

# **Baldur's Gate II: Enhanced Edition**

**Mastering Melee & Magic**



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## AD&D® Rules—An Introduction by Volo

Friends, the world in which you adventure is a strange one. There are many things to learn, particularly if you haven't been here before, and perhaps the best way is to start exploring some of the scrolls that various sages have put together over the ages, which in the interests of saving my own time I have compiled and loosely edited for your reading pleasure below. However, research and editing can be dry work indeed—so dry that I feel a need to quench my thirst. I'll be back in a short while after I pay a visit to the Helm and Cloak for a drop of Saerloonian glowfire. In the meantime, read and enjoy!

*If you want to know more about how to play Baldur's Gate, you had best read the Survival Guide. There you will learn how the rules are applied, whereas here we shall explore the foundations. If Volo kept more to his facts and less to his ale, that is.*

—Elminster

*At least I know how to enjoy the finer things in life, my wizardly friend!*

—Volo

### About Advanced Dungeons & Dragons

The *Advanced Dungeons & Dragons* game is a roleplaying system that allows players to explore worlds of fantasy and high adventure. One of the myriad AD&D worlds is the Forgotten Realms, the setting in which *Baldur's Gate* takes place. The world you are entering is a complex one, but it is said that artificial assistants called “computers” in other worlds have been invoked at times to simplify things. Defining such a vast realm in even a series of intricate tomes would be difficult, but for the sake of brevity we have summarized things in the span of a few pages. This is by no means easy, but we outline some of the major features of the rules and how they may have been interpreted by “computer” scribes below.

You don't have to know much about the AD&D game rules to play *Baldur's Gate* (the “computer” takes care of that for you), but it is helpful. Accordingly, most of the AD&D rules have been summarized or their revisions for Baldur's Gate explained.

### How Baldur's Gate Uses the AD&D Rules

*Baldur's Gate* uses the same weighting system for spells and weapons as in the *Advanced Dungeons & Dragons* game. In addition, we have applied the same concept of the initiative round to the individual monster and character rather than to the party. That is, instead of a group-based turn where first one side then the other performs all actions, every character or creature acts in real-time mode but on a personal initiative round.

The personal initiative round is six seconds long, representing a ten-to-one reduction in the time of the round in the AD&D rules, which is sixty seconds. This time scale is consistent with the reduction in global game time.

Most importantly, you can pause (or unpaue) the action by hitting the space bar (for PC and Mac versions of the game only) or by clicking the clock icon in the bottom-left corner of the screen. When you are paused, you can assign actions to any character and then resume the game by unpausing. This pause feature allows fans of turn-based combat to effectively play the game that way; it also can make some of the fiercer battles simpler, allowing players to consider their actions and tactics.

*Note: In the Gameplay Options menu, you can instruct the game to pause automatically when certain events occur so that you don't miss them.*

## Character Actions

The basic actions you can perform in the Realms are simple. You can wander the landscape, speak with the denizens, and occasionally swing a sword or two. These actions are described below, along with a few effects that may modify these basic actions.

### Movement

There is one constant movement rate in Baldur's Gate. Your characters can move more quickly while under the effects of a *Haste* spell or while wearing certain magical equipment. You can group select characters and easily move them into various formations, as described in more detail in the *Amn Survival Guide*.

### Dialogue

Killing everything you meet eventually leads to problems. First, you'll never finish the quests in the game if you kill everything—no one will be left to talk to in order to find out what you need to do. Second, at some point your reputation will fall to the level where you will be attacked on sight by every guard in the game. You won't survive this.

Sometimes the best thing to do is talk, whether it's casual conversation, hardball negotiation, jovial rumor-swapping, or intimidating threats. Not everything you meet, human or otherwise, is out to kill your character. Help often appears in the most surprising forms. Thus it often pays to take the time to talk to people or creatures.

*Dialoguing with strangers is a large part of my research... though occasionally my conversations take a turn for the worse.*

—Volo

### Fighting

There are times when you don't want to or can't run away, although running all the time is not that heroic. Also there are times when you know talking is not a good idea. Sooner or later, your characters must fight. The real trick is in knowing when to fight and when to talk or run.

### Effects of Fatigue

Your characters have to rest every so often, both to memorize spells and to regain their strength. If your characters start complaining that they are tired, it would be prudent to stop and make camp for the night. Go to all characters' priest or wizard spell pages, and after configuring any spells that you want to memorize, click on the Rest icon. You will rest for eight hours, unless



your sleep is interrupted, and awake refreshed. If your party was injured, party members will gain a few Hit Points every time they rest.

A character can continue to operate at peak efficiency for 24 hours game time (2 hours real time). After this, the characters will start to complain of fatigue. For every 4 hours beyond this 24-hour mark, the player will receive a -1 luck penalty (-1 to all of their rolls). As soon as the characters rest, all of these penalties will be removed. Note that characters with high or low Constitution scores are more or less resilient to fatigue and can travel for longer (or shorter) without requiring rest.

*Note: Characters resting in rented rooms while visiting an inn will heal more or less depending on the quality of the room.*

## Effects of Encumbrance

Each character has a certain number of inventory slots free, along with a number of slots associated with a paper doll representation of the character. One item may be placed in each slot. In addition, how much weight a character may carry is based on the Strength of that particular character. The weight allowances for your characters are listed in the tables at the end of this manual.

## Effects of Intoxication

All the better inns serve a variety of intoxicants. Drinking to excess will, of course, impair your character's ability to function in combat. Sufficient drink bolsters the morale, but the tradeoff in effectiveness hardly makes it worth it. The number of drinks you can have before suffering penalties is related to your Constitution, though recovery is uniform. A character with a Constitution of 3 will become quite tipsy after one drink, though regardless of the amount, a good night's sleep will negate all effects.

*Indeed, I have seen fellows with heroic constitutions drink seemingly endless amounts and suffer no visible effects.*

—Volo

*Perhaps "heroic" is the wrong choice of word in this instance.*

—Elminster

## Effects of Poison

Poison is an all-too-frequent hazard for adventurers. Bites, stings, deadly potions, drugged wines, and bad food all await characters at the hands of malevolent wizards, evil assassins, hideous monsters, and incompetent innkeepers. Fortunately, there are many ways to treat a character for

poison. Several spells exist that negate the poison's effects. Note that *Cure* spells do not negate the progress of a poison, although they can heal damage already suffered.

## Effects of Reputation and Alignment

### Reputation

The party has a reputation score that influences the manner in which non-player characters (NPCs) treat them. The player begins with a reputation based on the alignment of the lead character. The reputation chart consists of 20 levels. Each level changes how NPCs interact with the party. The table below displays the actions that change reputation, either positively or negatively, based on the current reputation of the party. Be warned: Evil-doing parties are likely to become the targets of bounty hunters and guards.

Reputation	Killing an innocent	Stealing	Killing a Flaming Fist soldier	Giving money to the church*
20 (hero)	-10	-1	-10	-
19	-10	-1	-10	-
18	-9	-1	-9	-
17	-8	-1	-9	+1 (5000)
16	-7	-1	-9	+1 (2500)
15	-6	-1	-8	+1 (2000)
14	-5	-1	-8	+1 (1500)
13	-5	-1	-7	+1 (1200)
12	-5	-1	-7	+1 (900)
11	-4	-1	-6	+1 (700)
10	-4	-1	-6	+1 (500)
9	-3	-1	-5	+1 (400)
8	-2	0	-5	+1 (300)
7	-2	0	-4	+1 (200)
6	-2	0	-3	+1 (400)
5	-2	0	-2	+1 (500)
4	-1	0	-2	+1 (1000)
3	-1	0	-1	+1 (1000)
2	-1	0	-1	+1 (1200)
1 (villain)	0	0	0	+1 (1500)

\*The numbers in parentheses indicate the amount of gold pieces that must be donated in order to increase reputation.

## Alignment

Alignment has less effect on game play than reputation does. A character's starting alignment determines a starting reputation, as displayed in the table below. Alignment is the backbone of who your character is and what he or she represents, and reputation is the practical application of those beliefs. If your reputation does not match with your alignment, your character may suffer consequences. Characters that join your party might agree with the current reputation of the party based on their alignment or might decide that they are unhappy with the party while you are playing.

Alignment	Starting Reputation
Lawful Good	12
Neutral Good	11
Chaotic Good	11
Lawful Neutral	10
Neutral	10
Chaotic Neutral	10
Lawful Evil	9
Neutral Evil	9
Chaotic Evil	8

Players of Paladins and Rangers must watch their reputation carefully. If at any time the party's reputation falls below 6, Paladins lose their class abilities; if the reputation falls below 4, Rangers lose theirs. In either case, if the reputation of the party falls below the acceptable level, that character becomes "Fallen."

*Note: Blackguards, a Paladin class kit, are not subject to this restriction and may have as high or low a reputation as they desire.*

## Encounter Adjustments

Whenever the party encounters an NPC, a reaction check is made. Modifiers will be applied according to the speaker's Charisma (or the party leader's Charisma when dealing with merchants) and the reputation of the party. The specific NPC may also have a modifier to the encounter adjustment. The encounter adjustment affects how people that you are talking to perceive you. It can also affect whether they are willing to give you much information, and it can improve prices of items in stores if you purchase them when you have a good encounter adjustment. The table below describes the effect of reputation on reaction adjustment.

*Note to the unwary: Some spells improve the attitudes of characters toward the speaker—for example, the Charm spells. However, these spells so alter the perception of the recipient that they may forget dealings they have had with you. They will also be hostile toward you when the spell wears off, so be careful whom you target. You could potentially close off quests you could have otherwise completed.*

Reputation	Effect
20 (hero)	The party receives a +4 reaction adjustment
18–19	The party receives a +3 reaction adjustment
16–17	The party receives a +2 reaction adjustment
14–15	The party receives a +1 reaction adjustment
9–13	No adjustment
8	The party receives a –1 reaction adjustment
7	The party receives a –2 reaction adjustment
6	The party receives a –3 reaction adjustment.
5	The party receives a –4 reaction adjustment.
4	The party receives a –5 reaction adjustment.
3	The party receives a –6 reaction adjustment.
2	The party receives a –7 reaction adjustment.
1 (villain)	The party receives a -20 reaction adjustment.

## Reputation Effects on Party Members

Each party member has five different states determined by their alignment. These states are *happy*, *neutral*, *unhappy*, *angry*, and *breaking point*. Each of these states correspond to the four different verbal dialogue cues that a character has (that is, a character won't complain if he or she is happy, but if the character is in any other state, complaints will be heard). The table below shows how the party's reputation will alter their state based on the character's alignment.

Reputation	Good	Neutral	Evil
20	Happy	Happy	Break
19	Happy	Happy	Break
18	Happy	Happy	Angry
17	Happy	Happy	Angry
16	Happy	Happy	Angry
15	Happy	Neutral	Unhappy
14	Happy	Neutral	Unhappy
13	Happy	Neutral	Unhappy
12	Neutral	Neutral	Neutral
11	Neutral	Neutral	Neutral
10	Neutral	Neutral	Neutral
9	Neutral	Neutral	Neutral
8	Unhappy	Neutral	Neutral
7	Unhappy	Neutral	Neutral
6	Unhappy	Neutral	Happy
5	Angry	Unhappy	Happy
4	Angry	Unhappy	Happy
3	Angry	Angry	Happy
2	Break	Angry	Happy
1	Break	Break	Happy

*A happy life is a good life!*

—Volo

## Combat in Baldur's Gate

Baldur's Gate follows the AD&D rule system closely but not exactly. The main difference lies in the real-time adaptations to the personal initiative rounds. The computer takes care of most of the underlying rules, allowing you to become more immersed in the story and the world of the game.

### More than Just Hack and Slash

As important as fighting is to the AD&D game, it isn't the be-all and end-all of play; it's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring—every encounter would be the same. Because there is more to the game than fighting, we'll cover much more than simple hack-and-slash combat here. In addition to the basic mechanics of hitting and missing, there are rules for turning undead, special ways to attack and defend, poison, heroic feats, and more. Remember that Baldur's Gate follows a modified round-based system. Everyone (characters, NPCs, and monsters) acts on their own personal initiative rounds. Any time you want, you can pause the game to assign commands and then restart the game by unpausing.

### Personal Initiative Rounds

In Baldur's Gate, to allow for the real-time based combat and movement, each character and monster is on an independent *personal initiative round*, which is six seconds long. Within the personal initiative round, all of the rules of the AD&D game are used, including Speed Factors for weapons and casting time for spells. For higher-level characters who can attack more than once per round with a given weapon, the Speed Factor of the weapon determines when exactly in the six-second round the attacks will occur.

### Speed Factor

Speed Factors are numbers between 1 and 10 indicating one-tenth and ten-tenths of a round respectively for a character that can attack once per round with a weapon.

### Casting Time

Casting times for priests and wizards are exactly analogous to Speed Factors for weapons; the casting times are between 1 and 9, representing how quickly a wizard or priest can release a spell. The lower the number, the faster the casting, just as with Speed Factors.

## **Initiative**

Initiative is determined by a combination of ability, situation, and chance. In Baldur's Gate, initiative is used as a random variation on how quickly characters can begin their spells or attacks. It can adjust the casting time or Speed Factor of a spell or weapon respectively, though only slightly.

## **Armor Class**

Armor Class (AC) is the protective rating of a type of armor. Armor provides protection by reducing the chance that a character is attacked successfully (and thus suffers damage). Armor does not absorb damage, it prevents it. Damaging a Fighter in full plate mail is no small task. Armor Class is measured on a scale from 10, the worst (no armor), to less than zero. The lower the number, the better (armor classes less than -10 occur only with very powerful magical armors). Shields, as well as certain magic items, can also improve the AC of a character.

Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example.

## **THACO**

THACO is an acronym which means "To Hit Armor Class 0." This is the number a character, NPC, or monster needs to attack an AC 0 target successfully. THACO depends on a character's class and level (although equipment, spells, and certain racial bonuses can also have an effect). The THACO number can be used to calculate the number needed to hit any AC.

## **The Attack Roll**

At the heart of the combat system is the attack roll, the die roll that determines whether an attack succeeds or fails. The number a player needs in order to make a successful attack roll is also called the "to hit" number, which is determined by the computer by taking a character's THACO and adjusting according to the AC of the target. Attack rolls are used for attacks with swords, bows, rocks, and other weapons, as well as blows from fists and other hand-to-hand attacks. In Baldur's Gate, the "to hit" roll is done behind the scenes for you—if your character is successful, he hits; if not, he swings and misses.

When an attack is made, the AC of the opponent being attacked is subtracted from the THACO of the attacker. The resulting number is what the attacker must "roll" in order to hit the opponent. This "roll of the die" is done with a d20, or twenty-sided die, resulting in a number between 1 and 20. If the attacker rolls a number equal to or greater than the value necessary, then the attack is successful and damage is done. If the attack is unsuccessful, then the attacker missed completely or was unable to penetrate the opponent's armor.

For example, Penthos, a 3<sup>rd</sup>-level Fighter, has a THAC0 of 18. He is attacking a hobgoblin with an AC of 5. The AC of the hobgoblin is subtracted from the THAC0, giving a “to hit” number of 13. If Penthos rolls a 13 or higher in the twenty-sided die, he hits successfully and does damage.

*Admittedly, a rather draconian system for determining whether your enemies live or die, but not without a certain brand of elegance.*

—Volo

## **Critical Hits and Misses**

If a character rolls a “natural” 20 to hit (that is, the attack roll before modifiers are applied is a 20) then a critical hit occurs and damage for that attack will be doubled. A roll of “natural” 1 is considered a critical miss and imposes a time penalty on the character to recover. Regardless of AC, a “natural” 20 always hits, and a “natural” 1 always misses. Characters can avoid critical hits by wearing helmets, if their class allows them to wear helmets.

## **Improving the Odds in Combat**

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or to the attack roll.

### **Strength Modifiers**

A character’s Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melee attacks. Certain missile weapons (throwing axes, throwing daggers, and slings) receive the character’s Strength modifier to damage, but not to attack rolls.

### **Magical Items**

The magical properties of a weapon can also modify combat. Items that impart a bonus to the attack roll or Armor Class are identified by a plus sign. For example, a *sword +1* improves the character’s chance to hit by one and inflicts one additional damage if the attack is successful. A suit of *chain mail +1* improves the Armor Class of the character by one beyond normal, “non-magical” chain mail (which means you subtract one from the character’s AC, changing an AC of 5 to an AC of 4, for example). Cursed items have a negative modifier (a penalty), resulting in a subtraction from the attack roll or an addition to Armor Class. There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied to a die roll.

*Note: You may not equip multiple magic items that provide a similar bonus, such as two rings of protection or a ring of protection and leather armor +1.*



### **Dexterity Modifiers for Missile Weapons**

Dexterity affects the character's ability to attack with a missile weapon. Like Strength, higher Dexterity increases the chance to hit and lower Dexterity lessens it. Dexterity affects only the chance to hit and does not affect the amount of damage inflicted by a missile weapon.

### **Missile Weapons in Combat—Rate of Fire**

Bows, crossbows, and many other missile weapons have different *rates of fire* (ROF)—the number of missiles they can shoot in a single round. Arrows can be shot and daggers thrown at a rate of up to two shots per round. Some weapons (such as crossbows and slings) take a long time to load, while others are too large to throw quickly (such as throwing axes), and can thus be fired only once every round. Darts can be hurled at a rate of three per round. Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative.

## **Casting Spells**

Both wizards and priests use the same rules for casting spells. To cast a spell, the character must first have the spell memorized. If it is not memorized, the spell cannot be cast. (Sorcerers are the exception to this rule and may cast any spell they know without memorization.) The caster must be able to speak (not under the effects of a *Silence* spell or gagged) and have both arms free (not paralyzed, for example). If the spell is targeted on a person, place, or thing, the caster must be able to see the target. It is not enough to cast a *Fireball* 150 feet ahead into the darkness; the caster must be able to see the point of the explosion and the intervening distance. Once the casting has begun, the character must stand still.

*Note: If you choose not to have a spellcaster cast a spell after you have selected the spell, but before you have selected a target, you can right-click to cancel the spell, and it will not be lost from memory.*

*For touchscreen players, you can cancel the spell by clicking on a different action icon, or on an invalid target such as on a non-button in the user interface.*

### **Spell Disruption**

If the spellcaster is struck by a weapon or fails to make a Saving Throw before the spell is cast, the caster's concentration is disrupted. The spell is lost in a fizzle of useless energy and is wiped clean from the memory of the caster until it can be re-memorized. Spellcasters are well advised not to stand at the front of any battle, at least if they want to be able to cast any spells!

## **Saving Throws**

Saving Throws are measures of a character's resistance to special types of attacks—poisons, magic, and attacks that affect the whole body or mind of the character. A character's Saving Throw value behaves in much the same way as THACO; when a character makes a Saving Throw, that character must roll higher than their Saving Throw value (some spells or effects may impose a penalty or bestow a bonus to this roll). Characters' Saving Throw values improve as they gain levels.

If a Saving Throw is made successfully, this may reduce damage or prevent the effects of a spell or attack entirely. Some spells greatly improve Saving Throws against different types of attacks. The following Saving Throws are listed in order of priority, from highest to lowest; a spell that causes paralyzation, for example, will use the save vs. paralyzation, while a wand that causes petrification will use the save vs. wands.

### **Save vs. Paralyzation, Poison, or Death Magic**

This save is used whenever a character is affected by a paralyzing attack (regardless of source), poison (of any strength), or certain spells and magical items that otherwise kill the character outright (as listed in their descriptions).

### **Save vs. Rod, Staff, or Wand**

As its name implies, this save is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for.

### **Save vs. Petrification or Polymorph**

This save is used any time a character is the target of a spell or effect that will turn him or her to stone (petrified) or change his or her physical form.

### **Save vs. Breath Weapon**

A character uses this save when facing monsters with breath weapons, particularly the powerful blast of a dragon.

### **Save vs. Spell**

This save is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item, provided no other type of Saving Throw is specified. This save can also be used to resist an attack that defies any other classification.

## **Modifying Saving Throws**

Saving Throws can be modified by magical items, specific rules, and special situations. These modifiers can increase or decrease the chance of a successful Saving Throw.

- Magical items like cloaks and rings of protection give bonuses to a character's Saving Throws.
- Magical armors that grant a Saving Throw bonus only do so when the save is made necessary by something physical, whether normal or magical.
- Specific spells and magical items have effects, both good and ill, on a character's Saving Throws. Some spells force the victim to save with a penalty, which makes even the most innocuous spell quite dangerous. (Specific information can be found in the spell descriptions later in this manual.)

## Morale

Each creature has a base morale level that affects whether it fights or runs during a battle. The only character that is unaffected by morale is the character you create—other characters joining your party have morale dialogue and scripts. Every creature is scripted to react somewhat differently when morale breaks, and often they break at different levels of morale or choose different types of attack depending on the current morale level. For example, some creatures may choose melee combat if morale is high but ranged attacks if morale is low. Each creature has a recovery time indicating how long it takes for its morale to return to its base level. When a creature's morale fails, it slowly returns to the baseline value. If characters in your party fail a morale check, their selection circle turns yellow (from green).

Morale is positively influenced by having a leader (the topmost character in the portraits) with high Charisma, by the environment in which the character is located (for example, kobolds and drow like being underground more than in wide-open spaces outside), by some spells (for example, *Remove Fear*), and by the type of enemies that are visible (easy enemies will raise morale). Morale is negatively influenced by factors such as being attacked by powerful magic, by seeing someone in the party killed or knocked unconscious, by losing a lot of Hit Points, or by spotting a difficult foe.

## Combat Effects and Recovery

Damage, wounds, and death are what can happen to characters when opponents attack them successfully. Damage can also occur as a result of poison, fire, acid, and by trying anything even remotely dangerous in the real world. Damage from most attacks is measured in Hit Points (HP). Each character has a current Hit Point total and maximum Hit Point total. Each time a character is hit, he or she suffers points of damage. These points are subtracted from the character's current Hit Point total. When this reaches 0, the character is dead. Characters whose bodies are destroyed by the effect that killed them (such as a *Disintegrate* spell or taking massive damage from a single melee attack) remain forever dead, beyond hope of resurrection.

## Healing and Hit Points

Once characters are wounded, the player should naturally want to get them healed. Characters can heal by natural or magical means. Natural healing is slow, but it's available to all characters regardless of class. Magical healing may or may not be available, depending on the presence (or absence) of priests or magical devices. The only limit to the amount of damage a character can recover through healing is the maximum Hit Points the character has.

*Note: Some special abilities and certain necromantic spells can improve maximum Hit Points, but only for a limited period of time.*

### Natural Healing

Characters heal naturally at a rate of one Hit Point per period (eight hours) of rest. If a character rests in a comfortable room in an inn, he or she will recover progressively more Hit Points the better the room—but of course this costs more. Camping in the wilds allows for memorization of spells but restores fewer Hit Points. Resting is only possible when there are no enemies within visible range of your party; if there are, you must move away or make them your friends (with *Charm* spells, dialogue, and so on) before you can rest. Some creatures might attack your party while resting; if this happens, you will not heal or memorize spells.

*A good reason to rest at an inn!*

—Volo

### Magical Healing

Healing spells, potions, and magical devices can speed the process of healing considerably. The specifics of such magical healing methods are described in the spell descriptions in the second half of this tome. By using these methods, wounds close instantly and vigor is restored. The effects are immediate.

Magical healing is particularly useful in the midst of combat or in preparation for a dangerous encounter. Remember, however, that the characters' opponents are just as likely to have access to magical healing; an evil high priest is likely to carry healing spells to bestow on his followers and guards. Healing occurs to the maximum Hit Point total for a given character only, never beyond this value.

*Note: In Gameplay Options, you can set an option to cast healing spells during rest; this option will cast any as-yet-uncast healing spells at the time of resting, allowing party members to heal more quickly with a priest present. You can also set an option to "rest until healed", which will cause your party to continue resting until all Hit Points have been restored.*

### **Raising the Dead**

Curative and healing spells have no effect on dead characters; they can be returned to life only with a *Raise Dead* or *Resurrection* spell or a device that accomplishes one of these effects. A newly raised character (with the *Raise Dead* spell) is quite weak (with only 1 Hit Point) and requires additional healing to be effective in combat. If your characters cannot cast the appropriate spells, you may enlist the help of a nearby temple for a small fee.

*Small is, of course, a relative term. The more famous you are, I've found, the more the priests expect to be paid for your revival!*

—Volo

*Gold is a small price to pay for a second, third, or seventeenth chance.*

—Elminster

### **Paralysis**

A character or creature affected by paralysis becomes totally immobile for the duration of the spell's effect. The victim can breathe, think, see, and hear, but is unable to speak or move in any manner.

### **Poison**

A character or creature that is attacked with a poisoned weapon or by a venomous creature must make a Saving Throw vs. poison. Depending on the type of poison, this Saving Throw either negates the effects of the poison or lessens them. Poisons are usually deadly within minutes, so finding quick treatment is recommended.

## Experience and Gaining Levels

Every time characters go on an adventure, they learn something. They may learn a little more about their physical limits, encounter a creature they have never seen before, try a spell as yet unused, or discover a new peculiarity of nature. Characters also improve by increasing in power; as levels are gained, characters gain additional Hit Points, more spells if they can cast spells, and a better chance to hit with an attack.

Characters achieve these gains by earning *experience points* (XP). An experience point is a concrete measure of characters's improvement. It represents a host of abstract factors: increased confidence, physical exercise, insight, and on-the-job training. When a character earns enough experience points to advance to the next experience level, these abstract factors translate into a measurable improvement in the abilities of the character. Just what areas improve and how quickly improvement occurs all depend on the character's class.

### Group Experience Awards

Experience points are earned through the activities of the characters, which generally relate to their adventuring goals. Thus, all characters on an adventure receive some experience points for overcoming their enemies or obstacles. The experience gained for slaying monsters and finishing most quests is shared equally between the characters in your party, although in certain cases each character (or a subset of characters) may receive specific rewards.

## Experience Points for Multi- and Dual-Class Characters

### Multi-class Characters

Multi-class characters (non-humans only) choose more than one class upon creation. They gain levels in two or three classes for their entire careers and can use the abilities of any of their classes at any time. Experience points are evenly divided among all classes, and they gain levels according to the experience point tables for each class. (These tables appear at the end of this guide.)

### Dual-Class Characters

Dual-class characters (humans only) choose to focus on a second career at some point. When this occurs, they stop gaining levels in their original class and start gaining levels in a new class. They cannot, however, use any of the abilities of their old class until they have gained at least one more level in their new class than in their old class. After this point, they can choose freely between the abilities of each class.

The available abilities for both multi- and dual-class characters are shown by the available buttons at the bottom of the screen when that character is selected. There is one proviso for both multi- and dual-class characters, however: If they are wearing armor (except robes) or using weapons that are not allowed by one of their classes, their abilities for that class are disabled (dimmed) until they stop wearing that armor or using that weapon.

### **A Note on the Experience Cap**

In the standard campaign for *Baldur's Gate: Enhanced Edition*, no character could attain more than 161,000 experience points. *Baldur's Gate II* raises this cap significantly in the *Shadows of Amn* campaign, and *Throne of Bhaal* raises it even further. When deciding the level at which to dual-class your character, be sure to keep in mind the experience cap; this will limit how your character advances before the end of the game!

*You can become truly powerful, indeed!*

—Volo

*Yet there is always another with greater power than your own.*

—Elminster

## Character Attributes

Every person in the Realms has defining traits that set them apart from all others. The most pronounced differences will be in the areas of race, class, and abilities.

### Race

Race defines the character's species: human, elf, dwarf, gnome, half-elf, half-orc, or halfling. Race puts some limitations on the character's class.

#### Human

Humans are the predominant race in Faerûn. Humans rule most of the significant empires and kingdoms in the Forgotten Realms. They are the most social and tolerant of races, excepting perhaps the halflings. The only special ability that humans possess is that they may advance as any class. Humans are also the only race that can dual-class. Humans may not multi-class.

- +15% Pick Pockets, +10% Open Locks, +5% Find Traps, +10% Move Silently, +5% Hide in Shadows
- May dual-class
- May not multi-class

#### Dwarf

Dwarves are short and stocky, easily identifiable by their size and shape. They have ruddy cheeks, dark eyes, and dark hair. Dwarves tend to be dour and taciturn. They are given to hard work, and care little for most humor. They enjoy beer, ale, mead, but most of all, they love gold. There are four racial divisions of dwarves within the Realms: shield dwarves, gold dwarves, wild dwarves, and duergar.

Dwarves have the following traits:

- +2 bonus to Saving Throws vs. paralysis/poison/death, rod/staff/wand, and spells
- Additional Saving Throw bonuses based on Constitution
- Infravision
- +15% Pick Pockets, +20% Open Locks, +20% Find Traps, +10% Move Silently, +5% Hide in Shadows, +5% Detect Illusion, +10% Set Traps
- +1 Constitution, -1 Dexterity, -2 Charisma

#### Elf

Elves tend to be shorter and slimmer than humans. Their features are finely chiseled and delicate, and they speak in melodic tones. Elves are looked upon as being frivolous and aloof. They concern themselves with natural beauty, dancing, frolicking, and other similar pursuits.



Their humor is clever, as are their songs and poetry. There are six racial divisions of elves within the Realms: gold elves, moon elves, wild elves, sea elves, dark elves (drow), and winged elves (avariel).

Elves have the following traits:

- 90% resistance against charm and sleep magics
- Infravision
- -1 THAC0 with bows, short swords and long swords
- +20% Pick Pocket, +5% Open Locks, +5% Find Traps, +15% Move Silently, +15% Hide in Shadows
- +1 Dexterity, -1 Constitution

## **Gnome**

Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Gnomes, as they proudly maintain, are also less rotund than dwarves. Most have dark tan or brown skin, white hair, and rather large noses. Gnomes have lively and sly senses of humor, especially for practical jokes. They have a love for nature that is only matched by their love for gems and jewelry. There are two racial subdivisions of gnomes within the Realms: rock gnomes and deep gnomes (svirfneblin).

Gnomes have the following traits:

- +2 bonus to Saving Throws vs. rod/staff/wand and spells, with additional bonuses based on Constitution
- Infravision
- +15% Pick Pockets, +15% Open Locks, +15% Find Traps, +15% Move Silently, +10% Hide in Shadows, +10% Detect Illusion, +5% Set Traps
- +1 Intelligence, -1 Wisdom

## **Half-Elf**

Half-elves are a mix of human and elven blood. They are handsome folk with good features from each of their parent races. A half-elf has the curiosity, inventiveness, and ambition of their human ancestors and the refined senses, love of nature, and artistic tastes of their elven ancestors.

Half-elves have the following traits:

- 30% resistance against charm and sleep magics
- Infravision
- +25% Pick Pocket, +10% Open Locks, +5% Find Traps, +10% Move Silently, +10% Hide in Shadows

## Half-Orc

Half-orcs are born from the union of human and orc parents. They are as tall as humans but a little heavier due to their muscular builds. Their greenish pigmentation, sloping forehead, jutting jaw, prominent teeth and coarse body hair make their lineage plain for all to see. Half-orcs are known for their great strength.

Half-orcs have the following traits:

- +1 Strength, +1 Constitution, -2 Intelligence
- +15% Pick Pockets, +10% Open Locks, +5% Find Traps, +10% Move Silently, +5% Hide in Shadows

*Half-orcs make excellent fighters... Though they aren't much for conversation.*

—Volo

## Halfling

Halflings are short, generally plump people, very much like small humans. Their faces are round and broad, and often quite florid. Their hair is typically curly, and the tops of their feet are covered with coarse hair. Overall they prefer the comforts of home to dangerous adventuring. There are three racial divisions of halflings within the Realms: the hairfoot, tallfellow, and stout.

Halflings have the following traits:

- +2 bonus to Saving Throws vs. paralysis/poison/death, vs. rod/staff/wand, and vs. spell, with additional bonuses based on Constitution
- +1 THAC0 bonus with slings
- +20% Pick Pockets, +15% Open Locks, +10% Find Traps, +20% Move Silently, +20% Hide in Shadows
- +1 Dexterity, -1 Strength, -1 Wisdom

## Ability Scores

Ability scores are the six natural traits that represent the basic definition of a character. The tables at the end of this manual describe the specific bonuses and penalties for each ability.

### Strength

Strength measures a character's muscle, endurance, and stamina. It is the prime requisite of warriors.

## **Dexterity**

Dexterity measures a character's hand-eye coordination, agility, reflexes, and balance. It is the prime requisite of rogues.

## **Constitution**

Constitution measures a character's fitness, health, and physical resistance to hardship, injury, and disease.

## **Intelligence**

Intelligence measures a character's memory, reasoning, and learning ability. It is the prime requisite of Mages.

## **Wisdom**

Wisdom measures a character's enlightenment, judgment, and common sense. It is the prime requisite of priests.

## **Charisma**

Charisma measures a character's persuasiveness, personal magnetism, and ability to lead. This ability is important to the Druid, Bard, and Paladin, but all characters can benefit from a high Charisma score.

## **Class**

A character's class is similar to a profession or career. It is what your character has worked and trained at while growing up. The character classes are divided into four groups according to general occupations: warrior, wizard, priest, and rogue. Within each group are several similar character classes. Most classes also include a number of character kits, which further specialize a character's abilities.

Multi-class characters are available to non-humans only. Human characters can choose to become dual-class later in the game. Multi-class characters may not make use of class kits (except for gnomes that multi-class as Illusionists), and dual-class characters may not use kits for their second class.

## **Warriors**

### **Fighter**

The Fighter is a champion, swordsman, soldier, and brawler. He lives or dies by his knowledge of weapons and tactics. Fighters can be found at the front of any battle, contesting toe-to-toe with monsters and villains. A good Fighter needs to be strong and healthy if he hopes to survive.

**Class Features:**

- May wear helmets.
- May wear any armor and use any weapon.
- May achieve Grand Mastery (five slots) with any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- Hit Die: d10
- Prime Requisites For Dual-Classing: Strength

### **Berserker (Fighter Kit)**

This is a warrior who is in tune with his animalistic side and, during combat, can achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than any person has a right to. Berserkers tend to be barbarian-like in nature, but not always. Sometimes it is a conscious choice that a warrior in training makes.

#### **Advantages:**

- May use Rage ability once per day every 4 levels.
  - RAGE: The enraged state lasts for 1 turn. While enraged, a Berserker gains a bonus of +2 to his attack and damage rolls as well as to his Armor Class, and becomes immune to charm, confusion, fear, feblemind, hold, imprisonment, level drain, maze, stun, and sleep. The Berserker also gains 15 temporary Hit Points which are taken away at the end of his berserk spree, possibly knocking him unconscious.

#### **Disadvantages:**

- Is winded after berserking: -2 penalty to Armor Class, to-hit rolls, and damage rolls.
- May not Specialize in ranged weapons.

### **Wizard Slayer (Fighter Kit)**

This warrior has been specially trained by his sect to excel in hunting and combating spellcasters of all kinds.

#### **Advantages:**

- Each successful hit bestows a 10% cumulative chance of spell failure on the target.
- 1% Magic Resistance per level.

#### **Disadvantages:**

- May not use any magic items apart from weapons and armor.

### **Kensai (Fighter Kit)**

This class's name, which means "sword saint" in the common tongue, refers to a warrior who has been specially trained to be one with his weapon. He is deadly, fast, and trained to fight without the protection of armor. (Note: Despite its common name, a Kensai may use any melee weapon with which he is proficient.)

#### **Advantages:**

- +2 bonus to Armor Class.
- +1 to hit and damage rolls every 3 levels.
- -1 bonus to Speed Factor every 4 levels.
- May use Kai ability once per day every 4 levels (starts at 1st level with one use).
  - KAI: All successful attacks within the next 10 seconds deal maximum damage.

**Disadvantages:**

- May not wear any armor.
- May not use missile weapons.
- May not wear gauntlets or bracers.

**Dwarven Defender (Fighter Kit)**

The Dwarven Defender is a formidable warrior that is reputed to be worth two soldiers of any other race. Trained extensively in the art of dwarven warfare, a handful of these stout fighters can render a defensive line all but unbreakable.

**Advantages:**

- May use Defensive Stance once per day every 4 levels (starts at 1st level with one use).
  - DEFENSIVE STANCE: For 1 turn, the Dwarven Defender gains +50% resistance to all forms of physical damage, a +2 bonus to Saving Throws, and a 50% movement rate penalty.
- Gains 5% resistance to crushing, slashing, piercing, and missile damage every 5 levels to a maximum of 20% at level 20.
- Hit Dice: d12

**Disadvantages:**

- Race restricted to dwarf.
- May not exceed High Mastery (four slots) in axes and war hammers.
- May not exceed Specialization (two slots) in any other weapon.

**Ranger**

The Ranger is a warrior and a woodsman. He is skilled with weapons and knowledgeable in the ways of the forest. The Ranger often protects and guides lost travelers and honest peasant-folk. A Ranger needs to be strong and wise to the ways of nature to live a full life.

**Class Features:**

- May wear helmets.
- May wear any armor and use any weapon.
- May not exceed Specialization (two slots) in any weapon class.
- May achieve Specialization (two slots) in any fighting style.
- Begins Specialized (two slots) in Two-Weapon Style and may place a third slot into it.

- May select a racial enemy, which grants a +4 bonus to damage rolls against the selected enemy race.
- May use Charm Animal ability once per day every 2 levels (starts at 1st level with one use).
- May Hide In Shadows while wearing no armor, leather armor, or studded leather armor.
- May cast druidic spells starting at level 8.
- Alignment restricted to good.
- Hit Die: d10
- Prime Requisites For Dual-Classing: Strength, Dexterity, Wisdom

### **Archer (Ranger Kit)**

The archer is the epitome of skill with the bow. He is the ultimate marksman, able to make almost any shot, no matter how difficult. To become so skilled with the bow, the archer has had to sacrifice some of his proficiency with melee weapons and armor.

#### **Advantages:**

- +1 to hit and +1 to damage with any missile weapon every 3 levels.
- May achieve Grandmastery (five slots) in Longbows, Shortbows, and Crossbows.
- May use Called Shot ability once per day every 4 levels.
  - CALLED SHOT: All successful ranged attacks within the next 10 seconds have the following cumulative effects beside normal damage, according to the level of the Archer:
    - 4<sup>th</sup> level: -1 penalty to target's THAC0.
    - 8<sup>th</sup> level: -1 penalty to target's Saving Throws vs. Spell.
    - 12<sup>th</sup> level: -1 penalty to the target's Strength score.
    - 16<sup>th</sup> level: +2 bonus to damage roll.

#### **Disadvantages:**

- May not wear any metal armor.
- May not exceed Proficiency (one slot) with melee weapons.
- May not use Charm Animal ability.

**Stalker (Ranger Kit)**

Stalkers serve as covert intelligence-gatherers, comfortable in both wilderness and urban settings. They are the spies, informants, and interrogators and their mastery of stealth makes them deadly opponents.

**Advantages:**

- +20% to Move Silently and Hide In Shadows.
- May use Backstab ability, although for a lower damage multiplier than Thieves:
  - Level 1-8: x2
  - Level 9-16: x3
  - Level 17+: x4
- 12th level: May memorize 3 Mage spells: *Haste*, *Protection From Normal Missiles*, and *Minor Spell Deflection*.

**Disadvantages:**

- May not wear armor heavier than studded leather.

**Beast Master (Ranger Kit)**

This Ranger is a wanderer and is not comfortable in civilized lands. He maintains a natural affinity for animals; they are his friends and comrades-in-arms, and the Beast Master has a limited form of telepathic communication with them.

**Advantages:**

- +15% to Move Silently and Hide In Shadows.
- May use Find Familiar ability to summon a pseudodragon (if lawful or neutral good) or fairy dragon (if chaotic good) companion.
- 8th level: May cast *Animal Summoning I*.
- 10th level: May cast *Animal Summoning II*.
- 12th level: May cast *Animal Summoning III*.

**Disadvantages:**

- May not use any metal weapons (for example: swords, halberds, war hammers, or morning stars).
- May not wear armor heavier than studded leather.

## Paladin

A Paladin is a warrior bold and pure, the exemplar of everything good and true. Like the Fighter, the Paladin is a person of action and combat. However, the Paladin lives for the ideals of righteousness, justice, honesty, piety, and chivalry. They strive to be living examples of these virtues so that others may learn from them as well as gain by their actions.

### Class Features:

- May wear helmets.
- May wear any armor and use any weapon.
- May not exceed Specialization (two slots) in any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- May use Lay On Hands ability once per day to heal a target for 2 Hit Points per level of the Paladin.
- May cast Detect Evil once per day per level (starts at 1st level with 3 uses).
- May cast Protection From Evil once per day per level (starts at 1st level with one use).
- May Turn Undead as a Cleric two levels lower, starting at level 3.
- May cast priest spells starting at level 9.
- Receives a +2 bonus to all Saving Throws.
- Alignment restricted to lawful good.
- Hit Die: d10

*Not all paladins are sugar and spice! I have heard rumors about terrible brutes who pour as much of their devotion into doing evil as the finest knights of Helm put toward righteous deeds.*

—Volo

*For once, Volo is correct. These champions of darkness are called Blackguards, and are not to be trifled with.*

—Elminster



**Cavalier (Paladin Kit)**

This class represents the most common picture of the knight: the chivalrous warrior who epitomizes honor, courage, and loyalty. They specialize in battling “classical” evil monsters such as demons and dragons.

**Advantages:**

- +3 bonus to hit and damage rolls against all fiendish and draconic creatures.
- May cast *Remove Fear* 1 time per day per level.
- Immune to charm, fear, poison, and morale failure.
- 20% resistance to fire and acid.

**Disadvantages:**

- May not use missile weapons.

**Inquisitor (Paladin Kit)**

The Inquisitor has dedicated their life to finding and eliminating practitioners of evil magic and defeating the forces of darkness. Their god provides them with special abilities toward that end.

**Advantages:**

- May cast *Dispel Magic* once per day per 4 levels (starts at 1st level with one use). The spell is cast at Speed Factor 1 and acts at twice the Inquisitor's character level.
- May cast *True Sight* once per day per 4 levels (starts at 1st level with one use).
- Immune to hold and charm.

**Disadvantages:**

- May not Turn Undead.
- May not use Lay on Hands ability.
- May not cast priest spells.

**Undead Hunter (Paladin Kit)**

This holy avenger has honed their abilities toward the destruction of the undead and other unnatural creatures. They are immune to many of their enemies' more destructive abilities.

**Advantages:**

- +3 to hit and +3 damage vs. undead
- Immune to hold
- Immune to level drain

**Disadvantages:**

- May not use Lay on Hands ability.

**Blackguard (Paladin Kite)**

The Blackguard epitomizes evil. They are nothing short of mortal fiends. The quintessential black knight, this villain carries a reputation of the foulest sort that is very well deserved. Consorting with demons and devils and serving dark deities, the Blackguard is hated and feared by all. Some people call these villains “antipaladins” due to their completely evil nature.

**Advantages:**

- Immune to level drain and fear.
- May Rebuke Undead as a Paladin of the same level.
- May use Absorb Health ability once per day.
  - ABSORB HEALTH: Deals 2 points of damage per level to an enemy, healing the Blackguard the same number of Hit Points.
- May use Poison Weapon ability once per day every 5 levels (starting at 1st level with one use).
  - POISON WEAPON: Each successful hit within the next round will inject poison into the target, dealing an extra 2 points of damage per second with no Saving Throw (for a total of 12 points of damage). Moreover, if the target fails a Saving Throw vs. Poison, they will suffer 1 additional point of damage per round for 4 rounds.
- May use Aura of Despair ability once per day starting at 3rd level, with effects that improve based on level:
  - 3rd level: Enemies within 30 ft. receive a -1 penalty to hit and damage rolls and a -2 penalty to Armor Class for 1 turn.
  - 6th level: Enemies within 30 ft. receive a -2 penalty to hit and damage rolls and a -2 penalty to Armor Class for 1 turn.
  - 15th level: Enemies within 30 ft. receive a -4 penalty to hit and damage rolls and a -4 penalty to Armor Class for 1 turn; causes fear in enemies of level 8 or below.
  - 20th Level: Enemies within 30 ft. receive a -4 penalty to hit and damage rolls and a -4 penalty to Armor Class for 1 turn; causes fear in enemies level 18 or below.

**Disadvantages:**

- Alignment restricted to evil.
- May not cast *Detect Evil*.
- May not cast *Protection From Evil*.
- May not use Lay on Hands ability.

## **Barbarian**

A Barbarian can be an excellent warrior. While not as disciplined or as specialized as a Fighter, the Barbarian can willingly throw himself into a berserker rage, becoming a tougher and stronger opponent.

### **Class Features:**

- May not wear armor heavier than splint mail.
- May not exceed Specialization (two slots) with any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- Moves 2 points faster than other characters.
- Immune to backstab.
- May use the Rage ability once per day every 4 levels (starts at 1st level with one use).
  - RAGE: The enraged status lasts for 5 rounds and provides a +4 bonus to Strength and Constitution, a -2 penalty to Armor Class and a +2 bonus to Saving Throws vs. Spell, as well as immunity to all charm, hold, fear, maze, stun, sleep, confusion, and level drain spells.
- 11th level: Gains 10% resistance to crushing, slashing, piercing, and missile damage. An additional 5% is gained at levels 15 and 19.
- Hit Die: d12

*Many different names, one basic function. I prefer to avoid violence, myself.*

—Volo

*Perhaps because everyone you meet tries to direct their violence in your direction.*

—Elminster

## **Priests**

### **Cleric**

The Cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. They are protectors and healers. They are not purely defensive, however. When evil threatens, the Cleric is well suited to seek it out on its own ground and destroy it. The opposite is true of evil Clerics as well, and there are many variations in between.

#### **Class Features:**

- May wear helmets.
- May wear any armor.
- May only use non-bladed, non-piercing weapons (war hammer, club, flail, mace, quarterstaff, sling).
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May Turn Undead.
- May cast priest spells.
- Hit Die: d8
- Prime Requisites For Dual-Classing: Wisdom

#### **Priest of Talos (Cleric Kit)**

Talos is the evil god of storms, destruction, and rebellion. Clerics of the Stormlord warn that Talos must be appeased or he will rain destruction upon the land.

#### **Advantages:**

- May cast Lightning Bolt once per day every 5 levels of the caster (starts at 1st level with one use).
- May cast Storm Shield once per day every 10 levels of the caster (starts at 1st level with one use).
  - **STORM SHIELD:** This spell lasts 1 round per level of the caster. It protects the caster from lightning, fire, cold, and normal missiles.

#### **Disadvantages:**

- Alignment restricted to evil.

**Priest of Helm (Cleric Kit)**

Followers of the neutral god of watchers and protectors are warriors in their own right and are often seen as defenders of the innocent.

**Advantages:**

- May cast True Sight once per day every 5 levels (starts at 1st level with one use).
- May cast Seeking Sword once per day every 10 levels (starts at 1st level with one use), as detailed below.
  - SEEKING SWORD: This spell creates a sword in the Cleric's hand (that cannot be dropped or unequipped). The sword is considered a +4 weapon for purposes of determining what it can hit (but this bonus does not apply to attack or damage rolls), and it deals out 2d4 damage to any target it hits. The weapon sets the number of attacks of the Cleric to 3. It lasts for 1 round per level of the caster. When equipped, the wielder cannot cast further spells.

**Disadvantages:**

- Alignment restricted to neutral.

**Priest of Lathander (Cleric Kit)**

Lathander is the good god of renewal, creativity, and youth, and is celebrated nearly everywhere. His followers are very popular throughout the Realms, and there are numerous wealthy temples devoted to him.

**Advantages:**

- May cast Hold Undead once per day every 5 levels of the caster (starts at 1st level with one use).
- May cast Boon of Lathander every 10 levels of the caster (starts at 1st level with one use), as detailed below.
  - BOON OF LATHANDER: This spell lasts 1 round per level of the caster. It gives the caster a +1 bonus to attack and damage rolls, a +1 bonus to all Saving Throws, and 1 extra attack per round. It also protects the recipient from level drain.

**Disadvantages:**

- Alignment restricted to good.

**Druid**

The Druid serves the cause of nature and neutrality; the wilderness is their community. They use their special powers to protect it and preserve balance in the world.

**Class Features:**

- May not wear armor heavier than studded leather.
- May not equip shields larger than bucklers.
- May only use the following weapons: scimitar, dagger, club, spear, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May cast druidic spells.
- 7th level: May Shapeshift into a wolf, black bear, or brown bear once per day.
- 15th level: Becomes immune to poison.
- 18th level: Gains 10% resistance to cold, fire, electricity, and acid; gains a further 10% resistance at levels 21 and 24.
- Alignment restricted to true neutral.
- Hit Die: d8
- Prime Requisites For Dual-Classing: Wisdom, Charisma

**Totemic Druid (Druid Kit)**

This Druid closely identifies with a particular animal, an animal they feel represents their spirit. This grants them a special connection to the animal kingdom, allowing them to call upon their spirits for aid.

**Advantages:**

- May summon a special spirit animal (spirit bear, spirit wolf, spirit lion, or spirit snake) once per day every 5 levels. The Totemic Druid can call a 1 HD animal at level 1, a 3 HD animal at level 3, a 5 HD animal at level 5, a 7 HD animal at level 7, and a 10 HD animal at level 10.

**Disadvantages:**

- Cannot Shapeshift.

**Shapeshifter (Druid Kif)**

This Druid is not called Shapeshifter because he has access to a greater variety of forms, but rather because of his complete dedication to a single alternate form. A Shapeshifter has willingly allowed himself to become infected with lycanthropy, but due to intense study and training he has the ability to control his affliction. The creature he becomes is that of the werewolf, the most famous of the lycanthrope shape changers.

**Advantages:**

- May Shapeshift into the form of a werewolf once per day every 2 levels (starts at 1st level with one use).
- 13th level: May Shapeshift into a greater werewolf once per day.

**Disadvantages:**

- May not wear any armor.
- No other Shapeshifting abilities due to the effort required in maintaining balance in his primary forms.

**Avenger (Druid Kif)**

A member of a special sect within the druidic order, a Druid of this type is dedicated to fighting those who would defile nature. Avengers have powers the average Druid does not—additional abilities that have been earned through extensive rituals, a process that is very physically draining.

**Advantages:**

- May Shapeshift into the form of a sword spider, baby wyvern, and fire salamander besides the normal shapeshifting abilities.
- Six mage spells are added to his repertoire, all the way up to the 6th level. These are listed below:
  - 1st level: Chromatic Orb.
  - 2nd level: Web.
  - 3rd level: Lightning Bolt.
  - 4th level: Improved Invisibility.
  - 5th level: Chaos.
  - 6th level: Chain Lightning.

**Disadvantages:**

- May not wear armor heavier than leather.
- Incurs a -2 penalty to Strength and Constitution.

## Monk

Monks are warriors who pursue perfection through contemplation as well as action. They are versatile fighters, especially skilled in combat without weapons or armor. Though Monks cannot cast spells, they have a unique magic of their own. They channel a subtle energy called ki, which allows them to perform amazing feats. The Monk's best known feat is the ability to stun an opponent with an unarmed blow.

### Advantages:

- May not wear any armor.
- May only use weapons available to the Thief class (except two-handed).
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in Single-Weapon Style and may not put slots into any other style.
- Moves 2 points faster than other characters. Movement rate further improves by 1 every 5 levels.
- May make 1 unarmed attack per round. An additional 1/2 attack per round is gained every 3 levels. Damage dealt by unarmed attacks increases with level as follows:
  - Level 1-2: 1d6
  - Level 3-5: 1d8
  - Level 6-8: 1d10
  - Level 9-14: 1d12
  - Level 15+: 1d20
- At level 9, unarmed attacks are treated as a +1 magical weapon and gain a +1 bonus to hit and damage rolls. This enchantment improves to +2 at level 12, +3 at level 15, and +4 at level 25.
- Receives a +2 bonus to Saving Throws vs. Spell.
- Deflect Missiles: +1 bonus to AC vs. missile attacks every 3 levels.
- Starts with an Armor Class of 9 at 1st level and gains an additional +1 bonus every 2 levels.
- May use Stunning Blow ability once per day every 4 levels.
  - STUNNING BLOW: All successful attacks within the next round force the victim to save vs. Spell or be stunned. This special ability automatically modifies normal attacks; no targeting needs to be done.
- 5th level: Becomes immune to all diseases and cannot be slowed or hasted.
- 7th level: May use Lay On Hands ability on himself to heal 2 Hit Points per level.
- 8th level: Gains a -1 bonus to Speed Factor.
- 9th level: Gains a +1 bonus to all Saving Throws and becomes immune to Charm.
- 11th level: Becomes immune to poison.
- 12th level: Gains another -1 bonus to Speed Factor.



- 13th level: May use the Quivering Palm ability once per day.
  - QUIVERING PALM: The next successful attack forces the opponent to save vs. Spell or die. This special ability automatically modifies normal attacks; no targeting needs to be done.
- 14th level: Gains 3% Magic Resistance per level (starting with 42% at 14th level).
- 20th level: Becomes immune to non-magical weapons.
- Alignment restricted to lawful.
- Hit Die: d8

#### **Dark Moon Monk (Monk Kit)**

The Order of the Dark Moon is a secretive monastic order that follows the teachings of the dark goddess Shar. Monks of the Dark Moon use physical prowess, dark magic, and many different forms of deception to mask their activities and strike with deadly precision.

#### **Advantages:**

- Perception: +2 bonus to Saving Throws vs. Illusion spells.
- May cast Frozen Fist once per day every four levels (starts at 1st level with one use).
  - FROZEN FIST: When this ability is activated, the Dark Moon Monk's fists are wreathed in a frosty shell. For one round per level, the Dark Moon Monk's unarmed attacks deal an additional 2 cold damage per successful attack.
- 1st level: May cast Blindness once per day.
- 3rd level: May cast Blur once per day.
- 7th level: May cast Vampiric Touch once per day.
- 11th level: May cast Mirror Image once per day.

#### **Disadvantages:**

- Alignment restricted to lawful evil.
- May not use Lay On Hands ability.
- May not use Stunning Blow ability.

#### **Sun Soul Monk (Monk Kit)**

Sun Soul Monks were once worshippers of Amaunator in the time of the Netheril, but today their worship is divided between Lathander, Selûne, and Sune. Sun Soul Monks adhere strictly to the law, using their martial arts and magical abilities to drive out darkness and corruption wherever they find it.

#### **Advantages:**

- 2nd level: May cast Sun Soulray once per day.
  - SUN SOULRAY: The Sun Soul Monk projects a blast of light from his open palm, dealing 1d8 damage every 2 levels to a maximum of 5d8. This ability does an additional 6 damage vs. undead.

- 5th level: May cast Flaming Fists once per day.
  - FLAMING FISTS: The Sun Soul Monk channels their inner light into their unarmed attacks, turning their fists into flaming weapons that deal an additional 2d6 fire damage per hit for the next round. The duration increases to 2 rounds at level 9, 3 rounds at level 12, 4 rounds at level 15, and 5 rounds at level 25. This special ability automatically modifies normal attacks; no weapon-switching needs to be done.
- 6th level: Gains an additional use of Sun Soulray.
- 8th level: May cast Greater Sun once per day.
  - GREATER SUN: The Sun Soul Monk wreathes him- or herself in flames that act as a Fireshield (Red), granting the Monk 50% Fire Resistance and protecting them from attacks made within a 5-ft. radius. An opponent that hits the Monk with any weapons or spells within this radius suffers 1d8+2 points of fire damage.
- 10th level: Gains an additional use of Sun Soulray.
- 13th level: May cast Sun Soulbeam once per day.
  - SUN SOULBEAM: The Sun Soul Monk emits a dazzling burst of light that strikes at all other creatures within a 30-ft. radius. The Sun Soulbeam does not automatically hit all targets, but makes a melee attack using the Monk's current THAC0 (+3 to hit vs. undead). Struck creatures suffer 9d6 points of damage (9d6+3 if undead), unless they save vs. Spell for half. In addition, all creatures except the Monk must save vs. Spell or be blinded for 2 hours.
- 15th level: Gains an additional use of Sun Soulray.

**Disadvantages:**

- Alignment restricted to lawful good.
- May not use Stunning Blow ability.
- May not use Quivering Palm ability.

## Rogues

### Bard

Though a rogue, the Bard is very different from the Thief. Their strength is their pleasant and charming personality. With that and their wits, they make their way through the world. A Bard is a talented musician and a walking storehouse of gossip, tall tales, and lore. They learn a little bit about everything that crosses their path; they are a jacks- and jills-of-all-trades, but masters of none. While many Bards are scoundrels, their stories and songs are welcome almost everywhere.

#### Class Features:

- May not wear armor heavier than chain mail. (Spells cannot be cast while wearing armor.)
- May not equip shields larger than bucklers.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- Thieving abilities: Pick Pockets.
- Increased Lore score.
- May cast arcane spells starting at 2nd level.
- May use Bard Song ability. While active, the Bard Song has the following effects:
  - Restore morale to its average value
  - Remove Fear
  - Protection From Fear
- Alignment restricted to any neutral.
- Hit Die: d6

### Blade (Bard Kif)

The Blade is an expert fighter and adventurer whose bardic acting abilities let them appear more intimidating and fearsome. Their fighting style is flashy and entertaining, but also lethal.

#### Advantages:

- May place 3 slots in Two-Weapon Style.
- May use the Offensive Spin and Defensive Spin abilities once per day every 4 levels.
  - OFFENSIVE SPIN: During the next 4 rounds, the Blade's movement rate doubles and they gain a +2 bonus to hit and damage rolls as well as an extra attack per round. All attacks deal maximum damage for the duration. Offensive Spin may not be used in conjunction with the Haste or Improved Haste spells.
  - DEFENSIVE SPIN: During the next 4 rounds, the Blade is rooted to the spot and gains a +1 bonus to Armor Class per level, up to a maximum of +10.

#### Disadvantages:

- Only has one half the normal Lore value.
- Only has one half the normal Pick Pockets score.

**Jester (Bard Kif)**

This Bard is well-versed in ridicule and hilarity, using their abilities to distract and confuse their enemies, cavorting madly during combat. Do not mistake them for true fools, however; they can also be quite deadly.

**Advantages:**

- The Jester's song does not help allies. Instead, every opponent within 30 feet must save once per round to avoid falling under its effects:
  - 1st level: Enemies must save vs. Spell with a +2 bonus or be confused.
  - 15th level: Enemies must save vs. Spell with a +2 bonus or be confused, and must save vs. Spell or be slowed.
  - 20th level: Enemies must save vs. Spell with a +2 bonus or be confused, must save vs. Spell at +2 or be knocked unconscious, and must save vs. Spell or be slowed.

**Disadvantages:**

- None.

**Skald (Bard Kif)**

This nordic Bard is also a warrior of great strength, skill, and virtue. Their songs are inspiring sagas of battle and valor, two things the Skald devotes their life to pursuing.

**Advantages:**

- +1 bonus to hit and damage rolls.
- The Skald's song is different from the typical Bard's and varies with level:
  - 1st level: Grants allies a +2 bonus to hit and damage rolls, and a -2 bonus to AC.
  - 15th level: Grants allies a +4 bonus to hit and damage rolls, a -4 bonus to AC, and immunity to fear.
  - 20th level: Grants allies a +4 bonus to hit and damage rolls, a -4 bonus to AC, and immunity to fear, stun, and confusion.

**Disadvantages:**

- Only has one quarter the normal Pick Pockets score.

## **Thief**

To accomplish his or her goals, be they for good or ill, the Thief is a skilled pilferer. Cunning, nimbleness, and stealth are their hallmarks. Whether they turn their talent against innocent passersby and wealthy merchants or oppressors and monsters is a choice for the Thief to make.

### **Class Features:**

- May not wear armor heavier than studded leather.
- May not equip shields larger than bucklers.
- May only use the following weapons: long sword, short sword, katana, scimitar, dagger, club, quarterstaff, crossbow, shortbow, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May distribute 25 points per level (40 at level 1) in thieving abilities: Open Locks, Pick Pockets, Find Traps, Move Silently, Hide In Shadows, Detect Illusion, Set Traps.
- May use Set Snare ability once per day every 5 levels (starts at 1st level with one use).
  - SET SNARE: Set a trap in the chosen location when no hostile creatures are in sight. Traps grow more powerful with the Thief's level and can only be triggered by enemies.
    - 1st Level: Deals 2d8+5 missile damage.
    - 11th Level: Deals 2d8+5 missile damage and additionally deals 2d6 poison damage per round for the next 3 rounds.
    - 16th Level: Deals 3d8+5 missile damage and 4d8+2 fire damage.
    - 21st Level: Deals 3d8+5 missile damage and 20 poison damage with no save; slays target if a Save vs. Death with a +4 bonus is failed.
- May use Backstab ability for increased damage:
  - Level 1-4: x2
  - Level 5-8: x3
  - Level 9-12: x4
  - Level 13+: x5
- Alignment restricted to any except lawful good.
- Hit Die: d6
- Prime Requisites For Dual-Classing: Dexterity

### **Assassin (Thief Kit)**

This is a killer trained in discreet and efficient murder, relying on anonymity and surprise to perform their task.

### **Advantages:**

- +1 bonus to hit and damage rolls.
- Backstab ability reaches x7 multiplier instead of capping at x5.

- May use Poison Weapon ability once per day every 4 levels.
  - POISON WEAPON: Each successful hit within the next round will inject poison into the target, dealing an extra 2 points of damage per second with no Saving Throw (for a total of 12 points of damage). Moreover, if the target fails a Saving Throw vs. Poison, they will suffer 1 additional point of damage per round for 4 rounds.

**Disadvantages:**

- May only distribute 15 skill points per level among thieving skills.

**Bounty Hunter (Thief Kit)**

This is a hunter of men, skilled in tracking quarry and bringing them back alive—whether for lawful authorities or underworld masters. Bounty Hunters are specially trained at their task and make fearsome opponents. They have honed their trap-making abilities well beyond that of the average Thief.

**Advantages:**

- +15% bonus to Set Traps.
- May use Set Special Snare ability once per day every 5 levels (starts at 1st level with one use) in addition to the normal Thief's Set Snare.
  - SET SPECIAL SNARE: Set a trap in the chosen location when no hostile creatures are in sight. Traps grow more powerful with the Bounty Hunter's level and can only be triggered by enemies.
    - 1st Level: Deals 3d8+5 missile damage and slows target for 5 rounds if a Save vs. Spell with a -4 penalty is failed.
    - 11th Level: Deals 4d8+5 missile damage and holds target for 5 rounds if a Save vs. Spell with a -1 penalty is failed.
    - 16th Level: Erects an Otiluke's Resilient Sphere around the target for 7 rounds if a Save vs. Spell is failed.
    - 21st Level: Mazes the target.

**Disadvantages:**

- May only distribute 20 skill points per level among thieving skills.

**Shadowdancer (Thief Kit)**

Shadowdancers can harness the power of magic to increase their stealth abilities. Enigmatic and dangerous, these uniquely skilled Thieves are able to blend seamlessly into the shadows in ways that a normal Thief cannot, striking without warning—sometimes with supernatural speed.

**Advantages:**

- Hide in Plain Sight: A Shadowdancer may Hide in Shadows even while being observed.

- May cast Shadowstep once per day every 5 levels.
  - SHADOWSTEP: Step into the Shadow Plane and move for 7 seconds while others are frozen in time. The Shadowdancer cannot attack or cast spells while in the Shadow Plane.
- Slippery Mind: +1 bonus to Saving Throws.
- High Level Abilities:
  - SHADOW FORM: This ability temporarily transposes some of the Shadowdancer's tissue with shadow-material, making the subject partially incorporeal. For the next 5 rounds, all physical attacks directed against the Shadowdancer deal only 50% of their normal damage. During this time the Shadowdancer is also under the effects of Improved Invisibility and cannot be directly targeted by spells.
  - SHADOW MAZE: This ability opens a temporary gateway to a small pocket within the Plane of Shadow. All enemies within 10 feet of the Shadowdancer must make a saving throw vs. spells at a -4 penalty or become trapped inside a shadowy labyrinth, as per the Maze spell.
  - SHADOW TWIN: This ability creates an almost exact duplicate of the Shadowdancer for 2 turns. The duplicate is created at 60% of the level at which the Shadowdancer is currently on. It has all the abilities that the Shadowdancer would have at that level. It also has 60% of the hit points of the Shadowdancer. The duplicate is fully under the control of the Shadowdancer.

**Disadvantages:**

- Alignment restricted to any non-lawful.
- -1 Backstab multiplier:
  - Level 1-4: x1 (no multiplier)
  - Level 5-8: x2
  - Level 9-12: x3
  - Level 13+: x4
- May only distribute 15 skill points per level (30 at level 1) among thieving skills.
- May not use Set Snare ability.
- Prime Requisites For Dual-Classing: Strength, Dexterity, Charisma.

**Swashbuckler (Thief Kit)**

This rogue is part acrobat, part swordsman, and part wit: the epitome of charm and grace.

**Advantages:**

- +1 bonus to Armor Class at 1st level, plus an additional +1 bonus every 5 levels.
- +1 bonus to hit and damage rolls every 5 levels.
- May Specialize (two slots) in any melee weapon available to Thieves.
- May place 3 slots into Two-Weapon Style.

**Disadvantages:**

- May not use Backstab ability.



## Wizards

### Mage

The Mage strives to be a master of magical energies, shaping them and casting them as spells. To do so, they study strange tongues and obscure facts and devote much of their time to magical research. A Mage must rely on knowledge and wit to survive. Mages are rarely seen adventuring without a retinue of fighters and men-at-arms. Because there are different types (or schools) of magic, there are also different types of Mages. The generalist Mage studies all types of magic and learns a wide variety of spells. Their broad range makes them well-suited to the demands of adventuring.

#### Class Features:

- May not wear any armor.
- May only use the following weapons: dagger, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May not place any slots in any fighting style.
- May cast arcane spells.
- Hit Die: d4
- Prime Requisites For Dual-Classing: Intelligence

#### Specialist Mages (Mage Kits)

Mages that specialize in a specific school of magic are allowed to memorize an additional spell of each level per day (once they are able to use spells of the appropriate level). They are prohibited from learning spells in their opposition schools and cannot be combined in a multi-class character (though gnomish characters can only multi-class as illusionists). Human specialist wizards can dual-class if they wish.

**Abjurer:** A wizard who specializes in protective magics.

Opposed School: Alteration.

**Conjurer:** A wizard who specializes in creating creatures and objects to assist him.

Opposed School: Divination.

**Diviner:** A wizard who specializes in detection and divining magics.

Opposed School: Conjunction/Summoning.

**Enchanter:** A wizard who specializes in manipulating the minds of sentient beings.

Opposed School: Invocation/Evocation.

**Illusionist:** A wizard who specializes in creating illusions to confuse and mislead.

Opposed School: Necromancy.

**Invoker:** A wizard who specializes in the manipulation of raw and elemental energies.

Opposed School: Enchantment/Charm, Conjuraton/Summoning.

**Necromancer:** A wizard who specializes in magic dealing with death.

Opposed School: Illusion.

**Transmuter:** A wizard who specializes in magic that alters physical reality.

Opposed School: Abjuration.

**Wild Mage (Mage Kif)**

Wild Mages are wizards who specialize in the study of wild magic. They have access to spells to protect themselves from wild magic and bend it to their wills. Wild magic is extremely unpredictable and should be used with caution.

Every time a Wild Mage casts a spell, there is a 5% chance that the spell explodes in a wild surge. A wild surge produces some entirely random magical effect. A percent chance is rolled to determine the effect; higher rolls are usually better than lower rolls. A Wild Mage's casting level also varies slightly whenever he casts a spell—anywhere between five levels lower and five levels higher than the Wild Mage's true level. There is a table at the end of this manual describing the potential effects of a wild surge.

There are also three spells available to the Wild Mage and ONLY the Wild Mage. These spells are *Chaos Shield*, *Nahal's Reckless Dweomer*, and *Improved Chaos Shield*. With the exception of *Nahal's Reckless Dweomer*, each of these spells is included in the Wild Mage's spellbook for free.

*The wild mages I have met exhibit a startling disregard for common sense, and are often meddling with powers far beyond their own control.*

—Volo

*Not unlike a certain travelogue author with whom I am unfortunately acquainted.*

—Elminster

## **Sorcerer**

Sorcerers are practitioners of magic who were born with the innate ability to cast spells. It is thought that the blood of some powerful creature flows through their veins; perhaps they are the spawn of the gods themselves, or even dragons walking in human form. Regardless, the Sorcerer's magic is intuitive rather than logical. They know fewer spells than Mages and acquire spells more slowly, but they can cast spells more often and have no need to select and prepare spells ahead of time. Sorcerers cannot specialize in magic the way Mages do. Other than these differences, a Sorcerer is very similar to a Mage.

### **Class Features:**

- May not wear any armor.
- May only use the following weapons: dagger, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May not place any slots in any fighting style.
- May cast arcane spells.
- May not scribe spells into their spellbooks as Mages do. Instead, Sorcerers learn a small number of spells at each level, which they can cast daily without memorization.
- Hit Die: d4

*The mage, in my humble opinion, is the noblest of professions.  
Practitioners of magic are respected throughout the Realms.*

—Volo

*Generally true; however, there are some notable exceptions.*

—Elminster

**Dragon Disciple (Sorcerer Kit)**

Dragon Disciples are powerful Sorcerers with dragons' blood somewhere in their lineage. Their natural magical talents bring out their draconic heritage, allowing them to cast powerful magical spells and exhibit dragon-like abilities.

**Advantages:**

- 1st level: +1 bonus to AC.
- 3rd level: May use Breath Weapon once per day.
  - BREATH WEAPON: The Dragon Disciple breathes a gout of flame up to 30 ft. long, inflicting 3d8 points of fire damage on all creatures caught within the 140-degree cone.
- 4th level: Gains 25% innate Fire Resistance.
- 5th level: +1 bonus to AC and Constitution.
- 6th level: Breath Weapon damage increases to 4d8.
- 8th level: Innate Fire Resistance rises to 50%.
- 9th level: Breath Weapon damage increases to 5d8.
- 10th level: +1 bonus to AC.
- 12th level: Breath Weapon damage increases to 6d8.
- 12th level: Innate Fire Resistance rises to 75%.
- 15th level: Breath Weapon damage increases to 7d8.
- 15th level: +1 bonus to AC and Constitution.
- 16th level: Innate Fire Resistance rises to 100%.
- 18th level: Breath Weapon damage increases to 8d8.
- 20th level: +1 bonus to AC.
- Hit Dice: d6

**Disadvantages:**

- May cast one fewer spell per level per day.

### **Multi-Class Characters (non-human)**

Non-human characters can multi-class, combining the strengths and weaknesses of two or three different classes in a single character. THAC0 and Saving Throws are calculated based on the best of each class, and the character gains all of the special abilities of each class as well.

Experience points are divided equally among all classes, and Hit Points gained at level-up are distributed proportionally from each class (a Fighter/Mage, for instance, would receive half the normal number of Hit Points for each of their Fighter and Mage hit dice, and receive any additional Hit Points from a high Constitution score only once).

#### **Fighter/Thief**

These characters can use the abilities of a Thief and a Fighter, but cannot use their thieving skills while wearing more than studded leather armor. These characters may Specialize in, but not Master, any weapon they can use.

#### **Fighter/Cleric**

These characters can use the abilities of a Fighter and a Cleric, though weapons are restricted to only those allowed by the Cleric's ethos. These characters may Specialize in, but not Master, any weapon they can use.

#### **Fighter/Druid**

These characters can use the abilities of a Fighter and Druid, though weapons are restricted to only those allowed by the Druid's ethos. These characters may Specialize in, but not Master, any weapon they can use.

#### **Fighter/Mage**

These characters can use the abilities of a Fighter and a Mage, though they cannot cast spells while wearing armor. These characters may Specialize in, but not Master, any weapon they can use. Gnomes can choose this multi-class but become Fighter/Illusionists by default. Gnomes are the only race that can combine a specialist Mage class in a multi-class.

#### **Fighter/Mage/Cleric**

These characters can use the abilities of a Fighter, Mage, and Cleric, though they cannot cast Mage spells while wearing any armor and are restricted to weapons allowed by the Cleric's ethos. These characters may Specialize in, but not Master, any weapon they can use.

#### **Fighter/Mage/Thief**

These multi-class characters can use the abilities of Fighter, Mage, and Thief. They cannot use their thieving skills while wearing more than studded leather and cannot cast spells while wearing armor. They may Specialize in, but not Master, any weapon they can use.

**Mage/Cleric**

These characters can use the abilities of both Mage and Cleric, although weapons are restricted to only those allowed by the Cleric's ethos, and Mage spells cannot be cast while wearing armor.

**Mage/Thief**

These characters can use the abilities of both Mage and Thief, although Mage spells cannot be cast while wearing armor.

**Cleric/Ranger**

These characters can use the abilities of both Cleric and Ranger, although weapons are restricted to those allowed by the Cleric's ethos. These characters may Specialize in, but not Master, any weapon they can use.

**Cleric/Thief**

These characters can use the abilities of a Thief and Cleric, although weapons are restricted to those allowed by a Cleric's ethos. Thieving skills cannot be used while wearing any armor greater than studded leather.

## **Alignments**

Alignment reflects a character's basic attitude toward society and the forces of the universe.

There are nine different alignments:

### **Lawful Good**

Characters of this alignment believe that an orderly, strong society with a moral government can work to make life better for the majority of the people. When people respect the laws and try to help one another, society as a whole prospers. Therefore, lawful good characters strive for those things that will bring the greatest benefit to the most people and cause the least harm.

Lawful good characters keep their word.

### **Neutral Good**

These characters believe that a balance of forces is important but that the concerns of law and chaos do not moderate the need for good. Since the universe is vast and contains many creatures striving for different goals, a determined pursuit of good will not upset the balance; it may even maintain it. If fostering good means supporting organized society, then that is what must be done. If good can only come about through the overthrow of existing social order, so be it. Social structure itself has no innate value.

### **Chaotic Good**

Chaotic good characters are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. They have no use for people who "try to push folk around and tell them what to do." Their actions are guided by their own moral compass that, although good, may not always be in perfect agreement with the rest of society.

### **Lawful Neutral**

Order and organization are of paramount importance to characters of this alignment. They believe in a strong, well-ordered government, whether that government is a tyranny or benevolent democracy. Laws must be created and obeyed. The benefits of organization and regimentation far outweigh any moral questions raised by their actions. An oath is binding, regardless of consequences. Completely impartial magistrates or soldiers who never question orders are good examples of lawful neutral behavior.

### **(True) Neutral**

True neutral characters believe in the ultimate balance of forces, and they refuse to see actions as either good or evil. True neutrals do their best to avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain in balanced contention. True neutral characters sometimes find themselves drawn into rather peculiar alliances. To a great extent, they side with the underdog, sometimes even changing sides as the previous loser

becomes the winner. A true neutral Druid might join the local barony to put down a tribe of evil gnolls, only to drop out or switch sides when the gnolls are brought to the brink of destruction.

### **Chaotic Neutral**

Chaotic neutral characters believe that there is no order to anything, including their own actions. With this as a guiding principle, they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. Such characters have been known to cheerfully and for no apparent purpose gamble away everything they have on the roll of a single die. They are almost totally unreliable. In fact, the only reliable thing about them is that they cannot be relied upon! This alignment is perhaps the most difficult to play. Lunatics and madmen tend toward chaotic neutral behavior.

*Not all madmen fit this description, of course, and not all those who fit this description are necessarily mad. Volo likes to exaggerate things a bit.*

—Elminster

### **Lawful Evil**

These characters believe structure and organization elevate those who deserve to rule. They prefer a clearly defined hierarchy between master and servant. If someone is hurt or suffers because of a law that benefits lawful evil characters, too bad. Lawful evil characters obey laws out of fear of punishment or pride of power. Because they honor any contract or oath they have made, lawful evil characters are very careful about giving their word. Once given, they break their word only if they can find a way to do it within the laws of the society.

### **Neutral Evil**

Neutral evil characters are primarily concerned with themselves and their own advancement. Their only interest is in getting ahead. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it. Although neutral evil characters do not have the every-man-for-himself attitude of chaotic evil characters, they have no qualms about betraying their friends and companions for personal gain. They typically base their allegiance on power and money, which makes them quite receptive to bribes.

### **Chaotic Evil**

Chaotic evil characters are motivated by the desire for personal gain and pleasure. The strong have the right to take what they want, and the weak are there to be exploited. When chaotic evil characters band together, they are not motivated by a desire to cooperate but rather to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience. Since leadership is based on raw power, a leader is likely to be replaced at the first sign of weakness by anyone who can take their position away.



## Weapon Proficiencies

Weapon proficiency represents a character's knowledge and training with a specific weapon. When a character is created, he or she has a few initial slots which must be filled before the character embarks on his or her first adventure. A character can assign weapon proficiency slots only to those weapons allowed by his or her character class. As a character reaches higher experience levels, he or she also earns additional weapon proficiency points that can be assigned. The rate at which proficiencies are gained depends on the character's class. Warriors, who concentrate on their martial skills, learn to handle a great number of weapons and gain weapon proficiencies quickly. Wizards, who spend their time studying magic, have little time to practice with weapons and gain weapon proficiencies very slowly.

A character that has a specific weapon proficiency is skilled with that weapon and familiar with its use. Hence, if you have assigned one proficiency point to a weapon, you can attack without penalty using that weapon. If you equip a character with a weapon with which he or she is not proficient, a penalty to hit and damage rolls will apply. This penalty may vary depending on the character's class:

- Fighters, Rangers, Paladins, Monks, and Barbarians receive a -2 penalty.
- Clerics, Druids, Thieves, and Bards receive a -3 penalty.
- Mages and Sorcerers receive a -5 penalty.

## Fighting Styles

Characters can also specialize in fighting styles. There are four types of fighting styles: Two-Handed Weapon Style, Two-Weapon Style, Single-Weapon Style, and Sword and Shield Style. Each fighting style has different advantages, described below.

### Two-Weapon Style

To fight with two weapons at the same time, simply place a second weapon into your shield slot. If your character does not have proficiency in Two-Weapon Style, they will incur significant penalties to hit with both weapons, as shown here:

Number of Proficiency Points	Main-Hand Penalty	Off-Hand Penalty
0	-4	-8
1	-2	-6
2	0	-4
3	0	-2

### **Two-Handed Weapon Style**

This weapon class allows the character to use a two-handed weapon and receive special bonuses:

- If one slot is spent on this proficiency, the wielder gets a +1 bonus to damage rolls, a -2 bonus to Speed Factor, and the ability to score critical hits on a roll of 19 or 20 (instead of just 20) when using a two-handed weapon.
- If two slots are spent on this proficiency, the wielder gets an additional -2 bonus to Speed Factor (for a total of -4).

*Note: Magical two-handed weapons are more powerful than their single-handed counterparts. This counterbalances the fact that you can't use a second weapon or a shield when using a two-handed weapon. Two-handed swords, halberds, spears, and quarterstaves all benefit from the Two-Handed Weapon Style.*

### **Single-Weapon Style**

This weapon class is for characters who do not wish to use a shield but want some bonus when using a one-handed weapon:

- If one slot is spent on this proficiency, the wielder gets a +1 bonus to AC and inflicts critical damage on an attack roll of 19 or 20.
- Two slots spent increases the AC bonus to +2.

### **Sword and Shield Style**

Anyone can pick up a shield and get its basic protection bonuses, but by spending slots on this proficiency, an adventurer can maximize the benefits received:

- One slot spent gives a +2 bonus to AC against missile weapons.
- Two slots spent gives an additional +2 bonus to AC for a total of +4.

*Note: Despite the name of this skill, any one-handed melee weapon in combination with a shield will receive the aforementioned bonuses.*

## Weapon Specialization

Fighters, Paladins, Barbarians, and Rangers (as well as certain other class kits) can train and hone their weapon skills to higher levels than other classes. This is accomplished by assigning more proficiencies to a single weapon class. The following table shows the effects of specialization:

Level of Proficiency	Points Spent	Bonus to Hit	Bonus Damage	Attacks Per Round**
Proficient	1	0	0	1
Specialized*	2	+1	+2	3/2
Master	3	+3	+3	3/2
High Master	4	+3	+4	3/2
Grand Master	5	+3	+5	2

\*Note that only Fighters can hone their weapon skills beyond “specialized.” Archers can only exceed “specialized” with crossbows, longbows, and shortbows.

\*\*Note that Fighters, Rangers, Paladins, and Barbarians also gain an extra half-attack per round at 7<sup>th</sup> level in addition to the extra attacks from specialization. Non-warriors do not gain additional attacks based on specialization.

## **Special Abilities**

### **Find Traps**

Thieves can select Find Traps, and they will look around for traps until otherwise directed. The traps have a random chance of being found by the Thief at any time, so moving slowly can make finding more likely. If a Thief chooses any other action, they will be unable to find traps until this mode is activated again. Note that this skill does not benefit from having more than 100 points assigned to it.

### **Detecting Secret Doors**

Each character has their own secret door detection ability on at all times. Their chances are calculated using the following:

**Wizard:** 5%

**Rogue:** 15%

**Warrior:** 10%

**Priest:** 10%

In addition, depending on race, they also get a bonus:

**Elf:** +20%

**Dwarf:** +10%

**Halfling:** +5%

When a Thief has their Find Traps ability on, they have a 100% chance to detect secret doors.

### **Druidic Shape Change**

At higher levels, Druids can change their shape into three different animals, each once per day. They can choose to transform into either a brown bear, a black bear, or a wolf. The animals will perhaps have more Hit Points, faster movement rates, or claw and bite attacks that are quite damaging. These can come in quite handy in combat situations.

### **Racial Enemy**

Rangers tend to focus their efforts against one particular type of creature. When the Ranger encounters that enemy, he gains a +4 bonus to his attack rolls.

## Hit Dice

As characters go up levels, their number of Hit Points increase based on their hit dice. Each class has a different hit die which reflects its ability to absorb damage in combat. For example, Fighters have a d10, which indicates that they gain between 1 and 10 Hit Points when going up a level. A Mage, on the other hand, being a poor combatant, gains only 1 to 4 Hit Points when going up a level. Barbarians are known for their sturdiness in battle and gain 1 to 12 Hit Points each time they gain a level.

## Infravision

Infravision allows you to see more clearly in the dark by revealing the heat generated by bodies. All warm-blooded creatures appear as red shapes if they are in the dark. Undead or cold-blooded creatures are not affected by this ability. Elves, half-elves, gnomes, and dwarves use this ability automatically at night or in dark conditions. Mages may cast it as a spell.

## Lay n Hands

A Paladin or Monk can heal him- or herself or others by laying hands upon them. A Paladin or Monk can heal 2 Hit Points per experience level in this manner. This ability is usable once per day.

## Lore

Each character has a Lore rating, and every item has a Lore value. (More information on identifying items is provided below.) As characters gain levels, they are able to identify more items. This knowledge is reflected in an increase to the character's Lore skill, as shown below:

**Bard:** +10 Lore per level

**Thief:** +3 Lore per level

**Mage:** +3 Lore per level

**All other classes:** +1 Lore per level

The player also receives bonuses and penalties to their Lore based on their Intelligence and Wisdom. The modifier is not cumulative with each level; it is a one-time bonus at character creation. Each ability bonus is applied separately. See the tables at the end of this guide for more information about ability bonuses and modifiers.

**Example:** A character with 18 Wisdom (+10) and 15 Intelligence (+3) would have +13 to Lore.

### **Special Note: Identifying Items**

Whenever you select an item to view its description, the Lore skill of your character is compared to the Lore value of the item under consideration. If the Lore skill is high enough, you will successfully identify the item so that you can see what it does. If you cannot identify an item with any of your characters, you can always cast the *Identify* spell or take the item to a store or temple and have it identified for you—for a price!

### **Magic Resistance**

Magic Resistance enables a creature to ignore the effects of spells and spell-like powers. If a creature fails to avoid a spell due to Magic Resistance, he or she can still make a Saving Throw against that spell to avoid the effects.

### **Protection from Evil**

Paladins have an innate ability to provide protection from the forces of evil. They can use this ability at will through the Special Abilities button. The effect is identical to the 1<sup>st</sup>-level wizard spell *Protection from Evil*.

### **Spellcasting**

See “Magic and the Spell System” in the next section.

### **Stealth (Hide in Shadows/Move Silently) and Backstab**

Thieves can choose to enter Stealth mode—effectively becoming invisible for a time—by selecting the Stealth button. Once invisible, their next attack is a backstab for either x2, x3, or x4 damage, depending on the level of the Thief. Note that in order to backstab someone, the Thief must be standing behind the target.

Moving around risks detection. In addition, once a Thief attacks, the stealth mode is ended until successfully activated again. The Thief must be out of his enemy’s direct line of sight before he can hide once more.

### **Thieving (Pick Pockets, Open Locks, Remove Traps)**

Thieves can pick pockets (although not everyone carries anything that can be stolen), pick locks, and remove traps as well. This is achieved by selecting the Thieving button and clicking on the desired target. Note that only Pick Pockets may benefit from scores higher than 100.

## Turning Undead

One important, and potentially life-saving, combat ability available to Clerics and Paladins is the ability to turn undead. Through the Cleric or Paladin, a deity manifests a portion of its power, terrifying evil, undead creatures or blasting them right out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured. This ability is a mode selection for that character—nothing else can be attempted while he or she is attempting to turn undead. Good and Neutral Clerics and Paladins can turn undead so they lose morale and run away or (less often) destroy them outright. Evil Clerics and Blackguards can sometimes gain control of undead, who can then perform actions for them.

*One may in fact gain certain abilities in addition to these during the course of one's travels—as to what these might be, you will have to see!*

—Elminster

## Magic and the Spell System

Some of the most powerful weapons player characters have at their disposal in the AD&D game are magical spells. Through spells, a player character can call lightning out of the sky, heal grievous injuries, hurl explosive balls of fire, and learn secrets long forgotten. Not every character is capable of casting spells, however. Arcane casters (wizards and bards) and divine casters (clerics, druids, and high level rangers and paladins) can cast wizard and priest spells, respectively. A few character classes have a limited ability to cast spells in addition to their other attributes. Regardless of their source, all spells fall into the categories of wizard or priest.

### Wizard Spells

Wizard spells range from spells of simple utility to great and powerful magics. Although characters can use spells, the workings of magic are dimly understood at best. For the most part, it is enough to know that “when you do this, that happens.”

Casting a wizard spell is a complicated ordeal. First, a wizard can only use spells from his spellbook. Beginning wizards start with only a few basic spells; over time, Sorcerers learn new spells and Mages obtain spell scrolls to add to their magical knowledge. (To add the spell found on a scroll to his spellbook, a Mage must scribe it into the book; this is done from the item’s Description screen, which on PC versions of the game can be opened by right-clicking the item in question.) A Mage’s mind can comprehend only a certain number of spells. The number of spells he can have in his book is limited by his Intelligence.

Ultimately, it is daily spell memorization that is most important. Every day, the Mage must memorize spells from his spellbook. To draw on magical energy, the Mage must shape specific mental patterns in their mind. They use their spellbook to exercise their mind, preparing it to hold the final magical patterns. This process is called *memorization*. Once a Mage memorizes a spell, it remains in their memory as potential energy until they use the prescribed words, motions, and components to trigger its release. Upon casting, the energy of the spell is spent, wiped clean from the wizard’s mind—lost until the Mage studies and memorizes that spell again.

*Note: Sorcerers do not need to memorize spells in order to cast them; a Sorcerer may freely cast any spell of any level for which he or she still has spell slots left.*

The number of spells a wizard can cast is determined by their level. A Mage can memorize the same spell more than once, but each memorization counts as one spell toward their daily memorization limit. Memorization is not a thing that happens immediately. The Mage must have a clear head gained from a restful night’s sleep and then must spend time studying their spellbook. Spells remain memorized until they are cast or wiped from the character’s mind at the spell memorization screen.



## Priest Spells

The spells of a priest, while sometimes having powers similar to those of the wizard, are quite different. The priest's role, more often than not, is to be a defender and guide for others. Thus, the majority of their spells work to aid others or provide some service to the community. Few of their spells are truly offensive, but many can be used cleverly to protect and defend. The knowledge of what spells are available to the priest becomes instantly clear as soon as they advances in level. This knowledge and the power for the spells themselves are bestowed by the priest's deity.

Priests memorize their spells in a similar way to wizards, but they do not have to use a spellbook. Instead, once they gain access to a level of spells granted by the powers they worship, they can memorize any spells from the priest spells in that level, up to their maximum number of priest spells per day. Priests must pray to obtain spells; this is done when the party rests, much as a wizard memorizes spells when the party rests.

## Schools of Magic

Although all wizard and priest spells are learned and memorized the same way, they fall into nine different schools of magic. A school of magic is a group of related spells.

**Abjuration** spells are specialized protective magic.

**Alteration** spells cause a change in the properties of some already existing thing, creature, or condition.

**Conjuration/Summoning** spells bring something to the caster from elsewhere. Conjuration normally produces matter or items from some other place. Summoning enables the caster to compel living creatures and powers to appear or channel extraplanar energies through his or her body.

**Enchantment/Charm** spells cause a change in the quality of an item or the attitude of a person or creature. Enchantments can bestow magical properties upon ordinary items, while charms can unduly influence the behavior of beings.

**Divination** spells enable the wizard to learn secrets long forgotten, to predict the future, and to uncover things hidden or cloaked by spells.

**Illusion** spells deceive the senses or minds of others.

**Invocation/Evocation** spells channel magical energy to create specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed), while evocation enables the caster to directly shape the energy.

**Necromancy** is one of the most restrictive of all spell schools. It deals with dead things or the restoration of life, limbs, or vitality to living creatures.

*Offensive spell icons are red, defensive spell icons are blue, and information or utility spell icons are white.*

## Spells in Baldur's Gate

The spells are organized according to their group (priest or wizard) and level. Within each level, the spells appear in alphabetical order. At the start of each spell description is the following important game information:

### **Name**

Each spell is identified by name.

### **School**

In parentheses after the spell name is the name of the school of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn. For priest spells, the school notation is used only for reference purposes, to indicate to which school the spell is considered to belong. The spells of a given school have similar colors and casting effects, so you can gauge what an enemy is casting by the color and appearance of the effects as they cast it.

### **Range**

This lists the distance from the caster at which the spell effect occurs or begins, in feet. A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from them. "Touch" means the caster can use the spell on unwilling targets only if he or she can physically touch them (that is, score a successful to-hit roll).

### **Duration**

This lists how long the magical energy of the spell lasts. Spells of instant duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a *Dispel Magic* spell. Some spells have a variable duration.

### **Casting Time**

This represents the fraction of the spellcaster's six-second personal initiative round that is used performing the chants and motions necessary to cast the spell. This time is exactly equivalent to the Speed Factor of a weapon. The spellcasting time is varied by an initiative roll that is performed each time a spell is cast.

### **Area of Effect**

This lists what is affected by the spell, be it an area or a group of creatures. Some spells (such as *Bless*) affect the friends or enemies of the caster; in all such cases, this refers to the perception of the caster at the time the spell is cast.

**Saving Throw**

This lists whether the spell allows the target a Saving Throw and the effect of a successful save: “Neg.” results in the spell having no effect; “1/2” means the character suffers half the normal amount of damage; “None” means no Saving Throw is allowed.

**Spell Description**

The text provides a complete description of how the spell functions.

## Wizard Spells—Level 1

### Armor (Conjuration)



Range: 0  
 Duration: 9 hours  
 Casting Time: 9  
 Area of Effect: The caster  
 Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). It is cumulative with Dexterity bonuses to Armor Class and, in the case of Fighter/Mages, with the shield bonus. The Armor spell does not hinder movement, adds no weight or encumbrance, and doesn't prevent spellcasting. It lasts until successfully dispelled or until its duration expires.

### Blindness (Illusion/Phantasm)



Range: 40 ft.  
 Duration: 2 hours  
 Casting Time: 2  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

This 1st-level spell temporarily blinds its target. A Saving Throw is allowed and, if successful, there are no harmful effects. If a victim is blinded, they suffer a -4 penalty to their attack rolls and Armor Class.

### Burning Hands (Alteration)



Range: 0  
 Duration: Instant  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: 1/2

When the wizard casts this spell, a jet of searing flame shoots from their fingertips. The wizard's hands must be held so as to send forth a fanlike sheet of flames: their thumbs must touch each other and fingers must be spread. The burning hands send out flame jets of 5 ft. length in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, +2 points for each level of the caster, to a maximum of 1d3+20 points of fire damage. Those successfully saving vs. Spell receive half damage.

**Charm Person (Enchantment/Charm)**

Range: Visual range of the caster

Duration: 5 rounds

Casting Time: 1

Area of Effect: 1 person

Saving Throw: Neg.

This spell affects any single person it is cast upon. The term person includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person is allowed a Saving Throw vs. Spell to negate the effect.

If the spell's recipient fails their Saving Throw (with a +3 modifier), they regard the caster as a trusted friend and ally to be heeded and protected. The caster may give them orders; the charmed individual will carry them out as quickly as possible.

If the caster harms—or attempts to harm—the charmed person by some overt action, or if a Dispel Magic spell is cast upon the charmed person, the Charm spell is broken. If two or more Charms simultaneously affect a creature, the most recent Charm takes precedence. Note that the subject has full memory of the events that took place while they were charmed. Also note that you cannot have a charmed creature leave the area where they were charmed.

**Chill Touch (Necromancy)**

Range: 0

Duration: 1 turn

Casting Time: 1

Area of Effect: The creature

Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses their hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. (Nonliving creatures such as golems and undead are unaffected by this spell.) The creature is punched for 1d2 fist damage (Strength bonuses apply) and must make a Saving Throw vs. Spell or suffer 1d8 points of damage and receive a -2 THAC0 penalty for 5 rounds.

### **Chromatic Orb (Evocation)**



Range: 90 ft.

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Special

This spell causes a 2-ft. diameter sphere to appear in the caster's hand. When thrown, the sphere heads unerringly to its target. The effect the orb has upon the target varies with the level of the caster. Each orb will do damage to the target against which there is no save and an effect against which the target must save vs. Spell with a +6 bonus:

- 1st Level: 1d4 damage and blinds the target for 1 round.
- 2nd Level: 1d4 damage and inflicts pain (-1 penalty to Strength, Dexterity, AC, and THACO) upon the victim.
- 3rd Level: 1d6 damage and burns the victim for an additional 1d8 damage.
- 4th Level: 1d6 damage and blinds the target for 1 turn.
- 5th Level: 1d8 damage and stuns the target for 3 rounds.
- 6th Level: 1d8 damage and causes weakness (-4 penalty to THACO) in the victim.
- 7th Level: 1d10 damage and paralyzes the victim for 2 turns.
- 10th Level: 1d12 acid damage and turns the victim to stone.
- 12th Level: 2d8 acid damage and instantly kills the victim.

Note: The victim saves vs. Spell with a +6 bonus against all the effects and gets no save against the damage.

### **Color Spray (Alteration)**



Range: 50 ft.

Duration: Instant

Casting Time: 1

Area of Effect: 90-degree arc

Saving Throw: Special

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from their hand. 1d6 creatures within the area are affected in order of increasing distance from the wizard. All creatures in the area of effect that have 4 Hit Dice or less must make a successful Saving Throw or be rendered unconscious for 5 rounds.

## Find Familiar (Conjuration/Summoning)



Range: n/a

Duration: Special

Casting Time: 9

Area of Effect: 1 familiar

Saving Throw: None

This spell enables the caster to attempt to summon a familiar to act as their aide and companion. Familiars are typically small creatures. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its owner, conversing with them, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, and has no control over what sort of creature answers the summoning, if any come at all.

*Note: This spell may only be cast by the protagonist.*

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard has an empathic link with the familiar and can issue it mental commands. The caster receives half the familiar's total Hit Points (rounded down) as bonus Hit Points. However, the caster must take care to treat their familiar well, for if it should die, the caster loses the bonus Hit Points and half the familiar's Hit Points again as damage. Also when a familiar dies, the caster loses 1 point of Constitution PERMANENTLY.

Example: A Mage has 45 Hit Points and casts Find Familiar. The imp summoned has 18 Hit Points, so the caster gets a bonus of 9 Hit Points. The caster now has 54 Hit Points. If the familiar dies, the caster loses those 9 Hit Points (putting him back at 45), loses 1 point of Constitution permanently (which may cause additional Hit Point loss), and takes 9 damage.

Here is a list of the familiars that the player receives according to alignment:

- LAWFUL GOOD, NEUTRAL GOOD: Pseudo Dragon
- LAWFUL NEUTRAL: Ferret
- LAWFUL EVIL: Imp
- NEUTRAL: Rabbit
- NEUTRAL EVIL: Dust Mephit
- CHAOTIC GOOD: Fairy Dragon
- CHAOTIC NEUTRAL: Cat
- CHAOTIC EVIL: Quasit



**Friends (Enchantment/Charm)**

Range: 0

Duration: 1d4 rounds + 1 round/level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

A Friends spell causes the wizard to temporarily gain 6 points of Charisma. Those who view the caster tend to be very impressed and make an effort to become friends and help them, as appropriate to the situation. Official bureaucrats might decide to become helpful; surly gate guards might wax informative; attacking orcs might spare the caster's life, taking them captive instead.

**Grease (Conjuration)**

Range: 30 ft.

Duration: 3 rounds + 1 round/level

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: Special

A Grease spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. Spell at +2 or slip and slide, unable to move effectively. Those who successfully save can move, albeit slowly, for the rest of the round (but will need to save vs. Spell again the following round). Those who remain in the area are allowed a Saving Throw each round until they escape the area.

**Identify (Divination)**

Range: 0

Duration: Instant

Casting Time: Special

Area of Effect: 1 item

Saving Throw: None

With this spell memorized, go to the description of an unidentified item and press the Identify button. The chance of identifying the item is 100%. The spell identifies the item's name, what it does, and if it is cursed.

**Infravision (Divination)**

Range: 30 ft.  
 Duration: 2 hours  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

Upon the casting of this spell the recipient gains the ability to see with infravision, just as an elf or a dwarf would. This effect lasts for the duration of the spell or until dispelled.

**Larloch's Minor Drain (Necromancy)**

Range: 30 ft.  
 Duration: Special  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

With this spell, the wizard drains the life force from a target and adds it to their own. The target creature suffers 4 damage, while the Mage gains 4 Hit Points. If the Mage goes over their maximum Hit Point total with this spell, they lose any extra Hit Points after 1 turn.

**Magic Missile (Evocation)**

Range: Visual range of the caster  
 Duration: Instant  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

Use of the Magic Missile spell, one of the most popular 1st-level spells, creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target, which must be a creature of some sort. Each missile inflicts 1d4+1 points of damage. For every 2 extra levels of experience, the wizard gains an additional missile—they have 2 at 3rd level, 3 at 5th level, 4 at 7th level, up to a total of 5 at 9th level.

## Nahal's Reckless Dweomer (Evocation) [Wild Mage Only]



Range: Special

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

This spell is the Wild Mage's ultimate last-resort spell. When cast, the Mage releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process.

To use Nahal's Reckless Dweomer simply cast it, then choose from your list of known spells. A burst of magical energy is released, which the Wild Mage will try to manipulate into the desired form. The actual effect of the spell is determined randomly by a dice roll on the Wild Surge Table (see the manual for more details).

Because the release of energy is planned by the Mage, their level is added to the dice roll. If the result indicates success, the Mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result might be beneficial to the Mage, or it might be completely disastrous: This is the risk the Mage takes in casting Nahal's Reckless Dweomer.

*Such heedless tossing about of magic will give my chosen profession of mage a much undeserved bad name!*

—Volo

*There are plenty of mages whose bad name is most richly deserved.*

—Elminster

## Protection from Evil (Abjuration)



Range: Touch

Duration: 2 rounds/level

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has two major effects. First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, summoned demons cannot target the protected creature.

**Protection from Petrification (Abjuration)**

Range: Touch  
 Duration: 1 hour  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

This spell grants the recipient immunity to all petrification attacks. This includes basilisk and medusa gaze, cursed scrolls of petrification, etc.

**Reflected Image (Illusion/Phantasm)**

Range: 0  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

Upon casting this spell, the wizard creates 1 image of him- or herself that will travel alongside them. The image will perform all actions the wizard does, so any enemies trying to attack the wizard will not know which is real. There is a 50% chance the attacker will attack the image and a 50% chance they will attack the caster. The image will disappear with a successful Dispel Magic, when attacked, or when the spell's duration expires.

**Shield (Evocation)**

Range: 0  
 Duration: 1 hour  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

When this spell is cast, an invisible barrier comes into being in front of the wizard. It sets the wizard's Armor Class to 4 against all melee weapons, and 2 against missile weapons. It also grants the wizard immunity from the spell Magic Missile. The effect lasts for the duration of the spell or until dispelled.

**Shocking Grasp (Alteration)**

Range: Touch  
 Duration: Special  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

When the wizard touches a creature while this spell is in effect, an electrical charge will deal 1d8 points of damage plus 1 per level of the caster to the creature touched. In addition, the grasp itself does 1d2 fist damage (Strength bonuses apply). The wizard only has one charge, and once an opponent has been touched, the spell's energies have been used. If the wizard misses, the spell is wasted. The wizard has 1 round per level to touch the target creature.

**Sleep (Enchantment/Charm)**

Range: 60 ft.  
 Duration: 5 rounds/level  
 Casting Time: 1  
 Area of Effect: 30-ft. radius  
 Saving Throw: Neg.

When a wizard casts a Sleep spell, he causes a comatose slumber to come upon one or more enemies (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the Sleep spell must be within a 30-ft. radius. Creatures in the area of effect must make a Saving Throw vs. Death with a -3 penalty or fall asleep. Monsters with 4 Hit Dice or more are unaffected. Attacks against sleeping opponents never miss.

**Spook (Illusion/Phantasm)**

Range: 30 ft.  
 Duration: 3 rounds  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

A Spook spell enables the wizard to play upon natural fears to cause the target creature to perceive the caster as someone or something inimical, which then appears to advance upon it in a threatening manner. If the creature does not make a successful Saving Throw vs. Spell, it turns and flees at maximum speed as far from the wizard as possible. The creature suffers a Saving Throw penalty of -1 every 2 levels of the caster, up to a maximum of -6 at 12th level. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Undead are completely unaffected.

## Wizard Spells—Level 2

### Agannazar's Scorcher (Evocation)



Range: 15 ft.  
 Duration: 1 round  
 Casting Time: 3  
 Area of Effect: 2-ft. by 15-ft. jet  
 Saving Throw: None

Upon casting this spell, a jet of flame appears at the caster's fingertips and bursts out toward one target of the caster's choice. That target will be hit by this flame for 3d6 points of damage. The flame jet strikes a second time halfway through its duration, and the caster may move while the spell is in effect. There is no Saving Throw against this spell, though anti-fire capabilities such as Fire Resistance will apply and may reduce or eliminate the damage.

### Blur (Illusion/Phantasm)



Range: 0  
 Duration: 4 rounds + 2 rounds/level  
 Casting Time: 2  
 Area of Effect: The caster  
 Saving Throw: None

When a Blur spell is cast, the wizard causes the outline of their form to blur, shifting and wavering. This distortion causes all missile and melee attacks against the caster to be made with a -3 penalty. The wizard also gains a +1 bonus to all of his Saving Throws.

### Chaos Shield (Abjuration) [Wild Mage Only]



Range: 0  
 Duration: 5 rounds + 1 turn/5 levels  
 Casting Time: 2  
 Area of Effect: The caster  
 Saving Throw: None

Chaos Shield increases a Wild Mage's chance to gain a favorable result when a Wild Surge occurs. Every time a roll is made on the Wild Surge chart, an extra 15 is added to the dice roll. When Nahal's Reckless Dweomer is cast, the bonus from Chaos Shield stacks with the Wild Mage's level bonus.

**Deafness (Illusion/Phantasm)**

Range: 180 ft.  
 Duration: Special  
 Casting Time: 2  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

The Deafness spell causes the recipient to become totally unable to hear any sounds. The victim is allowed a Saving Throw vs. Spell to negate the effect. Deafened spellcasters have a 50% chance to miscast any spells. This deafness can be done away with by means of a Dispel Magic spell or a Cure Disease spell.

**Detect Evil (Divination)**

Range: 0  
 Duration: Instant  
 Casting Time: 2  
 Area of Effect: 60-ft. radius  
 Saving Throw: None

This spell discovers emanations of evil from any creature. Any evil creature within the range of the spell will glow red briefly.

**Detect Invisibility (Divination)**

Range: 0  
 Duration: Instant  
 Casting Time: 2  
 Area of Effect: 70-ft. radius  
 Saving Throw: None

When the wizard casts a Detect Invisibility spell, they are able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, this spell enables the wizard to detect hidden or concealed creatures (e.g., Thieves hiding in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects.

Note: If an invisible creature enters the area of effect after the spell has already been cast, the creature will remain invisible.

**Ghoul Touch (Necromancy)**

Range: 0  
 Duration: 5 rounds  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: Neg.

When the caster completes this spell, a red glow encompasses their hand. When the wizard makes a successful melee attack against a creature, that creature is punched for 1d2 fist damage (Strength bonuses apply) and must make a Saving Throw vs. Spell or be paralyzed for 5 rounds.

**Glitterdust (Conjuration/Summoning)**

Range: 30 ft.  
 Duration: 4 rounds  
 Casting Time: 2  
 Area of Effect: 30 ft.  
 Saving Throw: Neg.

This spell creates a cloud of glittering golden particles within the area of effect. All enemies in the area must roll a successful Saving Throw vs. Spell or be blinded (-4 penalty to attack rolls and Armor Class) for 4 rounds. In addition, all enemies who fail their Saving Throw are covered by the dust, which cannot be removed and continues to sparkle until it fades, thus revealing invisible creatures. The dust fades in 4 rounds.

**Horror (Necromancy)**

Range: 40 ft.  
 Duration: 1 turn  
 Casting Time: 2  
 Area of Effect: 30-ft. radius  
 Saving Throw: Neg.

All enemies within the area of effect when this spell is cast must save vs. Spell or flee in terror. Certain creatures are immune to the effects of fear, including all undead.



**Invisibility (Illusion/Phantasm)**

Range: Touch

Duration: Special

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: None

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or its gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the recipient attacks any creature, or until 24 hours have passed. The caster cannot perform any actions that manipulate the environment around them, such as opening doors, disarming a trap, or opening a chest. The caster can, however, cast defensive spells on him- or herself and fellow party members. And if they attack, they immediately becomes visible, though the invisibility enables them to attack first.

*A most useful spell when cast on a scout exploring unknown areas... though not all creatures are fooled by the enchantment.*

—Elminster

**Knock (Alteration)**

Range: Visual range of the caster

Duration: Instant

Casting Time: 1

Area of Effect: Locked door or chest

Saving Throw: None

The Knock spell opens locked, held, or wizard-locked doors. It opens secret doors as well as locked boxes or chests. It does not raise barred gates or similar impediments.

**Know Alignment (Divination)**

Range: 30 ft.  
 Duration: Instant  
 Casting Time: 1 round  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

A Know Alignment spell enables the Mage to exactly read the aura of a creature. If the creature rolls a successful Saving Throw vs. Spell, the caster learns nothing about that particular creature from the casting. A character hit by this spell will glow red if evil, green if good, and white if neutral. Certain magical devices negate the power of the Know Alignment spell.

**Luck (Enchantment/Charm)**

Range: 30 ft.  
 Duration: 3 rounds  
 Casting Time: 2  
 Area of Effect: 1 creature  
 Saving Throw: None

The recipient of this spell is lucky in everything they do for the next 3 rounds, receiving a 5% bonus to any of actions. This includes Saving Throws, to-hit rolls, thieving skills, etc.

**Melf's Acid Arrow (Conjuration)**

Range: 60 ft.  
 Duration: 1 round/3 levels  
 Casting Time: 2  
 Area of Effect: 1 creature  
 Saving Throw: None

By means of this spell, the wizard creates a magical arrow that speeds to its target unerringly. The arrow has no attack or damage bonus, but inflicts 2d4 points of acid damage (there is no splash damage). For every 3 levels of the caster, the acid lasts for another round, unless somehow dispelled, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts 2 rounds, at 6th-8th level, the acid lasts for 3 rounds, and so on.

*Useful for keeping trolls from rising up after you have killed them the first time.*

—Volo

**Mirror Image (Illusion/Phantasm)**

Range: 0

Duration: 3 rounds + 1 round/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When a Mirror Image spell is invoked, the caster causes from 2 to 8 exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears. Any other existing images remain intact until they are struck. However, it is important to note that this will not protect the caster against every attack as it is possible for an enemy to choose the real caster amongst all the images.

**Power Word, Sleep (Conjuration/Summoning)**

Range: 90 ft.

Duration: 5 rounds

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When a wizard calls upon a Power Word, Sleep spell, they cause a comatose slumber to come upon 1 creature (other than undead and certain other creatures specifically excluded from the spell's effects). The creature targeted must have less than 20 Hit Points and gets no Saving Throw. Magically sleeping opponents can be attacked with substantial bonuses. The Sleep effect will last for 5 rounds. This spell has no effect on creatures with more than 20 Hit Points.

**Ray of Enfeeblement (Enchantment/Charm)**

Range: Visual range of the caster

Duration: 1 round/level

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: Neg.

By means of a Ray of Enfeeblement, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. The victim is reduced to a Strength of 5 for the duration of the spell unless a Save vs. Spell is made. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally. However the target receives all of the penalties for a 5 Strength such as attack and damage penalties as well as lower weight allowance.

**Resist Fear (Abjuration)**

Range: 30 ft.  
 Duration: 1 hour  
 Casting Time: 1  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

The wizard instills courage in the spell's recipients, raising their morale to its highest. The recipients' morale will gradually reset to normal as the duration runs out. If the recipients are affected by magical fear, they will regain their composure.

**Stinking Cloud (Evocation)**

Range: 90 ft.  
 Duration: 1 turn  
 Casting Time: 2  
 Area of Effect: 30-ft. radius  
 Saving Throw: Special

When casting a Stinking Cloud spell, the wizard creates a billowing mass of nauseous vapors up to 90 ft. away from their position. Any creature caught within the cloud must roll a successful Saving Throw vs. Poison at +2 or be sent reeling and fall down for 1d2 rounds. Those who make successful Saving Throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. A Dispel Magic will remove the nausea on a particular character, but if they remain in the cloud, then they are still subject to its effects.

*Handy for incapacitating a group of enemies... but watch you don't catch your friends in the cloud!*

—Volo

**Strength (Alteration)**

Range: Touch  
 Duration: 1 turn/level  
 Casting Time: 1 round  
 Area of Effect: 1 creature  
 Saving Throw: None

Application of this spell sets the Strength of the character to 18 and then adds a +50% bonus on top of this. The character receives any strength bonuses appropriate. For example, if a character has between 18/50 and 18/00 Strength, then his Strength will just be set to 18/00. If a character has a Strength between 18/01 and 18/50, then his Strength will become 18/50 + original

percentage. If their Strength is less than 18, then it will just become 18/50. However, this spell will actually lower a character's Strength if it is already 19 or more.

### **Vocalize (Alteration)**



Range: 0

Duration: 1 turn

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

The recipient of this spell can cast spells with a verbal component without having to make any noise. Effectively, this spell cancels the effects of Silence and makes the recipient immune to it for the spell's duration. This spell has no effect on other noises or speech; it simply removes a spell's verbal component.

### **Web (Evocation)**



Range: 40 ft.

Duration: 2 turns/level

Casting Time: 2

Area of Effect: 30-ft. radius

Saving Throw: Neg.

A Web spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. The Web spell covers a maximum area of about 30 ft. in radius (roughly the same size as a Fireball). Creatures caught within webs, or simply touching them, become stuck among the gluey fibers. Anyone in the area when the spell is cast must roll a Saving Throw vs. Spell with a -2 penalty. If the Saving Throw is successful, then the creature is free to move out of the area. A failed Saving Throw means the creature is stuck in the webs unable to move. Each round that a creature remains in the web, it must make a Saving Throw or be unable to move.

## Wizard Spells—Level 3

### Clairvoyance (Divination)



Range: Special  
 Duration: Instant  
 Casting Time: 3  
 Area of Effect: Special  
 Saving Throw: None

The Clairvoyance spell empowers the wizard to see in their mind the geographical features and buildings of the region they are currently exploring. It extends to a great range, but cannot reveal creatures or their movements.

### Detect Illusion (Divination)



Range: 0  
 Duration: Instant  
 Casting Time: 3  
 Area of Effect: 20-ft. radius  
 Saving Throw: None

When cast at a point designated by the wizard, this spell will cancel all Illusion/Phantasm spells of 3rd level and lower in the area. Spells that are affected by this are Reflected Image, Invisibility, Mirror Image, and Non-Detection. It is important to note that the caster can control just who this spell affects. Therefore, it will affect only creatures that are not in the caster's party. The area of effect is roughly a 20-ft. radius around the target. The target's Magic Resistance, if any, does not affect this spell.

### Dire Charm (Enchantment/Charm)



Range: 60 ft.  
 Duration: 5 rounds  
 Casting Time: 3  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

This spell works in the exact same manner as Charm Person, with one difference: There is no Saving Throw bonus. Dire Charm affects any single person it is cast upon. The term person includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person is allowed a Saving Throw vs. Spell to negate the effect.

If the spell's recipient fails their Saving Throw, they regard the caster as a trusted friend and ally to be heeded and protected. The caster may give them orders, and the charmed individual will

carry them out as quickly as possible.

If the caster harms—or attempts to harm—the charmed person by some overt action, or if a Dispel Magic spell is cast upon the charmed person, the Dire Charm spell is broken. If two or more Charms simultaneously affect a creature, the most recent Charm takes precedence. Note that the subject has full memory of the events that took place while they were charmed. Also note that you cannot have a charmed creature leave the area where they were charmed.

### **Dispel Magic (Abjuration)**



Range: 40 ft.

Duration: Instant

Casting Time: 6

Area of Effect: 30-ft. radius

Saving Throw: None

A Dispel Magic spell removes magical effects upon anyone within the area. This includes effects given from spells, potions, and certain magical items such as wands. It does not, however, affect enchanted magical items or spell protections such as Spell Turning and Spell Deflection. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. For every level that the caster of the Dispel Magic is above the original caster, their chance of success increases by 5%. For every level that the caster of Dispel Magic is below the original caster, their chance of success decreases by 10%. However, despite the difference in levels, there is always at least a 5% chance of success or failure. Thus, if a caster is 10 levels higher than the magic they are trying to dispel, there is only a 5% chance of failure. Similarly if the caster is 4 levels lower than the magic they are trying to dispel, there is only a 10% chance of success. Intuitively, this spell is almost useless if the target is 5 or more levels higher than the caster.

*Note: While this spell dispels the individual effects of Grease, Web, Stinking Cloud, and other such spells, it does not dispel the area of effect.*

*A most useful spell for freeing oneself and one's friends from the effects of undesirable enchantments.*

*—Elminster*

**Fireball (Evocation)**

Range: 40 ft.  
 Duration: Instant  
 Casting Time: 3  
 Area of Effect: 30-ft. radius  
 Saving Throw: 1/2

A Fireball is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it—1d6 points of damage for each level of experience of the caster (up to a maximum of 10d6). The wizard points their finger and speaks the range (distance and height) at which the Fireball is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball (an early impact results in an early detonation). Creatures failing their Saving Throws each suffer full damage from the blast. Those who roll successful Saving Throws manage to dodge, fall flat, or roll aside, each receiving half.

**Flame Arrow (Conjuration/Summoning)**

Range: 60 ft.  
 Duration: 1 round  
 Casting Time: 3  
 Area of Effect: 1 creature  
 Saving Throw: 1/2

This spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage plus 4d6 points of fire damage. Only half of the fire damage is inflicted if the creature struck saves vs. Spell. The caster receives one bolt every 5 levels beyond the 5th (2 bolts at 10th level, 3 at 15th level, etc.). All of the bolts will streak toward the target of the spell.

**Ghost Armor (Conjuration)**

Range: 0  
 Duration: 1 hour  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were field plate armor (AC 2). It is cumulative with Dexterity bonuses to Armor Class and, in the case of Fighter/Mages, with the shield's bonus. The Ghost Armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until successfully dispelled or until the duration expires.



**Haste (Alteration)**

Range: 15 ft.  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 3  
 Area of Effect: 30-ft. radius, 1 creature/level  
 Saving Throw: None

When this spell is cast, all creatures affected function at double their normal movement rate, gain a -2 initiative bonus, and receive an extra attack per round. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. At the instant the spell is completed, it affects all ally creatures in a 30-ft. radius centered on a point selected by the caster (thus, creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not). This spell is not cumulative with itself or with other similar magic. Spellcasting and spell effects are not affected. Note that this spell negates the effects of a Slow spell.

**Hold Person (Enchantment/Charm)**

Range: 35 ft.  
 Duration: 1 turn  
 Casting Time: 3  
 Area of Effect: 1 creature and any enemy within 7.5 ft.  
 Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile and in place for five or more rounds. The Hold Person spell affects any bipedal human, demihuman, or humanoid of mansize or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not. The effect is centered on the victim selected by the caster. Every enemy within 7.5 ft. of the target is also affected. Those who save vs. Spell at -1 are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

**Hold Undead (Necromancy)**

Range: Visual range of caster

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: special

Saving Throw: Neg.

This spell holds 1d4 undead creatures rigidly immobile and in place for twelve or more rounds. The effect is centered on the victim selected by the caster. Any enemies within 5 feet of the target are also affected. Those who succeed on their Saving Throws are totally unaffected by the spell.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds.

**Invisibility 10' Radius (Illusion/Phantasm)**

Range: 0

Duration: Special

Casting Time: 1 round

Area of Effect: 10 ft. radius

Saving Throw: None

This spell causes all creatures within 10 feet of the caster to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature(s) are not magically silenced, and certain other conditions can render the creature(s) detectable. Even allies cannot see the invisible creature(s) or their gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature(s) become visible, items picked up disappear if tucked into the clothing or pouches worn by the creature(s).

The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. The invisible being(s) cannot open doors, talk, eat, climb stairs, etc. If they attack, they immediately become visible, although the invisibility enables them to attack first.

**Lightning Bolt (Evocation)**

Range: 120 ft. + 30 ft./level

Duration: Instant

Casting Time: 3

Area of Effect: Special

Saving Throw: ½

Upon casting this spell, the wizard releases a powerful bolt of electrical energy that inflicts 1d6 points of damage per level of the caster (maximum damage of 10d6) to each creature within its area of effect. A successful Saving Throw vs. Spell reduces this damage to half (round fractions down). The bolt begins at a range and height decided by the caster and streaks outward in a direct line from the casting wizard (e.g., if a 40-ft. bolt was started at 180 ft. from the wizard, the far end of bolt would reach 220 ft. (180+40)). If the Lightning Bolt intersects with a wall, it will bounce until it reaches its full length.

**Melf's Minute Meteors (Evocation, Alteration)**

Range: 70 yds

Duration: Special

Casting Time: 3

Area of Effect: 1 target/meteor

Saving Throw: None

This spell enables the wizard to cast small globes of fire (one for each experience level they have attained), each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a +5 bonus to the attack rolls and with no penalty for range. Each meteor inflicts +3 damage, and an additional +3 fire damage. The wizard may discharge up to five missiles per round.

**Minor Spell Deflection (Abjuration)**

Range: 0

Duration: 3 rounds/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

This spell is similar to the 6th-level spell Spell Deflection, which causes the spells cast against the wizard to be absorbed and consumed. This spell affects a total of 4 spell levels, including spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the wizard, as well as area effects that are stationary such as Cloudkill and Stinking Cloud. As long as the spell is cast directly at the wizard, it will be absorbed. This spell will only affect up to 7th-level spells, but if it tries to absorb a spell that goes

over its limit, the spell will fail and the spell deflection will be canceled. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be absorbed while canceling the Spell Deflection.

### **Monster Summoning I (Conjuration/Summoning)**



Range: 120 ft.  
Duration: 2 rounds + 1 round/level  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: None

With the casting of this spell, the wizard summons a random selection of 3 HD monsters. There is a 60% chance of receiving one monster and a 40% chance of receiving two monsters. The monster(s) appear within spell range and attack the spellcaster's opponents until the spell duration expires or until they are slain.

### **Non-Detection (Abjuration)**



Range: Touch  
Duration: 4 hours  
Casting Time: 3  
Area of Effect: 1 creature or item  
Saving Throw: None

By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as Clairaudience, Clairvoyance, Locate Object, ESP, and detect spells including Invisibility Purge. It also prevents location by such magical items as crystal balls and ESP medallions. It does not affect the Know Alignment spell.

### **Protection from Cold (Abjuration)**



Range: Touch  
Duration: 1 turn/level  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: None

This spell lasts 1 turn per caster level. When the spell is cast, it confers complete invulnerability to normal cold attacks and partial protection from exposure to magical cold such as an icy dragon's breath, spells such as Cone of Cold, Wand of Frost, etc., absorbing 50% of all the damage dealt by such magical sources.

**Protection from Fire (Abjuration)**

Range: Touch  
 Duration: 1 turn/level  
 Casting Time: 3  
 Area of Effect: 1 creature  
 Saving Throw: None

This spell lasts 1 turn per caster level. When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires (fiery dragon breath, hell hound or pyrohydra breath, spells such as Burning Hands, Fireball, Fire Seeds, Fire Storm, Flame Strike, Meteor Swarm, and so on), absorbing 50% of all the damage dealt by such magical sources.

**Protection from Normal Missiles (Abjuration)**

Range: Touch  
 Duration: 1 hour  
 Casting Time: 3  
 Area of Effect: 1 creature  
 Saving Throw: None

By means of this spell, the wizard bestows total invulnerability to non-magical hurled and projected missiles such as arrows, throwing axes, bolts, javelins, and sling stones. Note, however, that this spell does not convey any protection from such magical attacks as Fireballs, Lightning Bolts, Magic Missiles, or magical missiles such as arrows +1.

**Remove Magic (Abjuration)**

Range: 40 ft.  
 Duration: Instant  
 Casting Time: 3  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

This is the combat version of Dispel Magic; it will only affect opponents. A Remove Magic dispels the magical effects upon any enemies within the area. This includes effects given from spells, potions, and certain magical items such as wands. It does not, however, affect enchanted magical items. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. For every level that the caster of Remove Magic is above the original caster, their chance of success increases by 5%. For every level that the caster of Remove Magic is below the original caster, their chance of success decreases by 10%. However, despite the difference in levels, there is always at least a 1% chance of success or failure. Thus, if a caster is 10 levels higher than the magic they are trying to dispel, there is only a 1% chance of failure. Similarly, if the caster is 4

levels lower than the magic they are trying to dispel, there is only a 10% chance of success. Intuitively, this spell is almost useless if the target is 5 or more levels higher than the caster.

*Note: While this spell dispels the individual effects of Grease, Web, Stinking Cloud and other such spells, it does not dispel the area of effect.*

### Skull Trap (Necromancy)



Range: 60 ft.  
Duration: Special  
Casting Time: 3  
Area of Effect: 30-ft. radius  
Saving Throw: 1/2

When this spell is cast, a skull is thrown by the caster at the target area. The skull floats in the area until a creature comes within 20 ft. of it. When this happens, the skull is triggered and explodes, damaging everyone in a 30-ft. radius. The damage inflicted is equal to 1d6 per level of the caster, or half with a successful Saving Throw vs. Spell. When casting this spell, it is wise to set it far away from the party, lest they set it off accidentally.

### Slow (Alteration)



Range: 25 ft.  
Duration: 1 turn  
Casting Time: 3  
Area of Effect: 30-ft. radius  
Saving Throw: Neg.

A Slow spell causes creatures to move and attack at half of their normal rates. It negates Haste, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class and attack penalty of -4. Creatures save at -4 vs. Spell.

### Spell Thrust (Abjuration)



Range: Visual sight of caster  
Duration: Instant  
Casting Time: 3  
Area of Effect: Target creature  
Saving Throw: None

When this spell is cast at a target creature it will dispel all of the spell protections of 5th level and lower. This includes the following spells: Minor Spell Deflection, Minor Globe of Invulnerability, Spell Immunity, and Minor Spell Turning. The target's Magic Resistance, if any, does not affect this spell.

**Vampiric Touch (Necromancy)**

Range: Touch  
 Duration: Instant  
 Casting Time: 3  
 Area of Effect: 1 creature  
 Saving Throw: None

When this spell is cast, the target loses 1d6 Hit Points for every 2 caster levels, to a maximum drain of 6d6 for a 12th-level caster. These Hit Points are added to the caster's current Hit Points, with any Hit Points over the caster's normal maximum treated as temporary additional Hit Points. The temporary Hit Points last for 1 hour.

Note: This spell may not be cast multiple times to radically increase the caster's Hit Points. The caster must wait for the first Vampiric Touch spell to run its course before casting another.

**Wraithform (Alteration, Illusion)**

Range: 0  
 Duration: 2 rounds/level  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

When this spell is cast, the wizard and all of his or her gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better enchantment, or by creatures otherwise able to affect those struck only by magical weapons. The wizard also gains 25% resistance to magic damage. While in wraithform, the caster cannot cast either arcane or divine spells.

## Wizard Spells—Level 4

### Confusion (Enchantment/Charm)



Range: 35 ft.  
 Duration: 5 rounds + 1 round/6 levels  
 Casting Time: 4  
 Area of Effect: 30-ft. radius  
 Saving Throw: Neg.

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. All creatures within the area of effect are allowed Saving Throw vs. Spell with a -2 penalty. Those successfully saving are unaffected by the spell, whereas those who fail their Saving Throws will either go berserk, stand confused, or wander about for the duration of the spell. Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature. The spell lasts for 5 rounds plus 1 round every 6 levels of the caster.

### Contagion (Necromancy)



Range: 30 yds.  
 Duration: Permanent  
 Casting Time: 4  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. The afflicted character is also slowed. These effects persist until the character receives a Cure Disease spell.

### Dimension Door (Alteration)



Range: 0  
 Duration: Instant  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

This spell transports the caster to any place within the visual range of the caster. When the spell is cast, a dimensional portal opens up in front of the caster, who immediately steps through it. Upon passing through the portal, the caster finds him- or herself at their chosen destination.



**Emotion: Hopelessness (Enchantment/Charm)**

Range: Visual range of the caster  
 Duration: 2 rounds + 1 round/level  
 Casting Time: 4  
 Area of Effect: Up to 60-foot cube  
 Saving Throw: Special

When this spell is cast the wizard can disturb the emotional state of those around them. The effect of this is to inflict a feeling of hopelessness upon the enemies within visual sight of the caster. Upon a failed save vs. spell, the affected will lie down where they stand and give over all their will to a higher power. Sometimes they can be heard to exclaim things such as "I lay down and die", or "I'm going home". This will last for the duration of the spell, after which time they will return to normal.

The secondary effect of this spell is to instill upon the caster the feeling of courage. This will remove any effects of panic and restore their morale, as well as prevent the above from creeping into their psyche. There is no save vs. this and it will last for the duration of the spell. It will, however, be affected by Magic Resistance and other such things.

**Enchanted Weapon (Enchantment/Charm)**

Range: 0  
 Duration: 1 day  
 Casting Time: 4  
 Area of Effect: Special  
 Saving Throw: None

This spell conjures forth a +3 enchanted weapon that may be used by anyone. The weapon may be either a mace, axe, long sword, or short sword. The weapon stays in existence for no longer than a day.

**Farsight (Divination)**

Range: Special  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 4  
 Area of Effect: Special  
 Saving Throw: None

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.

**Fireshield (Blue) (Evocation, Alteration)**

Range: 0  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 4  
 Area of Effect: The Caster  
 Saving Throw: None

The blue fireshield protects the user from cold damage by surrounding the caster with a shield of ice flame. This shield not only grants the user 50% cold resistance, but also protects the caster from attacks made within a 5-ft. radius around the caster. An opponent that hits the caster with any weapons or spells within this radius suffers 1d8 +2 cold damage.

**Fireshield (Red) (Evocation, Alteration)**

Range: 0  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 4  
 Area of Effect: The Caster  
 Saving Throw: None

The red fireshield protects the user from fire damage by surrounding the caster with a shield of flame. This shield not only grants the user 50% fire resistance, but also protects the caster from attacks made within a 5-ft. radius around the caster. An opponent that hits the caster with any weapons or spells within this radius suffers 1d8 +2 fire damage.

**Greater Malison (Enchantment/Charm)**

Range: Visual range of the caster  
 Duration: 2 rounds/level  
 Casting Time: 4  
 Area of Effect: Up to 60-foot cube  
 Saving Throw: None

The spell allows the caster to adversely affect all their enemies' Saving Throws. The effect is applied to all hostile creatures within the area of effect. Opponents under the influence of this spell make all Saving Throws at a penalty of -4.

*A particularly potent way of ensuring your next few spells have maximum effect.*  
 —Elminster

**Ice Storm (Evocation)**

Range: Visual range of the caster

Duration: 4 rounds

Casting Time: 4

Area of Effect: 30-ft. radius

Saving Throw: None

When this spell is cast, great hail stones pound down for four rounds in a 60-ft. diameter area and inflict 2d8 points of damage to any creatures within the area of effect. Also, anyone that remains within the area of effect takes 2d8 damage each round for 4 rounds.

**Improved Invisibility (Illusion/Phantasm)**

Range: Touch

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

This spell is similar to Invisibility, but the recipient is able to attack by missile discharge, melee combat, or spellcasting while remaining unseen. However, telltale traces (a shimmering) allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made their presence known). Attacks against the invisible character suffer a -4 penalty to attack rolls, and the invisible character's Saving Throws are made with a +4 bonus.

*Note: After making an attack, the Mage is no longer completely invisible. Opponents can target the Mage.*

**Minor Globe of Invulnerability (Abjuration)**

Range: 0

Duration: 1 round/level

Casting Time: 4

Area of Effect: 5-ft. radius sphere

Saving Throw: None

This spell creates a faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spells effects from penetrating (i.e., the area of effect of any such spells does not include the area of the Minor Globe of Invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere, and these pass from the caster of the globe to their subject without affecting the globe. Spells of 4th level or higher are not affected by the globe. The globe can be brought down by a Dispel Magic spell.

### Minor Sequencer (Invocation/Evocation)



Range: 0  
 Duration: Permanent  
 Casting Time: 1 round  
 Area of Effect: Special  
 Saving Throw: None

This spell allows a wizard to store two spells and activate them both at the same time from their Special Ability button. Both spells must be of 2nd level or lower. To create a sequencer, a Mage must memorize not only Minor Sequencer but also the spells they intend to store in it (a Sorcerer can store spells of any level for which they still have spell slots). After casting Minor Sequencer, the player is prompted to choose the sequenced spells from those they memorized.

A sequencer lasts until activated and, once used, releases its spells immediately (no casting time). The Special Ability icon also disappears until the next time a sequencer is formed. A wizard can possess only one Minor Sequencer at a time, and it may not be given to other characters.

*The sequencer spells can make a mage much more powerful... and dangerous.*

—Volo

### Monster Summoning II (Conjuration/Summoning)



Range: 120 ft.  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 4  
 Area of Effect: Special  
 Saving Throw: None

This spell is much like the 3rd-level Monster Summoning I spell, except that this spell summons 4 HD monsters. There is a 60% chance of receiving one monster and a 40% chance of receiving two monsters. These monster(s) appear within spell range and attack the caster's opponents until the spell duration expires or they are slain.

### **Otiluke's Resilient Sphere (Alteration)**



Range: 0  
 Duration: 1 turn  
 Casting Time: 4  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature if it fails to Save vs. Spell. The resilient sphere will contain its subject for the duration of the spell. The sphere is completely immune to all damage; in fact, the only method of removing the sphere is a successful Dispel Magic. Hence, the creature caught inside the globe is completely safe from all attacks, but at the same time completely unable to affect the outside world.

### **Polymorph Other (Alteration)**



Range: Visual sight of caster  
 Duration: Permanent  
 Casting Time: 4  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

The Polymorph Other spell is a powerful magic that permanently alters the form of the creature affected. Mental attributes are not affected, and the target does not receive the special abilities of the new form. Most physical attributes, however, are changed to adhere to the new form. This is a specific version of the spell in that the recipient will be transformed into a squirrel unless a save vs. petrification/polymorph is made successfully. The transformation is instant and permanent until a Dispel Magic is cast successfully upon the affected creature. All clothes and equipment the target was wearing will mold into the new form.

### **Polymorph Self (Alteration)**



Range: 0  
 Duration: 1 turn + 3 rounds/level  
 Casting Time: 4  
 Area of Effect: The caster  
 Saving Throw: None

When this spell is cast, the wizard is able to assume the form of another creature. The caster also gains the physical mode of locomotion and breathing as well. This spell does not give the new form's other abilities such as special attacks and magic, nor does it run the risk of the wizard changing personality and mentality.

For the duration of the spell, the caster may transform into any of the new forms at any time,

and as many times as he or she wishes. The caster gains the natural attacks of the new form in some cases and may use weapons in others. The mental attributes of the wizard remain the same, but all the physical attributes are obtained from the new form. Also, any natural protections the new form offers are conferred to the wizard, such as the resistance to missile and crushing weapons possessed by the slime form.

The possible forms given by Polymorph Self are:

- Gnoll: wields a magical halberd (+1 fire damage and strikes as an enchanted weapon +3)
- Mustard Jelly: capable of slowing opponents (if they fail a Saving Throw when hit)
- Ogre: capable of causing massive damage with its fists
- Spider: causes poison damage when it hits an opponent

In addition, the caster may choose the form of brown bear, black bear, or wolf.

### **Remove Curse (Abjuration)**



Range: Touch  
 Duration: Permanent  
 Casting Time: 6  
 Area of Effect: 1 creature  
 Saving Throw: None

Upon casting this spell, the priest is usually able to remove a curse on an object, a person, or in the form of some undesired sending or evil presence. Note that the Remove Curse spell does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher.

### **Secret Word (Abjuration)**



Range: Visual sight of caster  
 Duration: Instant  
 Casting Time: 4  
 Area of Effect: Target creature  
 Saving Throw: None

When this spell is cast at a target creature it dispels one spell protection of 8th level or lower. The spells that are affected by this are: Minor Spell Turning, Minor Globe Of Invulnerability, Spell Immunity, Spell Deflection, Spell Turning, and Spell Shield. The target's Magic Resistance, if any, does not affect this spell.

*Handy for penetrating a hostile wizard's magical defenses!*

—Volo

### **Spider Spawn (Conjuration/Summoning)**



Range: 120 ft.

Duration: 6 rounds + 1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the wizard must throw several spider eggs into the air while saying the final command word. The eggs transform into a fully grown spider that will remain under the wizard's telepathic control. The type of spider that appears depends upon the level of the wizard casting the spell.

- 7th: giant spider.
- 9th: phase spider.
- 12th+: sword spider.

When the spell is cast, there is a 20% chance that two spiders of the proper type will appear instead of just one. These spiders will remain under the wizard's control until affected by a Dispel Magic spell, they are slain, or the spell duration expires.

### **Spirit Armor (Necromancy)**



Range: Touch

Duration: 2 hours

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

This spell is very similar to the 3rd level spell Ghost Armor in that it creates a corporeal barrier around the target's body for the duration of the spell. This spell taps the target's life force in order to create the barrier. The armor itself is weightless, and does not hinder movement or spellcasting at all.

The spirit armor does not work cumulatively with any other armor, however dexterity bonuses still apply as do magic rings and a shield. While in effect the AC (armor class) of the recipient will be 1, as if they were wearing full plate. Also, due to the magical nature of the spell, they receive a +3 bonus to save vs. magical attacks.

There is a danger however, as when the spell runs out the external portion of the spirit is temporarily lost, inflicting 2d4 points of damage upon the target, unless the creature makes a Saving Throw vs. spell.

**Stoneskin (Alteration)**

Range: 0  
 Duration: 12 hours  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

When a wizard casts this powerful spell, an outer skin of stone will move up from the ground, completely covering the caster. This skin is of course magical and will hinder the wizard in no way. The effect of this is to protect the wizard from physical attacks such as melee weapons and projectiles. For every 2 levels of the caster, an additional skin is gained upon casting. For example, a 10th-level wizard would receive 5 skins while a 20th-level wizard would receive 10. For each skin the wizard possesses, the spell will stop one attack, so a 10th-level wizard would be protected from the first 5 attacks made against them, but the 6th would affect them normally. The skins will remain on the wizard until it is affected by a Dispel Magic, all of the skins are removed due to physical attacks, or the spell duration expires. It is important to note this will not protect the wizard from magical attacks such as Fireball; however, it will protect them from physical magical attacks such as Magic Missile.

**Teleport Field (Alteration)**

Range: Visual sight of caster  
 Duration: 1 turn  
 Casting Time: 4  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

With this spell, the wizard instigates a teleportation effect as far as the wizard can see. All enemies in this area are randomly teleported for the duration of the spell. This spell is best used against multiple enemies, serving to confuse them and allowing the wizard to concentrate on activating his or her defenses.

**Wizard Eye (Alteration)**

Range: 0  
 Duration: 1 round/level  
 Casting Time: 1 round  
 Area of Effect: Special  
 Saving Throw: None

When this spell is employed, the wizard creates an invisible sensory organ that sends them visual information. The wizard eye can see with normal vision up to 60 feet away in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a



form that can be detected (by a Detect Invisibility spell, for instance). Solid barriers prevent the passage of a wizard eye. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful dispel cast on the wizard or eye ends the spell.

## Wizard Spells—Level 5

### Animate Dead (Necromancy)



Range: 30 ft.

Duration: 8 hours

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell causes a skeleton warrior to rise and serve the caster under any conditions. The type of skeleton warrior that appears depends upon the level of the wizard casting the spell.

- 1st-6th: a 3 HD skeleton warrior wielding a long sword.
- 7th-10th: a 5 HD skeleton warrior wielding a long sword +1.
- 11th-14th: a 7 HD skeleton warrior wielding a bastard sword +1.
- 15th and up: a 9 HD skeleton warrior wielding a two-handed sword +1.

The skeleton warrior can follow the caster, remain in an area and attack any creature entering it, etc. It remains animated until it is destroyed in combat, 8 hours pass, or it is turned. This spell cannot be dispelled.

### Breach (Abjuration)



Range: Visual sight of caster

Duration: Instant

Casting Time: 5

Area of Effect: Target Creature

Saving Throw: None

When this spell is cast, it breaches and dispels all the specific and combat protections on the target creature. Here is a complete list of all the specific protection spells that are dispelled by Breach: Shield, Protection Circle, Resist Fear, Protection From Fire/Cold, Fireshield, Protection From Acid, Protection From Electricity, Protection From Magic Energy, Protection From The Elements, and Protection From Energy.

The combat protection spells dispelled by this spell are: Protection From Normal Missiles, Protection From Normal Weapons, Protection From Magic Weapons, Stoneskin, Armor, Ghost Armor, Spirit Armor, Absolute Immunity, Mantle, and Improved Mantle.

The target's Magic Resistance, if they have any, does not affect this spell.

**Chaos (Enchantment/Charm)**

Range: Visual range of the caster  
 Duration: 5 rounds + 1 round/6 levels  
 Casting Time: 4  
 Area of Effect: Up to 60-foot cube  
 Saving Throw: Special

The effects of this spell are identical to the 4th level spell Confusion in all respects. The victims wander around as if in a daze, sometimes wandering away, sometimes attacking either friend or foe. If the victim is 4th level or lower, they do not receive a Saving Throw versus the effects. However, if the victim is 5th level or higher, he receives a save vs. spell at -4. The spell lasts for the duration or until a successful dispel magic is cast.

**Cloudkill (Evocation)**

Range: 40 ft.  
 Duration: 1 turn  
 Casting Time: 5  
 Area of Effect: 30-ft. radius  
 Saving Throw: Special

This spell generates a billowing cloud of ghastly, yellowish-green vapors so toxic as to slay any creature with 4 or fewer Hit Dice, and causes creatures with 5 to 6 Hit Dice to roll Saving Throws vs. Poison with a -4 penalty or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

*Be wary of casting this lethal spell on a windy day!*

*—Elminster*

**Cone of Cold (Evocation)**

Range: 0  
 Duration: Instant  
 Casting Time: 5  
 Area of Effect: Special  
 Saving Throw: ½

When this spell is cast, it generates a cone-shaped area of extreme cold originating at the wizard's hand and extending outward in a cone 5 ft. long and 1 ft. in diameter per level of the caster. It drains heat and causes 1d4+1 points of damage per level of the caster. For example, a 10th-level wizard would cast a cone of cold 10 ft. in diameter and 50 ft. in length, causing 10d4+10 points of damage.

### **Conjure Lesser Air Elemental (Conjuration/Summoning)**

Range: 45 ft.

Duration: 1 turn + 1 round/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None



A wizard who casts a Conjure Lesser Air Elemental spell summons an air elemental to do their bidding. The elemental has 8 Hit Dice and will serve the caster's every whim until banished back to its home plane, the spell's duration expires, or the elemental dies. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summon it. If it can't reach the summoner, it will fight its way toward them. This berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, they have control of the elemental; however, if they lose, the elemental goes berserk and tries to kill them. This does not prevent the use of other Charm-type spells after the contest is lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

### **Conjure Lesser Earth Elemental (Conjuration/Summoning)**

Range: 45 ft.

Duration: 1 turn + 1 round/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None



A wizard who casts a Conjure Lesser Earth Elemental spell summons an earth elemental to do their bidding. The elemental has 8 Hit Dice and will serve the caster's every whim until banished back to its home plane, the spell's duration expires, or the elemental dies. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summon it. If it can't reach the summoner, it will fight its way toward them. This berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, they have control of the elemental; however, if they lose, the elemental goes berserk and tries to kill them. This does not prevent the use of other Charm-type spells after the contest is lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

**Conjure Lesser Fire Elemental (Conjuration/Summoning)**

Range: 45 ft.

Duration: 1 turn + 1 round/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

A wizard who casts a Conjure Lesser Fire Elemental spell summons a fire elemental to do their bidding. The elemental has 8 Hit Dice and will serve the caster's every whim until banished back to its home plane, the spell's duration expires, or the elemental dies. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summon it. If it can't reach the summoner, it will fight its way toward them. This berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, they have control of the elemental; however, if they lose, the elemental goes berserk and tries to kill them. This does not prevent the use of other Charm-type spells after the contest is lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

**Domination (Enchantment/Charm)**

Range: Visual sight of caster

Duration: 8 rounds

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Neg.

The Domination spell enables the caster to control the actions of any creature while the spell is in effect. This control is maintained through a telepathic link between the caster and the victim. Unlike the 4th level priest spell Mental Domination, the target has no option for release, even if made to do something against their morals. This effect can only be reversed by dispel magic. The target gets a Saving Throw vs. spell at -2 in order to avoid the effect.

**Feeblemind (Enchantment/Charm)**

Range: Visual range of the caster

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Neg

Feeblemind causes the subject's intellect to degenerate into that of a simple beast of burden. The subject remains in this state until a successful dispel magic is cast upon it. The victim must make a save vs. spell at -2 in order to avoid the effect.

*I have met many individuals I am certain were afflicted with this spell.*

—Volo

*So have I.*

—Elminster

### **Hold Monster (Enchantment/Charm)**



Range: Visual range of caster

Duration: 1 round/level

Casting Time: 5

Area of Effect: 5 foot radius around target

Saving Throw: Neg.

This spell holds 1d4 creatures of any type rigidly immobile and in place for 9 or more rounds, unless a save vs. spells is made with a -2 penalty. The effect is centered on the victim selected by the caster. Any enemies within 5 feet of the target are also affected. Those who succeed on their Saving Throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

### **Lower Resistance (Abjuration/Alteration)**



Range: 40 ft.

Duration: 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When cast upon a target creature, this spell will lower the Magic Resistance of this creature by 10% + 1% per level of the caster. There is no Saving Throw and the target's Magic Resistance, if any, does not affect this spell. For example, if a creature has 60% Magic Resistance and this spell is cast on it by a 15th-level Mage, then the target's Magic Resistance would be lowered by 25% automatically. This effect is cumulative for each casting of this spell: If Lower Resistance was cast upon the same creature again, the creature's Magic Resistance would be 60% - 25% (initial casting) - 25% (current casting), which would leave the creature with 10% Magic Resistance. This spell will last until its duration expires and cannot be dispelled.

*Note: This spell is not affected by Dispel Magic; once it has been cast, there is no way to cancel the effects until the spell expires.*

**Minor Spell Turning (Abjuration)**

Range: 0

Duration: 3 rounds/level

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

This spell is similar to the 7th-level Spell Turning, which causes the spells cast against the wizard to rebound upon the original caster. This affects a total of 4 spell levels—including spells cast from scrolls and innate spell-like abilities—but excludes the following: area effects that are not centered directly upon the wizard, as well as area effects that are stationary, such as Cloudkill and Stinking Cloud. As long as the spell is cast directly at the wizard, it will be reflected back upon the caster. This spell will only affect up to 4th-level spells, but as long as there are levels remaining, a spell will be reflected. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be reflected while canceling the Spell Turning.

This spell will not protect the caster from Dispel Magic, but will not be dispelled by Dispel Magic either.

**Monster Summoning III (Conjuration/Summoning)**

Range: 120 ft.

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell is much like the 3rd-level Monster Summoning I spell, except that this spell summons 5 HD monsters. There is a 60% chance of receiving one monster and a 40% chance of receiving two monsters. These monster(s) appear within spell range and attack the caster's opponents until the spell duration expires or until they are slain.

**Oracle (Divination)**

Range: 0  
 Duration: Instant  
 Casting Time: 5  
 Area of Effect: 60' radius  
 Saving Throw: None

When cast by the wizard this spell will cancel all illusion/phantasm spells of 5th level and lower in the area. The spells that are affected by this are Reflected Image, Invisibility, Mirror Image, Non-detection, Improved Invisibility, and Shadow Door. It is important to note that the caster can control just who this spell affects. Therefore, it will affect only creatures that are not in the caster's party. The area of effect is roughly a 60-ft. radius around the caster.

**Phantom Blade (Evocation)**

Range: 0  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 5  
 Area of Effect: Special  
 Saving Throw: None

This spell creates a translucent, shadow-like, weightless area of magical force extending from the fingers of one of the caster's hands. The silent, blade-shaped construct's cutting edges inflict damage just as those of a real sword do. The caster wields the phantom blade as if proficient with it, at his normal THACO.

The phantom blade acts as a +3 magical sword in terms of to-hit and damage bonuses as well as the type of creatures it can hit. However, due to its ethereal nature, it causes an extra +10 damage against undead creatures. This sword can only be used by the caster and remains in their hand for the duration of the spell or until dispelled.

**Protection from Acid (Abjuration)**

Range: Touch  
 Duration: 1 turn/level  
 Casting Time: 6  
 Area of Effect: 1 creature  
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to all acid-based attacks, whether magical or non-magical, such as Acid Arrow or a creature's special attacks. This effect lasts for the duration of the spell or until dispelled.



**Protection from Electricity (Abjuration)**

Range: Touch  
 Duration: 1 turn/level  
 Casting Time: 5  
 Area of Effect: 1 creature  
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to all electrical attacks, whether magical or non-magical, such as Lightning Bolt or certain breath weapons. This effect lasts for the duration of the spell or until dispelled.

**Protection from Normal Weapons (Abjuration)**

Range: 0  
 Duration: 1 round/level  
 Casting Time: 2  
 Area of Effect: The caster  
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to all non-magical weapons. This does not include weapons that are blessed or enchanted. This spell may not be cast on someone who is protected from magical weapons. This effect lasts for the duration of the spell or until dispelled.

**Shadow Door (Illusion/Phantasm)**

Range: 0  
 Duration: 9 rounds + 1 round/level after 9th  
 Casting Time: 2  
 Area of Effect: The caster  
 Saving Throw: None

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, they have darted aside and can flee, totally invisible (as per the Improved Invisibility spell), for the spell's duration. A True Seeing spell, a Gem of Seeing, or similar magical means can reveal the wizard.

**Spell Immunity (Abjuration)**

Range: 0  
 Duration: 1 round/level  
 Casting Time: 5  
 Area of Effect: The caster  
 Saving Throw: None

Casting this spell grants the wizard protection from one spell school of their choice. After the spell is cast, the wizard must choose the school they wish to be protected from. All spells of this school will not be able to harm or aid the caster for the duration of this spell. This includes all spells from this school, including any priest spells that might benefit the caster.

*A formidable defense often employed by high level wizards.*

—Volo

*The knave shall reveal all of our secrets if we are not careful.*

—Elminster

**Spell Shield (Abjuration)**

Range: 0  
 Duration: 3 rounds/level  
 Casting Time: 8  
 Area of Effect: The caster  
 Saving Throw: None

When this spell is cast the wizard is protected from the next magical attack against them. The spells that this protects the wizard from are: Spell Thrust, Secret Word, Breach, Lower Resistance, Pierce Magic, Ruby Ray, Warding Whip, Pierce Shield, and Spellstrike. If one of these spells is cast at the wizard, this spell activates and absorbs the attack. However, this only works once as this spell is consumed in the process. Otherwise, it will last for the duration.

**Sunfire (Evocation)**

Range: Caster  
 Duration: Instant  
 Casting Time: 3  
 Area of Effect: 30-foot radius  
 Saving Throw: 1/2

A sunfire is like a fireball -- an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it - 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 15d6). The wizard gestures with his hand and the entire area around them erupts in flames, striking all except for the caster.

Creatures failing their Saving Throws each suffer full damage from the blast. Those who roll successful Saving Throws manage to dodge, fall flat, or roll aside, each receiving half.

## Wizard Spells—Level 6

### **Carrion Summons (Conjuration/Summoning)**



Range: 40 yards  
 Duration: 7 rounds + 1 round/level  
 Casting Time: 1 round  
 Area of Effect: Special  
 Saving Throw: None

There are two parts to this spell. When cast the first part opens up a small portal which will summon 1 or 2 carrion crawlers to a point designated by the caster. The second part of the magic mutates the carrion crawlers into larger, more vicious versions of themselves. The caster has control over these creature(s) until they are slain, or the spell duration expires. When the spell is cast there is a 35% chance that two will be summoned instead of just one.

### **Chain Lightning (Invocation/Evocation)**



Range: Visual range of caster  
 Duration: Instant  
 Casting Time: 5  
 Area of Effect: Special  
 Saving Throw: Half

When the wizard casts Chain Lightning, arcs of electrical energy burst from their fingertips. These brilliant arcs of lightning leap at all enemies near the caster, burning them with electrical damage. The lightning causes 1d6 points of damage for every two levels of the caster. If the target of the lightning saves against spells only half damage is inflicted. Thus, a 12th level wizard will cause 6d6 damage to a victim (3d6 if the victim makes his Saving Throw vs. spells).

### **Conjure Air Elemental (Conjuration/Summoning)**



Range: Visual range of the caster  
 Duration: 1 turn/level  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: None

Upon casting a Conjure Air Elemental spell, a special gate to the Elemental Plane of Air opens and an air elemental is summoned into the caster's vicinity. There is a 60% chance that a 12 Hit Dice elemental appears, a 35% chance that a 16 Hit Dice elemental appears, and a 5% chance that a 24 Hit Dice elemental appears. The elemental will do the bidding of the caster until it is slain or the duration of the spell runs out. All the commands given to the elemental are done telepathically, so there is no time lost due to miscommunication and no need to know the language of the summoned creature. However, every time this spell is cast, there is a 15% chance the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summon it. If it can't reach the summoner, it will fight its way toward them. This

berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, they have control of the elemental; however, if they lose, the elemental goes berserk and tries to kill them. This does not prevent the use of other Charm-type spells after the contest is lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

### **Conjure Earth Elemental (Conjuration/Summoning)**



Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Upon casting a Conjure Earth Elemental spell, a special gate to the Elemental Plane of Earth is opened and an earth elemental is summoned into the caster's vicinity. There is a 60% chance that a 12 Hit Dice elemental appears, a 35% chance that a 16 Hit Dice elemental appears, and a 5% chance that a 24 Hit Dice elemental appears. The elemental will do the bidding of the caster until it is slain or the duration of the spell runs out. All of the commands given to the elemental are done telepathically, so there is no time lost due to miscommunication and no need to know the language of the summoned creature. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summon it. If it can't reach the summoner, it will fight its way toward them. This berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, they have control of the elemental; however, if they lose, the elemental goes berserk and tries to kill them. This does not prevent the use of other Charm-type spells after the contest is lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

### **Conjure Fire Elemental (Conjuration/Summoning)**



Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Upon casting a Conjure Fire Elemental spell, a special gate to the Elemental Plane of Fire is opened and a fire elemental is summoned into the caster's vicinity. There is a 60% chance that a 12 Hit Dice elemental appears, a 35% chance that a 16 Hit Dice elemental appears, and a 5% chance that a 24 Hit Dice elemental appears. The elemental will do the bidding of the caster until it is slain or the duration of the spell runs out. All of the commands given to the elemental are done telepathically, so there is no time lost due to miscommunication and no need to know

the language of the summoned creature. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summon it. If it can't reach the summoner, it will fight its way toward them. This berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, they have control of the elemental; however, if they lose, the elemental goes berserk and tries to kill them. This does not prevent the use of other Charm-type spells after the contest is lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

### **Contingency (Evocation)**



Range: Visual range of the caster

Duration: 1 day/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the wizard may choose a spell out of their repertoire of known spells. One spell level every 3 levels of the caster is allowed, up to 6th-level spells at 18th level. Once the spell is chosen, the caster may choose a condition of some kind from the list provided. The starting condition can be anything from reaching 10% of their Hit Points to an enemy being sighted. Once this starting condition is satisfied, the spell chosen will be cast automatically. For example, a 12th-level wizard could place the spell *Stoneskin* in a Contingency with the starting condition being "the wizard reaches 50% of their Hit Points." Once the wizard is reduced to 50% of their Hit Points or below, *Stoneskin* would be immediately cast upon them. This requires no action by the wizard, but happens automatically and instantaneously. The limitation of this spell is that the target of the spell placed in the Contingency must be the caster: Therefore, it may not be an offensive spell, nor may it target any other party members.

### **Death Fog (Evocation)**



Range: 30 ft.

Duration: 1 turn

Casting Time: 6

Area of Effect: 30-ft. radius

Saving Throw: None

The casting of a *Death Fog* spell creates an area of solid fog that has the additional property of being highly acidic. All animal life not immune to acid suffers 8 points of damage for each round they are exposed to the vapors of the *Death Fog*. *Death Fog* will also instantly kill all summoned creatures, regardless of their Hit Dice and immunities.

**Death Spell (Necromancy)**

Range: Visual range of the caster

Duration: Instant

Casting Time: 6

Area of Effect: 30-ft. radius

Saving Throw: None

When a Death Spell is cast, it snuffs out the life force of creatures within the area of effect, instantly and irrevocably. Such creatures cannot be raised or resurrected, although an individual slain in this manner may be brought back to life by means of a Wish spell. Creatures with more than 8 Hit Dice are immune to this spell with the exception of summoned creatures, which are automatically slain. Only enemies are affected by this spell.

**Disintegrate (Alteration)**

Range: Visual range of the caster

Duration: Instant

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast at another creature, a thin green ray is shot at them. Upon contact with the ray, the creature must make a Saving Throw vs. Spell or be transformed into dust. This transformation is instantaneous and irreversible. There is also a good chance this will destroy some if not all of the items the creature is carrying.

**Flesh to Stone (Alteration)**

Range: Visual range of the caster

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Neg.

This spell turns flesh of any sort to stone. All possessions on the person of the target likewise turn to stone. The intended subject of the spell receives a Saving Throw vs. Spell to avoid the effect. If a statue created by this spell is subjected to attacks of any sort, it will shatter into tiny pieces, making it impossible for the creature to be returned to flesh. The reverse of this spell may be cast upon the victim in order to restore life, but this is the only way.

**Globe of Invulnerability (Abjuration)**

Range: 0

Duration: 1 round/level

Casting Time: 6

Area of Effect: 5-ft. radius sphere

Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the Globe of Invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere, and these pass from the caster of the globe to their subject without affecting the globe. 5th- and higher level spells are not affected by the globe. The globe can be brought down by a successful Dispel Magic spell, as well as other forms of magical attacks such as Spellstrike and Pierce Magic.

**Improved Haste (Alteration)**

Range: Visual range of caster

Duration: 3 rounds + 1 round/level

Casting Time: 3

Area of Effect: Target Creature

Saving Throw: None

Each affected creature functions at double its normal movement and attack rates. A hasted creature gains a -2 initiative bonus. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. Spellcasting and spell effects are not sped up. There are three major differences between the 3rd-level wizard spell Haste and this spell. The first is that there is no period of fatigue following the expiration of the spell. The second difference is that this spell will only affect one creature. Third and finally, this Haste spell actually doubles the number of attacks for the hasted creature. Note that this spell negates the effects of a Slow spell. This spell is not cumulative with itself or with other similar magic. This spell lasts for the duration or until dispelled.

**Invisible Stalker (Conjuration/Summoning)**

Range: 120 ft.

Duration: 9 hours

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell summons an invisible stalker from the Elemental Plane of Air. This 8 Hit Dice monster obeys and serves the caster in performing whatever tasks are set before it, even if this



means being sent to certain death. The creature remains under the caster's control for 9 hours or until it is killed, at which point it will return to its native plane, only slightly annoyed at having had to serve a mortal.

### **Mislead (Illusion/Phantasm)**



Range: 0

Duration: 1 round/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When this spell is cast, the wizard is affected by an Improved Invisibility spell and is teleported a few feet away from his original position. Meanwhile, an exact image of the caster is created where he used to be, with exactly the same Hit Points as the caster. The image cannot perform any actions at all, such as attacking or casting spells. It can, however, move around and act as a decoy for the invisible wizard. The image will remain under control of the caster until reduced to 0 Hit Points, or until affected by a Dispel Magic or a spell that reveals illusions such as True Sight.

### **Pierce Magic (Abjuration)**



Range: Visual sight of caster

Duration: Special

Casting Time: 6

Area of Effect: Target Creature

Saving Throw: Special

When this spell is cast upon a target creature there will be two major effects. The first is that the creature's Magic Resistance will be lowered by 1% per level of the caster. The second is that it will cancel one spell protection of 8th level or lower on the creature. For example, if a 15th-level wizard cast the spell, the target would lose 15% Magic Resistance from its current total, reducing it to 0 if less than that remains, as well as cancelling one 8th level or lower spell protection. The list of spells that this includes is: Minor Spell Deflection, Minor Spell Turning, Spell Deflection, Spell Turning, Minor Globe Of Invulnerability, Spell Immunity, and Globe Of Invulnerability. Magic Resistance does not affect this spell, nor do any of the spell protections. The resistance remains lowered for 1 round per level of the caster.

**Power Word, Silence (Conjuration/Summoning)**

Range: 90 ft.  
 Duration: 7 rounds  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

In using this spell, the wizard points at an individual and utters the Power Word. For the next 7 rounds, that creature cannot make any sound. This silence completely foils any spells that require verbal components. The only ways to counter this spell is with a Dispel Magic or a Vocalize spell. There is no Saving Throw.

**Protection From Magic Energy (Abjuration)**

Range: Touch  
 Duration: 1 turn /level  
 Casting Time: 6  
 Area of Effect: 1 creature  
 Saving Throw: None

When the spell is cast, it confers 100% invulnerability to all magic-based attacks such as Magic Missile or Abi-Dalzim's Horrid Wilting. This effect lasts for the duration of the spell or until dispelled.

**Protection From Magical Weapons (Abjuration)**

Range: 0  
 Duration: 4 rounds  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to all magical weapons. This includes weapons that are blessed or enchanted. The attacks of powerful monsters are also considered magical weapons. This spell cannot be cast on anyone who is protected from normal weapons or anyone protected by Mantle, Improved Mantle, or Absolute Immunity. Due to the nature of this spell, with the short casting time and duration, it is mainly used to buy the wizard a few rounds in the thick of combat. This effect lasts for the duration of the spell or until dispelled.

**Spell Deflection (Abjuration)**

Range: 0

Duration: 3 rounds/level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

This powerful abjuration spell causes any spells cast against the wizard to be absorbed and consumed. This affects a total of 10 spell levels, and includes spells cast from scrolls and innate spell-like abilities. It excludes the following: area effects that are not centered directly upon the wizard, as well as area effects that are stationary such as Cloudkill and Stinking Cloud. As long as the spell is cast directly at the wizard it will be absorbed. Something to note is that as long as there are levels remaining, the spell will be absorbed. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be absorbed while canceling the spell deflection. It is not affected by a Dispel Magic.

**Stone to Flesh (Alteration)**

Range: Visual range of the caster

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

This spell is the reverse of Flesh to Stone and will return any creature that has been turned to stone back into flesh. All possessions on the creature likewise will return to normal. The effect is instantaneous and there is no Saving Throw or system shock check required.

**Summon Nishruu (Conjuration/Summoning)**

Range: 120 ft.

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

By casting the Summon Nishruu spell, a wizard calls into existence a magical being of considerable power: the nishruu. At first glance, this appears to be some sort of mist, but upon closer examination, this boiling, churning red mass of vapors and shapes moves with a life of its own. Drawn toward magic like a moth to the flame, the nishruu feed on the energies surrounding and used by wizards. Luckily, there is no question as to the loyalty of the creature, and it will not attack its summoner even though it would like nothing better. The nishruu have no physical attacks at all, though physical attacks can hurt them. Each time a nishruu touches a target wizard and wraps its tendrils around them, two things happen: First, all magical items

with charges in the possession of the target will be drained by 1 charge, destroying them if only 1 charge was left; second, the wizard loses 1 random spell of the highest level currently memorized. The nishruu is completely immune to magic (except for Death Spell), and magic will actually heal it. The creature will remain under the summoner's control until slain or until the spell's duration expires.

### **Tenser's Transformation (Alteration)**



Range: 0

Duration: 1 round/level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

Tenser's Transformation is a sight guaranteed to astound any creature not aware of its power, for when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, and he becomes a formidable fighting machine.

The spell causes the caster to become a berserk Fighter: his Hit Points double, and all damage he sustains is first detracted from this magically-gained life; his Armor Class gains a +4 bonus up to a maximum Armor Class of -10; and all his attacks are made as though he were a Fighter of the same level (i.e. the wizard uses the combat values normally reserved to Fighters, although no extra attacks per round are gained). Each attack also receives a +2 bonus to hit and damage rolls. The effect lasts for the duration of the spell or until dispelled.

### **True Sight (Divination)**



Range: 0

Duration: 1 turn

Casting Time: 8

Area of Effect: 70-ft. radius

Saving Throw: None

When this spell is cast, an area roughly 70 feet in radius around the caster will be affected. Instantly and once each round for 1 turn after this spell is cast, all hostile illusion/phantasm spells in the area of effect will be dispelled. The spells that are affected by this are: Reflected Image, Invisibility, Mirror Image, Non-detection, Improved Invisibility, Shadow Door, Mislead, Project Image, and Simulacrum. The target's Magic Resistance, if any, does not come into effect with this spell. This spell only affects enemies; it is unable to dispel the invisibility from a party member.

**Wyvern Call (Conjuration/Summoning)**

Range: 40 yards

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

When this spell is cast the wizard opens up a magical channel summoning a wyvern to their aid. This creature will be totally under the caster's mental control with no chance of it turning on them except, of course, through magical means like Charm Monster. The creature will remain under the wizard's control, and will live and die at his command until the spell duration expires.

## Wizard Spells—Level 7

### Cacofiend (Conjuration/Summoning)



Range: Visual sight of caster

Duration: 15 rounds

Casting Time: Special

Area of Effect: Special

Saving Throw: None

When this spell is cast it will teleport in a powerful demon that goes on a rampage, attacking and killing everything in sight. Anyone protected from evil, as per the spell, will not be targeted by the demon. This is a dangerous spell to invoke, best saved for desperate times.

### Control Undead (Necromancy)



Range: Visual sight of caster

Duration: 6 rounds + 1 round/level

Casting Time: 7

Area of Effect: 1-4 creatures

Saving Throw: Special

The Control Undead spell allows the caster to take control of 1-4 undead creatures within the area of effect. This creates a telepathic link between the caster and the undead, allowing complete control. If the undead have 3 Hit Dice or less then there is no Saving Throw allowed. If they have 4 Hit Dice or more a save vs. spells is allowed to negate the effect. The undead remain under control of the caster for the duration of the spell or until they are affected by a dispel magic.

### Delayed Blast Fireball (Invocation/Evocation)



Range: Visual range of caster

Duration: Special

Casting Time: 7

Area of Effect: 30' radius

Saving Throw: 1/2

This spell creates a fireball that hovers at a point determined by the caster. The fireball will stay in position until someone walks too close to it. At this point it explodes, causing 15d6 points of damage with a save vs. spell for half damage.

**Finger of Death (Necromancy)**

Range: Visual range of the caster

Duration: Permanent

Casting Time: 5

Area of Effect: 1 Creature

Saving Throw: Neg.

The Finger of Death spell snuffs out the victim's life force. The caster points their finger at the victim after the incantation is complete, effectively ripping the life out of the target's body unless a Save vs. Spell is made with a -2 penalty. A creature that successfully saves still receives 2d8+1 points of damage.

**Improved Chaos Shield (Abjuration) [Wild Mage Only]**

Range: 0

Duration: 2 turns

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

Improved Chaos Shield increases a Wild Mage's chance to gain a favorable result when a Wild Surge occurs. Every time a roll is made on the Wild Surge chart, an extra 25 is added to the dice roll. When Nahal's Reckless Dweomer is cast, the bonus from Improved Chaos Shield stacks with the Wild Mage's level bonus.

**Khelben's Warding Whip (Abjuration)**

Range: 10 yards

Duration: 3 rounds

Casting Time: 7

Area of Effect: Special

Saving Throw: None

When this spell is cast on the target creature it will dispel one spell protection of up to 8th level in strength. Every round thereafter, till the duration of the spell expires, another spell protection will be removed from the target. The spells affected by this are: Minor Spell Turning, Minor Globe Of Invulnerability, Spell Immunity, Globe Of Invulnerability, Minor Spell Deflection, Spell Turning, Spell Deflection, Spell Shield, and Spell Invulnerability. The target's Magic Resistance, if any, does not affect this spell. This will always dispel the highest level of spell protection on the target, and if there are two of the same level protecting a mage, the choice is random.

**Limited Wish (Conjuration/Summoning, Invocation/Evocation)**

Range: Unlimited

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

The Limited Wish is a potent but difficult spell. It fulfills literally, but only partially or for a limited duration, the utterance of the caster. Thus, the actuality of the past, present, or future might be altered (possibly only for the wizard, unless the spell's wording is most carefully stated) in some limited manner. A limited wish will not substantially change major realities, but it can, for example, restore some Hit Points lost by the wizard. Greedy desires usually end in disaster for the wisher. Lastly, the wiser the wizard, the better chance they will choose the right wording. Wizards with low wisdom more often than not meet with disaster when asking for a wish.

**Mantle (Abjuration)**

Range: 0

Duration: 4 rounds

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

When the spell is cast, it confers complete invulnerability to all weapons of +2 or lower enchantment. This spell is incredibly powerful, yet has a very short duration and this, combined with its very short casting time, makes Mantle useful only in the thick of intense combat. This spell will not work in conjunction with Protection From Magic Weapons. This effect lasts for the duration of the spell or until dispelled.

**Mass Invisibility (Illusion/Phantasm)**

Range: Visual range of the caster

Duration: 1 round/level

Casting Time: 7

Area of Effect: 30-ft. radius

Saving Throw: None

Upon casting this spell, all friendly creatures within the area of effect are affected by the spell Improved Invisibility. This spell is similar to the Invisibility spell, but the recipient can attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. There are sometimes telltale traces, a shimmering, so an observant opponent can attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character's presence is known). Attacks against the invisible character suffer -4 penalties to the attack rolls, and the invisible character's Saving Throws are made with a +4 bonus.



**Mordenkainen's Sword (Evocation)**

Range: 0  
 Duration: 1 round/level  
 Casting Time: 7  
 Area of Effect: Special  
 Saving Throw: None

Upon casting this spell, the wizard brings into being a shimmering, sword-like plane of force that leaps into the wizard's hands. The sword acts as a +4 weapon in all respects and deals 5d4 points of damage upon hitting a target. Once the spell is cast, the sword will float in the air completely under the caster's control. This does not prevent the caster from performing other actions during the spell's duration.

**Power Word, Stun (Conjuration/Summoning)**

Range: Visual range of the caster  
 Duration: Special  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

When a Power Word, Stun spell is uttered, any creature of the Mage's choice within visual range is stunned for the duration depending on its current Hit Points:

- 1 to 29 Hit Points: Stunned for 4d4 rounds;
- 30 to 59 Hit Points: Stunned for 2d4 rounds;
- 60 to 89 Hit Points: Stunned for 1d4 rounds;
- 90 or more Hit Points: unaffected.

Note that if a creature is weakened that its Hit Points are below its usual maximum, the current number of Hit Points is used to determine this spell's effects.

**Prismatic Spray (Conjuration/Summoning)**

Range: 20 yards  
 Duration: Instant  
 Casting Time: 7  
 Area of Effect: 70' long cone  
 Saving Throw: Special

When this spell is cast, the wizard causes seven shimmering, multi-colored rays of light to flash from their hand. These include all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 5 rounds, regardless of any other effect. Any creature caught within the area of effect will be touched by one or two of the rays. The effects of the rays are listed below.

- Red - Inflicts 20 Hit Points of damage, save vs. spell for half
- Orange - Inflicts 40 Hit Points of damage, save. vs. spell for half
- Yellow - Inflicts 80 Hit Points of damage, save vs. spell for half
- Green - save vs. poison or die, survivors suffer 20 points of poison damage
- Blue - save vs. petrification or be turned to stone
- Indigo - save vs. wands or be feebleminded
- Violet - save vs. spell or be disintegrated

### **Project Image (Illusion/Phantasm)**



Range: 0

Duration: 1 round/level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

When this spell is cast, an illusionary copy of the caster steps out of their body. This copy has the same Hit Points and can cast the same spells as the original caster but it cannot make any physical attacks. As long as the image is in existence, the original caster is rooted to the ground and only their projected image can move around; if the image is destroyed, the spell ends and the original caster can move again. Also, if during this time the caster takes any damage, the image will disappear and the caster can move around again. Otherwise, the image will remain for the duration of the spell, or until affected by a Dispel Magic or anything that reveals illusions, such as True Sight.

### **Protection From The Elements (Abjuration)**



Range: Touch

Duration: 1 round/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, it confers 75% resistance to all elemental attacks (such as fire, cold, and electricity, whether magical or non-magical) from spells, weapons, wands, breath weapons, etc. The effect of a Protection From The Elements spell lasts 1 round per level of the caster or until dispelled.

### **Ruby Ray of Reversal (Alteration)**



Range: Visual sight of caster

Duration: Instant

Casting Time: 5

Area of Effect: Target creature

Saving Throw: None

When this spell is cast on the target creature it will dispel one spell protection of any level. The spells affected by this are: Minor Spell Turning, Minor Globe Of Invulnerability, Spell Immunity, Globe Of Invulnerability, Minor Spell Deflection, Spell Turning, Spell Shield, Spell Deflection, and Spell Trap. The target's Magic Resistance, if any, does not affect this spell. This will always dispel the highest level of spell protection on the target. If there are two of the same level protecting a mage, the affected protection is selected at random.

### **Spell Sequencer (Invocation/Evocation)**



Range: 0

Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows a wizard to store three spells and activate them all at the same time from his Special Ability button. All spells must be of 4th level or lower. To create a sequencer, a Mage must memorize not only Spell Sequencer but also the spells they intend to store in it (a Sorcerer can store spells of any level for which they still have spell slots). After casting Spell Sequencer, the player will be prompted to choose the sequenced spells from those they have memorized.

A sequencer lasts until activated and, once used, releases its spells immediately (no casting time). The Special Ability icon also disappears until the next time a sequencer is formed. A wizard can possess only one Spell Sequencer at a time, and it may not be given to other characters.

### **Spell Turning (Abjuration)**



Range: 0

Duration: 3 rounds/level

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

This powerful Abjuration spell causes the spells cast against the wizard to rebound upon the original caster. This affects a total of 12 spell levels, including spells cast from scrolls and innate spell-like abilities, but excludes area effects not centered directly upon the wizard, as well as area

effects that are stationary such as Cloudkill and Stinking Cloud. As long as the spell is cast directly at the wizard, it will be reflected back upon the caster as long as there are levels remaining. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be reflected while canceling the Spell Turning. This spell will not protect the caster from Dispel Magic, but it will not be dispelled by Dispel Magic either.

### **Sphere of Chaos (Alteration)**



Range: Visual sight of caster

Duration: 1 turn

Casting Time: 7

Area of Effect: 30' radius

Saving Throw: Special

All enemies within the area of effect must make a save vs. spells every round they remain in the sphere. If the save is failed, one of the following random effects occurs: polymorphed into a squirrel, confused, burst into flames, paralyzed, disintegrated, healed 20 Hit Points, randomly teleported, rendered unconscious or hasted.

### **Summon Djinni (Conjuration/Summoning)**



Range: 40 yards

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

With this spell, the conjurer can cajole a djinni, a massive genie with powerful abilities, to leave the elemental plane of air and enter the Prime Material. The djinni will serve for the duration indicated above, attacking the enemies of the conjurer. Mages are warned to be careful of this spell, for a mistreated djinni will turn on their master at the first available opportunity.

### **Summon Efreeti (Conjuration/Summoning)**



Range: 40 yards

Duration: 8 rounds + 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

With this spell, the conjurer can cajole an efreeti, a massive genie with powerful abilities, to leave the elemental plane of fire and enter the Prime Material. The efreeti will serve for the duration indicated above, attacking the enemies of the conjurer. Mages are warned to be careful of this spell, for a mistreated efreeti will turn on their master at the first available opportunity.

**Summon Hakeashar (Conjuration/Summoning)**

Range: 120 ft.

Duration: 8 rounds + 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell is similar to the 6th-level wizard spell *Summon Nishruu*. The hakeashar, in fact, is a more powerful version of the nishruu, with more Hit Points, better attacks, and immunity to normal weapons.

By casting the *Summon Hakeashar* spell, the wizard calls into existence a magical being of considerable power: the hakeashar. At first glance, this appears to be some sort of mist, but upon closer examination, this boiling churning gray mass of vapors and shapes moves with a life of its own. Drawn toward magic like a moth to the flame, the hakeashar feeds on the energies surrounding and used by wizards. Luckily, there is no question as to the loyalty of the creature and it will not attack its summoner even though it would like nothing better. The hakeashar has no physical attacks at all, although physical attacks can hurt them. Each time a hakeashar touches a target wizard and wraps its tendrils around it, two things happen. First, all magical items with charges in the possession of the target will be drained by 1 charge, destroying them if only 1 charge was left. Second, it causes the wizard to lose 1 random spell of the highest level currently memorized. The hakeashar is completely immune to magic, and magic will actually heal it. The creature will remain under the wizard's control until slain or the spell's duration expires.

## Wizard Spells—Level 8

### Abi-Dalzim's Horrid Wilting (Necromancy)



Range: Visual range of the caster

Duration: Instant

Casting Time: 8

Area of Effect: 30-ft. cube

Saving Throw: ½

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 damage per level of the caster. Affected creatures are allowed a Saving Throw vs. Spell for half damage. This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their Saving Throws. This spell will not harm party members.

### Bigby's Clenched Fist (Evocation)



Range: Visual range of caster

Duration: 4 Rounds

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: Special

This spell causes a giant disembodied hand to squeeze and constrict the target once per round for up to four rounds. It initially smashes the target for 3D6 damage with no save. The target is held. In the second round, the target can save vs. paralysis at -2 to escape. If they fail to save, the hand does 4D6 damage. The following round, the target can save vs. paralysis with no penalty. If they make the save, they are free to move, if they fail, the spell does 6D6 damage and holds them for 2 rounds. After the 4th round, the spell is finished. Magic Resistance will stop the spell.

### Improved Mantle (Abjuration)



Range: 0

Duration: 4 rounds

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

When the spell is cast, it confers complete invulnerability to all weapons of +4 or lower enchantment. This spell is incredibly powerful, yet has a very short duration and this, combined with its very short casting time, makes Improved Mantle useful only in the thick of intense combat. This spell will not work in conjunction with Protection From Magic Weapons. This effect lasts for the duration of the spell or until dispelled.

**Incendiary Cloud (Evocation)**

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 8

Area of Effect: 30-ft. radius cloud

Saving Throw: 1/2

This spell creates a billowing cloud of roaring flame. Any in the area of the spell must leave the cloud immediately or suffer 1-4 points of fire damage per level of the caster each round while in the area of effect, with a Save vs. Spell for half.

**Maze (Conjuration/Summoning)**

Range: Touch

Duration: Special

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

An extradimensional space is brought into being upon utterance of a maze spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is totally dependent upon its Intelligence:

- under 3: 20d4 rounds
- 3 to 5: 10d4 rounds
- 6 to 8: 5d4 rounds
- 9 to 11: 4d4 rounds
- 12 to 14: 3d4 rounds
- 15 to 17: 2d4 rounds
- 18 and up: 1d4 rounds

Note that if the 9th-level spell Freedom is cast in the area where a creature is mazed, it will effectively bring it back to this plane, ending the spell prematurely. Note that a mazed creature is not freed through Dispel Magic.

**Pierce Shield (Abjuration)**

Range: Visual sight of caster

Duration: Instant

Casting Time: 8

Area of Effect: Special

Saving Throw: None

When this spell is cast it launches a massive attack on an enemy wizard's spell defenses. The target's Magic Resistance will be lowered by 10% + 1% per level of the caster. Next pierce shield will cancel one spell protection of any level. For example if this spell was cast by a 15th level

wizard the target creature would lose 25% Magic Resistance from its current total reducing it to 0 if less than that remains as well as cancelling one spell protection if the mage currently has one. The list of spells that this includes is: Minor Spell Deflection, Minor Spell Turning, Spell Deflection, Minor Globe of Invulnerability, Spell Immunity, Globe Of Invulnerability, Spell Turning, Spell Shield, and Spell Trap. Magic Resistance does not affect this spell, nor do any of the spell protections. The resistance remains lowered for 1 round per level of the caster. It cannot be dispelled.

### **Power Word, Blind (Conjuration/Summoning)**



Range: Visual range of the caster

Duration: 6 rounds

Casting Time: 1

Area of Effect: 10-ft. radius

Saving Throw: None

When a Power Word, Blind spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting all within a 10-ft. radius. This lasts for 6 rounds or until dispelled. All of the effects of blindness apply to the victims, such as a penalty to hit and to AC. The visibility range of the afflicted character is also decreased.

### **Protection From Energy (Abjuration)**



Range: Touch

Duration: 1 round/level

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, it confers 75% immunity against all energy attacks such as fire, cold, acid, magic and electricity, whether from magical or non-magical sources such as spells, weapons, wands, breath weapons, etc. This excludes any physical attacks and spell-created weapons, such as Enchanted Weapon and Spiritual Hammer. In other words, any physical damage such as piercing, crushing, or slashing will get through. This effect lasts for the duration of the spell or until dispelled.



**Simulacrum (Illusion/Phantasm)**

Range: 0  
 Duration: 1 round/level  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: None

A duplicate of the caster is created when this spell is cast. The duplicate is almost identical to the caster, making the duplicate a very powerful ally. The simulacrum is created at 60% of the level the caster is currently on. It has all the spells and abilities that the caster would have at that level. It also has 60% of the Hit Points of the caster. The simulacrum is fully under the control of the caster.

**Spell Trigger (Invocation/Evocation)**

Range: 0  
 Duration: Permanent  
 Casting Time: 1 round  
 Area of Effect: The caster  
 Saving Throw: None

This spell allows a wizard to store spells in a magical ability (accessed via the Special Ability button) that is created by the spell. This item, the trigger, can store three spells to be released simultaneously, all of which must be of 6th level or lower. A wizard can only possess one spell trigger at a time, and the trigger may not be given to other characters. Once the spell trigger is used, the icon will disappear from the Special Ability button.

**Summon Fiend (Conjuration/Summoning)**

Range: Visual range of the caster  
 Duration: 15 rounds  
 Casting Time: 9  
 Area of Effect: None  
 Saving Throw: None

More powerful than the 7th-level variant, casting this Cacofiend spell summons a frenzied demon or devil. This fiend will attack everyone in the area who is not protected by a Protection From Evil spell. Only desperate or suicidal wizards use this spell.

**Symbol, Death (Conjuration, Summoning)**

Range: 30 yards  
 Duration: Special  
 Casting Time: 1 round  
 Area of Effect: 30' radius  
 Saving Throw: Neg.

Symbol, Death is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. death or die. Creatures with more than 60 current Hit Points are immune to this effect.

**Symbol, Fear (Conjuration, Summoning)**

Range: 30 yards  
 Duration: Special  
 Casting Time: 1 round  
 Area of Effect: 30' radius  
 Saving Throw: Neg.

Symbol, Fear is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. spells at a -4 penalty or be affected by fear for 2 rounds + 1 round for every 3 levels of the caster.

**Symbol, Stun (Conjuration, Summoning)**

Range: 30 yards  
 Duration: Special  
 Casting Time: 1 round  
 Area of Effect: 30' radius  
 Saving Throw: Neg.

Symbol, Stun is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. spells at a -4 penalty or be stunned for 2 rounds + 1 round for every 3 levels of the caster.

## Wizard Spells—Level 9

### **Absolute Immunity (Abjuration)**



Range: 0  
 Duration: 4 rounds  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to all weapons except for those of greater than +5 enchantment. This spell is incredibly powerful, hence the short duration. However, the casting time is also very short, making this spell incredibly useful in the thick of combat, where buying a few seconds can mean the difference between life or death. It is important to note that this spell does not work in combination with Protection From Magical Weapons. This spell lasts for the duration or until dispelled.

### **Bigby's Crushing Hand (Evocation)**



Range: Visual range of caster  
 Duration: 3 Rounds  
 Casting Time: 9  
 Area of Effect: 1 creature  
 Saving Throw: Special

This spell creates a huge disembodied fist that crushes the target and pins them to the ground. In the first round, the spell does 2D10 damage. The victim can save at -4 vs. paralyzation to avoid being pinned. If they fail, the hand does 3D10 damage the next round. The victim can again save vs. paralyzation at -2. If they fail to save, the hand does a final 4D10 damage and disappears.

### **Black Blade of Disaster (Evocation)**



Range: 0  
 Duration: 18 rounds  
 Casting Time: 4  
 Area of Effect: Special  
 Saving Throw: None

This spell enables the caster to create a black, blade-shaped planar rift about three feet long. It jumps into the caster's hand and is used as a normal sword, remaining there for the duration of the spell. The caster is considered to be proficient to the point of Grand Mastery in this weapon. The sword acts as a +5 weapon and deals 2-24 damage to its victims. Also, every time it hits a target, the victim must make a Save vs. Death at +4 or be disintegrated. There is also a 10% chance with every hit that the sword drains 4 levels from the target and heals the wielder 20 Hit Points.

**Chain Contingency (Evocation)**

Range: 0

Duration: Special

Casting Time: 1 turn

Area of Effect: The Caster

Saving Throw: None

Chain contingency channels some of the magical energy of the mage and releases it only under certain circumstances. Basically, the mage chooses three spells, which will be released under certain conditions such as being hit by an enemy. When this condition occurs all three spells are cast immediately. Spells of 8th level or lower may be used in the contingency.

**Energy Drain (Necromancy)**

Range: Touch

Duration: Permanent

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

The casting of this spell opens a channel between the caster's plane and the Negative Energy Plane. The caster of the spell acts as a conduit between the two planes, sucking life from a victim and transferring it to the Negative Energy Plane, draining them of 2 levels of experience. The target of this spell loses levels, Hit Dice, Hit Points, and abilities permanently. These levels can only be restored by a priest's Restoration spell.

**Freedom (Abjuration)**

Range: Special

Duration: Instant

Casting Time: 9

Area of Effect: Special

Saving Throw: None

*Note: Cast this spell in an area where you know someone is imprisoned and they will be released.*

This is the reverse of the spell imprisonment. When a creature is imprisoned, it is trapped in a sphere far beneath the surface of the earth. If this spell is cast in the area where it was imprisoned, it will be instantly freed and reappear exactly where it was standing when imprisoned. This spell will also cancel the effects of the spell maze and return any characters trapped in the labyrinth of planes.

**Gate (Conjuration, Summoning)**

Range: Visual sight of caster

Duration: 33 rounds

Casting Time: 9

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls an outer planar creature to attack his or her foes... and them, if they're not careful. The creature summoned in is a Pit Fiend, one of the most powerful demons. This Pit Fiend will attack anyone not protected from evil, including the caster and their party.

**Imprisonment (Abjuration)**

Range: Touch

Duration: Permanent

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

When the imprisonment spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, freedom, is cast. Otherwise, the victim will remain there as long as the earth exists, rather a horrible fate, actually. If a freedom spell is cast in the area where the creature was imprisoned then it will reappear exactly where it was last standing. Dispel magic will not free creatures trapped in this manner. There is no Saving Throw.

**Meteor Swarm (Evocation)**

Range: 90 yards

Duration: 4 rounds

Casting Time: 9

Area of Effect: 30' radius

Saving Throw: None

When the caster utters the words to this powerful spell, they call upon powerful forces indeed. These forces pull down meteors from above, hurling them randomly at anyone in the area of effect. Any caught in the destructive path of the meteors --whether friend or foe-- will suffer 4-40 points of damage, with no Saving Throw. The caster is well advised to be careful using this spell.

**Power Word, Kill (Conjuration/Summoning)**

Range: Visual sight of caster

Duration: Instant

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When a Power Word, Kill spell is uttered, one creature within the spell range is slain. The power word slays a creature with up to 60 Hit Points. Even if the creature's maximum Hit Points are higher than 60, the current Hit Points are used for this determination. There is no Saving Throw. This spell has no effect if the target has more than 60 Hit Points.

**Shapechange (Alteration)**

Range: 0

Duration: 1 hour

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

With this spell, a wizard is able to assume the form of a powerful creature (mind flayer, iron golem, greater wolfwere, earth elemental, fire elemental, or giant troll). The spellcaster becomes the creature they wish and has almost all of its abilities. Thus, they can change into a mind flayer to stun opponents and then become an earth elemental to crush foes. These creatures have whatever Hit Points the wizard had at the time of the shapechange. Each alteration in form requires only a second, and no system shock is incurred.

**Spell Trap (Abjuration)**

Range: 0

Duration: 18 rounds

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

This powerful spell creates a barrier of magical protection around the spellcaster. Every spell that hits the barrier is absorbed by the power of the spell trap -- making the caster recall a previously cast spell. For example, a wizard shielded with spell trap then hit by a Flame Arrow (3rd level spell) gets three spell levels back -- they will regain one spell, up to 3rd level in power.

The spell trap protects against 30 levels of protection (i.e., ten flame arrows or five fingers of death). The spell trap can absorb any level of spell, from one to nine.

**Spellstrike (Abjuration, Alteration)**

Range: Visual sight of caster

Duration: Instant

Casting Time: 5

Area of Effect: Target Creature

Saving Throw: None

When this spell is cast at a target creature, it will dispel all of the magical protections that surround that creature. This includes: Iron Skins, Magic Resistance, Shield of the Archons, Minor Spell Turning, Minor Globe Of Invulnerability, Spell Immunity, Globe Of Invulnerability, Minor Spell Deflection, Spell Turning, Spell Shield, Spell Deflection, Spell Invulnerability, and Spell Trap. The target's Magic Resistance, if any, does not affect this spell.

**Time Stop (Alteration)**

Range: 0

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Upon casting a Time Stop spell, the wizard causes the flow of time to stop for 1 round in the area of effect. Inside the sphere, the caster is free to act for 3 rounds of apparent time. The wizard can move and act freely within the area where time is stopped, but all other creatures are frozen in their actions, for they are literally between ticks of the clock. The spell's duration is subjective to the caster. Nothing can enter the area of effect without being stopped in time also. When the spell's duration ceases, the wizard is again operating in normal time. Note that all spells cast during the Time Stop will take effect immediately after time returns to normal.

**Wail of the Banshee (Necromancy)**

Range: 0

Duration: Instant

Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: Neg.

At the culmination of this dreadful spell, the wizard screams like a banshee (groaning spirit). Everyone in the area of effect hears the awful cry. Those who fail a Saving Throw vs. Death die instantly. The caster and companions are immune to the effects of the wail.

**Wish (Conjuration/Summoning, Invocation/Evocation)**

Range: Unlimited

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

Wish is a more potent version of the Limited Wish spell. It will fulfill literally, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. Greedy desires usually end in disaster for the wisher. Lastly, the wiser the wizard, the better chance they will choose the right wording. Wizards with low wisdom will more often than not meet with disaster when asking for a wish.



## Wizard Spells—Level 10 (High Level Abilities)

*Note: Level 10 spells use level 9 spell slots for the purpose of memorization.*

### Comet



Range: 90 yards  
 Duration: Instant  
 Casting Time: 3  
 Area of Effect: 30' radius  
 Saving Throw: None

A more powerful and specialized version of Meteor Swarm, a huge meteor or comet strikes the earth damaging all enemies in its path and sending out a powerful shockwave that knocks away all foes in the area of effect. Those knocked down must save vs. paralyzation or be stunned for 1D4 rounds. The comet itself does 10D10 damage.

This spell will not harm party members.

### Dragon's Breath



Range: Visual range of caster  
 Duration: Instant  
 Casting Time: 3  
 Area of Effect: 30-foot radius  
 Saving Throw: Special

This spell causes a disembodied head of red dragon to appear and breathe fire with the strength of an adult red dragon. In addition to the enormous 20D10 fireball, the force of the dragon's breath knocks an opponent off their feet and away from the caster. The victim can save vs. breath to take half damage and not be blown backwards.

This spell will not harm party members.

*I nearly perfected this spell myself, after consuming a surprisingly hot stew of Calimshan peppers washed down with a bottle of spiced Amnian wine. Though perhaps Dragon's Belch would be more accurate in this case.*

—Volo

*I do not know how I can even begin to respond to that comment.*

—Elminster

**Energy Blades**

Range: Special  
 Duration: 4 turns  
 Casting Time: 3  
 Area of Effect: Special  
 Saving Throw: None

An energy blade is a discus made of pure energy. The disc gives +10 to THAC0, and when thrown does 1D4+5 missile damage as well as 1D10 additional electrical damage. This spell creates 1 energy disc per level of the caster and sets the caster's attacks to 9 as long as the discs are held.

**Improved Alacrity**

Range: 0  
 Duration: 2 rounds  
 Casting Time: 9  
 Area of Effect: The caster  
 Saving Throw: None

Improved Alacrity essentially erases the pause between casting spells. When cast, the wizard can begin casting a new spell the instant they finish casting their current spell. The effect lasts for 2 rounds.

**Summon Dark Planetar**

Range: 40 yards  
 Duration: 4 rounds + 1 round/level  
 Casting Time: 5  
 Area of Effect: Special  
 Saving Throw: None

This spell opens an abyssal gate and calls forth a fallen planetar to fight at the caster's side until the spell expires or the planetar's avatar is slain.

**Summon Planetar**

Range: 40 yards

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens a celestial gate and calls forth a planetar to fight at the caster's side until the spell expires or the planetar's avatar is slain.

*I have never been witness to the awesome display of calling down such divine servants, though I hear tell it is a marvelous sight.*

—Volo

## Priest Spells—Level 1

### Armor of Faith (Abjuration)



Range: 0  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

The caster of the Armor of Faith receives significant protection against melee and magical attacks. This magical armor is a force of energy that absorbs a portion of the damage intended for the caster. At 1st level, the protection is 5%, and every 5 levels of the caster improves this by another 5%: For example, a 20th-level priest would have 25% of damage "absorbed" if protected by this spell.

### Bless (Conjuration/Summoning)



Range: 40 ft.  
 Duration: 6 rounds  
 Casting Time: 9  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

Upon uttering the Bless spell, the caster raises the morale of friendly creatures and any Saving Throw rolls they make against fear effects by +1. Furthermore, it raises their attack rolls by +1. The caster determines at what range (up to 40 ft.) the spell will be cast. At the instant the spell is completed, it affects all creatures in a 30-ft. radius centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effects; those entering the area after the casting is completed are not).

*Blessed are the blessed.*

—Volo

### Command (Enchantment/Charm)



Range: 90 ft.  
 Duration: 1 round  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: Special

This spell enables the priest to command another creature to "die" (sleep) for a single round. At the end of the round, the creature awakens and is unharmed. Creatures with 6 or more Hit Dice (or experience levels) are entitled to a Saving Throw vs. Spell to ignore the command.

**Cure Light Wounds (Necromancy)**

Range: Touch  
 Duration: Permanent  
 Casting Time: 5  
 Area of Effect: 1 creature  
 Saving Throw: None

By casting this spell and laying their hands upon a creature, the priest causes 8 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures non-living or of extraplanar origin.

Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal, or can be cured, just as any normal injury.

**Detect Evil (Divination)**

Range: Visual range of caster  
 Duration: Instant  
 Casting Time: 2  
 Area of Effect: 30' radius  
 Saving Throw: None

This spell discovers emanations of evil from any creature. Any evil creature within the range of the spell will glow red briefly.

**Doom (Alteration)**

Range: 25 ft.  
 Duration: 1 turn  
 Casting Time: 9  
 Area of Effect: 1 creature  
 Saving Throw: None

This spell causes a feeling of doom to overwhelm the target. For the duration of the spell, the target receives a -2 penalty to all their rolls, including THAC0 and Saving Throws. There is no Saving Throw for this spell.

**Entangle (Alteration)**

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 4

Area of Effect: 40-ft. radius

Saving Throw: Neg.

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast. Once per round, a creature can attempt to save vs. Spell with a +3 bonus to avoid entanglement. An entangled creature can still attack, but receives a -2 penalty to its Armor Class.

**Magic Stone (Enchantment)**

Range: 50 ft.

Duration: Instant

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

By using this spell, the priest can create a small magical pebble, which then flies out and hits a target opponent. The stone deals 1d4 points of damage to whomever it hits. The stones are considered +1 weapons for determining if a creature can be struck (those struck only by magical weapons, for instance), although they do not have an attack or damage bonus.

**Protection from Evil (Abjuration)**

Range: Touch

Duration: 3 rounds/level

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has two major effects. First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, any Saving Throws caused by such attacks are made by the protected creature with a +2 bonus.

**Remove Fear (Abjuration)**

Range: 30 ft.  
 Duration: 1 hour  
 Casting Time: 1  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

The priest instills courage in the spell's recipients, raising their morale to its highest. The recipients' morale will gradually reset to normal as the duration runs out. If the recipients are affected by magical fear, this is negated.

**Sanctuary (Abjuration)**

Range: 0  
 Duration: 1 turn  
 Casting Time: 4  
 Area of Effect: The caster  
 Saving Throw: None

When the priest casts a Sanctuary spell, it causes all their opponents to ignore their existence as if they were invisible. While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to Bless him- or herself. The priest may not cast spells on other creatures without ending the spell.

**Shillelagh**

Range: 0  
 Duration: 4 rounds + 1 round/level  
 Casting Time: 2  
 Area of Effect: Special  
 Saving Throw: None

This spell enables the caster to create a magical cudgel that has a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents.

## Priest Spells—Level 2

### Aid (Necromancy, Conjunction)



Range: Touch

Duration: 1 round + 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

The recipient of this spell gains the benefits of a Bless spell (+1 to attack rolls and Saving Throws) and a special bonus of 1d8 additional Hit Points for the duration of the spell. The Aid spell enables the recipient to actually have more Hit Points than their current maximum. The bonus Hit Points are lost first when the recipient takes damage and may not be regained by curative magic.

Example: A 1st-level Fighter has 8 Hit Points, suffers 2 points of damage ( $8 - 2 = 6$ ), then receives an Aid spell that grants them 5 additional Hit Points. The Fighter now has 11 Hit Points, 3 of which are temporary. If they are then hit for 7 points of damage, 4 normal Hit Points and all 3 temporary Hit Points are lost. The Fighter then receives a Cure Light Wounds spell that heals 4 points of damage, restoring them to their original 8 Hit Points.

### Barkskin (Alteration)



Range: Touch

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When a priest casts the Barkskin spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to 6, plus 1 for every 4 levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. In addition, Saving Throws vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature they touch.

### Chant (Conjunction/Summoning)



Range: 0

Duration: 1 turn

Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: None

By means of the Chant spell, the priest brings special favor upon him- or herself and their party and causes harm to their enemies. When the Chant spell is completed, all attack and damage rolls and Saving Throws made by those in the area of effect who are friendly to the priest gain



+1 bonuses, while those of the priest's enemies suffer -1 penalties. Multiple Chants are not cumulative.

### **Charm Person/Mammal (Enchantment/Charm)**



Range: Visual range of the caster

Duration: 1 turn

Casting Time: 5

Area of Effect: 1 person or mammal

Saving Throw: Neg.

This spell affects any single person it is cast upon. The term person includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person is allowed a Saving Throw vs. Spell to negate the effect.

If the spell's recipient fails their Saving Throw (with a +3 modifier), they regard the caster as a trusted friend and ally to be heeded and protected. The caster may give them orders, and the charmed individual will carry them out as quickly as possible.

If the caster harms--or attempts to harm--the charmed person by some overt action, or if a Dispel Magic spell is cast upon the charmed person, the Charm spell is broken. If two or more Charms simultaneously affect a creature, the most recent Charm takes precedence. Note that the subject has full memory of the events that took place while they were charmed. Also note that you cannot have a charmed creature leave the area where it was charmed.

### **Draw Upon Holy Might (Invocation)**



Range: 0

Duration: 1 turn

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

The priest calls upon their god to grant them power for a short period. When they do, their Strength, Constitution, and Dexterity are all raised by 1 point for every 3 levels of the caster. A 3rd-level caster would have abilities raised by 1, while a 12th-level caster would have abilities raised by 4.

**Find Traps (Divination)**

Range: 0

Duration: 3 turns

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

When a priest casts a Find Traps spell, all traps concealed (normally or magically) of magical or mechanical nature become apparent to them. A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result; the spellcaster would view the result as undesirable or harmful; and the creator specifically intended the harmful or undesirable result. Thus, traps include glyphs and similar spells or devices.

**Flame Blade (Evocation)**

Range: 0

Duration: 4 rounds + 1 round/2 levels

Casting Time: 4

Area of Effect: Special

Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from their hand. This blade-like ray is wielded as if it were a sword that the caster already knows how to use, hence there are no bonuses or penalties. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4 points of slashing damage, plus an additional 1d2+4 points of fire damage. However, it is not a magical weapon in the normal sense of the term, so creatures struck only by magical weapons are not harmed by it.

*One of the many effective ways of insuring that trolls do not come back to life.*  
—Elminster

**Goodberry (Alteration/Evocation)**

Range: Touch

Duration: Permanent

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Casting a Goodberry spell creates 5 magical berries that the caster can carry with them. These

berries cure one point of physical damage for each one eaten.

### **Hold Person (Enchantment/Charm)**



Range: 35 ft.

Duration: 1 turn

Casting Time: 5

Area of Effect: 1 creature and any enemy within 7.5 ft.

Saving Throw: Neg.

This spell holds one or more humans, demihumans, or humanoid creatures rigidly immobile and in place for one turn. This includes: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level Fighter could be held, while an ogre could not. The effect is centered on the victim selected by the caster. Every enemy within 7.5 ft. of the target is also affected. Those who succeed on their Saving Throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them even though they are helpless to change them. Time passes at a normal rate for the targets and hence being held does not stop any worsening of their condition due to wounds, disease, or poison.

### **Know Alignment (Divination)**



Range: 30 ft.

Duration: Instant

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: Neg.

A Know Alignment spell enables the priest to exactly read the aura of a creature. If the creature rolls a successful Saving Throw vs. Spell, the caster learns nothing about that particular creature from the casting. When a character is hit by this spell, they will glow red if evil, green if good, and white if neutral. Certain magical devices negate the power of the Know Alignment spell.

### **Resist Fire and Cold (Abjuration)**



Range: Touch

Duration: 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat and cold. Complete immunity to mild conditions (standing naked in the snow or

reaching into an ordinary fire to pluck out a note) is gained. The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red hot charcoal, a large amount of burning oil, flametongue swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, wands of frost, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient has all damage sustained by fire or cold reduced by 50%.

### **Silence, 15' Radius (Alteration)**



Range: Visual range of the caster

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 15-ft. radius sphere

Saving Throw: Neg.

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible and spells cannot be cast. Each creature in the area must make a Saving Throw vs. Spell with a -5 penalty; if the save is failed then they are silenced for the duration of the spell. Note that this spell does not continue to affect the area after being cast; only those in the area at the time of the casting are affected by the silence.

*Effective for thwarting opposing spellcasters.*

—Volo

*If only the spell could be used more often on you, Volo.*

—Elminster

### **Slow Poison (Necromancy)**



Range: Touch

Duration: Instant

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, actually neutralizing all but the most deadly poisons.

**Spiritual Hammer (Invocation)**

Range: 0

Duration: 3 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

By calling upon their deity, the caster of a Spiritual Hammer spell brings into existence a magical hammer, which they can use for the duration of the spell. It strikes as a magical weapon with a bonus of +1 for every 6 experience levels (or fraction) of the caster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer (1d4+1 vs. opponents of man-size or smaller and 1d4 upon larger opponents, plus the magical bonus).

## Priest Spells—Level 3

### Call Lightning (Alteration)



Range: 80 ft.  
 Duration: 1 turn/level  
 Casting Time: 9  
 Area of Effect: 360-ft. radius  
 Saving Throw: 1/2

A Call Lightning spell must be cast outside, otherwise it will not work and the spell is wasted. The caster is able to call down one bolt of lightning per turn. The spell has a duration of 1 turn every 4 levels of the caster. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points per level of the caster. Thus, an 8th-level caster will call down two bolts, each dealing 10d8 (2d8 + 8d8) points of damage. The bolt of lightning flashes down in a vertical stroke at any of the priest's enemies. The first enemy struck by the lightning will be the enemy targeted. After that, any enemy (but no allies) may be struck by the ensuing lightning storm.

### Cure Disease (Abjuration)



Range: Touch  
 Duration: Permanent  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

By laying hands upon a sickly person, the caster can cure almost any disease with this spell. The cure is permanent, but does not grant the recipient of the spell immunity from further afflictions. Blindness, deafness, and feblemind are also cured with this spell. Some magically created diseases may not be curable by this spell.

### Cure Medium Wounds (Necromancy)



Range: Touch  
 Duration: Permanent  
 Casting Time: 5  
 Area of Effect: 1 creature  
 Saving Throw: None

By casting this spell and laying their hand upon a creature, the priest heals 14 points of wound or other injury damage from the creature's body. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal, or can be cured, just as any normal injury.

**Dispel Magic (Abjuration)**

Range: 40 ft.

Duration: Instant

Casting Time: 6

Area of Effect: 30-ft. radius

Saving Throw: None

A Dispel Magic spell removes magical effects upon anyone within the area. This includes effects given from spells, potions and certain magical items such as wands. It does not, however, affect enchanted magical items or spell protections such as Spell Turning and Spell Deflection. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. For every level that the caster of the Dispel Magic is above the original caster, their chance of success increases by 5%. For every level the caster of Dispel Magic is below the original caster, their chance of success decreases by 10%. However, despite the difference in levels, there is always at least a 5% chance of success or failure. Thus, if a caster is 10 levels higher than the magic they are trying to dispel, there is only a 5% chance of failure. Similarly if the caster is 4 levels lower than the magic they are trying to dispel, there is only a 10% chance of success. Intuitively, this spell is almost useless if the target is 5 or more levels higher than the caster.

*Note: While this spell dispels the individual effects of Grease, Web, Stinking Cloud, and other such spells, it does not dispel the area of effect.*

**Glyph of Warding (Abjuration, Evocation)**

Range: 60 ft.

Duration: Permanent until discharged

Casting Time: 9

Area of Effect: 25-ft. radius

Saving Throw: Neg.

A Glyph of Warding is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box. Any creature violating the warded area is subject to the magic it stores, although a successful Saving Throw vs. Spell enables the creature to escape the effects of the glyph. Multiple glyphs cannot be cast on the same area; however, if a cabinet had three drawers, each could be separately warded. When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. When the glyph is activated, it deals 1d4 points of electrical damage per level of the caster.

**Hold Animal (Enchantment/Charm)**

Range: 35 ft.

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 1 creature and any enemies within 7.5 ft.

Saving Throw: Neg.

This spell holds animals rigidly immobile and in place. Only normal- and giant-sized animals are affected by this spell; monsters such as wyverns, ankhegs, and carrion crawlers do not count as animals. The effect is centered on the victim selected by the caster; every enemy within 7.5 ft. of the target is also affected. Those who succeed on their Saving Throws are totally unaffected by the spell. Held creatures cannot move or speak, but remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

**Holy Smite (Necromancy)**

Range: Visual range of the caster

Duration: Instant

Casting Time: 3

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell calls upon energy from the Positive Energy Plane in order to open a channel between it and the targets. The result is that any evil creatures within the spell's area of effect take 1d4 points of damage per level of the caster, or half damage upon a successful Saving Throw vs. Spell. If the victims fail their Saving Throw, they are also blinded for 1 round.

**Invisibility Purge (Divination)**

Range: Visual range of the caster

Duration: Instant

Casting Time: 8

Area of Effect: 30-ft. radius

Saving Throw: None

Any invisible creatures within the area of effect have their invisibility dispelled. This includes creatures under the effect of Sanctuary, Improved Invisibility, and Shadow Door.



**Miscast Magic (Enchantment/Charm)**

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 5

Area of Effect: 1 target

Saving Throw: Neg.

Any spellcasting creature that is affected by this spell has its casting ability severely disabled. When the creature attempts to cast a spell, it suffers an 80% chance of failure. Creatures can save vs. Spell to avoid the effect, but do so with a -2 penalty.

**Protection from Fire (Abjuration)**

Range: Touch

Duration: 3 rounds + 1 round/level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

The effects of a Protection From Fire spell last no longer than 3 rounds plus 1 round per level of the caster. When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires (fiery dragon breath, hell hound or pyrohydra breath, spells such as Burning Hands, Fireball, Fire Seeds, Fire Storm, Flame Strike, Meteor Swarm, and so on), absorbing 80% of all the damage dealt by such magical sources.

**Remove Curse (Abjuration)**

Range: Touch

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

Upon casting this spell, the priest is usually able to remove a curse on an object, a person, or in the form of some undesired sending or evil presence. Note that the Remove Curse spell does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher.

**Remove Paralysis (Abjuration)**

Range: 150 ft.  
 Duration: Permanent  
 Casting Time: 6  
 Area of Effect: 25-ft. radius  
 Saving Throw: None

By the use of this spell, the priest can free all creatures within the area from the effects of any paralyzation or related magic (such as a Ghoul's Touch or a Hold spell).

**Rigid Thinking (Enchantment/Charm)**

Range: Visual range of the caster  
 Duration: 1 turn  
 Casting Time: 5  
 Area of Effect: 1 person or mammal  
 Saving Throw: Neg.

The target of this spell must make a Saving Throw vs. Spell or come under its effects. When under the effects of the Rigid Thinking spell, the victim will randomly wander, attack the nearest person, or stand confused.

**Strength of One (Alteration)**

Range: 0  
 Duration: 1 turn  
 Casting Time: 3  
 Area of Effect: The party  
 Saving Throw: None

When this spell is cast, the entire party is given a Strength score of 18/75. If a party member has a Strength score higher than this (either naturally, or through a magical item), then their Strength is lowered to 18/75. The spell lasts for 1 turn, whereupon everyone's Strength returns to normal.

**Summon Insects (Conjuration/Summoning)**

Range: 90 ft.  
 Duration: 7 rounds  
 Casting Time: 9  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

The Summon Insects spell attracts a cloud or swarm of normal insects to attack one enemy of the caster. This swarm gathers at a point chosen by the caster within the spell's range and attacks

any single creature the caster points to. The victim may make a Saving Throw vs. Breath Weapon with a -4 penalty to escape the swarm; otherwise, the victim receives 1 point of damage every 2 seconds for the duration of the spell. Moreover, the victim fights with a -2 penalty to his attack roll and a -2 penalty to his Armor Class. The swarm will repeatedly bite the target, making it very difficult to cast spells (50% chance of spell failure).

### **Unholy Blight (Necromancy)**



Range: Visual range of the caster

Duration: Instant

Casting Time: 3

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell calls upon energy from the Negative Energy Plane in order to open a channel between it and the targets. The result is that any good creatures within the spell's area of effect take 1d4 points of damage per level of the caster, or half damage upon a successful Saving Throw vs. Spell. If the victims fail their Saving Throw, they also receive a -2 penalty to all their rolls for 4 rounds.

### **Zone of Sweet Air (Abjuration)**



Range: 0

Duration: Instant

Casting Time: 3

Area of Effect: Special

Saving Throw: None

Zone of Sweet Air repels all noxious elements from poisonous vapors (including magically created vapors such as Cloudkill). This spell will dismiss all clouds in the entire area that the caster is currently in. The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon).

*A spell I could have used after a rather unsavory meal at the Grilled Griffin Eatery!*

—Volo

## Priest Spells—Level 4

### **Animal Summoning I (Conjuration/Summoning)**



Range: 30 ft.  
 Duration: 3 turns  
 Casting Time: 7  
 Area of Effect: Special  
 Saving Throw: None

By means of this spell, the caster calls between 2 and 3 animals that have 4 Hit Dice or less. The animals appearing are randomly determined. They will remain under the caster's control until slain or the spell duration expires.

### **Call Woodland Beings**



Range: 25 ft.  
 Duration: 3 turns  
 Casting Time: 7  
 Area of Effect: Special  
 Saving Throw: None

This spell summons forth a nymph to assist the party. The nymph has several priest spells at her disposal and will use them in the best interests of the party (these include Mental Domination, Confusion, and healing spells). She will remain under the caster's control until slain or the spell's duration expires.

### **Cause Serious Wounds (Necromancy)**



Range: Touch  
 Duration: Permanent  
 Casting Time: 7  
 Area of Effect: 1 creature  
 Saving Throw: None

This spell is the reverse of Cure Serious Wounds. Instead of healing the creature touched, it causes damage. On a successful touch from the priest, the spell inflicts 17 points of damage upon the target. The next attack that the priest makes will inflict this effect, however, they only have 2 rounds to make the attack before the spell fizzles. If the priest misses the target creature, the spell is wasted. There is no Saving Throw.

**Cloak of Fear (Conjuration)**

Range: 0  
 Duration: Instant  
 Casting Time: 6  
 Area of Effect: The caster  
 Saving Throw: Neg.

Cloak of Fear empowers the caster to radiate a personal aura of fear out to a 3-ft. radius. All other characters and creatures within this aura must roll a successful Saving Throws vs. Spell or run away in panic for 4 rounds. Affected individuals may even drop items. Party members are immune to the effects, although the aura of fear may still disturb them.

**Cure Serious Wounds (Necromancy)**

Range: Touch  
 Duration: Permanent  
 Casting Time: 7  
 Area of Effect: 1 creature  
 Saving Throw: None

This spell is a more potent version of the Cure Light Wounds spell. The priest lays their hand upon a creature and heals 17 points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, non-living, or extraplanar creatures.

**Death Ward (Necromancy)**

Range: Visual range of the caster  
 Duration: 1 turn/level  
 Casting Time: 9  
 Area of Effect: 1 creature  
 Saving Throw: None

This spell protects the target from all forms of death magic for the duration of the spell. This includes, but is not limited to: Disintegrate; Power Word, Kill; Death Spell; and Finger of Death.

**Defensive Harmony (Enchantment/Charm)**

Range: 0  
 Duration: 6 rounds  
 Casting Time: 1  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

Defensive Harmony grants affected creatures a defensive bonus by bestowing an enchanted coordination on their attacks and defenses. This allows a group of creatures to act as a single unit for a single battle or encounter. The effect is always centered on the caster, but affects all those within a 30-ft. radius. Those affected can move outside of this area after the spell is cast and still enjoy the benefits of the harmony. While the spell is in effect, each affected creature gains a +2 bonus to their Armor Class. This lasts for 6 rounds or until dispelled.

*United we stand; divided we fall.*

—Elminster

**Farsight (Divination)**

Range: Special  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 4  
 Area of Effect: Special  
 Saving Throw: None

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.

**Free Action (Abjuration, Enchantment)**

Range: Touch  
 Duration: 1 turn + 1 round/level  
 Casting Time: 5  
 Area of Effect: 1 creature  
 Saving Throw: None

While under the effects of this spell, the recipient becomes immune to anything that affects their movement. This includes the effects of Web, Hold Person, Grease, and Entangle.

### **Holy Power (Evocation)**



Range: None  
 Duration: 1 round/level  
 Casting Time: 6  
 Area of Effect: The caster  
 Saving Throw: None

Through this spell, the caster imbues him- or herself with the strength and skill of a Fighter of the same level. The priest's Strength score is set to 18/00 even if it is normally higher. Their THACO becomes that of a Fighter of the same level, and they gain 1 temporary Hit Point per level. This will last for the duration of the spell or until dispelled.

### **Lesser Restoration (Necromancy)**



Range: Touch  
 Duration: Permanent  
 Casting Time: 2  
 Area of Effect: 1 creature  
 Saving Throw: None

When this spell is cast, the life energy level of the recipient is raised. This reverses any previous life energy level drain of the creature by a force or monster. The casting of this spell is very draining on the priest, who will likely require rest immediately after the casting, as it will cause days' worth of fatigue almost instantaneously.

### **Mental Domination (Enchantment/Charm)**



Range: Visual range of the caster  
 Duration: 8 rounds  
 Casting Time: 4  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

When cast upon a subject, the subject must make a Saving Throw vs. Spell with a -2 penalty in order to avoid the priest entering their mind. The effects of this spell are similar to those of the wizard spell Domination, with a few minor differences. Most notably, this spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. The priest simply is able to command the subject to perform certain tasks or functions during the spell's duration. To control the subject, the priest must be within range and must be able to see the subject. This control will last until dispelled or for the duration of the spell.

### Negative Plane Protection (Abjuration)



Range: Touch  
 Duration: 5 rounds  
 Casting Time: 3  
 Area of Effect: 1 creature  
 Saving Throw: None

This spell affords the caster or the touched creature partial protection from undead monsters with Negative Energy Plane connections (such as vampires), and certain weapons and spells that drain energy levels. The Negative Plane Protection spell opens a channel to the Positive Energy Plane, possibly offsetting the effects of the negative energy attack. A protected creature struck by a negative energy attack is protected against any form of level draining for the duration of the spell.

### Neutralize Poison (Necromancy)



Range: Touch  
 Duration: Instant  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: None

This spell removes all toxins from the body, both natural and magical in nature. When this spell is cast upon a poisoned individual, it immediately neutralizes any poison and restores 10 lost Hit Points. This spell will also cure any diseases that the target might be suffering from, as well as blindness and deafness.

### Poison (Necromancy)



Range: 15 ft.  
 Duration: 1 turn  
 Casting Time: 4  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

Through this spell, the caster can poison victims who fail their Saving Throw vs. Poison. The damage inflicted depends on the level of the caster as detailed below:

- 7-9th level: 2d8 + 2/round
- 10-12th level: 3d8 + 3/round
- 13-14th level: 4d8 + 4/round
- 15-16th level: 6d8 + 5/round
- 17+ level: 8d8 + 6/round

Those who make their Saving Throws are unaffected.



**Protection from Evil 10' Radius (Abjuration)**

Range: Touch  
 Duration: 1 turn/level  
 Casting Time: 7  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

When this spell is cast, all creatures within a 30-ft. radius are affected individually by Protection From Evil. It creates a magical barrier around the recipients at a distance of one foot. The barrier moves with the recipient and has two major effects. First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, any Saving Throws caused by such attacks are made by the protected creature with a +2 bonus.

*Often this spell is all that stands between an adventurer and a rampaging demon!*

—Volo

**Protection from Lightning (Abjuration)**

Range: Touch  
 Duration: 5 rounds/level  
 Casting Time: 7  
 Area of Effect: 1 creature  
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to electrical attacks such as Lightning Bolt, Shocking Grasp, and so on. The protection will last for the duration of the spell or until successfully dispelled.

## Priest Spells—Level 5

### Animal Summoning II (Conjuration/Summoning)



Range: 30 ft.

Duration: 3 turns

Casting Time: 8

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls from 1 to 3 animals that have 8 Hit Dice or less. The animals summoned aid the caster by whatever means they possess, staying until the spell duration expires. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

### Cause Critical Wounds (Necromancy)



Range: Touch

Duration: Permanent

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

This spell is the reverse of Cure Critical Wounds. Instead of healing the creature touched, it causes damage. On a successful touch from the priest, the spell inflicts 27 points of damage upon the target. The next attack that the priest makes will cause this effect; however, they only have 2 rounds to make the attack before the spell fizzles. If the priest misses the target creature, the spell is wasted. There is no Saving Throw.

### Champion's Strength (Alteration)



Range: Visual range of the caster

Duration: 3 rounds/level

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the priest effectively draws on the strength of their god and lends it to the target creature, in effect creating a champion. The target gains a bonus to their THAC0 at a rate of 1 for every 3 levels of the caster. So a 9th level priest would confer a THAC0 bonus of 3 to the target, and so on. Also the target's Strength is set to 18/00 for the duration of the spell and receives all the bonuses to hit and damage rolls that this Strength confers. Note also that if the target's strength is above 18/00, it will actually be reduced to this value.

The drawback to this is that the priest must concentrate on the connection between the target and their god for the spell's duration, losing the ability to cast any spells during this time. The effect lasts for 3 rounds for every level of the caster or until dispelled.

### **Chaotic Commands (Enchantment/Charm)**



Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

Chaotic Commands renders a creature immune to magical commands. Suggestion, Charm, Domination, Command, Sleep, Maze, and Confusion are all spells that fit into this category. This spell also protects the target from Psionic Blast. This spell affects only 1 creature and lasts for the duration or until dispelled.

### **Cure Critical Wounds (Necromancy)**



Range: Touch

Duration: Permanent

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

The Cure Critical Wounds spell is a very potent version of the Cure Light Wounds spell. The priest lays hands upon a creature and heals 27 points of damage from wounds or other injuries. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

### **Flame Strike (Evocation)**



Range: 40 ft.

Duration: Instant

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: 1/2

When the priest calls down a Flame Strike spell, a vertical column of fire roars downward in the exact location called for by the caster. The target must roll a Saving Throw vs. Spell. Failure means the creature sustains 1d8 points of damage per level of the caster; otherwise, the damage is halved.

### **Greater Command (Enchantment/Charm)**



Range: Visual range of the caster  
 Duration: 1 round/level  
 Casting Time: 1  
 Area of Effect: 20-ft. radius  
 Saving Throw: Neg.

As with the 1st-level spell *Command*, this spell enables the priest to command other creatures to "die" (sleep), except that the effects of this spell last 1 round per level of the caster. At the end of the round, the creature(s) awoken and are unharmed. The area of effect is similar to that of a *Stinking Cloud* or a *Fireball*.

### **Insect Plague (Conjuration/Summoning)**



Range: 360 ft.  
 Duration: 6 rounds  
 Casting Time: 5  
 Area of Effect: 30-ft. radius  
 Saving Throw: Special

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm. This swarm will jump first to the target, then to the nearest allies of the target's, until up to 6 creatures have been affected. Spellcasting within the swarm is impossible (100% chance of spell failure). Creatures in the insect plague sustain 1 point of damage every 2 seconds they remain within regardless of their Armor Class, due to the bites and stings of the insects. Invisibility is no protection. Due to the suffocating nature of the writhing insect swarm, each victim must make a Saving Throw vs. Breath Weapon or run away in fear for 1 round.

### **Iron Skins (Alteration)**



Range: 0  
 Duration: 12 hours  
 Casting Time: 9  
 Area of Effect: The caster  
 Saving Throw: None

When a Druid casts this powerful spell upon him- or herself, an outer skin of iron moves up from the ground, completely covering them. This skin hinders the Druid in no way. The effect protects them from physical attacks such as melee weapons and projectiles. For every 2 levels of the caster, an additional skin is gained upon casting. For example, a 10th-level Druid would receive 5 skins. Each skin the Druid possesses stops one attack, so a 10th-level Druid is protected from the first 5 attacks against them, but the 6th would affect them normally. The skins remain on the Druid until affected by a *Dispel Magic*, they are removed by physical attacks, or the spell's duration expires. It is important to note this will not protect the Druid from area attacks such as *Fireball* it will protect them from physical magical attacks such as *Magic Missile*.

**Magic Resistance (Alteration)**

Range: Touch  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 9  
 Area of Effect: 1 creature  
 Saving Throw: None

When this spell is cast, the recipient receives a resistance to all magic. The resistance conferred is 2% per level of the caster, up to a maximum of 40% at 20th level. This resistance is set so that if the target already has more Magic Resistance than the priest would confer, it will actually lower it to the set value. This effect will last for the duration of the spell or until dispelled.

**Mass Cure (Necromancy)**

Range: 0  
 Duration: Permanent  
 Casting Time: 5  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

When casting this spell, the priest must picture the faces of their fellow party members clearly and focus on the unity of the group. Upon completion, all party members within a 30-ft. radius of the caster are healed 1d8 + 1/level Hit Points. Curing is permanent only insofar as the targets do not sustain further damage; caused wounds will heal, or can be cured, just as any normal injury.

*A good way to help your friends during combat!*

—Volo

**Pixie Dust (Illusion/Phantasm)**

Range: 0  
 Duration: Special  
 Casting Time: 9  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

This spell creates a small handful of pixie dust that the caster can toss into the air. Anyone hit by the dust becomes invisible (the range of the dust is about 30-ft.). Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or its gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become

visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the caster or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can walk around and cast defensive spells; however, if they attack, they immediately becomes visible, although the invisibility enables them to attack first.

### Raise Dead (Necromancy)



Range: Visual range of the caster

Duration: Permanent

Casting Time: 9

Area of Effect: 1 person

Saving Throw: Special

When the priest casts a Raise Dead spell, they can restore life to a dwarf, gnome, half-elf, halfling, elf, half-orc, or human.

Note that the body of the person must be whole; missing parts are still missing when the person is brought back to life. The person has but 1 Hit Point when raised and must regain the rest by natural healing or curative magic.

*The power of life over death... Use it wisely.*

—Elminster

### Repulse Undead (Abjuration)



Range: 0

Duration: 1 turn

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

This powerful spell creates waves of anti-negative energy that sweep outward from the caster. These waves disrupt any undead that attempt to attack the caster, pushing them away from the caster for several seconds. There is one wave per round for the duration of the spell. All undead are affected with no Saving Throw.

### Righteous Might (Alteration)



Range: 0

Duration: 1 round/level

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

This is a powerful combat spell that enhances the priest's physical prowess, transforming him or

her into a juggernaut of destruction. The effect adds 1 temporary Hit Point per level of the caster, adds 1 point of Strength every 3 levels of the caster (to a maximum of 25), and causes every successful hit to inflict maximum damage. The effects last for the duration of the spell or until dispelled.

### **Slay Living (Necromancy)**



Range: Touch  
 Duration: Special  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: Special

Upon casting this spell, the priest has to touch an opponent in order to visit the effect upon them. An item is created upon casting. The next attack the priest makes, which must happen in the next 3 rounds, will use this item. If the first attack misses, the item disappears and the spell is wasted; however, if the attack succeeds, the victim automatically takes 2d6+9 damage. Also, they must make a Save vs. Spell or be instantly killed. Slay Living can be dispelled if cast between the casting of this spell and the necessary attack.

### **True Seeing (Divination)**



Range: 0  
 Duration: 1 turn  
 Casting Time: 8  
 Area of Effect: 70-ft. radius  
 Saving Throw: None

When this spell is cast, an area roughly 70 ft. in radius around the caster will be affected. Instantly and once each round for 1 turn after this spell is cast, all hostile Illusion/Phantasm spells in the area of effect will be dispelled. The spells that are affected by this are Reflected Image, Invisibility, Mirror Image, Non-Detection, Improved Invisibility, Shadow Door, Mislead, Project Image, and Simulacrum.. The target's Magic Resistance, if any, does not come into effect with this spell. This spell only affects enemies; thus, it is unable to dispel the invisibility from a party member.

## Priest Spells—Level 6

### Aerial Servant (Conjuration/Summoning)



Range: 45 ft.  
 Duration: 1 turn/level  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: None

This spell summons an Aerial Servant to do the caster's bidding for the duration of the spell. The servant will attack any enemies that the caster decides, staying until the duration of the spell expires or it is slain.

### Animal Summoning III (Conjuration/Summoning)



Range: 120 ft.  
 Duration: 4 turns  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: None

By means of this spell, the caster calls 2 or 3 animals that have 12 Hit Dice or less. Only animals within visual range of the caster at the time the spell is cast will come. The summoned animals aid the caster by whatever means they possess, staying until they are slain or the spell's duration expires. Only normal- or giant-sized animals can be summoned.

### Blade Barrier (Evocation)



Range: 0  
 Duration: 1 turn  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: Special

The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around the caster, creating an impenetrable barrier. Any creature attempting to pass through the Blade Barrier suffers 8d8 points of damage. Creatures within the area of the barrier when it is invoked are entitled to a Saving Throw vs. Spell to negate the damage. The barrier remains for 1 turn.



**Bolt of Glory (Invocation/Evocation)**

Range: 60 ft.  
 Duration: Instant  
 Casting Time: 9  
 Area of Effect: 1 creature  
 Saving Throw: None

By casting this spell, the priest channels a bolt of divine energy against the target. No attack roll is needed. Creatures struck suffer varying damage, depending on their plane of origin:

- Prime Material Plane: 6d6
- Elemental: 3d4
- Undead: 8d6
- Demon: 10d6

**Conjure Animals (Conjuration/Summoning)**

Range: 180 ft.  
 Duration: 4 turns  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: None

This spell allows the caster to summon forth and control 1 or 2 massive mountain bears. The bears will respond to the caster's every whim for the duration of the spell.

**Conjure Fire Elemental (Conjuration/Summoning)**

Range: Visual range of the caster  
 Duration: 1 turn/level  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: None

Upon casting a Conjure Fire Elemental spell, the caster opens a special gate to the Elemental Plane of Fire, and a fire elemental is summoned in the vicinity of the caster. There is a 60% chance that a 12-Hit-Dice elemental appears; a 35% chance that a 16-Hit-Dice elemental appears; and a 5% chance that a 24-Hit-Dice elemental appears. The elemental will do the bidding of the caster until it is slain or the duration of the spell runs out. All the commands given to the elemental are done telepathically, so there is no time lost due to miscommunication and no need to know the language of the summoned creature. Unlike Mages, priests do not have to engage in a battle of the minds to control their elemental.

**Dolorous Decay (Alteration, Necromancy)**

Range: 30 ft.  
 Duration: Special  
 Casting Time: 1  
 Area of Effect: 1 creature  
 Saving Throw: Special

This spell affects a single living creature. Dolorous Decay is a rotting and withering of the body that spreads throughout the afflicted creature quickly. The target creature will automatically be slowed for 2 rounds. Furthermore, if the target fails a Saving Throw vs. Poison with a -2 penalty, they will suffer 1 point of damage per second until a total of 50 points of damage are inflicted.

**False Dawn (Evocation)**

Range: 0  
 Duration: 5 rounds  
 Casting Time: 9  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

False Dawn calls into existence a bright reddish light, as if a sunrise were occurring, within the area of effect. All undead creatures within a False Dawn suffer 6d6 points of damage. There is no Saving Throw. Affected undead also act confused on the round after the False Dawn appears.

**Fire Seeds (Conjuration/Summoning)**

Range: 0  
 Duration: 3 turns  
 Casting Time: 9  
 Area of Effect: The caster  
 Saving Throw: 1/2

Casting the Fire Seed spell creates 4 fire seeds that will appear in the caster's inventory. The seeds will remain in existence for 3 turns after the spell is cast. If they are thrown at an enemy, a fireball will ensue, causing 2d8 points of damage to all within a 15-ft. radius unless they make a Saving Throw vs. Spell for half damage.

**Heal (Necromancy)**

Range: Touch  
 Duration: Permanent  
 Casting Time: 9  
 Area of Effect: 1 creature  
 Saving Throw: None

The very potent Heal spell enables the priest to wipe away disease and injury in the creature who

receives the benefits of the spell. It completely cures all disease and blindness in the recipient and heals all points of damage suffered due to wounds or injury. It also dispels a Feeblemind spell and cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

### **Physical Mirror (Alteration)**



Range: 90 ft.  
 Duration: 9 rounds  
 Casting Time: 6  
 Area of Effect: Special  
 Saving Throw: None

This spell causes a localized folding of space. The folded space takes the form of an invisible disk that protects the caster. Any missile weapon that intersects this disk is instantaneously reversed in direction. Melee factors such as speed, range, and damage are unaffected; the direction of the object or force is simply rotated through a 180-degree arc. The sender of the missile finds him- or herself the target of their own attack. The caster of the mirror may direct missile attacks normally through the space occupied by the mirror.

### **Sol's Searing Orb (Invocation)**



Range: 90 ft.  
 Duration: Instant  
 Casting Time: 6  
 Area of Effect: 1 creature  
 Saving Throw: Special

When the spell is completed, it creates a glowing stone. This gem must be immediately thrown at an opponent, for it quickly becomes too hot to hold. It is not possible for the priest to give the stone to another character to throw. The priest must make an attack roll with +3 bonus and no penalty for lack of weapon proficiency. In addition, the glowing gem can be used to strike any creature, even those hit only by magical weapons, though there is no damage bonus.

When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of fire damage to the target and blinds it for 1d6 rounds. The victim is allowed a Saving Throw vs. Spell for half damage and to avoid being blinded. Undead creatures suffer 12d6 points of fire damage and are blinded for 12 rounds (if applicable) upon a failed Saving Throw; otherwise, they receive 9d6 points of damage and are blinded for 6 rounds.

**Wondrous Recall (Alteration)**

Range: 0

Duration: Instant

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to bring back to memory 2 spells that have been previously cast. If no spells have been cast yet, nothing happens. Wondrous Recall cannot recall 6th-level or higher spells.

## Priest Spells—Level 7

### **Confusion (Enchantment/Charm)**



Range: Visual range of the caster

Duration: 1 round/2 levels

Casting Time: 7

Area of Effect: 30-ft. radius

Saving Throw: Neg.

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. All creatures within the area of effect are allowed Saving Throws vs. Spell with a -2 penalty. Those successfully saving are unaffected by the spell. Those who fail their Saving Throws will either go berserk, stand confused, or wander about for the duration of the spell.

The spell lasts for 1 round for every two levels of the caster. Wandering creatures move as far from the caster as possible according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

### **Conjure Earth Elemental (Conjuration/Summoning)**



Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Upon casting a Conjure Earth Elemental spell, the caster opens a special gate to the Elemental Plane of Earth, and an earth elemental is summoned in the vicinity of the caster. There is a 60% chance that a 12-Hit-Dice elemental appears, a 35% chance that a 16-Hit-Dice elemental appears, and a 5% chance that a 24-Hit-Dice elemental appears. All of the commands given to the elemental are done telepathically, so there is no time lost due to miscommunication, and it is not necessary to know the language of the summoned creature. Unlike Mages, priests do not have to engage in a battle of the minds to control their summoned elemental.

### **Creeping Doom (Conjuration/Summoning)**



Range: 240 ft.

Duration: 3 rounds

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

When the caster utters the spell Creeping Doom, they call forth a mass of venomous, biting and stinging arachnids, insects, and myriapods. This carpetlike mass swarms over a large area,

spreading to all creatures within 30 ft. of the target. Those trapped by the insects suffer 2 points of damage each second and a spell failure rate of 100%. For each round the victim remains inside the cloud, they must make a Save vs. Spell at -2 or run away in fear for one round. The advantage of Creeping Doom over its 5th-level counterpart Insect Plague is that it does twice as much damage in half the amount of time.

### **Earthquake (Alteration)**



Range: 360 ft.  
 Duration: 3 tremors  
 Casting Time: 9  
 Area of Effect: 40-ft. radius  
 Saving Throw: Special

When this spell is cast, a local tremor of fairly high strength rips the ground. The shock is over in several rounds. The earthquake affects all creatures in its area of effect. There are 3 tremors that are caused by the earthquake:

- 1st: All creatures affected take 6d6 points of damage and fall to the ground for 4 rounds. A successful Saving Throw vs. Spell with a -6 penalty halves the damage and negates the fall.
- 2nd: All creatures affected take 3d6 points of damage. A successful Saving Throw vs. Spell with a -2 penalty halves the damage.
- 3rd: All creatures affected take 2d6 points of damage. A successful Saving Throw vs. Spell halves the damage.

This spell will affect both enemies and friends of the caster, so care must be taken in its use. Finally, earth elementals dislike mere mortals toying with the land and there is a small chance that casting this spell will cause an earth elemental to appear and attack the party.

### **Finger of Death (Necromancy)**



Range: Visual range of the caster  
 Duration: Permanent  
 Casting Time: 5  
 Area of Effect: 1 creature  
 Saving Throw: Neg.

The Finger of Death spell snuffs out the victim's life force. The caster points a finger at the victim after the incantation is complete and, unless the victim saves vs. Spell with a -2 penalty, they die. A creature successfully making the Saving Throw still receives 2d8 points of damage + 1 per level of the caster.

**Gate (Conjuration/Summoning)**

Range: 60 ft.  
 Duration: 33 rounds  
 Casting Time: 5  
 Area of Effect: Special  
 Saving Throw: None

By means of this spell, the caster calls an outer-planar creature, the pit fiend, to attack their foes... and them, if they aren't careful. The caster must use a Protection From Evil spell on him- or herself (and comrades) to keep the devil from noticing them. If the caster fails to protect him- or herself in this manner, the pit fiend will tear the caster and his companions apart piece by piece, then feast on the remains.

**Greater Restoration (Necromancy)**

Range: Touch  
 Duration: Permanent  
 Casting Time: 3  
 Area of Effect: 1 creature  
 Saving Throw: None

When this spell is cast, the life energy level of the recipient is raised. This reverses any previous life energy level drain of the creature by a force or monster. A Greater Restoration spell will also restore the Intelligence score of a creature affected by the Feeblemind spell and negate any form of insanity, such as confusion or berserk. It fully heals the target and cures any diseases or poisons. The casting of this spell is very draining on the priest, who will likely require rest immediately afterward.

**Holy Word (Conjuration/Summoning)**

Range: 0  
 Duration: Special  
 Casting Time: 1  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

Uttering a Holy Word spell creates magic of tremendous power. The priest acts as a bridge between their god and the Prime Material Plane, causing a small explosion centered on the priest and reaching up to a 30-ft. radius. It affects only evil creatures and undead of any alignment caught in the area of effect. The effects vary depending on the target's Hit Dice:

- Less than 4: Death
- 4 to 7: Stunned for 1 turn
- 8 to 11: Slowed for 1 turn with a 75% chance of spell failure
- 12 and up: Deafened for 1 turn with a 50% chance of spell failure

**Nature's Beauty (Illusion/Phantasm)**

Range: 0  
 Duration: Instant  
 Casting Time: 6  
 Area of Effect: 5-ft. radius  
 Saving Throw: Neg.

When this spell is cast, the caster appears to undergo a remarkable transformation. The caster becomes the very ideal of beauty: For a male, this is usually a nymph; for a female, it varies. As with a nymph, anyone viewing the disguised caster must make a Saving Throw vs. Spell with +3 bonus or die of longing for the denied illusion. Even if the Saving Throw is successful, hapless viewers of the transformed Druid are all instantly smitten with permanent blindness (until dispelled). The transformation is instantaneous, but lasts only seconds, affecting those near the caster (excluding fellow party members).

**Regeneration (Necromancy)**

Range: Touch  
 Duration: 1 round/2 levels  
 Casting Time: 7  
 Area of Effect: 1 creature  
 Saving Throw: None

This powerful spell enables the priest to imbue one creature with the ability to regenerate. This regeneration will heal any wounds and even regenerate lost limbs. The creature affected will regain 3 Hit Points per second. The effect lasts for 1 round per 2 levels of the caster or until dispelled. For example, a 14th-level priest would regenerate 18 Hit Points per round for 7 rounds.

**Resurrection (Necromancy)**

Range: Touch  
 Duration: Permanent  
 Casting Time: 9  
 Area of Effect: 1 creature  
 Saving Throw: None

Like the 5th-level spell Raise Dead, Resurrection will return a character to life. However, Resurrection also heals the character so they are ready for the adventuring life right away.



**Shield of the Archons (Abjuration)**

Range: Touch  
 Duration: 3 rounds/level  
 Casting Time: 9  
 Area of Effect: The caster  
 Saving Throw: None

This powerful abjuration spell causes the spells cast against the priest to be absorbed and consumed. This affects a total of spell levels equal to half the level of the caster. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the priest, as well as area effects that are stationary, such as Cloudkill and Stinking Cloud. As long as the spell is cast directly at the priest, it will be absorbed provided that there are spell levels remaining. For example, if there is only 1 level left and a 3rd-level spell is cast at the priest, the spell will be absorbed while canceling the shield. This also works against Dispel Magic.

**Sunray (Evocation, Alteration)**

Range: 20 ft.  
 Duration: Instant  
 Casting Time: 4  
 Area of Effect: 20-ft. radius  
 Saving Throw: Special

When this spell is cast, it causes a ray of sunlight to beam down upon the caster and everyone within a 20-ft. radius. All creatures within the area of effect take 3d6 points of damage and must save vs. Spell or be blinded for 1 turn. Undead hit by the sunray take 1d6 damage per level of the caster, and must save vs. Spell or be destroyed.

**Symbol, Death (Conjuration/Summoning)**

Range: 90 ft.  
 Duration: Special  
 Casting Time: 9  
 Area of Effect: 30-ft. radius  
 Saving Throw: Neg.

Symbol, Death is a powerful enchantment that allows the priest to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area of effect to make a Saving Throw vs. Death or die. Creatures with more than 60 current Hit Points are immune to this effect.

**Symbol, Fear (Conjuration/Summoning)**

Range: 90 ft.  
 Duration: Special  
 Casting Time: 9  
 Area of Effect: 30-ft. radius  
 Saving Throw: Neg.

Symbol, Fear is a powerful enchantment that allows the priest to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode causing all those within the area to make a Saving Throw vs. Spell with a -4 penalty or be affected by fear for 2 rounds + 2 rounds every 3 levels of the caster.

**Symbol, Stun (Conjuration/Summoning)**

Range: 90 ft.  
 Duration: Special  
 Casting Time: 9  
 Area of Effect: 30-ft. radius  
 Saving Throw: Neg.

Symbol, Stun is a powerful enchantment that allows the priest to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area of effect to make a Saving Throw vs. Spell with a -4 penalty or be stunned for 2 rounds + 1 round every 3 levels of the caster.

**Unholy Word (Conjuration/Summoning)**

Range: 0  
 Duration: Special  
 Casting Time: 1  
 Area of Effect: 30-ft. radius  
 Saving Throw: None

Uttering an Unholy Word spell creates magic of tremendous power. The priest acts as a bridge between their god and the Prime Material Plane, causing a small explosion centered on the priest and reaching up to a 30-ft. radius. It affects only creatures of any good alignment that are caught in the area of effect. The effects vary depending on the target's Hit Dice:

- Less than 4: Death
- 4 to 7: Stunned for 1 turn
- 8 to 11: Slowed for 1 turn with a 75% chance of spell failure
- 12 and up: Deafened for 1 turn with a 50% chance of spell failure

## Priest Spells—Quest Level (High Level Abilities)

Quest-level spells use level 7 spell slots for the purposes of spell memorization.

### Aura of Flaming Death



Range: 0  
Duration: 1 round/2 levels  
Casting Time: 4  
Area of Effect: The caster  
Saving Throw: None

This spell causes the caster to be enveloped by an aura of intense flame that both injures opponents and protects the caster from damage. This shield not only grants the user 90% Fire Resistance and an AC bonus of 4, but also protects them from attacks made within a 5-ft. radius. An opponent that hits the caster with any weapons or spells within this radius suffers 2d10+2 fire damage. In addition, the intense heat protects the caster from all non-magical weapons, melee or missile.

### Elemental Summoning



Range: 30 ft.  
Duration: 1 turn  
Casting Time: 9  
Area of Effect: Special  
Saving Throw: None

Drawing power from the environment, this spell summons 2 16-HD elementals randomly chosen from earth, air, or fire. The elementals stay for 1 turn and will obey the caster as long as they remain summoned. There is a 10% chance that a randomly chosen Elemental Prince will be summoned instead. The Elemental Princes rule over other elementals in their respective planes. The Elemental Prince of Air is Chan, the Elemental Prince of Earth is Sunnis, and the Elemental Prince of Fire is Zaaman Rul.

### Energy Blades



Range: Special  
Duration: 4 turns  
Casting Time: 3  
Area of Effect: Special  
Saving Throw: None

An energy blade is a discus made of pure energy. The disc gives +10 to THAC0, and when thrown does 1d4+5 missile damage as well as 1d10 additional electrical damage. This spell creates 1 energy disc per level of the caster and sets the caster's attacks to 9 as long as the discs are held.

## Globe of Blades



Range: 0  
 Duration: 1 turn  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: Special

The priest employs this spell to set up a globe of razor-sharp blades. These whirl and flash around the caster, creating a dangerous barrier. Any creature attempting to pass through the blade barrier suffers 10d10 points of damage. Creatures within the area of the barrier when it is invoked are entitled to a Saving Throw vs. Spell at -2. If this is successful, the blades are avoided and no damage is suffered. The barrier remains for 1 turn.

## Greater Elemental Summoning



Range: 30 ft.  
 Duration: 1 turn  
 Casting Time: 9  
 Area of Effect: Special  
 Saving Throw: None

Druids, having a more powerful link to the elements, can cast a stronger version of Elemental Summoning. This spell can summon the Elemental Princes themselves, randomly chosen from earth, air, or fire. The Elemental Prince of Air is Chan, the Elemental Prince of Earth is Sunnis, and the Elemental Prince of Fire is Zaaman Rul. The Elemental Princes stay for 1 turn and will obey the caster as long as they remain summoned.

Requires: Elemental Summoning

## Implosion



Range: 40 ft.  
 Duration: 2 rounds  
 Casting Time: 5  
 Area of Effect: 1 creature  
 Saving Throw: Special

This spell creates a rift in the earth beneath the target which implodes and closes in upon itself, crushing and burning the target and holding it for 1 round. The spell does 10d10 fire damage and 10d10 blunt damage. The victim can save vs. Spell for half.

### Mass Raise Dead (Necromancy)



Range: 30 ft.

Duration: Permanent

Casting Time: 2

Area of Effect: Up to 5 party members

Saving Throw: None

A more powerful version of Raise Dead, this spell brings up to 5 party members back to life and heals 3d10+1 Hit Points per level of the caster. They can regain the rest of their Hit Points by natural healing or curative magic. This spell restores life to dwarves, gnomes, half-elves, halflings, elves, half-orcs, and humans.

*Once one has such powers at one's disposal, can immortality itself be far behind?*

—Volo

*There is more to being immortal than merely possessing great power... or so I have heard.*

—Elminster

### Storm of Vengeance



Range: 270 ft.

Duration: 3 rounds

Casting Time: 8

Area of Effect: 30-ft. radius

Saving Throw: Special

Casting this spell causes the earth to shake and the heavens to boil with blood and energy. All enemies of the caster are struck down by acidic rain, earthquakes, and lightning.

All enemies of 8th level or lower are slain instantly. The survivors are struck by acidic, poisonous rain and lightning. The storm lasts for 3 rounds. Each round, the victims suffer 1d6 electrical damage, 1d6 fire damage, and 1d6 acid damage (Save vs. Spells for half damage). They also have a chance to be poisoned (Save Vs. Death) in the first round.

**Summon Deva**

Range: 120 ft.

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens a celestial gate and calls forth an angelic deva to fight at the caster's side until the spell expires or the deva's earthly avatar is slain.

**Summon Fallen Deva**

Range: 120 ft.

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens an abyssal gate and calls forth a demonic deva to fight at the caster's side until the spell expires or the deva's earthly avatar is slain.

## Equipment

**Note:** The Inventory screen and how to equip items are discussed in the interface section in *The Amn Survival Guide*, under Inventory.

### Armor

#### Full Plate

*Armor Class: 0 (-4 vs. slashing, -3 vs. piercing and missile)*

The best (and heaviest) armor a warrior can buy, both in appearance and protection. The perfectly fitted interlocking plates are specially angled to deflect arrows and blows, and the entire suit is carefully adorned with rich engraving and embossed detail.

#### Plate Mail

*Armor Class: 3 (0 vs. slashing)*

A combination of chain armor with metal plates covering the vital areas such as the chest, abdomen, and groin. The weight is distributed over the whole body, and the whole thing is held together with buckles and straps.

#### Splint Mail

*Armor Class: 4 (3 vs. piercing and missile, 2 vs. crushing)*

A variant of banded mail in which the metal strips are applied vertically (rather than horizontally, as with banded mail) to the backing of chain, leather, or cloth. Since a person's body does not normally swivel in mid-torso as much as it flexes back to front, splint mail is more restrictive in battle.

#### Chain Mail

*Armor Class: 2 (0 vs. slashing, 4 vs. crushing)*

Chain mail is made of interlocking metal rings. It is always worn over a layer of padded fabric or soft leather to prevent chafing and to lessen the impact of blows.

#### Studded Leather

*Armor Class: 7 (5 vs. slashing, 6 vs. piercing and missile)*

This armor is made from unhardened leather reinforced with close-set metal rivets.

#### Leather

*Armor Class: 8 (10 vs. piercing and missile)*

This armor is made of leather hardened in boiling oil and then shaped into breastplate and spaulders. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

## Shields

### Large Shield

*Armor Class: +1 (+2 vs. missile)*

Also known as the kite or tower shield, this massive metal or wooden shield reaches nearly from the chin to the toe of the user. It must be firmly fastened to the forearm, and the shield hand must firmly grip it at all times.

### Medium Shield

*Armor Class: +1*

This shield is carried in the same manner as a small shield. Medium shields are usually made of metal, range from 3'-4' in diameter, and can be of any shape, from round to square to a dragon's spread wings. A typical medieval shield resembles a triangle with one point facing downward.

### Small Shield

*Armor Class: +1 (+0 vs. missile)*

The small shield is usually round and is carried on the forearm, gripped with the shield hand. Its light weight compared to a medium shield permits the user to carry other items in that hand, although that hand cannot wield or carry another weapon.

### Buckler

*Armor Class: +1 (+0 vs. missile)*

Bucklers are slightly smaller versions of small shields. Unlike other shields, bucklers can be used by thieves.

## Miscellaneous Wearables

### Amulets

Amulets are jewelry—sometimes magical—worn around the neck suspended from a chain. The type of chain that comes with an amulet generally increases the item's aesthetic value, not its magical properties, if any. Only one amulet can be worn at a time.

### Boots

Boots are normally handmade by cobblers. Common boots are made by using a form, but good boots are designed for the foot of the individual for whom they are made.

### Bracers

These thick bands of metal or leather are strapped, belted, or tied to a character's forearm.



## **Cloak**

Cloaks can be made in every possible shape with just about every type of fabric. The most common forms are a circular piece of fabric with a hole in the center for the head, and fabric draped from neck, connected by a chain, brooch, cord, or pins.

## **Gauntlets**

Gauntlets are armored gloves. They can be made of leather, metal plates, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets tend to be finer, lighter, and more easily worn than normal varieties.

## **Girdles**

Girdles are similar to belts. Unlike belts, girdles are not used to hold up pants and dungarees but to carry pouches, scabbards, and the like.

## **Helmets**

Helmets, made of reinforced leather or metal, cover most of the head save the face and neck. Helmets protect the wearer from critical hits.

## **Necklace**

A necklace is a piece of ornamental jewelry usually made of silver, gold, platinum, or other precious metal and adorned with gems. A necklace is always worn on the neck and can be of any length.

## **Rings**

Rings are worn on the fingers and often carry an enchantment. One can be worn on each hand.

# Weapons

## Bows

### Shortbow

Shortbows are about 5 feet long. They are the earliest form of bow. As the years passed, attempts were made to increase bow ranges by either lengthening the bow or increasing its flexibility with no change in length. The former resulted in the longbow.

### Longbow

The longbow is similar to the shortbow, except that the bow is about as long as the archer is tall, usually 6 or more feet. It has better range than the shortbow.

### Composite Bow

Composite bows are longbows made from more than one type of material. This gives greater flexibility and thus better range. These were developed after the normal longbow.

## Arrow

The arrows found in this game are flight arrows, which, as the name implies, are built for distance. These lightweight arrows are often used for hunting. Most are made of ash or birch and are 30 to 40 inches long.

## Spiked Weapons

### Flail

The flail is a sturdy wooden handle attached to an iron rod, a wooden rod with studs, or a studded iron ball. Between the handle and its implement is either a hinge or chain link.

### Morning Star

The morning star is a wooden shaft topped with a metal head made up of a spiked iron sheath. Morning stars have an overall length of about 4 feet. Some such weapons have a round, oval, or cylindrical head studded with spikes. Extending from most morning star heads, regardless of design, is a long point for thrusting.

## Small Swords

### Dagger

The typical dagger has a pointed, double-edged blade, as opposed to a knife, which has a single edge and is a bit shorter.

## **Short Sword**

The short sword is the first type of sword to come into existence. A short sword has a double-edged blade about 2 feet long. The sword tip is usually pointed, ideal for thrusting.

## **Large Swords**

### **Long Sword**

These swords are usually referred to as double-edged swords, war swords, or military swords. In many cases, the long sword has a single-edged blade. There is no single version of the long sword, and they vary in length from 35 inches to 47 inches. In the latter case, the blade is known to take up as much as 40 inches of the total length. Most long swords have a double-edged blade and a sharp point at the tip. Despite the tip, the long sword is designed for slashing, not thrusting.

### **Two-Handed Sword**

The two-handed sword is a derivative of the long sword. The blade is lengthened to 6 feet or more and the handle extended. Two hands become necessary to properly swing the sword.

### **Bastard Sword**

Also known as the hand-and-a-half sword, the bastard sword derives its name from the fact that it is halfway between the two-handed sword and the long sword. The bastard sword has a double-edged blade and a long grip. The overall length of the bastard sword ranges between 4 feet and 4 feet, 10 inches.

## **Axes**

### **Throwing Axe**

The hand axe or throwing axe is also known as a hatchet. The axe blade has a sharp steel tip counterbalanced by a pointed fluke. The short handle has a point of the bottom, and the head may have a spike on the top. Characters proficient with axes are also proficient with throwing axes.

### **Battle Axe**

The most common version of the battle axe is a stout pole about 4 feet in length with a single-edged, trumpet-shaped blade mounted on one end. Battle axes are also called broad axes.

## **Blunt Weapons**

### **Club**

Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end. This simple weapon has been used since people first began using tools. Anyone can find a good stout piece of wood and swing it, hence the club's widespread use.

### **Mace**

The mace is a direct descendant of the basic club, being a wooden shaft with a stone or iron head. The head design varies, some being flanged and others having pyramidal knobs.

### **Quarterstaff**

The quarterstaff is a length of wood ranging 6 to 9 feet in length. High quality staves are made of stout oak and are shod with metal at both ends. The quarterstaff is wielded with both hands.

### **War Hammer**

The war hammer consists of a wooden or metal shaft capped with a metal head. The head is usually a block, cylinder, or wedge with a flat or slightly rounded face. The heft of the head makes the hammer ideal for swinging and crushing through armors of all types.

## **Missile Weapons**

### **Crossbow**

A crossbow is a bow mounted crosswise on a wooden or metal stock. The crossbow fires a quarrel (also called a bolt).

### **Quarrel**

A quarrel (also "bolt") is the ammunition fired by crossbows regardless of the weapon's size.

### **Sling**

The basic sling consists of a leather or fabric strap with a pouch for holding a missile. The weapon is held by both ends of the strap and twirled around the wielder's head. When top speed is attained, the missile is launched by releasing one of the strap's ends.

### **Bullet**

A bullet is a pellet of hardened clay or lead cast specifically as ammunition for a sling.

### **Dart**

The dart is a small missile weapon that is thrown rather than fired from a bow or other launcher.

## **Throwing Dagger**

This is similar to a dagger but balanced for throwing. Characters proficient with daggers are also proficient with throwing daggers.

## **Polearms**

### **Spear**

One of the earliest weapons, dating back to the most primitive of times, the first spears were wooden sticks sharpened at one end. When the civilized races mastered metals, spearheads were made from iron and steel.

### **Halberd**

A halberd combines features of both a spear and an axe. The halberd consists of a cleaver-like axe blade mounted on a staff averaging 6 feet in length. The axe blade is balanced at the rear with a fluke and surmounted by a sharp spike.

## **Exotic Weapons**

There are a number of other weapons that you may find throughout Amn, which have not been described here. If you are proficient with it, you can wield it.

## Magical Items in Baldur's Gate II

*Listed below is a smattering of magical items that I have come across in my travels and conversations. There are undoubtedly more scattered all about the Sword Coast, but I'd be cautious when hunting for these items. Those who wield them are that much more powerful.*

—Elminster

### **Battle Axe +2: "Battle Axe of Mauletar"**

During the civil war in Tethyr, the Battle Axe of Mauletar was in the possession of the house of Ossyind. This noble family was betrayed while trying to flee the country, and Mauletar, lead guard and personal friend, took up the axe and sacrificed himself to buy enough time for his companions to flee. His battle cry was favored by the gods and was echoed across the lands as a symbol of devoted friendship and loyalty. Thus the magical axe was used to uphold these virtues against those who lacked honor and courage.

### **Boots of Speed: "The Paws of the Cheetah"**

These enchanted boots were once the property of a deadly assassin fond of chasing down his prey. He moved with such speed that his targets often didn't have the opportunity to respond, even on horseback. Over time, the assassin's fame spread, and although his name was never known, all knew to fear the words last heard by his victims: "You can hide, but you cannot run!"

### **Bracers of Defense AC 6: "Bracers to the Death"**

These bracers were held for decades by an undefeated gladiator and found extensive use in arena combat. The death of this champion marked the disappearance of this magical item, but rumors persist that they are used to this day in competitive combat across the lands.

### **Cloak of the Wolf: "Relair's Mistake"**

Great irony surrounds the creation of this magical cloak. Relair was a mage who overestimated the amount of control he had over magic. In the course of creating this garment, he apparently inflicted lycanthropy upon himself. The wearer can change form whenever he wishes. Relair was not so lucky.

### **Gauntlets of Dexterity: “The Brawling Hands”**

This pair of gauntlets was likely developed in Kara-Tur to aid masters of the martial arts. Legends speak of such masters from the Far East bringing these items with them on their journeys, although details remain sketchy.

### **Girdle of Bluntness: “Destroyer of the Hills”**

Having lost friends and loved ones to a series of raids by hill giants, Garrar the Powerful made it his mission to cleanse his homeland of them. It is not known where he acquired this item, but with it he single-handedly dispatched dozens of the creatures, all the while protected from the blows of their clubs. The remaining giants fled to neighboring lands; lands that lacked a similar champion did not fare as well.

### **Helm of Defense: “Gift of Peace”**

Prized for its noble origin as much as for its benefits to the wearer, this helm was originally intended to be a simple gift. There was no great crisis at hand nor dangerous evil to be overthrown, just a wish for one friend to give a gift to another. It could just have easily been a good book or bottle of wine, but adventurers are eminently more practical in their gift giving. The helm has seen many great battles since its creation, but the simple virtue at its core is what has always been remembered.

### **Light Crossbow of Speed: “The Army Scythe”**

A short-lived outpost of humans in the Frozen Forest unearthed this weapon, and many others, from the ruins of an ancient settlement deep within that cold land. Never knowing the names of their extinct benefactors, the colonists used these weapons to carve a large territory for themselves, though in the end it was for naught. Crushed by a superior number of hobgoblins, these unfortunate souls have joined the ancients in their anonymity.

### **Plate Mail +1: “Fallorain’s Plate”**

Captain Fallorain, leader of Calimshan’s 12th Cavalry Brigade, wore this enchanted armor for the last time during the Battle of the Spider Swamp. There he lost his life and army trying to drive an unrecorded evil from the area.

### **Ring of Protection +1: “Ring of the Princes”**

This ring and several of its type were originally crafted to protect the sons of King Caster De’wess, although who created the rings is unknown. History records that the rings remained

within that family for at least thirteen generations, though they were all apparently lost within the space of one. Enmity between the King and the family of the creator may be to blame.

*These are merely a small portion of the many magical items I have heard tales of. You'll have to find—and identify—the rest yourself!*

—Volo

## Tables

**Table 1a: Physical Ability Scores**

Ability Score	Strength			Dexterity		Constitution	
	To Hit	Damage Adj.	Weight Allow.	Bashing %	Missile Attack Adj.	AC Adj.	HP Adj.
3	-3	-1	5	3	-3	+3	-2
4	-2	-1	15	4	-2	+2	-1
5	-2	-1	15	4	-1	+1	-1
6	-1	0	30	6	0	0	-1
7	-1	0	30	6	0	0	0
8	0	0	50	8	0	0	0
9	0	0	50	8	0	0	0
10	0	0	70	10	0	0	0
11	0	0	70	10	0	0	0
12	0	0	90	12	0	0	0
13	0	0	90	12	0	0	0
14	0	0	120	14	0	0	0
15	0	0	120	14	0	-1	+1
16	0	+1	150	16	+1	-2	+2
17	+1	+1	170	18	+2	-3	+2(+3)
18	+1	+2	200	20	+2	-4	+2(+4)
18/01-50	+1	+3	220	25			
18/51-75	+2	+3	250	30			
18/76-90	+2	+4	280	35			
18/91-99	+2	+5	320	40			
18/00	+3	+6	400	45			
19	+3	+7	500	50	+3	-4	+2(+5)
20	+3	+8	600	55	+3	-4	+2(+5)*
21	+4	+9	700	60	+4	-5	+2(+6)*
22	+4	+10	800	65	+4	-5	+2(+6)*



23	+5	+11	1000	70	+4	-5	+2(+6)*
24	+6	+12	1200	75	+5	-6	+2(+7)*
25	+7	+14	1600	80	+5	-6	+2(+7)*

\*Characters with Constitution scores of 20 or higher also regenerate Hit Points over time. The higher the character's Constitution score, the faster the character will regenerate Hit Points.

## **Strength**

### **To-Hit Adj.**

Added or subtracted from the attack roll during combat. A positive number makes the opponent easier to hit.

### **Damage Adj.**

Added or subtracted from the damage inflicted by a successful melee attack. This value is also added to damage with throwing daggers, throwing axes, and slings.

### **Weight Allow.**

The character's weight allowance—how much they can carry without being encumbered.

### **Bashing %**

This is the percentage chance a character has to bash open a locked door or chest.

## **Dexterity**

### **Missile Attack Adj.**

Added or subtracted from the to-hit roll when using a ranged weapon. A positive number makes the opponent easier to hit.

### **AC Adj.**

Added or subtracted from the character's AC. Since a lower AC is better, a lower or more negative number is better.

## **Constitution**

### **HP Adj.**

This number is added to the Hit Point roll a character makes when going up a level or when starting the game. Numbers in parentheses are for warrior classes only.

**Table 1b: Mental Ability Scores**

Ability Score	Intelligence				Wisdom		Charisma
	% to Learn Spell	Max # Spells/Level	Max Spell Level	Lore Bonus	Bonus Spells	Lore Bonus	Reaction Adj.
3	-	-	0	-20	-	-20	-8
4	-	-	0	-20	-	-20	-7
5	-	-	0	-20	-	-20	-6
6	-	-	0	-20	-	-20	-5
7	-	-	0	-10	-	-10	-4
8	-	-	0	-10	-	-10	-2
9	35	6	4	-10	0	-10	-1
10	40	7	5	0	0	0	0
11	45	7	5	0	0	0	0
12	50	7	6	0	0	0	0
13	55	9	6	0	1 <sup>st</sup>	0	+1
14	60	9	7	0	1 <sup>st</sup>	0	+2
15	65	11	7	+3	2 <sup>nd</sup>	+3	+3
16	70	11	8	+5	2 <sup>nd</sup>	+5	+4
17	75	14	8	+7	3 <sup>rd</sup>	+7	+4
18	85	18	9	+10	4 <sup>th</sup>	+10	+5
19	95	All	9	+12	1 <sup>st</sup> ,4 <sup>th</sup>	+12	+8
20	96	All	9	+15	2 <sup>nd</sup> ,4 <sup>th</sup>	+15	+9
21	97	All	9	+20	3 <sup>rd</sup> ,5 <sup>th</sup>	+20	+10
22	98	All	9	+25	4 <sup>th</sup> ,5 <sup>th</sup>	+25	+11
23	99	All	9	+30	5 <sup>th</sup> ,5 <sup>th</sup>	+30	+12
24	100	All	9	+35	6 <sup>th</sup> ,6 <sup>th</sup>	+35	+13
25	100	All	9	+40	6 <sup>th</sup> ,7 <sup>th</sup>	+40	+14

**Intelligence****% to Learn Spell**

The percentage chance that a wizard can learn a spell and add it to their spellbook. This number also represents the wizard's chance to successfully cast a spell from a scroll. For every spell level

higher than the wizard can comprehend, the wizard receives a –10% penalty. For example, a wizard who can cast 3<sup>rd</sup>-level spells trying to use a 5<sup>th</sup>-level spell scroll has a –20% penalty.

### **Max # Spells/Level**

This is the maximum number of spells that a wizard can have in their spellbook per level of spell. That is, a 3<sup>rd</sup>-level wizard with an Intelligence of 16 could learn a maximum of 11 1<sup>st</sup>-level and 11 2<sup>nd</sup>-level spells.

### **Max Spell Level**

This is the maximum level of spell that the mage can learn. For example, a mage with an Intelligence of 17 could learn spells up to level 8; only a mage with an Intelligence of 18 or higher may learn level 9 spells. This has no effect on a mage's ability to cast spells of any level; once a spell is in the mage's spellbook, it can be cast normally.

### **Lore Bonus**

This bonus is added to the character's Lore ability. This is cumulative with the Lore bonus for Wisdom.

## **Wisdom**

### **Bonus Spells**

This is the number of additional spells a priest receives for exceptional Wisdom. The bonus spells are cumulative as you move down the table. Thus, a priest with a 17 in Wisdom gains two 1<sup>st</sup>-, two 2<sup>nd</sup>-, and one 3<sup>rd</sup>-level spell as bonuses to their normal spellcasting abilities. These spells become available only when the priest can normally access spells of the appropriate level.

### **Lore Bonus**

This bonus is added to the character's Lore ability. This is cumulative with the Lore bonus for Intelligence.

## **Charisma**

### **Reaction Adj.**

This is the penalty or bonus due the character when dealing with NPCs or intelligent creatures.

For encounter reactions, the computer begins with a base of 10, and then applies the modifier.

The results indicate the reaction of the encounter to your party:

- 1–7: Hostile reaction
- 8–14: Neutral reaction
- 15–20: Friendly reaction

In addition, for every point of Charisma above 15 (up to a Charisma of 20), merchants will give you 5% better prices on items purchased or sold. Your reputation may also have an effect on prices from merchants, for better or worse.

**Table 2: Experience Progression**

Level	Fighter, Barbarian	Paladin, Ranger	Mage, Sorcerer	Cleric, Monk	Druid	Thief, Bard
1	0	0	0	0	0	0
2	2,000	2,250	2,500	1,500	2,000	1,250
3	4,000	4,500	5,000	3,000	4,000	2,500
4	8,000	9,000	10,000	6,000	7,500	5,000
5	16,000	18,000	20,000	13,000	12,500	10,000
6	32,000	36,000	40,000	27,500	20,000	20,000
7	64,000	75,000	60,000	55,000	35,000	40,000
8	125,000	150,000	90,000	110,000	60,000	70,000
9	250,000	300,000	135,000	225,000	90,000	110,000
10	500,000	600,000	250,000	450,000	125,000	160,000

**Table 3: Hit Dice Progression**

Level	Fighter, Paladin, Ranger	Barbarian	Mage, Sorcerer	Cleric, Druid, Monk	Thief, Bard
1	1d10	1d12	1d4	1d8	1d6
2	2d10	2d12	2d4	2d8	2d6
3	3d10	3d12	3d4	3d8	3d6
4	4d10	4d12	4d4	4d8	4d6
5	5d10	5d12	5d4	5d8	5d6
6	6d10	6d12	6d4	6d8	6d6
7	7d10	7d12	7d4	7d8	7d6
8	8d10	8d12	8d4	8d8	8d6
9	9d10	9d12	9d4	9d8	9d6
10	9d10	9d12	10d4	9d8	10d6

Starting at level 10 (and 11 for rogues and wizards), characters no longer gain additional hit dice for hit points when they gain a level. Instead, warrior classes gain a flat +3 hit points per level, priests gain +2 hit points per level, and wizards gain +1 hit point per level. Constitution applies as normal.

**Table 4: Wild Surge**

Number Rolled	Wild Surge
01	Repulsion field centered on the caster
02	Wild color changes upon the caster
03	Squirrels appear around the caster
04	The caster becomes itchy
05	The caster glows
06	A <i>Fireball</i> centered on the caster
07	The caster's sex is changed
08	The caster's color changes
09	Everyone in the area changes direction
10	Explosion centered on the caster
11	<i>Entangle</i> spell centered on target
12	<i>Slow</i> spell centered on target
13	Target polymorphed into a wolf
14	Caster held
15	Caster hasted
16	Caster changed into a squirrel
17	80% of party gold destroyed
18	Target weakened
19	<i>Sunfire</i> spell centered on caster
20	Movement rate lowered on target
21	Fireball spell centered on caster
22	Caster held as per <i>Hold Person</i> spell
23	<i>Fear</i> spell centered on target
24	Roll twice more; both effects apply
25	Entire area explored
26	Globe of Invulnerability centered on target
27	Silence 15-Foot Radius centered on caster
28	Caster dizzy
29	Target invisible
30	Pretty sparkles! No other effect
31	Caster is spell's target
32	Caster becomes invisible
33	<i>Color Spray</i> from caster
34	Birds appear around the caster
35	Fireball centered on caster; no damage
36	Gems created on caster
37	Combat music starts
38	Goodberries created on caster
39	Fireball flies toward target
40	Charges drained in area effect around target
41	Random treasure created on caster
42	Caster is combat ready (+2 THAC0 and damage)
43	Teleport field centered on caster
44	Teleport field centered on target

45	Area effect hiccups centered on target		effects
46	All doors opened in area of effect. If there are no doors, roll twice and use both effects	64	<i>Slow</i> spell centered on target
47	Caster polymorphed into a wolf	65	Instead of the chosen spell, a different random spell of the same level is cast.
48	Change spell's target randomly	66	<i>Lightning Bolt</i> spell cast at target
49	Caster recuperates as if rested	67	Target strengthened
50	Monsters summoned near target	68	<i>Heal</i> spell centered on target
51	Start snowing if outside; if inside, roll twice and use both effects	69	Entangle target
52	Loud noise; target must save or be stunned	70	Caster weakened
53	Target's Hit Points doubled	71	<i>Fireball</i> spell centered on target
54	Summon demon to attack target	72	<i>Flesh to Stone</i> spell on target
55	Spell fired but with squealing noise	73	Spell takes effect as normal, and caster is recuperated as if rested
56	Spell goes off but duration is halved	74	<i>Heal</i> spell centered on caster
57	Strange visual effect; spell fizzles	75	Target dizzy
58	Projectile speed halved	76	<i>Sunfire</i> spell centered on target (caster unaffected)
59	All weapons in the area glow	77	Target held
60	No Saving Throw allowed against the spell's normal effect	78	Target blinded
61	Target is held as per the Hold Person spell	79	Target charmed
62	<i>Detect Magic</i> spell centered on target	80	Gems created on target
63	Roll four more times; use all	81	Target's movement rate doubled
		82	Random treasure created on target
		83	Target polymorphed into squirrel
		84	Silence 15-Foot Radius centered on target
		85	Target's sex changed

86	Fake explosion (no damage) centered on target
87	Cow falls from sky, lands on target
88	Target dizzy
89	Spell has 60-foot radius at target
90	<i>Stinking Cloud</i> centered on target
91	Target is itchy
92	Caster's Hit Points doubled

93	Target held
94	Target hastened
95	80% of gold on target is destroyed
96	Spell cast at double effectiveness
97	Spell cast, -4 to target's Saving Throw
98	Target's color changed
99	Spell cast at double level
100	Spell cast normally



**Wisdom can only be possessed by the  
learned.**

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