10). (d20M)
Locate Object: Senses direction toward object (specific or type). (d20M)
Magic Circle: 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance. (UA)
Prayer: Allies gain +1 on most rolls, and enemies suffer -1. (d20M)
Recharge: Removes debilitating conditions and grants a +4 bonus on Fortitude saves against poison for 1 minute. (UA)
Remove Curse: Frees object or person from curse. (d20M)
Remove Disease: Cures all diseases affecting subject. (d20M)
Resurrect Computer: Restores touched computer to previous state. (MPC)
Searing Light: Ray deals 1d8/two levels, more against undead. (d20M)
Secret Pocket: Creates extradimensional space within a pocket on a garment. (UA)
Shadowmoth Plague: Summons a cloud of shadowmoths that fills a 5-foot-high, 10-foot-radius spread. (UA)
Shutdown: Electric devices in area cease to function for the duration of the spell. (UA)
Status: Monitors condition and position of one ally per 3 caster levels. (d20M)
Summon Vivitor III: Summons a 3rd-level vivitor, 1d3 2nd-level vivitors, or 1d4+1 1st-level vivitors to fight for you. (UA)
Sympathetic Sight: Using hair, nail clippings, blood, or other piece of a person's body, the caster gains the ability to see through that subject's eyes. (MMag)
Vampiric Touch: Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points. (UA)
Water Breathing: Subjects can breathe underwater. (d20M)
X-Mark: Caster is constantly aware of the distance and direction of the person, object, or place targeted. (MMag)

4th-level Divine Spells

Brawl: All individuals in area attack nearest creature for three rounds. (MMag)
Carillon: Resonating chimes benefit allies and hinder enemies with bonuses or penalties to attack rolls and saving throws against fear effects. (MMag)
Crawling Carpet: Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders. (UA)
Cure Critical Wounds: Cures 4d8 +1/level damage (max +10). (d20M)
Discern Lies: Reveals deliberate falsehoods. (d20M)
Divination: Provides useful (if cryptic) advice to a single question. (UA)

Faith's Fury: Damages and blinds creatures with a specific allegiance. (d20M)
Freedom of Movement: Subject moves normally despite impediments. (d20M)
Greater Magic Weapon: +1 bonus/three levels (max +5). (d20M)
Guardian Angel: Insubstantial entity comes to the aid of the caster, providing minor benefits in dangerous situations. (MMag)
Inflict Critical Wounds: Touch attack, 4d8 +1/level damage (max +10). (d20M)
Instant Fame: Subject gains a +5 bonus to reputation checks. (MMag)
Magic Bullets: Enchants bullets with the power to cure light wounds or inflict light wounds. (UA)
Neutralize Poison: Detoxifies venom in or on subject. (d20M)
Restoration: Restores level and ability score drains. (d20M)
Spell Immunity: Subject is immune to one spell per four levels. (UA)
Summon Vivitor IV: Summons a 4th-level vivitor, 1d3 3rd-level vivitors, or 1d4+1 2nd-level vivitors to fight for you. (UA)
Tongues: Speak any language. (d20M)
Via Negativa: Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks. (UA)
Wall Walk: Subject can move on ceilings and walls at normal speed as well as hold and wield weapons. (UA)

5th-level Divine Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification. (d20M)
Flaming Wrath: Smites foes with fire (1d6/level). (d20M)
Greater Command: As command, but affects one subject/level. (d20M)
Insect Plague: Insect horde limits vision, inflicts damage, and weak creatures flee. (d20M)
Mass Cure Light Wounds: Cures 1d8 +1/level damage for many creatures. (d20M)
Mass Inflict Light Wounds: Deals 1d8 +1/level damage to many creatures. (d20M)
Rage of Bees: Summons 1d3 swarms of sentient killer bees to fight for you. (UA)
Raise Dead: Restores life to subject who died up to 1 day/level ago. (d20M)
Reverse-view Mirror: Provides a vision that backtracks the last 15 minutes of a vehicle's last trip. (MMag)
Scrying: Spies on subject from a distance. (UA)
Spell Resistance: Subject gains spell resistance 12 + your caster level. (UA)
Summon Vivitor V: Summons a 5th-level vivitor, 1d3 4th-level vivitors, or 1d4+1 3rd-level vivitors to fight for you. (UA)
Synchronicity: Subject isn't delayed by the inconveniences of modern life. (UA)
True Seeing: See all things as they really are. (d20M)
Wall of Stone: Creates a stone wall that can be shaped. (d20M)

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