Welcome Brave Adventurers!

What you hold in your hands (or computer, or tablet, or phone) is the spell book all gamers will need at their SimpleDnD Table. Wizards, Druids and Cleric rejoice! You now have a reference book you can keep close and unleash magical powers untold upon your enemies!

SimpleDnD is designed to be compatible with all of the official adventures for other fantasy d20 based roleplaying games. Convert monsters on the fly (it's easy) and go adventuring. If you're using 5th edition or Pathfinder™ adventures you can get started without changing a thing.

This document is just a snapshot in time of the spells. We frequently add and adjust the spells online. This PDF/Book is just to get you started. If you, the reader, have a complaint, an idea, a monster, a magic item, or anything else you'd think would make a great addition, visit our website and let us know!

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Cleric Spell List

Zero Level

- Bleed
- Create Water
- Cure Minor Wounds (reversible)
- Detect Magic
- Guidance
- Purify Food and Drink

1st Level

- Bless
- Create Water (Reversible)
- Cure Light Wounds (Reversible)
- Detect Evil (Reversible)
- Light
- Mending
- Protection from Evil (Reversible)
- Purify Food and Drink (Reversible)
- Remove Fear (Reversible)
- Resist Cold
- Sanctuary

2nd Level

- Augury
- Chant
- Find Traps
- Hold Person
- Know Alignment (Reversible)
- Resist Fire
- Silence (15 ft radius)
- Slow Poison
- Snake Charm
- Speak with Animals
- Spiritual Weapon
- Stinking Cloud

3rd Level

- Animate Dead
• Continual Light (Reversible)
• Create Food and Water
• Cure Blindness (Reversible)
• Cure Disease (Reversible)
• Dispel Magic
• Gust of Wind
• Prayer
• Remove Curse (Reversible)
• Speak with Dead
• Tongues (Reversible)
• Water Breathing (Reversible)

4th Level

• Cure Serious Wounds (Reversible)
• Detect Lie (Reversible)
• Divination
• Exorcise
• Lower Water (Reversible)
• Neutralize Poison (Reversible)
• Plant Growth
• Protection from Evil (10 ft radius) (Reversible)
• Speak with Plants
• Sticks to Snakes (Reversible)

5th Level

• Commune
• Dispel Evil
• Feeblemind
• Insect Plague
• Quest*
• Raise Dead*
• True Seeing
Druid Spells

Zero level spells

- Create Water – Creates 2 gallons/level of pure water.
- Detect Poison – Detects poison in one creature or object.
- Know Direction – You discern north.
- Spark – Ignites flammable objects.

1st level spells

- Alter Winds
- Detect Animals or Plants
- Entangle
- Faerie Fire
- Hide from Animals
- Keen Senses
- Pass without Trace
- Read Weather
- Speak with Animals

2nd level spells

- Barkskin
- Chill Metal
- Control Vermin
- Elemental Speech
- Flame Blade
- Fog Cloud
- Hold Animal
- Soften Earth and Stone
- Spider Climb

3rd level spells

- Burrow
- Call Lightning
- Daylight
- Diminish Plants
• Dominate Animal
• Fungal Infestation
• Meld into Stone
• Plant Growth
• Speak with Plants
• Spit Venom
• Thorny Entanglement
• Vermin Shape I
• Water Breathing

4th level spells

• Thunderstorm
• Air Walk
• Ball Lightning
• Cape of Wasps
• Control Water
• Flame Strike
• Grove of Respite
• Ice Storm
• Slowing Mud
• Thorn Body
• Touch of Slime
• Volcanic Storm
Wizard Spell List

Zero Level Spells

- Daze
- Detect Magic
- Ghost Sound
- Mage Hand
- Message
- Ray of Frost
- Virtue

1st Level

- Affect Normal Fires
- Burning Hands
- Charm Person
- Command
- Comprehend Languages (Reversible)
- Dancing Lights
- Enlarge (Reversible)
- Erase
- Feather Fall
- Floating Disk
- Hold Portal
- Identify
- Jump
- Light
- Magic Aura
- Magic Missile
- Protection from Evil (Reversible)
- Push
- Shield
- Shocking Grasp
- Sleep
- Spider Climb
- Unseen Servant
- Ventriloquism
2nd Level

- Continual Light
- Darkness (15 ft radius)
- Detect Charm (Reversible)
- Detect Evil (Reversible)
- Detect Invisibility
- ESP
- False Trap
- Find Traps
- Fool’s Gold
- Forget
- Invisibility
- Knock
- Levitate
- Locate Object
- Magic Mouth
- Mirror Image
- Pyrotechnics
- Ray of Enfeeblement
- Rope Trick
- Scare
- Shatter
- Strength
- Web
- Wizard Lock

3rd Level

- Blink
- Clairaudience
- Clairvoyance
- Dispel Magic
- Explosive Runes
- Feign Death
- Fireball
- Flame Arrow
- Fly
- Glyph of Warding
- Haste
- Infravision
• Invisibility (10 ft radius)
• Lightning Bolt
• Locate Object (Reversible)
• Monster Summoning I
• Phantasmal Force
• Protection from Normal Missiles
• Slow
• Suggestion
• Tiny Hut

4th Level

• Charm Monster
• Confusion
• Dig
• Dimension Door
• Enchanted Weapon (Reversible)
• Extension I
• Fear
• Fire Charm
• Fire Shield
• Fire Trap
• Fumble
• Hallucinatory Terrain
• Ice Storm
• Massmorph
• Minor Globe of Invulnerability
• Mnemonic Enhancement
• Monster Summoning II
• Polymorph Other
• Polymorph Self
• Wall of Fire
• Wall of Ice
• Wizard Eye

5th Level

• Cloudkill
• Conjure Elemental
• Hold Monster
• Magic Jar
- Passwall
- Telekinesis
- Teleport
- Wall of Stone
Zero Level Spell List

**Bleed**

Inflicts 1 point of damage to a living creature that is below 0 hit points but stabilized and resume dying

- **Duration:** Instantaneous
- **Area of Effect:** one living creature
- **Time to Cast:** 1 Round
- **Magic School:** Necromancy
- **Classes:** Wizard, Cleric

**Bless**

Upon uttering the Bless spell, the caster raises the morale of friendly creatures by +1. Furthermore, it raises their "to hit" dice rolls by +1. A blessing, however, will affect only those not already engaged in melee combat. The caster determines at what range (up to 6") he or she will cast the spell, and it then affects all creatures in an area 5" square centered on the point the spell was cast upon. In addition to the verbal and somatic gesture components, the Bless requires holy water, while the Curse requires the sprinkling of specially polluted water.

- **Duration:** d6 Rounds
- **Area of Effect:** Up to 30 feet
- **Spell Components:** Holy Water - 1gp
- **Time to Cast:** 1 Round
- **Magic School:** Conjuration
- **Reversible:** This spell can be reversed by the cleric to a curse upon enemies which lowers morale and "to hit" by -1.
- **Classes:** Cleric
Daze

Humanoid creature of 2 HD or less loses next attack.

• Duration: 1 Round
• Save: DC wisdom negates
• Area of Effect: One humanoid creature of 4 HD or less
• Spell Components: a pinch of wool or similar substance
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Wizard

Detect Magic

Detects spells and magic items within 60 ft.

• Duration: Instantaneous
• Area of Effect: Cone-shaped emanation
• Time to Cast: 1 Round
• Magic School: Divination
• Classes: Wizard, Cleric, Druid

Enlarge

This spell causes a creature or object to grow in size and weight. The spell increases a creature's size and weight by 20% for each level of the caster (to a maximum increase of 200%) or increases an object's size and weight by 10% per level (to a maximum increase of 100%).

• Duration: 1 Round
• Save: Constitution negates
• Area of Effect: One creature or object
• Spell Components: powdered iron
• Time to Cast: 1 Round
• Magic School: Transmutation
• Reversible: The spell's reverse applies in the same ratios, but with the effect of reducing the size of an object or creature. If the spell is cast on
an unwilling recipient, a successful saving throw will negate the spell, but willing recipients may choose to forgo the save.

• Classes: Wizard

Ghost Sound

Figment sounds

• Duration: 1 Round
• Levels Up: Yes
• Save: DC wisdom disbelief (if interacted with)
• Area of Effect: Close (25 ft. + 5 ft./2 levels)
• Spell Components: a bit of wool or a small lump of wax
• Time to Cast: 1 Round
• Magic School: Illusion
• Classes: Wizard

Guidance

+1 on one attack roll, saving throw, or skill check.

• Duration: 6 Rounds
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Divination
• Classes: Cleric, Druid

Inflict Minor Wounds

Touch attack, 1 point of damage.

• Duration: Instantaneous
• Save: DC wisdom negates
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Necromancy
• Classes: Cleric
Mage Hand

5-pound telekinesis.

• Duration: Instantaneous
• Area of Effect: Close (25 ft. + 5 ft./2 levels)
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Mending

This spell repairs small breaks or tears in an object. It can weld together broken metallic objects, such as a chain link or a broken dagger, rejoin a broken bottle, and repair holes in leather or cloth, for example. The spell does not repair magic items in any way that would restore or affect their magical qualities.

• Duration: Instantaneous
• Save: DC wisdom negates (harmless, object)
• Area of Effect: 30 Feet
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard, Cleric, Druid

Message

Whispered conversation at distance of 60 ft

• Duration: Instantaneous
• Area of Effect: Medium (100 ft. + 10 ft./level)
• Spell Components: a piece of copper wire
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Purify Food and Drink

Purifies 1 cu. ft./level of food or water.
•Duration: Instantaneous
•Save: DC wisdom negates (object)
•Area of Effect: 1 cu. ft./level of contaminated food and water
•Time to Cast: 1 Round
•Magic School: Transmutation
•Classes: Cleric

Ray of Frost
A ray of freezing air and ice projects from your pointing finger. A successful attack deals 1d3 points of damage.

•Duration: Instantaneous
•Save: Has Spell Resistance: To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. The defender's spell resistance is like an Armor Class against magical attacks
•Area of Effect: close (25 ft. + 5 ft./2 levels)
•Time to Cast: 1 Round
•Magic School: Evocation
•Classes: Wizard

Sacred Flame
create a small flame, useful for lighting torches or candles

•Duration: Instantaneous
•Area of Effect: 50 feet
•Spell Components: a drop of sweat
•Time to Cast: 1 Round
•Magic School: Evocation
•Classes: Cleric
Virtue

Subject gains 1 temporary hp.

• Duration: Instantaneous
• Save: Yes (harmless)
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Cleric, Druid
1st Level Spell List

Affect Normal Fires

With arcane words and gestures, the magic-user may command small fires

• Duration: 1 Round
• Area of Effect: 1.5 ft in radius, to grow smaller or larger
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Druid

Burning Hands

A cone of searing flame shoots from your fingertips.

• Duration: Instantaneous
• Save: Reflex half
• Area of Effect: Spell Resistance yes
• Spell Components: 15 feet
• Magic School: 1 Round
• Classes: Evocation

Charm Person

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target’s attitude as friendly).

• Duration: 1 Round
• Save: DC wisdom negates
• Area of Effect: Close (25 ft. + 5 ft./2 levels)
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Wizard
Color Spray

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. DC Dexterity or be stunned for 2D4 rounds, then DC Wisdom or blinded for an additional 1d4 rounds.

- Duration: Instantaneous
- Save: Resist All Effects
- Area of Effect: 15ft cone
- Spell Components: A pinch each of powder or sand colored red, yellow, or blue.
- Time to Cast: 1 Round
- Magic School: Illusion
- Classes: Wizard, Cleric, Druid

Command

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.

You may select from the following options.

Approach

On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop

On its turn, the subject drops whatever it is holding. It can’t pick up any dropped item until its next turn.

Fall

On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee
On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt
The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

- Duration: 1 Round
- Save: DC wisdom negates
- Area of Effect: Close (25 ft. + 5 ft./2 levels)
- Time to Cast: 1 Round
- Magic School: Enchantment
- Classes: Cleric

Comprehend Languages
This spell allows the magic-user to decipher a written language (including pictographs, but not including magical script), or to understand the speech of another creature

- Duration: 1 Round
- Area of Effect: personal
- Spell Components: pinch of soot and salt
- Time to Cast: 1 Round
- Magic School: Divination
- Reversible: The spell’s reverse makes a particular creature or piece of writing indecipherable, or may be used to cancel the effects of a comprehend languages spell.
- Classes: Wizard, Cleric
Create Water

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

- Duration: Instantaneous
- Area of Effect: Close (25 ft. + 5 ft./2 levels)
- Time to Cast: 1 Round
- Magic School: Conjuration
- Reversible: The reverse of the spell destroys water (including fog, steam, mist, etc.) in the same quantities as create water.
- Classes: Cleric

Cure Light Wounds

Cure light wounds allows the cleric to lay hands upon a wounded creature, restoring 1d8 hit points to the spell's beneficiary.

- Duration: Instantaneous
- Save: DC wisdom half (harmless): An undead creature can apply spell resistance, and can attempt a Will save to take half damage.
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Conjuration
- Reversible: The reverse of the spell operates in the same manner (although requiring a to hit roll), but inflicts 1d8 hit points rather than healing.
- Classes: Cleric, Druid

Dancing Lights

This spell creates small lights at a chosen distance, under the caster's control. The magic-user may create 1-4 (at his or her option) torch-like lights, 1-4 (at his or her option) spherical lights, or a single, faintly human-like glow.

- Duration: 1 Round
Detect Evil

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

- Duration: 1 Round
- Area of Effect: cone-shaped emanation
- Time to Cast: 1 Round
- Magic School: Divination
- Classes: Cleric
Erase

This spell may be used to erase normal or magical writing from an area about two pages wide. The base chance to erase a magical writing is $50\% + \frac{2\%}{\text{level}}$, and the base chance to erase non-magical writing is $50\% + \frac{4\%}{\text{level}}$.

- **Duration:** Instantaneous
- **Levels Up:** Yes
- **Area of Effect:** Close (25 ft. + 5 ft./2 levels)
- **Time to Cast:** 1 Round
- **Magic School:** Transmutation
- **Classes:** Wizard

Feather Fall

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

- **Duration:** 1 Round
- **Save:** DC wisdom negates (harmless) or DC wisdom negates (object)
- **Area of Effect:** Close (25 ft. + 5 ft./2 levels)
- **Time to Cast:** 1 Round
- **Magic School:** Transmutation
- **Classes:** Wizard

Floating Disk

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level.

- **Duration:** 1 Round
- **Area of Effect:** Close (25 ft. + 5 ft./2 levels)
• Spell Components: a drop of mercury
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard

**Hold Portal**

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked.

• Duration: 1 Round
• Levels Up: Yes
• Area of Effect: Medium (100 ft. + 10 ft./level)
• Time to Cast: 1 Round
• Magic School: Abjuration
• Classes: Wizard

**Identify**

This expensive and unreliable spell allows the magic-user to discern the magical properties of an item. The magic-user must hold or wear the item as intended for use (thereby placing himself at risk of a cursed item).

• Duration: 6 Rounds
• Levels Up: Yes
• Area of Effect: 60 feet
• Spell Components: wine stirred with an owl's feather
• Time to Cast: 1 Round
• Magic School: Divination
• Classes: Wizard
Jump
This spell allows the subject to make one or more prodigious leaps, one additional leap for each three levels above 1. Thus, at a level of 4, the spell permits a second leap, with additional leaps at level 7, 10, 13, etc. The recipient of the spell may bound forward 30 ft, or may leap backward or straight up for a distance of 10 ft. The leap is almost perfectly straight, with no arc.

- Duration: 1 Round
- Levels Up: Yes
- Save: DC wisdom negates
- Area of Effect: touch
- Spell Components: a grasshopper's hind leg
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard, Druid

Light
This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. The caster may extinguish the magical light at any time.

- Duration: 1 Round
- Area of Effect: 60 feet
- Spell Components: A firefly
- Time to Cast: 1 Round
- Magic School: Evocation
- Reversible: The reverse of the spell, darkness, creates an area of utter darkness just as the light spell creates light, with the only distinction being that the darkness spell has half the duration of a light spell.
- Classes: Wizard, Cleric, Druid
Magic Aura

This spell creates a false magical aura around a single object of not more than five lbs per level. A detect magic spell will incorrectly perceive the item as magical, but if it is actually handled by the caster of the detect magic spell, he or she will be permitted a save to realize that the aura is, in fact, not true but a counterfeit.

- **Duration:** 1 Day
- **Save:** If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object’s actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.
- **Area of Effect:** touch
- **Spell Components:** a small square of silk that must be passed over the object that receives the aura
- **Time to Cast:** 1 Round
- **Magic School:** Illusion
- **Classes:** Wizard

Magic Missile

When this spell is cast, missiles of magical energy dart forth from the caster’s fingertips, striking unerringly at his or her intended target(s), even if the target(s) are in melee or are partially concealed. The missiles inflict 1d4+1 points of damage each. For every two levels beyond first, the caster gains an additional missile; thus, a first-level magic-user can cast one missile, a third-level caster may cast 2, a fifth-level caster may cast 3, and so on.

- **Duration:** Instantaneous
- **Levels Up:** Yes
- **Save:** You must designate targets before you check for spell resistance or roll damage.
- **Area of Effect:** 60 ft +10 ft/level
- **Time to Cast:** 1 Round
- **Magic School:** Evocation
- **Classes:** Wizard
Mending, Improved

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

- Duration: Instantaneous
- Save: DC wisdom negates (harmless, object)
- Area of Effect: Range 10 ft. Target one object of up to 1 lb./level
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard, Cleric, Druid

Protection from Evil

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

- Duration: 1 Round
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Abjuration
- Reversible: The spell may be reversed into protection from good, and in this form it will still hedge out summoned, conjured, and extraplanar creatures regardless of alignment.
- Classes: Wizard, Cleric

Remove Fear

This spell is a divine warding against fear, and it can also banish magical terror in someone already affected. In the latter case, the spell grants a second saving
throw at a bonus of +1 per level. To a person not already affected by magical fear, the spell grants a bonus of +4 to fear saving throws for 1 turn.

- **Duration:** 1 Round
- **Save:** DC wisdom negates (harmless)
- **Area of Effect:** Close (25 ft. + 5 ft./2 levels)
- **Time to Cast:** 1 Round
- **Magic School:** Abjuration
- **Reversible:** Cause fear: The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.
- **Classes:** Cleric

**Resist Cold**

By touching the spell’s intended recipient and casting the spell, the cleric instills the recipient with a supernatural resistance to the effects of extreme cold. The subject also gains a saving throw bonus of +3 against magical cold, taking one half damage if the save is not successful and one quarter damage if the save is successful.

- **Duration:** 1 Round
- **Save:** The saving throw is permitted even against attacks that would not ordinarily permit a saving throw (such as a magically cold sword).
- **Area of Effect:** touch
- **Time to Cast:** 1 Round
- **Magic School:** Abjuration
- **Classes:** Cleric

**Sanctuary**

A sanctuary spell makes the cleric seem an irrelevant, non-hostile target, one that his or her enemies will ignore. In order for any foe to attack the caster of the spell, the enemy must make a successful saving throw against magic. Failing the saving throw permits the enemy to attack another target, but the cleric will be completely ignored. The spell does not prevent an enemy from including the
cleric within the area of effect of a hostile spell, provided that the cleric is not the intended target.

- Duration: 1 Round
- Save: DC wisdom negates
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Abjuration
- Classes: Cleric

Shield

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can’t use the shield spell for cover.

- Duration: 6 Rounds
- Save: All saving throws against frontal attacks (by wands, dragon breath, etc.) are made at +1 during the spell’s duration.
- Area of Effect: Caster
- Time to Cast: 1 Round
- Magic School: Abjuration
- Classes: Wizard

Shocking Grasp

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

- Duration: Instantaneous
- Levels Up: Yes
- Save: spell resistant
- Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard

**Silent Image**

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

• Duration: 6 Rounds
• Save: DC Wisdom Negates
• Area of Effect: 400 ft. + 40 ft./level
• Spell Components: A bit of fleece.
• Time to Cast: 1 Round
• Magic School: Illusion
• Classes: Wizard

**Sleep**

This spell affects a circular area with a 15 ft radius. A number of creatures within this radius (determined by their HD) fall into a deep magical slumber with no saving throw allowed. Magically sleeping creatures may be killed or tied up at a rate of one per round by a single person, or can be attacked at twice the normal rate with an automatic hit for maximum damage, if the attacker chooses not to kill or bind them.

• Duration: 1 Round
• Save: DC wisdom Negates
• Area of Effect: This spell affects a circular area with a 15 ft radius
• Spell Components: fine sand, rose petals, or a live cricket
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Wizard
Unseen Servant

By means of this spell, the caster summons a mindless magical force to perform simple tasks. The servant can fetch and carry things, open doors, hold chairs, clean, mend, etc. It will continue at its assigned task until it is given another command. An unseen servant cannot exert force of more than twenty lbs. Unseen servants can neither attack nor move beyond the spell’s area of effect.

- **Duration:** 1 Round
- **Area of Effect:** Close (25 ft. + 5 ft./2 levels)
- **Spell Components:** (a piece of string and a bit of wood)
- **Time to Cast:** 1 Round
- **Magic School:** Conjuration
- **Classes:** Wizard

Ventriloquism

The caster makes his or her voice (or any sound he or she can vocalize) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. For each point of intelligence of the listener over 12, there is a cumulative 10% chance to correctly perceive the source of the sound.

- **Duration:** 1 Round
- **Save:** DC wisdom disbelief (if interacted with)
- **Area of Effect:** 10 ft/level (maximum 60 ft)
- **Spell Components:** parchment rolled into cone
- **Time to Cast:** 1 Round
- **Magic School:** Illusion
- **Classes:** Wizard
Augury

Casting an augury allows the cleric to discern minor omens, indications of what might be in the future. The spell requires a focal point that will allow the omens to manifest. It is possible to derive omens from tea leaves, but a pearl worth 100 gp must be crushed into the infusion. The divination power of an augury is not strong; it will only gather omens from the pattern of the next 3 turns (30 minutes), and can only indicate whether a future action will result in weal or woe to the party. The base chance for correctly interpreting the omens is 70% plus an additional 1% per level of the caster.

- **Duration:** Instantaneous
- **Area of Effect:** caster
- **Spell Components:** (incense worth at least 25 gp), F (a set of marked sticks or bones worth at least 25 gp)
- **Time to Cast:** 1 Round
- **Magic School:** Divination
- **Classes:** Cleric

Chant

Once the spell is cast, the cleric must maintain a sonorous chanting of holy words and prayers, which not only lend divine favor to the cleric and his or her allies but also bring disfavor to their foes. For so long as the cleric remains stationary and continues to chant, his or her allies (within the area of effect) gain a bonus of +1 to all attack rolls, damage rolls, and saving throws. Enemies within the spell’s area of effect also suffer a -1 to all such die rolls. If the cleric sustains damage, is grappled, or is in some way silenced, the effect of the spell will end.

- **Duration:** 1 Round
- **Area of Effect:** 30 foot radius centered on caster
- **Time to Cast:** 1 Round
- **Magic School:** Conjuration
- **Classes:** Cleric
**Clairvoyance**

Clairvoyance, together with clairaudience, is one of the classic “scrying” spells—spells that allow the caster to extend his or her perception and senses far into the distance to spy upon enemies and scout locations. Clairvoyance is a means of seeing events in a distant location. There is no effective limit to the spell’s range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door. The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the magic user from being able to scry upon the area.

- **Duration:** 1 Round
- **Area of Effect:** The caster will be able to hear sounds in a 10 ft radius of the spell’s focal point even if the area is dark. If the area is not dark, the caster will be able to see as if he or she were standing at the spell’s focal point, for a normal distance but in all directions at once (for the vision is in his or her mind’s eye).
- **Spell Components:** a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing
- **Time to Cast:** 1 Round
- **Magic School:** Divination
- **Classes:** Wizard

**Continual Light**

This spell brings into being a bright, magical illumination almost sufficient to rival the light of day. In all respects, the spell is identical to the first level cleric spell light, but its effects are permanent until dispelled. The magic user spell cannot be used to create continual darkness.

- **Duration:** Permanent
- **Area of Effect:** 60 foot radius sphere
- **Spell Components:** ruby dust worth 50 gp
- **Time to Cast:** 1 Round
- **Magic School:** Evocation
- **Classes:** Wizard
Darkness

This spell creates an area of utter darkness that prevents all natural vision, even infra-vision. The spell's effect is neutralized by (and neutralizes) the counteracting effect of a light or continual light spell.

• Duration: 1 Round
• Area of Effect: touch
• Spell Components: bat fur and a piece of coal
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard, Cleric

Detect Charm

This spell reveals to the cleric whether a creature is subject to a charm spell. The spell's magic can discern a charm (or lack thereof) on up to ten creatures.

• Duration: 1 Round
• Save: DC wisdom negates
• Area of Effect: 30 feet
• Spell Components: a copper piece
• Time to Cast: 1 Round
• Magic School: Divination
• Reversible: The reverse of the spell conceals the existence of a charm, but affects only one creature.
• Classes: Wizard

Detect Invisibility

This spell allows the caster to see that which is invisible or hidden, and also to perceive the astral and ethereal planes

• Duration: 6 Rounds
• Spell Components: talc and powdered silver
• Time to Cast: 1 Round
• Magic School: Divination
• Classes: Wizard
ESP
This spell allows the caster to overhear the surface thoughts of any thinking being in the spell’s radial area of effect. The caster need not be able to see the creature whose thoughts he is reading; the spell can be used to listen beyond a closed door. The spell cannot penetrate more than two ft of stone or more than two inches of any metal, and it is foiled by even a thin sheet of lead.

• Duration: 1 Round
• Area of Effect: caster
• Time to Cast: 1 Round
• Magic School: Divination
• Classes: Wizard

Find Traps
This spell permits the cleric to discern the existence of traps, both of magical and mechanical nature. The cleric must be looking at a trap in order to perceive it.

• Duration: 6 Rounds
• Area of Effect: 30 feet
• Time to Cast: 1 Round
• Magic School: Divination
• Classes: Cleric

Fool’s Gold
This spell achieves the much sought-after goal of transmuting copper or brass into gold. Regrettably, the effect is temporary, but an amoral caster might seek to shift the consequent feelings of regret onto another person than him or herself. Whatever motives drive the caster, he or she may use this spell to transmute roughly 2,000 copper coins (about a cubic foot) per level into a metal that closely resembles gold.

• Duration: 6 Rounds
• Save: Anyone viewing this metal has a chance to notice that it is not truly gold. If the result of d20 plus the caster’s level is equal to or less than the observer’s intelligence, the fraud is detected (the GM may pick a
representative number for creatures whose exact intelligence is not known, or roll a die).

• Area of Effect: 10 feet
• Time to Cast: 1 Round
• Magic School: Illusion
• Classes: Wizard

**Forget**

This extremely potent spell causes the victims to forget events of the immediate past. The spell obliterates memory of the last round plus one additional round per three levels. The caster decides which creatures in the spell’s area to affect, and these must make saving throws or suffer the loss of memory. The caster may designate 14 creatures as the targets of the spell.

• Duration: Permanent
• Save: If one is targeted, the saving throw is made with a -2 penalty; if two are targeted, the penalty is -1; and if 3 or 4 creatures are targeted they suffer no penalty to the saving throw. Lost memories can only be restored by heal, restoration, or wish; the spell’s effect is not subject to being merely dispelled.

• Area of Effect: 30 feet
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Wizard
Hold Person

A hold person spell completely immobilizes up to three medium-sized or smaller persons for the spell’s duration. The cleric decides how many of his or her foes he or she will target with the spell.

- **Duration:** 6 Rounds
- **Save:** If there is only one target, the saving throw is made at -2; if two, each makes the saving throw at -1; and if the cleric seeks to hold three enemies, each makes its saving throw with no penalty. Ultimately, it is in the discretion of the GM to decide if a creature is considered a “person” for the purposes of this spell. Persons held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.
- **Area of Effect:** 60 feet
- **Spell Components:** a small, straight piece of iron
- **Time to Cast:** 6 Rounds
- **Magic School:** Enchantment
- **Classes:** Cleric

Invisibility

When the words of this spell are completed, the recipient and all he or she carries fade from sight, becoming invisible. Even infra-vision cannot detect an invisible creature. The spell remains in effect until the invisible creature attacks someone, the caster ends the spell, or the magic is dispelled. Note that the spell does not make the recipient any more quiet than normal, nor does it eliminate scents. The invisible person can see him or herself, but the caster (unless they are one and the same) cannot. The spell cannot be cast upon an unwilling subject.

- **Duration:** 1 Round
- **Save:** DC wisdom negates (harmless) or DC wisdom negates (harmless, object)
- **Area of Effect:** touch
- **Spell Components:** an eyelash encased in gum arabic
- **Time to Cast:** 1 Round
Knock

The powerful magic words of a knock spell open doors that are stuck, barred, locked, or even wizard locked. Chains (even those that are welded) and chests will also spring open under this spell. Doors that operate by gravity, such as portcullises, will not be opened by means of the spell. If a door is secured by a number of devices, only two will be opened by the spell; a triple-locked door is proof against a single casting of the enchantment.

- Duration: Permanent
- Area of Effect: 60 feet
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard

Know Alignment

All creatures are surrounded by an aura that can indicate their alignment, and this spell allows the caster to perceive and read such auras. The auras of up to ten creatures may be examined by use of the spell, and the cleric will be able to identify the exact alignment of each.

- Duration: 1 Round
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Conjuration
- Reversible: The reverse of the spell obscures alignment (even against the use of this spell) with respect to one creature for a period of 1 turn, two people for a period of 5 rounds, and so on.
- Classes: Wizard, Druid
Levitate

This spell allows the magic user to levitate him or herself or another person, to a maximum weight of 100 lbs/level. The spell may be cast upon an unwilling enemy, but in this case the intended target is entitled to a saving throw. The spell does not allow any sort of horizontal movement (aerial agility level I see Chapter III of the OSRIC rule book), but it is possible for a levitated person to pull him or herself along if there is something upon which to gain purchase, such as a wall.

- Duration: 1 Round
- Area of Effect: The magic user can move vertically up or down at a rate of 20 ft per round, and can levitate another at a rate of 10 ft per round.
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard

Locate Object

Any object (not creature) known or familiar to the caster may be located within the spell’s range. It is not necessary for the caster to have seen the precise object that the spell will locate: if the caster is familiar with ladders in general, he or she may cast the spell successfully to locate any ladder within the spell’s range.

- Duration: 1 Round
- Area of Effect: The spell is directional, requiring the cleric to turn in different directions in order to sense an object in his or her path. The cleric may move after casting the spell to search a broader area, and need not be in actual line of sight of the object. (In other words, the spell’s effect is not hindered by walls or other such obstacles.)
- Time to Cast: 1 Round
- Magic School: Divination
- Reversible: The reverse of the spell may be used to obscure one object from magical detection of virtually all kinds.
- Classes: Wizard
Mage Armor

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

- Duration: 1 Turn
- Levels Up: Yes
- Area of Effect: touch
- Spell Components: A piece of cured leather - 1CP
- Time to Cast: 1 Round
- Magic School: Conjuration
- Classes: Wizard

Magic Mouth

This spell is cast upon an object, so that when a set of particular conditions are met, a mouth will appear in the object and speak a specific message. The length of the message cannot exceed 25 words. The magic user can set any condition for the appearance of the magic mouth, but the caster’s power limits the range at which the mouth can detect the triggering events.

- Duration: Permanent
- Save: DC wisdom negates
- Area of Effect: The mouth can “perceive” events at a range of 5 ft/level, but cannot detect invisible creatures.
- Spell Components: a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes
- Time to Cast: 1 Round
- Magic School: Illusion
- Classes: Wizard, Druid
Mirror Image

The mirror image spell creates 1d4 phantasmal images of the magic user, all mirroring his or her actions. The spell’s 6ft radius also becomes slightly blurred to sight, like the reflection of a slightly distorted mirror. The combination of these two magical phenomena makes it impossible to distinguish the images from the caster without aid of a magical nature, such as true seeing. When an opponent makes a successful hit against one of the images, the image breaks up and disappears (the others remain). If an opponent attempts to attack a magic user obscured by this spell, it is randomly determined whether the to-hit roll is directed toward the person or one of the images. At the end of the spell’s duration, the images fade from sight.

- Duration: 1 Round
- Area of Effect: caster
- Time to Cast: 1 Round
- Magic School: Illusion
- Classes: Wizard

Pyrotechnics

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks

The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights.

Smoke Cloud

A writhing stream of smoke billows out from the source, forming a choking cloud.

Material Component

The spell uses one fire source, which is immediately extinguished.

- Duration: Instantaneous
- Save: DC wisdom negates or DC fortitude negates
• Area of Effect: none
  Long (400 ft. + 40 ft./level)
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard, Druid

Ray of Enfeeblement

As this spell is cast, a ray of unpleasant and indescribable color arcs from the caster's hand to strike the chosen target. No attack roll is required to hit.

• Duration: 1 Round
• Save: If the target fails a saving throw, its strength and the effect of all attacks which are dependent upon strength are reduced by 25%. The amount of reduction is increased by 1%/level (to be rounded off in the case of lower-level magic users simply as a matter of convenience). Thus, if an orc is struck with the ray by a level one magic user, the orc would lose 26% (rounded to 25%, at the option of the GM) of its strength. Its to-hit rolls are not affected, but any damage it inflicts is reduced to 75% (or 74%) of the damage rolled (a good GM avoids minuscule calculations that might bog down the game).
• Area of Effect: 10 ft + 3 ft/level
• Time to Cast: 1 Round
• Magic School: Necromancy
• Classes: Wizard

Resist Fire

When this spell is cast, the recipient gains resistance to fire and heat, being able to endure boiling temperatures without discomfort. A person under the influence of this spell can stand unharmed in the middle of a bonfire, and even gains a measure of resistance to magical fire.

• Duration: 1 Round
• Save: The subject gains a saving throw bonus of +3 against magical fire, taking one half damage if the save is not successful and one quarter damage if the save is successful. The saving throw is permitted even against attacks that would not ordinarily allow a saving throw.
Rope Trick

This spell enchants a rope to become a portal into an extradimensional pocket of unreality opened by the spell. The rope rises in the air and then hangs, suspended by its connection to the extra-dimensional hideaway. Up to six medium-size people can hide in the space (five, if the rope is to be pulled up and into the space as well). At the spell's expiration, the inhabitants or contents of the space will fall into normal reality if they have not already departed. True reality is visible through the portal, but cannot be affected from within.

- Duration: 1 Round
- Area of Effect: touch
- Spell Components: one piece of rope
- Time to Cast: powdered corn extract and a twisted loop of parchment
- Magic School: 1 Round
- Classes: Transmutation

Scare

This spell causes terror in creatures of less than 6th level or 6 HD.

- Duration: 6 Rounds
- Save: Such creatures are entitled to a saving throw, which, if successful, allows them to shake off the spell’s effect entirely. If a creature fails the saving throw, however, it will become frozen with terror. If forced, it can fight, but it suffers a penalty of -1 to all attacks, damage, and saving throw rolls.
- Area of Effect: 10 feet
- Time to Cast: 1 Round
- Magic School: Necromancy
- Classes: Wizard
Shatter

This spell causes an item to shatter into pieces. It can affect objects of up to 10 lbs weight per level. Only brittle materials are affected by the spell (glass, earthenware, etc.) excluding magical items of any kind.

• Duration: Instantaneous
• Save: The item is permitted a saving throw against a crushing blow to avoid destruction.
• Area of Effect: 60 feet
• Spell Components: one object
• Time to Cast: a chip of mica
• Magic School: 1 Round
• Classes: Evocation

Silence

Casting this spell brings into being an area of complete and utter magical silence in which no sound can be heard. The spell may be cast upon a location in the air, upon a physical object (in which case it will move with the object), or upon a creature (in which case a saving throw is applicable).

• Duration: 1 Round
• Save: If the creature makes a saving throw, the area of silence will center upon the space just behind the intended victim. DC wisdom negates
• Area of Effect: 30 foot diameter sphere (15 foot radius)
• Time to Cast: 1 Round
• Magic School: Illusion
• Classes: Cleric
Slow Poison

This spell is used to slow the progress of poison through the body. Even a person who has died from poison may be revived if he succumbed to the poison within a number of turns less than or equal to the caster’s level of experience. The spell does not eliminate or neutralize poison; it merely slows it. A poisoned creature will lose 1 hit point per turn (but will not fall below 1) during the spell’s duration; once the spell’s protection expires, the victim will suffer the full potency of the poison. The spell is generally used to keep someone alive until the poison can be neutralized completely by other means, such as a neutralize poison spell.

- Duration: 1 Round
- Save: DC fortitude negates
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Conjuration
- Classes: Cleric, Druid

Snake Charm

A pattern of gestures made by the cleric in the course of casting this spell creates a hypnotic effect on snakes. Any snake affected by the spell will rise up and begin swaying back and forth, otherwise remaining motionless. A cleric can affect multiple serpents with the spell, up to a total number of hit points equal to the cleric’s own. The spell’s duration depends upon the existing emotions of the snake at the time the spell is cast.

- Duration: 6 Rounds
- Save: If the snake was asleep, the duration of the charm is 1d4 +2 turns; if the snake was awake but not angry, the duration will be 1-3 turns; and if the snake was angry (or attacking), the spell will last 1d4+4 rounds.
- Area of Effect: 30 feet
- Spell Components: noen
- Time to Cast: 6 Rounds
- Magic School: Enchantment
- Classes: Druid
Speak with Animals

When the caster invokes this spell, he or she becomes able to communicate with and understand the “speech” of normal animals (with the exception of mindless creatures). While the spell lasts, the animal (and any other animals of the same type in its company) will refrain from attacking, even if they were initially hostile. Depending upon the nature of the conversation, if the animal’s alignment is neutral or of the same tendency as the cleric’s, the animal may be disposed to help the cleric in some manner. It is important to note that the spell does not permit speech with animals of monstrous or unnatural nature; communication with a monster such as a cockatrice, for example, is beyond the spell’s power. Neither does the spell suddenly imbue an animal with intelligence; the observations and opinions of an animal such as a badger will be appropriate to the animal’s own experiences, motives, and intellectual limitations.

- Duration: 1 Round
- Area of Effect: one creature within 30 feet of the caster
- Time to Cast: 6 Rounds
- Magic School: Divination
- Classes: Druid

Spider Climb

When the magic-user casts this spell, the recipient’s bare hands and feet become sticky enough to allow him or her to climb walls and even crawl along a ceiling. The movement rate for such climbing is 30 ft per round. The subject of this spell will find it difficult to employ tools or handle small objects with precision while the spell is in effect.

- Duration: 1 Round
- Save: DC wisdom negates (harmless)
- Area of Effect: touch
- Spell Components: A live spider
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard, Druid
Spiritual Weapon

To cast this spell, the cleric throws a real war hammer into the air, invoking the power of his or her god(s). The real hammer disappears, replaced with a mist-like shape of divine force that attacks at the cleric's will while the cleric concentrates upon maintaining it (limited, of course, to the duration of the spell).

- **Duration:** 1 Round
- **Save:** The hammer strikes as a magical weapon for purposes of affecting creatures hit only by magic weapons (as if it were a +1 weapon, with an additional +1 per three levels of the caster), but it has no actual bonus on to hit rolls. The spiritual weapon attacks as if it were wielded by the cleric, at the cleric's level and with any appropriate to hit and damage bonuses (or penalties). The weapon does damage as a normal war hammer.
- **Area of Effect:** 30 feet; hammer shaped divine force
- **Time to Cast:** 6 Rounds
- **Magic School:** Evocation
- **Classes:** Wizard

Stinking Cloud

This spell creates a nauseating cloud of vapors to billow forth in a location chosen by the caster.

- **Duration:** 1 Round
- **Save:** All creatures caught within (or later entering) the noxious cloud must make saving throws. Any creature failing to save will be completely unable to act for 1d4+1 rounds, falling to the ground retching and gagging (treated as stunned). A creature that succeeds in making the saving throw may move from within the cloud and be free of the effects after only one round of gasping fresh air (again, being treated as stunned for this round). Even creatures that succeed in making a saving throw cannot do anything within the cloud other than to leave as fast as possible.
- **Area of Effect:** 30 feet; 20 foot radius, special cloud
- **Spell Components:** a rotten egg or several skunk cabbage leaves
- **Time to Cast:** 1 Round
- **Magic School:** Conjuration
Strength

This spell increases a person’s strength (affecting the same sorts of creatures as hold person). The recipient’s strength increases by 1d6, and members of the various fighter-type classes gain a +1 to this roll. If the spell is cast upon a monster (such as an orc), the GM is free to rule for convenience that the effect of the spell is to grant +1 to damage, and if the d6 roll is a 5 or 6, a +1 to hit as well.

• Classes: Wizard

Web

This spell causes a mass of tough, sticky webs to appear, filling in any open spaces where the webs can be anchored on both sides (floor and ceiling, between walls, etc.), up to the maximum of the spell’s area of effect.

• Duration: 6 Rounds
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard, Druid
the webs, breaking through at a rate of 100 ft per turn. The strands of a web spell are very flammable. If they are ignited, fire will flash through the entire web, dealing 2d4 points of damage to all creatures within and burning away the webs.

**• Area of Effect:** 5 feet/level
**• Spell Components:** 80 cubic feet between anchor points
**• Time to Cast:** a bit of spider web
**• Magic School:** 1 Round
**• Classes:** Transmutation

### Wizard Lock

A wizard lock spell functions similarly to a powerful hold portal spell, except that extra-dimensional creatures cannot pass through a wizard lock as they can a held portal.

**• Duration:** Permanent
**• Area of Effect:** touch
**• Time to Cast:** 1 Round
**• Magic School:** Illusion
**• Classes:** Wizard
Animate Dead

By casting this spell, the cleric calls the bones or bodies of dead humans or humanoids to rise and become lesser undead (skeletons or zombies). The undead will obey their creator's simple commands, following him or her, or perhaps guarding a location he or she designates against any creature (or not guarding it against certain creatures) that might enter. The spell's effects are permanent, but can be dispelled by the use of dispel magic. Use of this spell is inherently not in accordance with the good alignment and is seldom used by good clerics unless there is pressing need. Moreover, casting the spell in the confines of a city may subject the caster to inquiry by secular and religious authorities alike. A cleric may animate one zombie or skeleton per level.

- **Duration:** Permanent
- **Area of Effect:** 10 feet
- **Spell Components:** (a drop of blood, a piece of flesh, and a pinch of bone dust)
- **Time to Cast:** 1 Round
- **Magic School:** Necromancy
- **Classes:** Wizard, Cleric

Blink

This spell is a weak and rather unreliable form of one of the true mage's most powerful capabilities: teleportation magic. During and after the segment in which the teleportation occurs, the magic user's sudden change of location prevents any direct attacks upon him or her. The caster may only be attacked directly if the attack is made before the blink takes place. If the caster teleports both from and into an area which is affected by an area of effect spell, he will suffer its effects. The constant changes of location take a toll upon the caster, who has a 25% chance of failing at attempts to cast spells, use most magic items, or take any action beyond making physical attacks.

- **Duration:** 1 Round
• Area of Effect: For the duration of the spell, the magic user teleports 2 ft in a random direction once per round. The segment in which the magic user disappears and reappears is determined on 2d4, while the compass direction is rolled on a d8. If the direction roll would result in the caster being teleported into a solid object, the caster will blink a second time, for a distance of no more than 10 ft. If this second blink also results in the caster occupying a solid object, the spell will end, marooning the caster in the ethereal plane of existence.

• Spell Components: none
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Clairaudience

Clairaudience allows the caster to eavesdrop magically upon a particular location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door. The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the magic user from being able to scry upon the area

• Duration: 1 Round
• Area of Effect: The caster will be able to hear sounds in a 6 ft radius of the spell's focal point. The spell cannot be used to scry across planes of existence
• Spell Components: it is limited to locations in the same plane in which it is cast.
• Time to Cast: instant
• Magic School: 6 Rounds
• Classes: Divination

Cure Blindness

This powerful spell allows the cleric permanently to remove virtually all forms of blindness.
• Duration: Instantaneous
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Conjuration
• Reversible: The reverse of the spell permits a saving throw, and the cleric must successfully touch the spell’s intended target to inflict blindness (permanent duration).
• Classes: Cleric

Cure Disease

By means of this spell, the cleric may cure most diseases by laying hands upon the afflicted creature. Depending upon the nature of the disease, full recovery may require as little time as a single turn, or as long as a week.

• Duration: Instantaneous
• Save: If the saving throw is failed, the effects of the disease will manifest within 1d6 turns, inflicting 1 hit point of damage per turn thereafter and one point of lost strength per hour (6 turns) until the victim is reduced to 10% of his or her original hit points and strength. Until the disease is cured or runs its course, the afflicted person will not be able to naturally recover either strength or hit points over and above 10%. The disease runs its course in 1d6 days.
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Conjuration
• Reversible: The spell’s reverse, cause disease, requires that the cleric successfully touch the intended victim, who is permitted a saving throw against the spell’s insidious effects.
• Classes: Cleric, Druid
Dispel Magic

Dispel magic has a base chance of 50% permanently to negate magic, both the magical properties of potions and the ongoing effects of certain spells. All spell effects and relevant items within the stated area of effect are subject to dispelling. Permanent magical items are not disenchanted by the spell, with the exception of potions, which are treated as 12th level for purposes of resolution.

- Duration: Permanent
- Save: However, even a permanently enchanted item must make a saving throw or become nonoperational for one round. Any spells in the process of being cast in the spell's area of effect will be lost, and any ongoing spell effects (such as invisibility) will be dispelled. With respect to each potion, casting, or ongoing spell effect, the base chance of successful dispelling is increased 5% for every level by which the caster's level exceeds the level of the potion, the casting, or the spell effect. The base chance is conversely reduced by 2% per level of difference if the caster is lower level than the caster of the magic to be dispelled. The spell will automatically negate the caster's own spells if it is used for this purpose or if the caster has previously cast a spell into the same area.
- Area of Effect: 30 cubic feet
- Spell Components: range: 120 feet
- Time to Cast: instant
- Magic School: Abjuration

Explosive Runes

This spell creates a magical trap in the form of traceries and sigils placed upon a piece of writing that create a magical detonation when they are read. It is possible to detect the presence of explosive runes without detonating them: a magic user has a 5% chance per level to notice their presence, and a thief has a 1% chance per level. When the runes are read, the resulting explosion causes 6d4+6 points of damage (half with a successful saving throw)

- Duration: Permanent
• Save: The reader of the runes does not receive a saving throw. The caster and any other magic user with whom the caster has made familiar the secret pattern of the runes can read the protected document or tome without danger, and the caster can erase them at will. Otherwise, only a dispel magic or similar enchantment will remove the runes before they are triggered. Note that the item upon which the runes are scribed, if it is not resistant to fire, will undoubtedly be destroyed when the runes detonate.

• Area of Effect: any creature within a 10 ft radius

• Time to Cast: 1 Round

• Magic School: Abjuration

• Classes: Wizard

Feign Death

This spell magically slows the recipient’s metabolism into a state so close to death that it is impossible to distinguish the enspelled person from a corpse by any means other than magical. The recipient can hear, smell, and think; the senses of touch and sight no longer function. Damage caused to the pseudo-corpse is reduced by one half, and the spell’s recipient will not even know that the damage has been caused potentially a dangerous situation. A person under the influence of this spell is not subject to level draining by the undead and will not be affected by poisons until the spell wears off or is otherwise removed; the caster can remove the catalepsy at will, and the spell is subject to being dispelled.

• Duration: 6 Rounds

• Area of Effect: touch

• Spell Components: one creature

• Time to Cast: instant

• Magic School: 1 Round

• Classes: Enchantment
Fireball

With a pointing gesture at the ending of the incantation, the magic user causes a massive explosion of magical fire at the target point. The fireball detonates with a low roar, causing 1d6 damage per level to all creatures within the area of effect. The blast fills the entire volume of the spell radius, and if it is cast into an enclosed area smaller than the area of effect the flames will expand from this area until the spell’s full volume has been reached. The volume of a 20 ft radius sphere is approximately 33,500 cubic ft, and there are 1,000 cubic ft in a 10 x 10 x 10 ft area, so in an area with a 10 ft ceiling the fireball will fill approximately thirty-three 10 x 10 ft squares. Thus, if a fireball explodes in the middle of a corridor 10 ft wide and 10 ft high, the blast will extend a staggering 165 ft in both directions. It is quite possible, particularly in dungeoneering environments, for the magic user to be caught in the backblast of his or her own fireball spell. The flames do not create any significant change in air pressure, but the furnace-like heat causes all items in the blast to make saving throws against magical fire or ignite (or, in the case of metals, melt).

• Duration: Instantaneous
• Save: Creatures making successful saving throws suffer only half the indicated damage. When the magic user casts the spell, a bead of light streaks from his or her pointed finger to the target area, and if it strikes another object directly in its path the fireball will detonate immediately.
• Area of Effect: 20 foot radius sphere
• Spell Components: range: 100 feet +10 feet/level
• Time to Cast: a tiny ball of bat guano and sulfur
• Magic School: 1 Round
• Classes: Evocation

Flame Arrow

By means of this spell, the magic user may enchant one arrow per segment, causing it to burst into normal flame. The enchanted arrows have no bonus to hit, and the enchantment is not powerful enough to hit a creature that can be damaged only by magical weapons. Each arrow causes 1 hp of fire damage in
addition to its normal damage. The arrows (or crossbow bolts) will burn up in one round, so they must be shot before this time.

• Duration: 1 Round
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Fly

This spell grants the power of flight with aerial agility level V (see Chapter III) to any creature the magic user touches. The base movement rate for flight is 120 ft per round, with the base speed being doubled when diving, halved when climbing.

• Duration: 6 Rounds
• Save: The GM secretly rolls a 1d6 to determine how much time the spell will last after the base duration expires.
• Area of Effect: touch
• Spell Components: a wing feather from any bird
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Glyph of Warding

The glyph of warding is a magically charged sigil or rune, scribed and enchanted to serve as the focal point of a powerful magical trap. The cleric writes or otherwise inscribes the surface to be protected with the glyph of his choice, thereby defining what effect the glyph will have when discharged. He or she then traces the area to be affected with incense and, if the area to be covered exceeds 50 sq ft, he or she must also sprinkle it with at least 2,000 gp worth of powdered gems to bind the spell over such a large area. When the spell is completed, the glyph and the tracery of its area fade from sight and remain invisible thereafter until the spell is discharged. Any being touching the protected surface without speaking the name of the glyph will discharge the glyph’s power. Most glyphs cause physical damage.
from fire or other elemental energies, causing 2 hit points of damage per level. More powerful glyphs are known that can induce paralysis or drain experience levels, although these are clearly the province only of the most powerful clerics.

• Duration: Permanent
• Save: Depending upon the nature of the glyph, a successful saving throw will either reduce the damage by one-half or negate the glyph’s effects entirely. The amount of power that can be held within a glyph depends upon the caster’s level. The GM must determine what glyphs may be within the capabilities of such formidable individuals.
• Area of Effect: The enchantment affects surfaces, with the caster being able to ward up to 5 ft x 5 ft of wall, floor, door, etc., per level.
• Spell Components: incense and powdered diamond worth at least 200 gp, which the spell consumes
• Time to Cast: 1 Round
• Magic School: Abjuration
• Classes: Cleric

Gust of Wind

Hand outstretched in the final somatic gesture of this spell, the magic user summons forth a powerful blast of air, forceful enough to blow out unprotected flames smaller than a campfire. The wind is strong enough to hurl a small flying creature backwards by 1d6 x 10 ft, and will hold medium-sized creatures back from moving.

• Duration: 1 Round
• Area of Effect: Flames the size of a campfire or greater will flare back as far as 1d6 ft, and even shielded flames have a high chance of being extinguished (5% per level).
• Spell Components: a legume seed
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard, Druid
Haste

This spell imbues creatures in the targeted area with preternatural speed, allowing them to move and attack at twice the normal rate. The rate of spell casting cannot be increased. Within the area of effect, creatures closest to the caster will be affected first by the spell if the caster’s level is not sufficient to affect all of the creatures in the area. The spell ages the creatures upon which it is cast by 2 years.

• Duration: 1 Round
• Save: DC fortitude negates (harmless)
• Area of Effect: 1 creature/level in a 40 x 40 ft area
• Spell Components: range: 60 feet
• Time to Cast: a shaving of licorice root
• Magic School: 1 Round
• Classes: Transmutation

Infravision

This spell allows the magic user to confer the ability to see in the dark, perceiving variations of heat in the infrared spectrum. Lamps and other light sources tend to spoil the effects of infravision. Infravision does not perceive invisibility any more than normal vision.

• Duration: 6 Rounds
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Wizard, Cleric
Lightning Bolt

As the caster completes this spell, he or she unleashes a bolt of lightning from the spell’s point of origin, which may be as far away from the caster as the spell’s maximum range. The bolt extends in a straight line from the caster beginning, at whatever point along the spell’s range the caster desires, and may extend beyond the spell’s range. The bolt deals 1d6 damage per level to all creatures standing in the bolt’s area of effect. The length of the bolt itself is not affected by the caster’s level, only the range at which the caster may cause the bolt to originate. All items hit by the full force of the bolt must make item saving throws or be destroyed. The force of the bolt is often sufficient to blast doors into smoldering ruin. If the bolt strikes an object that does not conduct electricity, such as a stone wall, it will be deflected backward toward the caster (potentially inflicting a second shock upon those in the target area). Note that the length of a deflected bolt is not increased; the bolt will only rebound for the distance remaining in its original area of effect.

- Duration: Instantaneous
- Save: Creatures that make successful saving throws suffer half damage.
- Area of Effect: The area of effect may be either a branching, forking maelstrom of electricity 10 ft wide and 40 ft long, or it may be a concentrated blast 5 ft wide and 80 ft long.
- Spell Components: a bit of fur and a rod of amber, crystal, or glass
- Time to Cast: 1 Round
- Magic School: Evocation
- Classes: Wizard

Monster Summoning I

By casting this spell, the magic user conjures up 2–8 monsters to serve him or her as allies in combat or to perform other services. The monsters appear from thin air within 1d4 rounds of the spell’s completed casting. If the caster is in combat, the monsters will fight on his or her behalf, attacking whatever foes he directs, or guarding him or her. For more complex tasks, the magic user must somehow have the ability to communicate these more specific commands.

- Duration: 1 Round
• Save: The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described below: Monster Summoned roll d6 1 Rat, Giant 2 Goblin (Dwarf) 3 Hobgoblin (Elf) 4 Kobold (Halfling) 5 Orc (Gnome) 6 Demon, Kullule (Badger, Giant) Evil casters may get the monsters in parentheses, at the GM's option.

• Area of Effect: summoned creatures Range: 30 feet
• Time to Cast: 1 Round
• Magic School: Conjuration
• Classes: Wizard

Phantasmal Force

This extremely flexible spell allows the magic user to craft a visual illusion of virtually anything that can fit within the spell's area of effect. The spell creates no sound whatsoever. The caster must maintain his or her concentration upon the illusion, or it will evaporate, but while concentrating the caster is able to make the illusion move and respond to events. The illusion is dispelled if it is struck with a blow, a falling person, etc. Note that the spell relies purely on a visual effect; it will have no effect upon a creature that does not see it. Furthermore, the lack of any audible component can make certain illusions completely non-credible. An explosion, for example, is not likely to be believed by anyone if it creates no sound.

• Duration: Instantaneous
• Save: There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real. If the observer doubts the reality of the illusion, he or she will be permitted a saving throw to see the illusion for what it really is. If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4. Various methods may be used by the GM to determine if an NPC or monster believes the effect of a phantasmal force, common sense being the first thing to consider. A player who takes care to craft a believable illusion should be rewarded for skilful use of the spell, not forced into a table of random results.
Prayer

Casting prayer is a matter of intoning an invocation to the cleric’s god(s), following which any of the cleric’s allies who were in the spell’s area of effect will gain, for the duration of the spell, the same benefits as if they were affected by an ongoing chant spell. Note that the cleric is able to move and take other actions while the prayer spell is in effect, which is not the case with the more restricted chant spell.

- Duration: 1 Round
- Area of Effect: 60 foot radius
- Time to Cast: 6 Rounds
- Magic School: Evocation
- Classes: Cleric

Protection from Normal Missiles

The subject of this spell becomes completely invulnerable to the effects of projectiles. The spell’s power is not sufficient completely to ward off the larger missiles hurled by siege engines such as catapults and ballistae, nor the enchantment of a magic arrow or bolt, but does reduce any damage caused by such weapons by 1 hit point per die of damage. The spell conveys no protection whatsoever against spells, including spells with missile-like qualities such as fireball or ray of enfeeblement.

- Duration: 1 Round
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Abjuration
- Classes: Wizard, Cleric
Speak with Dead

By casting speak with dead, the cleric opens a mystical channel to the afterworld, permitting him or her to ask a dead creature several questions. As with most spells that concern the afterlife, the length of time that the soul has departed is a factor—the longer the creature has been dead, the more powerful the casting cleric must be to initiate contact. The cleric must be able to speak the dead creature's language and must have some portion of its bodily remains available as the focus of the spell.

• Duration: 1 Round
• Area of Effect: 10 feet: one dead creature
• Spell Components: burning incense
• Time to Cast: 1 Round
• Magic School: Necromancy
• Classes: Wizard

Suggestion

his spell empowers the caster to suggest facts or courses of action with an almost unavoidable power of persuasion. Factual suggestions (“These are not the halflings you seek”), suggestions of a course of action (“You won’t mention you saw us, I have no doubt”), or a combination of both are possible. Even a victim who has failed a saving throw against the spell will not undertake a course of action that is palpably unreasonable, but the experienced caster can easily phrase his or her requests in such a way as to avoid this problem. No creature will leap off a cliff for no reason; but the caster might need to scout the bottom of a chasm and promise to cast a feather fall spell, or hand the victim a “magical” torch that supposedly permits the power of flight. The creature to be influenced must be able to hear and understand the language spoken by the caster.

• Duration: 6 Rounds
• Area of Effect: 30 feet: one creature
• Spell Components: a snake's tongue and either a bit of honeycomb or a drop of sweet oil
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Wizard

Tiny Hut

This spell causes a bubble of magical force to form around the caster. The field will extend through solid substances if necessary, providing a complete sphere of protection even against burrowing creatures. When the caster stands on the ground, the sphere will thus appear to be a hemisphere, with half of it beneath the ground. The field's outside surface is not transparent and is usually a dark amber color, but anyone inside the sphere can see through to the outside as if the force field did not exist. The spell provides protection against inclement winds and temperature within a certain range, but offers no protection against attacks from outside. Anyone can pass into and out of the hut, and up to 6 medium-sized or 8 small creatures can shelter inside with the caster. If the caster leaves the hut, the spell ends. Inside the hut, the inhabitants will not feel winds of up to 50 mph, which are completely blocked by the bubble of force, but if the wind reaches gale force of 50 mph the tiny hut will be shredded into oblivion. The temperature inside the hut remains at a pleasant 70° Fahrenheit for so long as the outside temperature remains in a range from 0° to 100°. For every degree of outside temperature beyond this range, the temperature inside the hut will rise or fall accordingly from 70°. The caster may illuminate the inside of the hut with a dim, ambient light that will not, of course, show to the outside.

• Duration: 6 Rounds
• Area of Effect: 5 foot radius sphere
• Spell Components: a small crystal bead
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard, Druid

Tongues

Within the radius established by this spell, the caster, and the caster alone, will be able to speak and understand any verbal language, including alignment tongues. Note that the spell's area of effect does not move with the caster.

• Duration: 1 Round
• Area of Effect: 30 foot radius
• Spell Components: a small clay model of a ziggurat
• Time to Cast: 1 Round
• Magic School: Divination
• Reversible: The reverse of the spell makes any verbal communication impossible for any person (not just the caster) in the spell’s area, or may be used to cancel out the effects of the tongues spell.
• Classes: Wizard

Water Breathing

This spell grants the ability to breathe underwater while the spell lasts. The reverse of the spell allows a water-breathing creature to breathe in the air.

• Duration: 1 Round
• Area of Effect: touch
• Spell Components: a short reed or piece of straw
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard, Druid
Charm Monster
This spell operates as charm person does, but can affect any living creature.

- **Duration:** 1 Round
- **Area of Effect:** 60 foot range
- **Time to Cast:** 1 Round
- **Magic School:** Enchantment
- **Classes:** Wizard, Cleric, Druid

Confusion
This spell affects a base number of 2-16 creatures, but is otherwise identical to the druidic spell of the same name except as noted in the summary information above.

- **Duration:** 1 Round
- **Area of Effect:** Up to 60 x 60 ft
- **Spell Components:** range: 120 feet
- **Time to Cast:** three nut shells
- **Magic School:** 1 Round
- **Classes:** Enchantment

Cure Serious Wounds
A benison similar to cure light wounds, cure serious wounds permits the spellcaster to lay on hands for 2d8+1 hit points of healing. The spell's limits are otherwise similar to those of cure light wounds.

- **Duration:** Instantaneous
- **Area of Effect:** touch
- **Time to Cast:** 6 Rounds
- **Magic School:** Evocation
- **Reversible:** The reverse of the spell causes damage rather than healing, requiring that the spellcaster successfully touch the target.
• Classes: Cleric

Detect Lie

The subject of this spell (not necessarily the caster) gains the ability to discern whether the truth is being told, for the duration of the spell. The reverse of the spell allows the spell recipient’s most brazen falsehoods to seem logical and believable.

• Duration: 1 Round
• Area of Effect: one person
• Spell Components: range 30 feet
• Time to Cast: a copper piece
• Magic School: 1 Round
• Reversible: The spell’s reverse may also be used to ward against the effects of a detect lie spell.
• Classes: Divination

Dig

This spell causes dirt to begin piling out from the ground, digging a hole with tremendous speed. The excavation proceeds at a rate of one 5 x 5 ft cube per round, as earth boils out of the area the caster directs, landing to the edges of the pit. Creatures at the edge of the pit have some likelihood of falling in; they must roll lower than their dexterity score on a d20 to avoid sliding into the sudden maelstrom of moving earth. A creature moving toward the pit during the first round in which digging begins must make a saving throw vs spells (unlisted categories) or fall into the hole. The spell can be used to excavate in dirt, sand, or mud. Note that if the pit is taken deeper than 5 ft, there is a chance that it will collapse in on itself (roughly 25%, adjusted by the GM for the type of material being dug).

• Duration: 1 Round
• Area of Effect: 5 cubic ft/level
• Spell Components: Range: 30 ft
• Time to Cast: instant
• Magic School: 1 Round
•Classes: Enchantment

**Dimension Door**

Dimension door is a weak form of teleportation, more controllable than blink, but severely limited in range. The teleportation is limited to 30 ft per level. Unlike blink, a dimension door spell operates with perfect accuracy, either to a place the caster can see or clearly visualize, or in response to directions (example: “120 ft forward and 30 ft to the right”). If the caster’s directions land him or her inside a solid object, he or she is stunned and trapped in the astral plane, held in a sort of suspended animation for eternity unless rescued. The spell is subject to a maximum weight limit of 500 lbs of additional weight, with each lb of living matter counting for twice its actual weight. Recovery from the experience of this form of teleportation is not immediate, although it is quite rapid. The caster cannot act for a period of 6 segments following the transition.

•Duration: Instantaneous  
•Save: Dc wisdom negates (object)  
•Area of Effect: caster  
•Time to Cast: 1 Round  
•Magic School: Conjuration  
•Classes: Wizard

**Divination**

A divination spell gives the caster divine insight about a particular place, examples being a ruined castle, a particular region in a dungeon, or a small vale. The location of the place must be known to the spell caster (e.g., the “Red Mausoleum,” if a legendary location, cannot be the focus of the spell, but if the spell caster has seen the doorway of the tomb, the spell will be effective). The spell yields rich information compared to an augury, although it may be couched in rather vague and approximate terms. The spell reveals the relative power of the creatures in the area, the treasure (“low,” “moderate,” or “rich”), and chances of incurring the wrath of gods or similar beings if the place is disturbed. There is a chance that the spell-caster will fail to interpret the omens properly; the base chance to succeed in gaining truthful information is 60%, and rises by another 1% per level. The chance may also be adjusted by the GM as necessary. If the spell caster reading of
the omens is not correct, of course, he or she will be operating on completely false and useless “insights.” The casting of a divination spell is quite dramatic, involving the sacrifice of a dove or other such creature appropriate to the religion in question. Valuable items may also be sacrificed, and such may increase the chance of the spellcaster receiving clear omens that are easily interpreted.

- Duration: Instantaneous
- Area of Effect: caster
- Spell Components: incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, which the spell consumes
- Time to Cast: 1 Round
- Magic School: Divination
- Classes: Wizard, Cleric, Druid

**Enchanted Weapon**

With a touch of his or her hand, the magic user creates a weak and temporary enchantment upon a full-sized weapon, or upon two smaller weapons such as arrows, bolts, or daggers. The enchantment lends no bonus to hit, but may be used to strike creatures that can be hit only with a magical weapon. When the weapon hits successfully, the enchantment ends.

- Duration: 6 Rounds
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Enchantment
- Classes: Wizard, Druid

**Exorcise**

Exorcism is a powerful abjuration that casts out demons, devils, or any supernatural inhabitant or influence from a creature or object that has been possessed or otherwise controlled. Exorcism banishes all charms and enchantments, removes curses, and will cast any possessing demon or other creature back into its nearest physical body other than the one being exorcised.

- Duration: Instantaneous
- Area of Effect: 10 feet
• Spell Components: one creature or object
• Time to Cast: instant
• Magic School: 1 Round
• Classes: Necromancy

Extension I

The arcane words of an extension I spell act to lengthen the duration of another spell previously cast by the magic user by 50%. The previous spell must still be active and may only be of level 1, 2, or 3.

• Duration: Instantaneous
• Area of Effect: caster
• Time to Cast: 1 Round
• Magic School: Conjuration
• Classes: Wizard

Fear

This spell causes utter panic in the creatures exposed to the cone-shaped emanation of phantasmal terror the caster hurls forth.

• Duration: 1 Round
• Save: If any creature, of any level or hit dice, fails its saving throw against the spell, it will bolt away from the caster as fast as possible for as many rounds as the caster’s level. There is a base 60% chance for a creature to drop whatever it is holding (immediately upon failing the saving throw), reduced by 5% per HD or level of the panicked creature
• Area of Effect: Cone (60 ft long, 5 ft at origin, 30 ft at end)
• Spell Components: a white feather or the heart of a hen
• Time to Cast: 1 Round
• Magic School: Illusion
• Classes: Wizard

Fire Charm

This spell transforms an existing fire into a powerful mental snare.
• Duration: 1 Round
• Save: Any creature within the spell's radius who even so much as glances at the fire must make a saving throw vs spells or be entranced by the dancing flames. While so entranced, the creature becomes susceptible to the caster's words, in the same manner as with a suggestion spell, but with a penalty of -3 to the saving throw. The enchantment will be broken if the entranced creature can no longer see the flames or if it is attacked. 
• Area of Effect: 15 ft radius around fire
• Spell Components: range: 10 feet
• Time to Cast: instant
• Magic School: 6 Rounds
• Classes: Evocation

Fire Shield

Pale flames envelope the caster upon the completion of this spell, rendering him or her protection against either fire or cold based attacks, depending upon whether the magic user elects to wreath him or herself in cold flame or hot flame. Cold flame grants the magic user a +2 bonus on any saving throw vs fire damage, also guaranteeing half damage (or no damage against all fire attacks that allow a saving throw for half damage) provided the saving throw is successful.

• Duration: 1 Round
• Save: If the magic user fails a saving throw against a cold based attack, however, he or she will suffer twice the normal damage. Hot flame offers the converse of the protections afforded by cold flame. Cold based attacks receive a bonus of +2 on saving throws and guarantee that the caster receives only half damage (or none at all) if his or her saving throw is successful against attacks that would cause full or half damage.
• Area of Effect: caster
• Spell Components: a bit of phosphorus or a firefly
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard
Fire Trap

This spell enchants any item that can be opened or closed with a magical trap. When the item is opened by any person other than the caster, magical fire explodes in an area five ft in radius around the fire trapped object, causing 1d4 plus the caster’s level hit points of damage to all creatures in this area.

- **Duration:** Permanent
- **Save:** A successful saving throw indicates half damage. The item upon which this spell is cast suffers no damage from the explosion. Detecting a fire trap is extraordinarily difficult; attempts to find traps are reduced by one-half in efficacy if the trap is a fire trap, and the trap will detonate if an attempt to remove traps fails
- **Area of Effect:** touch
- **Time to Cast:** 1 Round
- **Magic School:** Abjuration
- **Classes:** Wizard, Druid

Hallucinatory Terrain

This spell masks the true appearance of an area, making it appear as something else. A road can be made to appear as a river, a forest can be made to appear as a ravine, etc. The spell’s effect remains until some intelligent being touches the area (or until it is dispelled). The spell is particularly useful for hiding pits or making cliff edges seem to extend more than they actually do, but it has many other useful applications for the creative player.

- **Duration:** 1 Round
- **Area of Effect:** 10 x 10 ft sq/level
- **Spell Components:** Range: 20 ft/level
- **Time to Cast:** a stone, a twig, and a green leaf
- **Magic School:** 1 Round
- **Classes:** Illusion
Ice Storm

The caster may evoke one of two different forms of ice storm with this spell: a hailstorm or a sleet storm. The hailstorm is a vicious barrage of huge hailstones that pound into a 40 ft x 40 ft area, throwing up bits of shrapnel-like ice fragments as the hail shatters. Any creature within the area suffers 3d10 hit points of damage with no saving throw. The sleet storm is a maelstrom of frozen rain in an 80 ft x 80 ft area, blinding all creatures in the area of effect and making the footing so slippery that all movement is cut by 50%. There is also a 50% probability that any creature attempting to move while in the sleet storm will slip and fall prone.

- Duration: 1 Round
- Area of Effect: 10 x 10 ft/level Range: 10 ft/level
- Spell Components: dust and water
- Time to Cast: 6 Rounds
- Magic School: Evocation
- Classes: Wizard, Druid

Lower Water

With a majestic gesture, the spellcaster forces an area of water to sink downward by 5% of its original depth per level. Despite its name, the spell’s power is not limited to water; it can affect other non-living fluid substances as well, including gases and materials slightly more viscous than water.

- Duration: 1 Round
- Save: The GM may adjust the amount by which the spell affects other substances based upon the difference of their material properties from those of water.
- Area of Effect: The spell’s area of effect is a square with sides measuring 10 ft per level of the spellcaster. For example, a spellcaster of 7th level can affect a square area up to 70 x 70 ft.
- Spell Components: water
- Time to Cast: 1 Round
- Magic School: Transmutation
• Reversible: The reverse of the spell raises water in an area of effect similar to that of lower water, but not to the same degree of height, returning water to its natural level plus one foot per level.
• Classes: Cleric, Druid

Massmorph

This spell causes creatures of man size or smaller to appear like an innocent grove of trees to any observers. Up to 10 creatures may be enchanted in this manner. The illusion is so powerful that it is maintained even if the massmorphed creatures are touched. The “tree’s” reaction to being stabbed or hacked at is fairly likely to indicate that it is no normal tree, of course, although the illusion is not actually dispelled by a successful attack. The illusion persists until the caster dies or dismisses it (or it is dispelled).

• Duration: 1 Round
• Area of Effect: 10 x 10 sq ft/level
• Spell Components: Range: 10 ft/level
• Time to Cast: instant
• Magic School: 1 Round
• Classes: Illusion

Minor Globe of Invulnerability

A globe of eldritch power forms around the magic user, hedging out all spells of third or lower level. Spells may be cast from within the globe. Dispel magic, if cast upon the globe, will destroy it.

• Duration: 1 Round
• Area of Effect: 5 foot radius sphere
• Spell Components: A glass or crystal bead
• Time to Cast: 6 Rounds
• Magic School: Abjuration
• Classes: Wizard
Mnemonic Enhancement

This spell enhances the magic user’s precision of memory, allowing him or her to retain up to three additional spell levels in his or her mind (3 first level, 1 first and one second level, or 1 third level). The spell may be used for memorization, or may be used to hold onto the memory of a spell just cast.

- Duration: 1 Day
- Area of Effect: Caster
- Spell Components: The spell components are expensive, costing at least 100 gp, and might not be available in rural communities.
- Time to Cast: 1 Round
- Magic School: Enchantment
- Classes: Wizard

Monster Summoning II

By casting this spell, the magic user conjures up 1-6 monsters to serve him or her as allies in combat or to perform other services. The monsters appear from thin air within 1d4 rounds of the spell’s completed casting. If the caster is in combat, the monsters will fight on his or her behalf, attacking whatever foes he directs, or guarding him or her. For more complex tasks, the magic user must somehow have the ability to communicate these more specific commands.

- Duration: 6 Rounds
- Save: The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described below: Monster Summoned d6 1 Centipede, Giant 2 Devil, Lemure 3 Gnoll 4 Stirge 5 Toad, Giant 6 Toglodyte
- Area of Effect: summoned creatures
- Spell Components: range: 40 feet
- Time to Cast: instant
- Magic School: 6 Rounds
- Classes: Conjuration
Neutralize Poison

This spell detoxifies any sort of venom in a creature or object touched by the spellcaster. An opponent (a venomous spider, for example) must be successfully touched by the spellcaster, but is not entitled to a saving throw if the attack succeeds. Note that if the venomous creature produces new venom (normally a process that takes time), the new venom will be toxic, but any venom that is stored up in the creature will be affected and detoxified. The spell may also be used to prevent a poisoned character from suffering the poison's effects.

- **Duration:** Instantaneous
- **Save:** DC wisdom negates (harmless, object)
- **Area of Effect:** touch
- **Spell Components:** charcoal
- **Time to Cast:** 1 Round
- **Magic School:** Conjuration
- **Reversible:** The reverse of the spell allows the spellcaster to deliver a lethally poisonous touch, requiring a successful roll to hit, and allowing a saving throw against the poison.
- **Classes:** Druid

Plant Growth

By means of this spell, the druid causes plants and vines to grow with unbelievable speed, forming a tangled barrier of thick vegetation. The enchantment may be dispelled, or the plants cleared by normal means.

- **Duration:** Permanent
- **Area of Effect:** 10 x 10 sq ft/level Range: 10 ft/level
- **Time to Cast:** 6 Rounds
- **Magic School:** Transmutation
- **Classes:** Druid

Polymorph Other

This spell transforms the victim into another type of creature; a person might be changed into a newt, or a newt into a dragon, for example. Such a transformation can, in rare cases, be fatal. If the spell's target is successfully transformed, it must...
make a system shock test against its constitution or die (see, “constitution”). Moreover, there is a base 100% likelihood that the transformed creature will lose its memories and former identity in the change, becoming, for all intents and purposes, the creature into which it was transformed (intelligence cannot be increased by virtue of such a transformation, however).

- Duration: Permanent
- Save: For every intelligence point of the transformed creature, the base chance is reduced by 5%, and there is a further +/-5% alteration for each level (or HD) by which the original form’s level (or HD) differs from that of the new form. This check is made on a daily basis, so such a transformation will, eventually, become inevitable according to the laws of chance if the transformed creature is not magically brought back to its original form. A transformed creature retains its former hit points, but otherwise assumes all the physical characteristics of the new form immediately. The transformation may be dispelled, but the second change of shape will necessitate another system shock check.
- Area of Effect: One creature Range: 5 ft/level
- Spell Components: mercury, gum arabic, and smoke
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard

**Polymorph Self**

This spell enables the magic user to cloak him or herself in the physical shape of another creature, and to continue shape-shifting at will for the length of the spell’s duration. The transformation is of an entirely lesser order than that of polymorph other, incurring no risk of a system shock or of truly becoming the transformed creature. Changing from one shape to another requires only 30 seconds, and when the caster returns to his or her original form (ending the spell) he or she will be healed of 1d12 points of any damage inflicted against the polymorphed forms he or she assumed. The caster can polymorph into forms no smaller than a songbird and no heavier than 2,000 lbs. Only the movement capabilities of the new form can be used, not its attacks, defenses, or other abilities. The magic user can transform him or herself into a lion, and run as fast as a lion, but his or her...
claws will do no more damage than a human's soft fists. Similarly, if he or she transforms into a dragon, he or she will have the dragon's ability to fly but no breath weapon. As an orc, he or she would be able to use whatever weapons he or she could use in his original shape, but would lack infravision. The caster retains his or her own hit points and armor class.

• Duration: 1 Round
• Area of Effect: Caster
• Spell Components: a piece of the creature whose form you choose
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Raise Dead
You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject’s soul must be free and willing to return. If the subject’s soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can’t be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn’t prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing
parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

• Duration: Instantaneous
• Area of Effect: touch
• Spell Components: diamond worth 5,000 gp
• Time to Cast: 1 Round
• Magic School: Conjuration
• Classes: Wizard, Cleric

Speak with Plants
The spellcaster becomes able to hold converse with living plant matter. He or she may pose questions and understand the answers given, although any conclusions or opinions the plant provides will be based on the plant's level of intelligence. Even a normal plant, however, will be able to convey information about events that have transpired near it. If the plants are capable of motion, it will be possible for the spellcaster to persuade them into a course of action, such as drawing aside to allow passage, or even attacking an enemy citadel.

• Duration: 1 Round
• Area of Effect: caster
• Time to Cast: 1 Round
• Magic School: Divination
• Classes: Druid

Sticks to Snakes
This spell enables the spellcaster to transform sticks into serpents that attack at the spellcaster's will. The snakes may be ordered to take other actions if the spellcaster can speak with them, but this spell alone does not grant the power to communicate with the snakes, only to will them to attack particular opponents.
The spell transforms one stick per level, and each snake has a 5% chance per level of being venomous.

- **Duration**: 1 Round
- **Area of Effect**: 10 cubic ft, **Range**: 30 ft
- **Spell Components**: stick
- **Time to Cast**: 6 Rounds
- **Magic School**: Transmutation
- **Reversible**: The reverse of the spell will change snakes into harmless sticks and can work such a transformation upon snakes created by means of this spell. Sticks of a magical quality, such as wands or magic spears, are not affected by the spell.
- **Classes**: Wizard, Druid

**Wall of Fire**

A magic user’s wall of fire does base damage of 2d6 hit points plus 1 hp/level.

- **Duration**: 1 Round
- **Area of Effect**: If the wall is configured as a ring its radius will be 10 ft + 3 ft/level. In all other respects, the spell resembles the druidic spell wall of fire.
- **Spell Components**: a piece of phosphor
- **Time to Cast**: 1 Round
- **Magic School**: Evocation
- **Classes**: Wizard, Druid

**Wall of Ice**

A wall of ice spell creates a huge wall of ice, with a front face of up to 100 square ft per level. Its exact dimensions are adjustable by the caster. Thus, if the wall is cast by a 20th level caster, the dimensions of the wall could be any combination of dimensions that multiply to equal 2,000 square ft. The wall need not be cast so that it is attached to anything, and it can even be cast in the air to fall upon opponents, doing 3d10 points of damage in the area where it falls. Breaking through the ice with a melee weapon causes 2 hit points of damage from ice shards per inch of thickness, and can be broken out at a rate of 10 ft per round.
Normal fire has no measurable effect upon the wall, but magical fire will melt through it in one round. If the wall is destroyed by fire in a single round, it will cause a massive cloud of water vapor to form and linger for a full turn, obscuring vision by 50%.

• Duration: 1 Round
• Save: none
• Area of Effect: Area of Effect: Wall (size: 100 sq ft/level, 10 ft thick/level)
  Range: 10 ft/level. The wall might be 10 ft high and 200 ft long, or 5 ft high and 400 ft long, or 20 ft high and 100 ft long, etc.
• Spell Components: a piece of quartz or rock crystal
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard

**Wizard Eye**

The wizard eye is a scrying spell allowing the wizard to create a material (but invisible) visual organ that transmits to the caster whatever it sees. The eye has infravision with a range of 100 ft and can see at a distance of 600 ft in normal lighting. The magic user can detect secret doors through the eye as per his or her normal chance, but cannot view through the eye with any special vision the magic user has, for the eye’s vision is limited to its own sensory capabilities. The eye cannot pass through solid substances, but it can move through a hole no more than an inch in diameter.

• Duration: 1 Round
• Area of Effect: Caster. The eye has infravision with a range of 100 ft and can see at a distance of 600 ft in normal lighting. The eye travels at a rate of 30 ft per round if it is not scrutinizing its surroundings closely, but can proceed no faster than 10 ft per round if it is examining floors, ceilings, and walls.
• Time to Cast: 1 Round
• Magic School: Divination
• Classes: Wizard
5th Level Spell List

Cloudkill

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful DC save vs Constitution save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

- Duration: 6 Rounds
- Save: A living creature with 4 to 6 HD is slain unless it succeeds on a DC save vs Wisdom (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).
- Area of Effect: Range: 100’+10’/level
- Time to Cast: 1 Round
- Magic School: Conjuration
- Classes: Wizard

Commune

You contact your deity, or agents thereof, and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. Unclear is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.
The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

- **Duration:** 1 Round
- **Area of Effect:** Caster
- **Spell Components:** holy or unholy water and incense worth 500 gp
- **Time to Cast:** 1 Round
- **Magic School:** Divination
- **Classes:** Cleric

**Conjure Elemental**

There are actually four spells in the conjure elemental spell. The wizard is able to conjure an air, earth, fire, or water elemental with this spell—assuming he has the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental; a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 Hit Dice.

It is possible to conjure successive elementals of different types if the spellcaster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. Each type of elemental can be conjured only once per day.

The conjured elemental must be controlled by the wizard—the spellcaster must concentrate on the elemental doing his commands—or it turns on the wizard and attacks. The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken.

- **Duration:** 1 Round
- **Area of Effect:** range: 60 yards
- **Time to Cast:** 1 Round
- **Magic School:** Conjuration
- **Reversible:** There is always a 5% chance that the elemental turns on its conjurer regardless of concentration. This check is made at the end of the second and each succeeding round. An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only
50%. The elemental can be controlled up to 30 yards away per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or until the spell’s duration expires. Note that water elementals are destroyed if they are ever more than 60 yards from a large body of water.

Classes: Wizard, Druid

**Dispel Evil**

Shimmering, white, holy energy surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Exception: Spells that cant be dispelled by dispel magic also cant be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

- **Duration:** 1 Round
- **Save:** The creature can negate the effects with a successful DC Save vs Wisdom (spell resistance applies). This use discharges and ends the spell.
- **Area of Effect:** touch
- **Time to Cast:** 1 Round
- **Magic School:** Abjuration
- **Classes:** Cleric

**Feeblemind**

Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind.

- **Duration:** Instantaneous
- **Save:** If the target creature fails a DC Save vs Wisdom, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use
Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

- **Area of Effect:** Range: Medium (100 ft. + 10 ft./level) Target: One creature
  - **Spell Components:** a handful of clay, crystal, or glass spheres
  - **Time to Cast:** 1 Round
  - **Magic School:** Enchantment
  - **Classes:** Wizard

**Hold Monster**

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

  - **Duration:** 1 Round
  - **Area of Effect:** one living creature
  - **Spell Components:** one hard metal bar or rod, which can be as small as a three-penny nail
  - **Time to Cast:** 1 Round
  - **Magic School:** Enchantment
  - **Classes:** Wizard

**Magic Jar**

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the **receptacle** empty.

To cast the spell, the magic jar must be within spell range and you must know
where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

If you are successful, your life force occupies the host body, and the hosts life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You cant choose to activate the bodys extraordinary or supernatural abilities. The creatures spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host,
you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or at the hosts location.

• **Duration:** 1 Round
• **Save:** Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creatures soul into the magic jar unless the subject succeeds on a DC Save vs Wisdom. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.
• **Area of Effect:** Range: Medium (100 ft. + 10 ft./level)
• **Spell Components:** a gem or crystal worth at least 100 gp
• **Time to Cast:** 1 Round
• **Magic School:** Necromancy
• **Classes:** Wizard

**Passwall**

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the walls thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

• **Duration:** 1 Round
• **Area of Effect:** The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level).
• **Spell Components:** sesame seeds
• **Time to Cast:** 1 Round
• **Magic School:** Transmutation
• **Classes:** Wizard
Quest

Quest places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a quest cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The affected creature must follow the given instructions until the quest is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the quest for 24 hours, it takes 3d6 points of damage each day.

A quest (and all effects thereof) can be ended by a remove curse spell from a caster two or more levels higher than the caster of the quest, or by a wish, or by the reverse of this spell. Dispel magic does not affect a quest spell.

- Duration: 1 Round
- Save: A DC Save vs Wisdom will allow an unwilling target to resist a quest when it is first cast. However, the target may choose to accept the quest, typically as part of a bargain with the caster to perform some service.
- Area of Effect: Range: 5'/level
- Time to Cast: 1 Round
- Magic School: Enchantment
- Classes: Wizard, Cleric

Telekinesis

This spell permits the caster to move objects or creatures by concentration alone. An object weighing no more than 50 pounds per caster level can be moved up to 20 feet per round. A creature can negate the effect on itself or an object it holds or has on its body with a successful DC Save vs Constitution. In order to use this power, the caster must maintain concentration, moving no more than normal
movement (no running), making no attacks and casting no spells. If concentration is lost (whether intentional or not), the power may be used again on the next round, but the subject of the effect is allowed a new saving throw.

• Duration: Instantaneous
• Area of Effect: Range: Long (400 ft. + 40 ft./level)
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Teleport

This spell instantly transports the caster to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th.

The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d20 and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: Very familiar is a place where the caster has been very often and feels at home. Studied carefully is a place the caster knows well, either because it can currently be seen, the caster has been there often, or other means (such as scrying) have been used to study the place for at least one hour. Seen casually is a place that the caster has seen more than once but with which he or she is not very familiar. Viewed once is a place that the caster has seen once, possibly using magic.

How well do you know the location? Roll d20 and see results

Very familiar (1 similar area, 2-3 off target, 4-20 success)
Very familiar (1 similar area, 2-3 off target, 4-20 success )

Studied carefully (1 mishap, 2-3 similar area, 4-6 off target, 7-20 success)

Seen casually (1-2 mishap, 3-5 similar area, 6-10 off target, 11-20 success)

Viewed once (1-3 mishap, 4-7 similar area, 8-12 off target, 13-20 success)

False destination (1-5 mishap, 5-10 similar area, 11-16 off target, 17-20 success)

False destination is a place that does not truly exist or if the caster is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar. When rolling on this row, use 1d20+80.

On Target: The caster appears exactly where desired.

Off Target: The caster appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The caster winds up in an area that's visually or thematically similar to the target area. This means that the caster appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The caster and anyone else teleporting with the caster have gotten scrambled. Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time Mishap comes up, the characters take more damage and must reroll.

• Duration: 1 Round
• Save: The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's DC Save vs Intelligence prevents items in its possession from being teleported.
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Conjuration
• Classes: Wizard

True Seeing

This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance.

• Duration: 1 Round
• Save: DC wisdom negates
• Area of Effect: touch
• Spell Components: This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance.
• Time to Cast: 1 Round
• Magic School: Divination
**Wall of Force**

A wall of force creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A wall of force is immune to dispel magic, although a mage's dis-junction can still dispel it. A wall of force can be damaged by spells as normal, except for disintegrate, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a wall of force has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a sphere of annihilation or rod of cancellation instantly destroys a wall of force.

Breath weapons and spells cannot pass through a wall of force in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a wall of force.

- **Duration:** 1 Round
- **Area of Effect:** Range close (25 ft. + 5 ft./2 levels) Effect wall whose area is up to one 10-ft. square/level
- **Spell Components:** Powdered quartz
- **Time to Cast:** 1 Round
- **Magic School:** Evocation
- **Classes:** Wizard

**Wall of Stone**

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall is composed of up to one 10’x10’ square section, 1’ thick, per caster level. The caster can double the walls area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create a wall of stone in almost any shape he or she desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20...
feet, the wall must be arched and buttressed, reducing the spells area by half. The wall can also be crudely shaped to create crenelations, battlements, and so forth by similarly reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful DC Save vs Constitution

- Duration: 1 Round
- Area of Effect: medium (100 ft. + 10 ft./level)
- Spell Components: a small block of granite
- Time to Cast: 1 Round
- Magic School: Conjuration
- Classes: Wizard, Druid
6th Level Spell List

Death Spell
This spell instantly delivers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

• Duration: Instantaneous
• Save: DC fortitude
• Area of Effect: close (25 ft. + 5 ft./2 levels)
• Time to Cast: 1 Round
• Magic School: Necromancy
• Classes: Wizard

Disintegrate
A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

• Duration: Instantaneous
• Save: DC fortitude partial (object)
• Area of Effect: medium (100 ft. + 10 ft./level)
• Spell Components: a lodestone and a pinch of dust
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Invisible Stalker
You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

• Duration: 1 Round
Move Earth

Move earth moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

- Duration: Instantaneous
- Area of Effect: In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.
- Spell Components: Clay, loam, sand, and an iron blade
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard, Druid

Project Image

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).
You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

- **Duration:** 1 Round
- **Save:** DC wisdom disbelief (if interacted with)
- **Area of Effect:** medium (100 ft. + 10 ft./level)
- **Spell Components:** a small replica of you worth 5 gold pieces
- **Time to Cast:** 1 Round
- **Magic School:** Illusion
- **Classes:** Wizard

**Reincarnate**

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the
soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains two permanent negative levels when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be reincarnated). A character who died with spells prepared has a 50% chance of losing any given spell upon being reincarnated. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the table below. For non-humanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell can bring back a creature that has died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

• Duration: Instantaneous
• Area of Effect: touch
• Spell Components: one dead creature
Stone to Flesh

This spell restores a petrified creature to its normal state, restoring life and goods. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

- **Duration:** Instantaneous
- **Save:** The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.
- **Area of Effect:** Range medium (100 ft. + 10 ft./level) Target one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long
- **Spell Components:** a drop of blood mixed with earth
- **Time to Cast:** 1 Round
- **Magic School:** Transmutation
- **Classes:** Wizard
Stoneform

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

- Duration: Instantaneous
- Area of Effect: touch
- Spell Components: soft clay
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard, Cleric, Druid

Wall of Iron

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

- Duration: Instantaneous
• Save: If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.
• Area of Effect: Range medium (100 ft. + 10 ft./level) Effect iron wall whose area is up to one 5-ft. square/level
• Spell Components: see text
• Time to Cast: a small iron sheet plus gold dust worth up to 50 gp
• Magic School: 1 Round
• Classes: Conjuration

Weather control

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

• Duration: 1 Day
• Area of Effect: 2 mile radius
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard, Cleric, Druid
Delayed blast fireball

This spell functions like fireball, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). The glowing bead created by delayed blast fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

- Duration: 6 Rounds
- Area of Effect: Caster
- Time to Cast: 1 Round
- Magic School: Evocation
- Classes: Wizard

Force Cage

This spell creates an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a wall of force, a forcecage resists dispel magic, although a mage's disjunction still functions. The walls of a forcecage can be damaged by spells as normal, except for disintegrate, which automatically destroys it. The walls of a forcecage can be damaged by weapons and supernatural abilities, but they have a Hardness
of 30 and a number of hit points equal to 20 per caster level. Contact with a sphere of annihilation or rod of cancellation instantly destroys a forcecage.

- **Duration:** 1 Round
- **Save:** DC reflex negates
- **Area of Effect:** Range close (25 ft. + 5 ft./2 levels) Area barred cage (20-ft. cube) or windowless cell (10-ft. cube)
- **Spell Components:** ruby dust worth 500 gp
- **Time to Cast:** 1 Round
- **Magic School:** Evocation
- **Classes:** Wizard

**Limited Wish**

A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools.

Duplicate any non-sorcerer/wizard spell of 5th level or lower, provided the spell does not belong to one of your opposition schools.

Duplicate any sorcerer/wizard spell of 5th level or lower, even if it belongs to one of your opposition schools.

Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools.

Undo the harmful effects of many spells, such as insanity.

Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

- **Duration:** Instantaneous
- **Save:** depends on what spell you are trying to effect
- **Area of Effect:** see description
- **Spell Components:** Diamond worth 1,500 gold pieces
Power Word Blind

You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected.

Hit Points Duration

50 or less Permanent

51-100 1d4+1 minutes

101-200 1d4+1 rounds

•Duration: Permanent
•Area of Effect: Range close (25 ft. + 5 ft./2 levels) Target one creature with 200 hp or less
•Time to Cast: 1 Round
•Magic School: Enchantment
•Classes: Wizard

Prismatic Spray

This spell causes seven shimmering, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

•Duration: Instantaneous
•Area of Effect: 60 feet in a cone shaped burst
•Time to Cast: 1 Round
•Magic School: Evocation
•Classes: Wizard
Reverse Gravity

This spell reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

- **Duration:** 1 Round
- **Area of Effect:** Range medium (100 ft. + 10 ft./level) Area up to one 10-ft. cube/level (S)
- **Spell Components:** lodestone and iron fillings
- **Time to Cast:** 1 Round
- **Magic School:** Transmutation
- **Classes:** Wizard, Druid

Spell Turning

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

- **Duration:** 1 Round
- **Area of Effect:** Caster
• Spell Components: a small silver mirror worth 100 gp - see errata below
• Time to Cast: 1 Round
• Magic School: Abjuration
• Classes: Wizard

Statue

A statue spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires as long as the spell duration is in effect.

• Duration: 1 Round
• Save: DC wisdom negates (harmless)
• Area of Effect: touch
• Spell Components: lime, sand, and a drop of water stirred by an iron spike
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

Summon Object

You can prepare an object ahead of time to apport it to yourself by casting the spell upon it and assigning a mental trigger to complete the spell. You don't need line of sight to the object to apport it to you, but the object must be within a distance equal to 25 feet + 5 feet per 2 levels. Completing the spell is a swift action that has the same restrictions as a thought spell component. You can apport an object in this way even if someone holding the object is unwilling to let you take it. Once you apport the object, the spell ends.
You can't send or receive an object into a space that is protected by an antimagic field, globe of invulnerability, or similar effect that keeps magical effects out; if you attempt to do so, the spell is lost.

- **Duration:** Instantaneous
- **Save:** DC wisdom negates (object)
- **Area of Effect:** touch
- **Time to Cast:** 1 Round
- **Magic School:** Conjuration
- **Classes:** Wizard

**Teleport Object**

This spell functions like teleport, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

- **Duration:** 1 Round
- **Save:** DC wisdom negates (object)
- **Area of Effect:** touch
- **Spell Components:** Target one touched object of up to 50 lbs./level and 3 cu. ft./level
- **Time to Cast:** instant
- **Magic School:** 1 Round
- **Classes:** Conjuration

**Teleport, Greater**

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.
• Duration: 1 Day
• Area of Effect: 5-ft./level radius emanation from touched creature
• Time to Cast: instant
• Magic School: Conjuration
• Classes: Wizard
Clone

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent negative levels, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be cloned). If the original creature gained permanent negative levels since the flesh sample was taken, the clone gains these negative levels as well.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

• Duration: Instantaneous
• Area of Effect: one clone
• Spell Components: (laboratory supplies worth 1,000 gp), F (special laboratory equipment costing 500 gp)
• Time to Cast: 1 Round
Dance

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any Armor Class bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

- Duration: 6 Rounds
- Save: DC wisdom negates partial
- Area of Effect: touch
- Spell Components: one living creature
- Time to Cast: instant
- Magic School: 1 Round
- Classes: Enchantment

Explosive Cloud

Explosive cloud creates invisible explosive vapors. Whenever a flame, whether magical or normal, is brought into its area of effect, the explosive cloud ignites, doing 1d6 points of damage per level of the caster (maximum 10d6), with a Reflex save for half damage. If a fire-based spell is cast into explosive cloud's area, resolve both damage effects separately.

Creatures entering an explosive cloud or coming within 5 feet of one may make a DC 18 Perception check to notice the faint odor of the explosive cloud's vapors. Creatures with scent automatically detect the explosive cloud, though they won't necessarily know what it is.

Explosive cloud's vapors are heavier than air and settle into the lowest point within the area of effect.

- Duration: 1 Round
• Save: DC reflex half
• Area of Effect: Range medium (100 ft. + 10 ft./level) Effect fog spreads 30 ft. wide, 20 ft. high
• Time to Cast: 1 Round
• Magic School: Conjuration
• Classes: Wizard

**Force Field**

As wall of force, except you create a hemispherical dome of force with hardness 20 and a number of hit points equal to 10 per caster level. The bottom edge of the dome forms a relatively watertight space if you are standing on a reasonably flat surface. The dome shape means that falling debris (such as rocks from a collapsing ceiling) tend to tumble to the side and pile up around the base of the dome.

• Duration: 1 Round
• Area of Effect: Range 5 ft. Effect 5-ft.-radius hemisphere of force centered on you
• Time to Cast: 1 Round
• Magic School: Evocation
• Classes: Wizard, Druid

**Mass Charm**

This spell functions like charm person, except that mass charm person affects a number of creatures who's combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

• Duration: 1 Day
• Area of Effect: one or more creatures, no two of which can be more than 30 ft. apart
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Wizard

**Mind Barrier**

You put a barrier of mental energy that protects you from harm.

This barrier grants you a +4 shield bonus to AC. In addition, you take half damage from mind thrust I and II (reduced to one-quarter on a successful Will save).

• Duration: 1 Round
• Save: DC wisdom save
• Area of Effect: Caster
• Time to Cast: 1 Round
• Magic School: Abjuration
• Classes: Wizard, Cleric

**Permanency**

This spell makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the permanency spell.

Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.

You can make the following spells permanent in regard to yourself. You cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of higher level than you were when you cast the spell.

• Duration: Permanent
• Area of Effect: Caster
• Spell Components: Depending on the spell the price of gold pieces increases
• Time to Cast: 1 Round
• Magic School: Abjuration
• Classes: Wizard
Steelform

This spell is effectively identical to the 7th level ironform spell. However, the material created is of weapon-quality; a swordmaker with this spell could cast the spell and create a finely crafted, high-quality sword in 12 turns (two hours) or less. Following the same general guidelines as ironform, a steel wall will have an AC of −10(2) and about 20 hit points per 1" thickness.

- Duration: Permanent
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard

Symbol

This spell creates a written magical drawing (a "rune") of great power. There are six kinds of symbols; the caster must select one when the spell is memorized. The rune may be placed on an object (such as a door or wall) or placed in mid-air. The rune cannot move; if placed on a creature or moving object, it will remain at that point when the surface moves (possibly floating in mid-air). When any living creature passes over or through the rune, or touches the object on which the rune is inscribed, or (foolishly) reads the rune, the rune’s effect takes place immediately (no saving throw). There is one exception: a magic-user, and any other creature which can normally cast magic-user spells (high-level thieves with scrolls do not count!), may make a saving throw vs. spells if he merely reads or touches (rather than passes) the symbol. If the saving throw is successful, the symbol has no effect.

- Duration: Permanent
- Area of Effect: touch
- Time to Cast: 1 Round
- Magic School: Conjuration
- Classes: Wizard
Travel

This spell allows the magic-user to move quickly and freely, even between the planes of existence. The caster (only) may fly in the same manner as given by the magic-user’s spell, at a rate of 360' (120’). The caster can also enter a nearby plane of existence, simply by concentrating for one round. He may enter a maximum of one plane per turn. The magic-user may bring one other creature for every five levels of experience (rounded down; for example, a 28th level magic-user could bring five other creatures on the journey). To bring others, he must touch them, or they must touch him, while the spell is cast and the shift is made. Any unwilling creature can make a saving throw vs. spells to avoid the effect. The caster must take the others with him—he cannot send them while remaining behind. While this spell is in effect, the magic-user (only) may assume gaseous form by concentrating for one full round. (If he is interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same gaseous cloud. In this form, the caster may travel at double the normal flying rate: 720' (240’). While gaseous, the magic-user cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a gaseous being cannot pass through a protection from evil spell effect or an anti-magic shell.

- Duration: 1 Round
- Area of Effect: Caster
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard

9th Level Spell List

Contingency

This powerful spell acts as a trigger for one stated magic-user spell; this second spell must be of 4th level or less that does not normally cause damage. While casting a contingency spell, the magic-user must describe one situation and the spell which is contingent upon it. When that situation next occurs, the contingent spell effect triggers automatically and immediately, as if cast at that time.
Gate

When the magic-user casts this spell, he must name one target: the Ethereal Plane, the Astral Plane, one of the four elemental planes, or one outer plane. He must also name a resident of that plane, usually that of an Immortal, a ruler of the plane. The spell opens a direct connection to the other plane of existence. A gate to an outer plane remains open for only one turn. Any other gate remains open for 1d10 x 10 (1-100) turns, and there is a 10% chance per turn that some other-planar creature will wander through the gate while it is open. A gate to an elemental plane actually creates a vortex and a wormhole, and a wish may be used to make them permanent. Planes, vortexes, and wormholes are described in Chapter 18. Contact with an outer plane is dangerous, and the magic-user must know and speak the name of the Immortal he wishes to contact. The Immortal he calls will probably (95% chance) arrive in 1d6 rounds, but there is a 5% chance that some other being from the outer planes will respond. When the being arrives, it immediately looks for the spellcaster. If the caster does not have an excellent reason for opening the gate, the being will probably destroy the caster. Even if the caster provides an excellent reason, the being may merely leave immediately, showing no interest. If the reason is of supreme importance to the magic-user and of some interest to the being (DM's discretion), it may actually help for a short time,

•Duration: 1 Round
•Area of Effect: 30 feet
•Time to Cast: 1 Round
•Magic School: Transmutation
•Reversible: The reverse of this spell, close gate, will close a gate created by normal form of the spell. It can also be used to close a permanent gate to a nearby plane (such as an elemental vortex). But the spell cannot
affect an Immortal; it cannot, for instance, make him leave if he chooses to stay

• Classes: Wizard

**Immunity**

This spell gives the recipient total immunity to all 1st-, 2nd-, and 3rd level spells. Furthermore, 4th- and 5th level spells have only half normal effect, or one-quarter normal if the victim makes a successful saving throw. Any spell effect that is quantifiable is reduced in effect; these effects include reductions in duration, bonuses, penalties, damage, etc. Round fractions off in the recipient's favor. The recipient is also completely immune to all missiles (normal or magical), as well as normal and silver weapons; he takes half damage from magical hand-held weapons. This applies only to weapons; claws, bites, breath weapons, and other natural attack forms are not blocked. By concentrating, the recipient can drop the protection, allowing spells (such as cure wounds) to have normal effects for that round. If dropped, the immunity is absent for one round (including the protection from weapons), but returns automatically at the end of the round. A carefully worded wish spell can extend this protection, giving immunity to 4th level spells and +1 weapons, and half normal effect from 5th and 6th level spells. No further improvements are possible.

• Duration: 1 Round
• Area of Effect: touch
• Time to Cast: 1 Round
• Magic School: Transmutation
• Classes: Wizard

**Maze**

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave. On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast.

• Duration: 6 Rounds
• Area of Effect: 60 feet
Meteor Swarm

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by a sphere takes 2d6 points of bludgeoning damage (no save) and takes a -4 penalty on the saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.

Power Word Kil

This spell enables the caster to affect one or more victims within 120' (no saving throw). Exception: A magic-user, and any creature which can cast magic-user spells, may make a saving throw vs. spells to avoid this effect, with a –4 penalty to the roll. A single victim with 1-60 hit points is automatically slain; one with 61-
100 hit points is stunned (as power word stun) and unable to act for 1d4 turns. No creature with 101 or more hit points is affected. The spell can also be used to slay up to five victims if each has 20 hit points or less (again, no saving throw).

• Duration: Instantaneous
• Area of Effect: 120 feet
• Time to Cast: 1 Round
• Magic School: Enchantment
• Classes: Wizard

Prismatic Wall

This spell creates a barrier of many colors with a glittering appearance as if from light shining through a prism. This wall is 2" thick, with 1/8" between the colors. The effect must be either a sphere with a radius of 10', centered on the caster, or a flat surface (vertical or horizontal) of up to 500 square feet in area. Whatever its form, the prismatic wall cannot be moved (even by a wish). The caster may pass through it freely and unharmed, with any items he chooses to carry. All other creatures and objects contacting or passing through the prismatic wall are affected by its magic, starting with the first color they contact. It takes powerful magic to break through the wall. A wish spell or a rod of cancellation will remove the three outermost remaining colors, but that's all. To break through a prismatic wall, an attacker must attack it with a specific sequence of spells. Each spell will cancel one color of the prismatic wall. These remedy spells, shown on the chart below, must be cast in the correct order (first, any magical cold to remove the red layer; then, any magical lightning to remove the orange layer; and so on). When cast successfully, each spell causes the appropriate color to disappear from the wall. When all layers are gone, so is the wall. A person with an active anti-magic shell (including the caster of the prismatic wall) will not be able to pass through the wall, but the attempt will not damage either the anti-magic shell or the prismatic wall. The prismatic wall extends into the nearest plane of existence (the Ethereal Plane, if cast on the Prime Plane), appearing there as an indestructible solid wall. Planar and dimensional travel can therefore not bypass it. The colors and effects of a prismatic wall are always the same; when created, the violet side is always closest to the caster. The effects and colors of the prismatic wall are summarized below.
Shapechange

This spell is similar to the 4th level polymorph self spell, but is far more powerful. The caster actually becomes another creature or object in all respects except the mind, hit points, and saving throws. The caster takes his new armor class, attack rolls, special attack forms, immunities, and all other details from the form he has taken. A magic-user cannot cast spells in any form except that of a bipedal humanoid (demihuman, goblin, ogre, giant, etc.). The caster cannot take a completely unique form (such as that of a specific character, Elemental Ruler, or Immortal). He can gain the likeness but not the abilities of another character class. When wearing another form, he can only cast spells from his own memory; he can't cast from scrolls or his spell book. He cannot assume huge inanimate forms; if he tries to, the form will be a maximum of one foot tall per experience level of the caster and 100 cn weight per level. Except for these limits, the caster can become any creature or object that he or she has ever seen. He cannot change into imaginary or unfamiliar creatures; unless there are ten-armed trolls in your campaign, for example, he cannot turn into one. The caster may change shape at will during the spell's duration; each change requires a full round of concentration. Note that the caster does assume the flaws of the new form as well as its strengths. If, for example, the caster is struck by a sword +2, +5 vs. dragons while in dragon form, the + 5 bonus applies against his new form. This spell effect cannot be made permanent and is subject to dispel magic. During the spell duration, the caster cannot pass through any protection from evil or anti-magic shell spell effect.

•Duration: 1 Turn
•Area of Effect: caster
•Time to Cast: 1 Round
•Magic School: Transmutation
•Classes: Wizard
Timestop

To the caster, this spell seems to stop time. It speeds the caster so greatly that all other creatures seem frozen at their Normal Speeds, in "normal time." From the caster's point of view, the effect lasts for 1d4 + 1 (2-5) rounds. The caster may perform one action during each of these magical rounds. Normal and magical fire, cold, gas, etc. can still harm the caster. While the timestop is in effect, however, other creatures are invulnerable to the caster's attacks and spells. Spells with durations other than "instantaneous" may be created and left to take effect when time resumes. Note that no time elapses while this spell is in effect; durations of other spells cast start after the timestop ends. The spellcaster cannot move items held by those in "normal time," but can move other items that are not "stuck," including those worn or carried by others. The caster is completely undetectable by those in "normal time." However, the magic-user cannot pass through a protection from evil or anti-magic shell while under this spell's effect.

- Duration: 6 Rounds
- Area of Effect: Caster
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard

Wish

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even wish, however, has its limits. A wish can produce any one of the following effects. Duplicate any sorcerer/wizard spell of 8th level or lower, provided the spell does not belong to one of your opposition schools. Duplicate any non-sorcerer/wizard spell of 7th level or lower, provided the spell does not belong to one of your opposition schools. Duplicate any sorcerer/wizard spell of 7th level or lower, even if it belongs to one of your opposition schools. Duplicate any non-sorcerer/wizard spell of 6th level or lower, even if it belongs to one of your opposition schools. Undo the harmful effects of many other spells, such as geas/quest or insanity. Grant a creature a +1 inherent bonus to an ability score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three wishes for a +3 inherent bonus, and so on). Inherent...
Bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies. Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish. Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes: one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from gaining a permanent negative level. Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies. Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent’s successful save, a foe’s successful critical hit (either the attack roll or the critical roll), a friend’s failed save, and so on. The re-roll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and Spell Resistance (if any) applies. You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment, at the GM’s discretion.)

- Duration: 1 Day
- Area of Effect: Depends on spell and caster (see description)
- Spell Components: (diamond worth 25,000 gp)
- Time to Cast: 1 Round
- Magic School: Transmutation
- Classes: Wizard
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