

Hexblade Spells

Level 1

Alarm
Arcane Mark
Armor Lock (C. Scoundrel)
Augment Familiar
Backbiter (C. Arcane)
Cause Fear
Charm Person
Detect Magic
Disguise Self
Entropic Shield
Expeditious Retreat
Identify
Light
Mage Burr (C. Scoundrel)
Magic Weapon
Mount
Nystul's Magic Aura
Phantom Threat (C. Warrior)
Prestidigitation
Protection From Chaos
Protection From Evil
Protection From Good
Protection From Law
Read Magic
Sleep
Tasha's Hideous Laughter
Undetectable Alignment
Unseen Servant

Level 2

Adoration of the Frightful (D. Magic)
Alter Self
Blindness/Deafness
Bull's Strength
Crisis of Confidence (H. of Battle)
Darkness
Eagle's Splendor
Enthrall
False Life
Glitterdust
Invisibility
Magical Backlash (Drow of U.)
Mirror Image
Phantasmal Assailants (C. Arcane)
Protection From Arrows
Pyrotechnics
Rage

Resist Energy
See Invisibility
Shadow Double (Drow of U.)
Spider Climb
Suggestion
Summon Swarm
Touch of Idiocy (C. Arcane)
Veil of Shadow (Mini. Hand.)

Level 3

Arcane Sight (T. & Blood)
Charm Monster
Confusion
Deep Slumber
Dispel Magic
Hound of Doom (C. Warrior)
Invisibility Sphere
Magic Weapon, Greater
Nondetection
Phantom Steed
Poison
Protection From Energy
Repel Vermin
Slow
Stinking Cloud
Trance of the Verdant Dom. (D. Magic)
Vampiric Touch
Wind Wall

Level 4

Assay Spell Resistance (C. Arcane)
Baleful Polymorph
Break Enchantment
Contact Other Plane
Cursed Blade (C. Warrior)
Detect Scrying
Dimension Door
Dominate Person
Early Twilight (H. of Battle)
Enervation
Fear
Invisibility, Greater
Phantasmal Killer
Polymorph
Scrying
Sending
Solid Fog
Spell Theft (C. Scoundrel)

Unluck (C. Arcane)

Level 5

Claw of the Savage (B. of V. Dark.)

Cure Critical Wounds

Freedom of Movement

Implacable Pursuer (C. Divine)

Inflict Critical Wounds

Poison

Revenge (C. Divine)

Summon Monster IV (Evil only)

Vile Lance (B. of V. Dark.)

Visage of the Deity (C. Divine)

Winged Mount (C. Divine)

Summon Undead IV (S. Comp.)

Unholy Storm

Notes:

(B. of V. Dark.) = Book of Vile Darkness

(C. Arcane) = Complete Arcane

(C. Divine) = Complete Divine

(C. Warrior) = Complete Warrior

(D. Magic) = Dragon Magic

(Drow) = Drow of the Underdark

(H. of Battle) = Heroes of Battle

(Libris Mort.) = Libris Mortis

(Mini. Hand.) = Miniatures Handbook

(S. Comp.) = Spell Compendium

(T. & Blood) = Tomb and Blood