

Baldur's Gate: Enhanced Edition

Mastering Melee & Magic



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AD&D[®] Rules—An Introduction

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

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

—Elminster

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

—Volo

About Advanced Dungeons & Dragons

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

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

Note: For the Enhanced Edition, many of the rules from Baldur's Gate II have been included in the first game and are described in this manual.

How Baldur's Gate Uses the AD&D Rules

Baldur's Gate uses the same weighting system for spells and weapons as in the *Advanced Dungeons & Dragons* game. In addition, we have applied the same

concept of the initiative round to the individual monster and character rather than to the party. That is, instead of a group-based turn where first one side then the other performs all actions, every character or creature acts in real-time mode but on a personal initiative round.

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

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

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

Character Actions

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

Movement

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

Dialogue

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

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

Fighting

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

Effects of Fatigue

Your characters have to rest every so often, both to memorize spells and to regain their strength. If your characters start complaining that they are tired, it would be prudent to stop and make camp for the night. Go to all characters' priest or wizard spell pages, and after configuring any spells that you want to memorize, click on the "rest" icon. You will rest for eight hours, unless your sleep is interrupted, and awaken refreshed. If your party was injured, party members will gain a few hit points every time they rest.

A character can continue to operate at peak efficiency for 24 hours game time (2 hours real time). After this, the characters will start to complain of fatigue. For every 4 hours beyond this 24-hour mark, the player will receive a -1 luck penalty (-1 to all of their rolls). As soon as the characters rest, all of these penalties will be removed.

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

Effects of Encumbrance

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

Effects of Intoxication

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

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

—Volo

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

—Elminster

Effects of Poison

Poison is an all-too-frequent hazard for adventurers. Bites, stings, deadly potions, drugged wines, and bad food all await characters at the hands of malevolent wizards, evil assassins, hideous monsters, and incompetent innkeepers. Fortunately, there are many ways to treat a character for poison. Several spells exist that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely. Note that *Cure* spells do not negate the progress of a poison, although they can heal damage already suffered.

Effects of Reputation and Alignment

Reputation

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

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

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

Alignment

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

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

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

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

Encounter Adjustments

Whenever the party encounters an NPC, a reaction roll will be made. This will be a simulated roll of two 10-sided dice. Modifiers will be applied according to the party leader's Charisma and the reputation of the party. The specific NPC may also have a modifier to the encounter adjustment. The encounter adjustment affects how people that you are talking to perceive you. It can also affect whether they are willing to give you much information, and it can improve prices of items in stores if you purchase them when you have a good encounter adjustment. The table below describes the effect of reputation on reaction adjustment.

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

Reputation	Effect
20 (hero)	The party receives a +4 reaction adjustment
18–19	The party receives a +3 reaction adjustment
16–17	The party receives a +2 reaction adjustment
14–15	The party receives a +1 reaction adjustment
8–13	No adjustment
7	The party receives a -1 reaction adjustment
6	The party receives a -2 reaction adjustment
5	The party receives a -3 reaction adjustment. Whenever the party enters a new area, there will be a 10% chance that a group of the Flaming Fist will spawn and engage the party.
4	The party receives a -4 reaction adjustment. Whenever the party enters a new area, there will be a 20% chance that a group of the Flaming Fist will spawn and engage the party.
3	The party receives a -5 reaction adjustment. Whenever the party enters a new area, there will be a 30% chance that a group of the Flaming Fist will spawn and engage the party.
2	The party receives a -6 reaction adjustment. Whenever the party enters a new area, there will be a 50% chance that a group of the Flaming Fist will spawn and engage the party.
1 (villain)	The party receives a -7 reaction adjustment. Whenever the party enters a new area, a group of the Flaming Fist will spawn and engage the party.

Reputation Effects on Party Members

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

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

A happy life is a good life!
—Volo

Combat in Baldur's Gate

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

More than just Hack and Slash

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

Personal Initiative Rounds

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

Speed Factor

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

Casting Time

Casting times for priests and wizards are exactly analogous to speed factors for weapons; the casting times are between 1 and 10, representing how quickly a wizard or priest can release a spell. The lower the number, the faster the casting, just as with speed factors.

Initiative

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

Armor Class

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

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

THACO

THACO is an acronym which means "To Hit Armor Class O." This is the number a character, NPC, or monster needs to attack an AC 0 target successfully. THACO depends on a character's class and level. The THACO number can be used to calculate the number needed to hit any AC.

The Attack Roll

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

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

the attacker missed completely or was unable to penetrate the opponent's armor.

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

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

—Volo

Critical Hits and Misses

If a character rolls a "natural" 20 to hit (that is, the attack roll before modifiers are applied is a 20) then a critical hit occurs and damage for that attack will be doubled. A roll of "natural" 1 is considered a critical miss and imposes a time penalty on the character to recover. Regardless of AC, a "natural" 20 always hits, and a "natural" 1 always misses.

Improving the Odds in Combat

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

Strength Modifiers

A character's Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melees and attacks with hurled missile weapons (a dagger or an axe).

Magical Items

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

Note: You may not equip multiple magic items that provide a similar bonus, such as two Rings of Protection or a Ring of Protection and +1 Leather Armor.

Dexterity Modifiers for Missile Weapons

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

Missile Weapons in Combat—Rate of Fire

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

Casting Spells

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

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

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

Spell Disruption

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

Saving Throws

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

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

Save vs. Paralyzation, Poison, and Death Magic

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

Save vs. Rod, Staff, or Wand

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

Save vs. Petrification or Polymorph

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

Save vs. Breath Weapon

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

Save vs. Spell

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

Modifying Saving Throws

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

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

Morale

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

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

Combat Effects and Recovery

Damage, wounds, and death are what can happen to characters when opponents attack them successfully. Damage can also occur as a result of poison, fire, falling, acid, and by trying anything even remotely dangerous in the real world. Damage from most attacks is measured in hit points (hp). Each character has a current hit point total and maximum hit point total. Each time a character is hit, he suffers points of damage. These points are subtracted from the character's current hit point total. When this reaches 0, the character is dead. Characters whose bodies are destroyed by the effect that

killed them (such as a *Disintegrate* spell or taking massive damage from a single melee attack) remain forever dead, beyond hope of resurrection.

Healing and Hit Points

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

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

Natural Healing

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

A good reason to rest at an inn!

—Volo

Magical Healing

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

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

Raising the Dead

Curative and healing spells have no effect on dead characters; they can be returned to life only with a *Raise Dead* or *Resurrection* spell or a device that accomplishes one of these effects. A newly raised character (with the *Raise Dead* spell) is quite weak (with only 1 hit point) and requires additional healing

to be effective in combat. If your characters cannot cast the appropriate spells, you may enlist the help of a nearby temple for a small fee.

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

—Volo

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

—Elminster

Paralysis

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

Poison

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

Experience and Gaining Levels

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

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

Group Experience Awards

Experience points are earned through the activities of the characters, which generally relate to their adventuring goals. Thus, all characters on an adventure receive some experience points for overcoming their enemies or obstacles. The experience gained for slaying monsters and finishing quests is shared equally between the characters in your party.

Experience Points for Multi- and Dual-Class Characters

Multi-class Characters

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

Dual-Class Characters

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

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

Character Attributes

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

Race

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

Human

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

Dwarf

Dwarves are short, stocky fellows, easily identifiable by their size and shape. They have ruddy cheeks, dark eyes, and dark hair. Dwarves tend to be dour and taciturn. Dwarves have the following traits:

- +2 bonus to saving throws vs. paralysis/poison/death, rod/staff/wand, and spells.
- Additional saving throw bonuses based on Constitution.
- Infravision.
- +1 Constitution, -1 Dexterity, -1 Charisma.

Elf

Elves tend to be shorter and slimmer than humans. Their features are finely chiseled and delicate, and they speak in melodic tones. Elves are looked upon as being frivolous and aloof. Elves have the following traits:

- 90% resistance against charm and sleep magics.
- Infravision.
- -1 THACO with bows and long swords.
- +1 Dexterity, -1 Constitution.

Gnome

Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Gnomes, as they proudly maintain, are also less rotund than dwarves. Most have dark tan or brown skin, white hair, and rather large noses. Gnomes have the following traits:

- +2 bonus to saving throws vs. rod/staff/wand and spells.

- Additional saving throw bonuses based on Constitution.
- Infravision.
- +1 Intelligence, -1 Wisdom.

Half-Elf

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

- 30% resistance against charm and sleep magics.
- Infravision.

Half-Orc

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

- +1 Strength, +1 Constitution.
- -2 Intelligence.

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

—Volo

Halfling

Halflings are short, generally plump people, very much like small humans. Their faces are round and broad, and often quite florid. Their hair is typically curly, and the tops of their feet are covered with coarse hair. Halflings have the following traits:

- +2 bonus to saving throws vs. paralysis/poison/death, rod/staff/wand, and spells
- Additional saving throw bonuses based on Constitution
- -1 THACO with slings
- +1 Dexterity, -1 Strength, -1 Wisdom

Ability Scores

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

Strength

Strength measures a character's muscle, endurance, and stamina. It is the prime requisite of warriors (except Rangers and Paladins).

Dexterity

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

Constitution

Constitution measures a character's fitness, health, and physical resistance to hardship, injury, and disease. It is the prime requisite of the Ranger.

Intelligence

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

Wisdom

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

Charisma

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

Class

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

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

WARRIORS

Fighter

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

Class Features:

- May wear any armor and use any weapon.
- May achieve Grand Mastery (five slots) with any weapon type.
- Hit Die: d10

Berserker (Fighter Kit)

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

Advantages:

- May use Rage ability once per day every 4 levels.
 - RAGE: The enraged state lasts for 60 seconds. While enraged, a Berserker gains a bonus of +2 to his attack and damage rolls as well as to his Armor Class, and becomes immune to charm, confusion, fear, feblemind, hold, imprisonment, level drain, maze, stun and sleep. He also gains 15 hit points which are temporary and are taken away at the end of his berserk spree, possibly killing the Berserker.

Disadvantages:

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

Wizard Slayer (Fighter Kit)

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

Advantages:

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

Disadvantages:

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

Kensai (Fighter Kit)

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

Despite its common name, a Kensai may use any melee weapon with which he is proficient.)

Advantages:

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

Disadvantages:

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

Ranger

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

Class Features:

- May wear any armor and use any weapon.
- May not exceed Specialization in any weapon class.
- Are Specialized (two slots) in Two-Weapon Style and may achieve Specialization (two slots) in any fighting style, as well as Mastery (three slots) in Two-Weapon Style.
- May select a racial enemy which grants a +4 bonus to hit and damage rolls against the selected enemy race.
- May use Charm Animal ability once per day every 2 levels (starts at 1st level with one use).
- May Hide in Shadows while wearing no armor, Leather Armor or Studded Leather Armor.
- May cast druidic spells at level 8.
- Hit Die: d10

Archer (Ranger Kit)

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

Advantages:

- +1 to hit and +1 to damage with any missile weapon every 3 levels.
- May use Called Shot ability once per day every 4 levels.

- CALLED SHOT: All successful ranged attacks within the next 10 seconds have the following cumulative effects beside normal damage, according to the level of the Archer:
 - 4th level: -1 penalty to target's THACO.
 - 8th level: -1 penalty to target's Saving Throws vs. Spell.
 - 12th level: -1 penalty to the target's Strength score.
 - 16th level: +2 bonus to damage roll.

Disadvantages:

- May not wear any metal armor.
- May not exceed Specialization (two slots) with melee weapons.

Stalker (Ranger Kit)

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

Advantages:

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

Disadvantages:

- May not wear armor heavier than studded leather.

Beast Master (Ranger Kit)

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

Advantages:

- +15% to Move Silently and Hide in Shadows.
- 8th level, may cast *Animal Summoning I*.
- 10th level, may cast *Animal Summoning II*.
- 12th level, may cast *Animal Summoning III*.

Disadvantages:

- May not use any metal weapons (for example: swords, halberds, war hammers, or morning stars).

Paladin

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

Class Features:

- May wear any armor and use any weapon.
- May not exceed Specialization in any weapon class.
- May achieve Specialization (two slots) in any fighting style.
- May use Lay on Hands ability once per day to heal a target for 2 hit points per level of the Paladin.
- May use *Detect Evil* once per day for every level (starts at 1st level with 3 uses).
- May use *Protection From Evil* once per day for every level (starts at 1st level with one use).
- May Turn Undead.
- May cast priest spells starting at level 9.
- Receives a +2 bonus to all saving throws.
- Hit Die: d10

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

—Volo

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

—Elminster

Cavalier (Paladin Kit)

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

Advantages:

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

Disadvantages:

- May not use missile weapons.

Inquisitor (Paladin Kit)

The Inquisitor has dedicated his life to finding and eliminating practitioners of evil magic and defeating the forces of darkness. His god has provided him with special abilities toward that end.

Advantages:

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

Disadvantages:

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

Undead Hunter (Paladin Kit)

This holy avenger has honed his abilities toward the destruction of the undead and other unnatural creatures and is immune to many of their more devastating abilities.

Advantages:

- +3 to hit and +3 damage rolls against undead creatures.
- Immune to hold and level drain.

Disadvantages:

- May not use Lay on Hands ability.

Blackguard (Paladin Kit)

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

Advantages:

- May Rebuke Undead as a Paladin of the same level.
- May use Poison Weapon ability once per day for every 5 levels (starting at 1st level with one use).
- May use Aura of Despair ability once per day starting at 2nd level, with effects that improve based on level:
 - 2nd level: Bestows nearby enemies with a -1 penalty to hit and damage rolls, and a -2 penalty to Armor Class.
 - 6th level: Bestows nearby enemies with a -2 penalty to hit and damage rolls, and a -2 penalty to Armor Class.
 - 15th level: Bestows nearby enemies with a -4 penalty to hit and damage rolls, a -4 penalty to Armor Class, and causes Fear in enemies of level 8 or below.
 - 20th Level: Bestows nearby enemies with a -4 penalty to hit and damage rolls, a -4 penalty to Armor Class, and causes Fear in enemies level 18 or below.
- May use Absorb Health instead of Lay on Hands, which deals 2 points of damage to the target and heals the Blackguard the same amount.

Disadvantages:

- Must be evil.
- May not cast *Detect Evil*.
- May not cast *Protection from Evil*.
- May not use Lay on Hands ability.

Barbarian

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

Advantages:

- Moves 2 points faster than other characters.
- Immune to Backstab.
- May use the Rage ability once per day every 4 levels (starts at 1st level with one use).
 - RAGE: The enraged status lasts for 5 rounds and provides a +4 bonus to Strength and Constitution, a -2 penalty to Armor Class and a +2 bonus to saving throws vs. spell, as well as immunity to all charm, hold, fear, maze, stun, sleep, confusion and level drain effects.
- 11th level, gains 10% resistance to crushing, slashing, piercing, and missile damage. An additional 5% is gained at levels 15 and 19.
- Hit Die: d12

Disadvantages:

- May not wear armor heavier than splint mail.
- May not exceed Specialization (two slots) with any weapon.

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

—Volo

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

—Elminster

Priests

Cleric

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

Class Features:

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

Priest of Talos (Cleric Kit)

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

Advantages:

- May cast *Lightning Bolt* once per day every 5 levels of the caster (starts at 1st level with one use).
- May cast *Storm Shield* once per day every 10 levels of the caster (starts at 1st level with one use):
 - STORM SHIELD: This spell lasts 6 seconds per level of the caster. It protects the caster from lightning, fire, cold, and normal missiles.

Priest of Helm (Cleric Kit)

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

Advantages:

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

Priest of Lathander (Cleric Kit)

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

Advantages:

- May cast *Hold Undead* once per day every 5 levels of the caster (starts at 1st level with one use).
- May cast *Boon of Lathander* every 10 levels of the caster (starts at 1st level with one use), as detailed below.
 - **BOON OF LATHANDER:** This spell lasts for 6 seconds per level of the caster. It gives the caster a +1 bonus to attack and damage rolls, a +1 bonus to all saving throws and 1 extra attack per round. It also protects the recipient from level drain.

Druid

The Druid serves the cause of nature and neutrality; the wilderness is his community. He uses his special powers to protect it and to preserve balance in the world.

Class Features:

- May not wear armor heavier than Studded Leather.
- May not equip shields larger than Bucklers.
- May only use the following weapons: Scimitar, Dagger, Club, Spear, Quarterstaff, Dart, Sling.
- May only become Proficient in any weapon class.
- May only become Proficient in any fighting style.
- May cast druidic spells.
- 7th level: May Shapeshift into a wolf, black bear or brown bear once per day.
- 15th level: Becomes immune to poison.
- 18th level: Gains 10% resistance to cold, fire, electricity and acid; gains a further 10% resistance at levels 21 and 24.
- Hit Die: d8

Totemic Druid (Druid Kit)

This Druid closely identifies with a particular animal, an animal that he feels represents his spirit. This grants him a special connection to the animal kingdom, and he is able to call upon their spirits to aid him.

Advantages:

- May summon a special spirit animal once per day every 5 levels. The spirit animal is randomly selected from the following: Spirit Bear, Spirit Wolf, Spirit Lion, and Spirit Snake.

Disadvantages:

- Cannot shapeshift.

Shapeshifter (Druid Kit)

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

Advantages:

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

Disadvantages:

- May not wear any armor.
- May not use any other shapeshifting abilities due to the effort required in maintaining balance in his primary forms.

Avenger (Druid Kit)

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

Advantages:

- May shapeshift into the form of a sword spider, baby wyvern and fire salamander besides the normal shapeshifting abilities.
- May cast 6 Mage spells: *Chromatic Orb*, *Web*, *Lightning Bolt*, *Improved Invisibility*, *Chaos*, and *Chain Lightning*.

Disadvantages:

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

Monk

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

Advantages:

- Moves 2 points faster than normal. Movement rate further improves by 1 every 5 levels.
- May make 1 unarmed attack per round. An additional 1/2 attack per round is gained every 3 levels. Damage dealt by unarmed attacks increases with level as follows:

- Level 1-2: 1d6
- Level 3-5: 1d8
- Level 6-8: 1d10
- Level 9-14: 1d12
- Level 15+: 1d20
- At level 9, the Monk's fists are treated as a +1 magical weapon and gain a +1 bonus to hit and damage rolls. This enchantment improves to +2 at level 12, +3 at level 15, and +4 at level 20.
- Receives a +2 bonus to save vs. spell.
- Deflect Missiles: +1 bonus to AC vs. missile attacks every 3 levels.
- 3% magic resistance per level starting at 14th level (that is, 42% at 14th level).
- Starts with an Armor Class of 9 at 1st level and gains an additional +1 bonus every 2 levels.
- May use *Stunning Blow* ability once per day every 4 levels.
 - STUNNING BLOW: All successful attacks within the next 6 seconds force the victim to save or be stunned. This special ability automatically modifies normal attacks; no targeting needs to be done.
- 5th level: Becomes immune to all diseases and cannot be slowed or hasted.
- 7th level: May use Lay on Hands ability to heal 2 hit points per level.
- 8th level: Gains -1 to speed factor.
- 9th level: Gains a +1 bonus to all saving throws and becomes immune to charm.
- 11th level: Becomes immune to poison.
- 12th level: Gains another -1 to speed factor.
- 13th level: May use the *Quivering Palm* ability once per day.
 - QUIVERING PALM: The next successful unarmed attack forces the opponent to save or die. This special ability automatically modifies normal attacks; no targeting needs to be done.
- 20th level: Becomes immune to non-magical weapons.
- Hit Die: d8

Disadvantages:

- May not wear any armor.
- May only use weapons available to the Thief class (except two-handed).

Rogues

Bard

The Bard is a rogue, but he is very different from the Thief. His strength is his pleasant and charming personality. With it, and with his wits, he makes his way through the world. A Bard is a talented musician and a walking storehouse of gossip, tall tales, and lore. He learns a little bit about everything that crosses his path; he is a jack-of-all-trades but a master of none. While many Bards are scoundrels, their stories and songs are welcome almost everywhere.

Class Features:

- May not wear armor heavier than Chainmail.
- May not equip shields larger than Bucklers.
- May only become Proficient in any weapon class.
- May only become Proficient in any fighting style.
- Thieving abilities: Pick Pockets.
- Increased Lore score.
- May cast arcane spells once he reaches 2nd level.
- May use *Bard Song* ability. While active, the *Bard Song* has the following effects:
 - Increase morale to 10.
 - *Remove Fear*.
 - *Protection from Fear*.

Blade (Bard Kit)

The Blade is an expert fighter and adventurer whose bardic acting abilities make him appear more intimidating and fearsome. His fighting style is flashy and entertaining, but also lethally dangerous.

Advantages:

- May place 3 slots in Two-Weapon Style.
- May use the *Offensive Spin* and *Defensive Spin* abilities once per day every 4 levels.
 - OFFENSIVE SPIN: During the next 24 seconds, the Blade's movement rate doubles and he gains a +2 bonus to hit and damage rolls as well as an extra attack per round. All attacks deal maximum damage for the duration. Offensive Spin may not be used in conjunction with the Haste or Improved Haste spells.
 - DEFENSIVE SPIN: During the next 24 seconds, the Blade is rooted to the spot and gains a +1 bonus to Armor Class per level, up to a maximum of +10.

Disadvantages:

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

Jester (Bard Kit)

This Bard is well-versed in the arts of ridicule and hilarity, and uses his abilities to distract and confuse his enemies, cavorting madly during combat. Do not mistake him for a true fool, however, as he can also be quite deadly.

Advantages:

- The Jester's song does not help allies. Instead, it affects every opponent within 30 feet, and they must save vs. spell with a -4 penalty once per round or be confused.

Skald (Bard Kit)

This nordic Bard is also a warrior of great strength, skill, and virtue. His songs are inspiring sagas of battle and valor, and the Skald devotes his life to those pursuits.

Advantages:

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

Disadvantages:

- Only has one quarter the normal Pick Pockets score.

Thief

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

Class Features:

- May not wear armor heavier than studded leather.
- May not equip shields larger than bucklers.
- Can only use the following weapons: long sword, short sword, katana, scimitar, dagger, club, quarterstaff, crossbow, shortbow, dart, sling.
- May only become Proficient in any weapon class.
- May only become Proficient in any fighting style.
- Gains 25 points per level (40 points at level 1) to distribute to the following thieving abilities: Open Locks, Pick Pockets, Find Traps, Move Silently, Hide in Shadows, Detect Illusions, Set Traps.
- May use Set Snare ability once per day for every 5 levels (starts at 1st level with one use)
- May backstab for increased damage:
 - Level 1-4: x2

- Level 5-8: x3
- Level 9-12: x4
- Level 13+: x5

Assassin (Thief Kit)

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

Advantages:

- +1 bonus to hit and damage rolls.
- Backstab ability reaches x7 multiplier instead of capping at x5.
Note: This cap is not reached until higher levels, which can only be attained in Baldur's Gate II.
- May coat his weapon in poison once per day per 4 levels. The next hit with that weapon will inject the poison into the target, dealing out 1 point of damage per second for 24 seconds (3 points of damage for the first 6 seconds). A successful save vs. poison limits damage to 12 points total.

Disadvantages:

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

Bounty Hunter (Thief Kit)

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

Advantages:

- +15% bonus to Set Traps.
- May lay special traps beside those all Thieves can set. These traps are more powerful than the typical Thief trap, and the effect varies according to level:
 - 1st Level: the trap deals out damage and slows the target if a saving throw is failed.
 - 11th Level: the trap holds the target if a saving throw is failed.
 - 16th Level: the trap erects an *Otiluke's Resilient Sphere* around the target if a saving throw is failed.
 - 21st Level: the trap *Mazes* the target.

Disadvantages:

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

Swashbuckler (Thief Kit)

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

Advantages:

- +1 bonus to Armor Class at 1st level, plus an additional +1 bonus every 5 levels.

- +1 bonus to hit and damage rolls every 5 levels.
- May Specialize (two slots) in any melee weapon available to Thieves.
- May place 3 slots into Two Weapon Style.

Disadvantages:

- May not use Backstab ability.

Wizards

Mage

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

Class Features:

- May not wear any armor.
- Can only use the following weapons: dagger, quarterstaff, dart, sling.
- May only become Proficient in any weapon class.
- May cast arcane spells.

Specialist Mages (Mage Kits)

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

Abjurer: A wizard who specializes in protective magics.

Opposed School: Alteration.

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

Opposed School: Divination.

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

Opposed School: Conjunction/Summoning.

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

Opposed School: Invocation/Evocation.

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

Opposed School: Necromancy.

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

Opposed School: Enchantment/Charm, Conjunction/Summoning.

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

Opposed School: Illusion.

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

Opposed School: Abjuration.

Wild Mage (Mage Kit)

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

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

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

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

—Volo

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

Sorcerer

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

Class Features:

- May not wear any armor.
- May only use the following weapons: dagger, quarterstaff, dart, sling.

- May only become Proficient with weapons.
- May cast arcane spells.
- May not scribe spells into their spellbooks as Mages do. Instead, Sorcerers learn a small number of spells at each level, which they can cast daily without memorization.
- Hit Die: d4

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

—Volo

Generally true; however, there are some notable exceptions.

—Elminster

Multi-Class Characters (non-human)

Non-human characters can multi-class, combining the strengths and weaknesses of two or three different classes in a single character. THACO and saving throws are calculated based on the best of each class, and the character gains all of the special abilities of each class as well. Experience points are divided equally among all classes, and hit points gained at level-up are distributed proportionally from each class (a Fighter/Mage, for instance, would receive half the normal number of hit points for each of his Fighter and Mage hit dice, and receive any additional hit points from a high Constitution score only once).

Fighter/Thief

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

Fighter/Cleric

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

Fighter/Druïd

This character can use the abilities of a Fighter and Druïd, though weapons are restricted to only those allowed by the Druïd's ethos. This character may Specialize in, but not Master, any weapon he can use.

Fighter/Mage

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

Fighter/Mage/Cleric

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

Fighter/Mage/Thief

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

Mage/Cleric

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

Mage/Thief

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

Cleric/Ranger

These characters can use the abilities of both Cleric and Ranger, although weapons are restricted to those allowed by the Cleric's ethos. This character may specialize in, but not master, any weapon he can use.

Thief/Cleric

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

Alignments

Alignment reflects a character's basic attitude toward society and the forces of the universe. There are nine different alignments:

Lawful Good

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

Neutral Good

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

Chaotic Good

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

Lawful Neutral

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

(True) Neutral

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

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

Chaotic Neutral

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

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

—Elminster

Lawful Evil

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

Neutral Evil

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

Chaotic Evil

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

Weapon Proficiencies

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

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

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

Fighting Styles

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

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

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

Two-Handed Weapon Style

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

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

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

Single-Weapon Style

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

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

Sword and Shield Style

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

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

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

Weapon Specialization

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

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

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

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

Special Abilities

Find Traps

Thieves can select Find Traps, and they will look around for traps until otherwise directed. The traps have a random chance of being found by the thief at any time, so moving slowly can make finding more likely. If a thief chooses any other action, he is unable to find traps until this mode is activated again. Note that this skill cannot exceed 100.

Detecting Secret Doors

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

Wizard: 5%
 Rogue: 15%
 Warrior: 10%
 Priest: 10%

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

Elf: +20%
 Dwarf: +10%
 Halfling: +5%

When a thief has his Find Traps ability on, he has a 100% chance to detect secret doors.

Druidic Shape Change

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

Racial Enemy

Rangers tend to focus their efforts against one particular type of creature. When the Ranger encounters that enemy, he gains a +4 bonus to his attack rolls. However, the Ranger also suffers a -4 penalty to all encounter reactions with these creatures as well.

Hit Dice

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

level. Barbarians are known for their sturdiness in battle and gain 1 to 12 hit points each time they gain a level.

Infra-vision

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

Lay on Hands

A Paladin or Monk can heal himself or others by laying his hands upon them. A Paladin or Monk can heal 2 hit points per experience level in this manner. This ability is usable once per day.

Lore

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

Bard: +10 Lore per level

Thief: +3 Lore per level

Mage: +3 Lore per level

All other classes: +1 Lore per level

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

Example: A character with 18 Wisdom (+10) and 15 Intelligence (+5) would have +15 to Lore.

Special Note: Identifying Items

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

Magic Resistance

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

Protection from Evil

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

Spellcasting

See "Magic and the Spell System" in the next section.

Stealth (Hide in Shadows/Move Silently) and Backstab

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

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

Thieving (Pick Pockets, Open Locks, Remove Traps)

Thieves can pick pockets (random chance of an item carried by the hapless victim), pick locks, and remove traps as well. This is achieved by selecting the Thieving button and clicking on the desired target. Note that only Pick Pockets may benefit from scores higher than 100.

Turning Undead

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

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

—Elminster

Magic and the Spell System

Some of the most powerful weapons player characters have at their disposal in the AD&D game are magical spells. Through spells, a player character can call lightning out of the sky, heal grievous injuries, hurl explosive balls of fire, and learn secrets long forgotten. At the levels of characters in Baldur's Gate, magic and spells are somewhat more modest (only 1st- through 5th-level spells are learnable by the end of the game). Not every character is capable of casting spells, however. Wizards (including specialists) and priests (or their cousins, the Druids) can cast wizard and priest spells, respectively. A few character classes have a limited ability to cast spells in addition to their other attributes. Regardless of their source, all spells fall into the categories of wizard or priest.

Wizard Spells

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

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

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

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

The number of spells a wizard can cast is given by his level. A Mage can memorize the same spell more than once, but each memorization counts as

one spell toward his daily memorization limit. Memorization is not a thing that happens immediately. The Mage must have a clear head gained from a restful night's sleep and then must spend time studying his spellbook. Spells remain memorized until they are cast or wiped from the character's mind at the spell memorization screen.

Priest Spells

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

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

Schools of Magic

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

Abjuration spells are specialized protective magic.

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

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

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

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

Illusion spells deceive the senses or minds of others.

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

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

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

Spells in Baldur's Gate

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

Name

Each spell is identified by name.

School

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

Range

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

Duration

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

Casting Time

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

Area of Effect

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

Saving Throw

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

Spell Description

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

Wizard Spells—Level 1

Armor (Conjuration)



Range: 0
Casting Time: 1 round
Duration: 10 turns
Saving Throw: None
Area of Effect: The caster

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). Its effects are cumulative with Dexterity and, in the case of Fighter/Mages, with the shield bonus. The *Armor* spell does not hinder movement, adds no weight or encumbrance, and does not prevent spellcasting. It lasts until successfully dispelled or until the duration runs out.

Blindness (Illusion/Phantasm)



Range: Visual range of caster
Casting Time: 2
Duration: 10 turns
Saving Throw: Neg.
Area of Effect: 1 creature

This spell blinds its target. A saving throw is allowed, and if successful, there are no harmful effects. If a victim is blinded, he receives -4 to hit on his attack rolls and has a +4 penalty to AC.

Burning Hands (Alteration)



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

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. The burning hands send out flame jets of 5-foot length in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each

level of experience of the caster, to a maximum of $1d3+20$ points of fire damage. Those successfully saving vs. spell receive half damage.

Charm Person (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 1
Duration: 5 rounds
Saving Throw: Neg.
Area of Effect: 1 person

This spell affects any single person it is cast upon. The term "person" includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level Fighter could be charmed, but an ogre could not. The person receives a saving throw vs. spell to avoid the effect. A recipient who fails a saving throw vs. spell regards the caster as a trusted friend and ally to be heeded and protected. The caster may give him orders, and the charmed individual will carry them out as quickly as possible. If the caster harms or attempts to harm the charmed person by some overt action, or if a *Dispel Magic* spell is successfully cast upon the charmed person, the *Charm Person* spell is broken. If two or more charm effects simultaneously affect a creature, the most recent charm takes precedence. Note that the subject has full memory of the events that took place while he was charmed. No charmed creatures may leave the area or attack non-hostile targets.

Chill Touch (Necromancy)



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

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must make a saving throw vs. spell or suffer 1-8 damage and receive a -2 THACO penalty.

Chromatic Orb (Evocation)



Range: Visual range of caster
Casting Time: 1
Duration: Special
Saving Throw: Neg.
Area of Effect: 1 creature

This spell causes a 4-inch-diameter sphere to appear in the caster's hand. When thrown, the sphere heads unerringly to its target. The effect the orb has upon the target varies with the level of the caster:

1st: 1-4 damage and blinds the target for one round.

- 2nd: 1-6 damage and inflicts pain upon the victim.
 3rd: 1-8 damage and burns the victim.
 4th: 1-10 damage and blinds the target for 1 turn.
 5th: 1-12 damage and stuns the target for 3 rounds.
 6th: 2-16 damage and causes weakness in the victim.
 7th: 2-16 damage and paralyzes the victim for 2 turns.

A save against this spell negates both the damage and the other effects.

Color Spray (Alteration)



Range: 0
 Casting Time: 1
 Duration: Instant
 Saving Throw: Neg.
 Area of Effect: 5' x 20' x 20' wedge

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. From one to six creatures (1d6) within the area are affected in order of increasing distance from the wizard. All creatures in the area must make a saving throw vs. spell or be rendered unconscious.

Find Familiar (Conjuration/Summoning)



Range: 0
 Casting Time: 1 round
 Duration: Special
 Saving Throw: Special
 Area of Effect: 1 familiar

This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time and he has no control over what sort of creature answers the summoning, if any come at all. *(Note: This spell may be cast only by the protagonist.)*

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard has an empathic link with the familiar and can issue it commands.

The caster receives half the familiar's total hit points as bonus hit points. However, the caster must take care to treat his familiar well, for if the familiar should die, the caster loses the bonus hit points and then suffers damage equal to half the familiar's hit points. The caster also loses one point of Constitution permanently.

Example: A mage has 12 hit points and casts *Find Familiar*. The imp summoned has 18 hit points, so the caster gets a bonus of 9 hit points. If the familiar dies, the caster loses those 9 points bringing him back to 12. The caster then takes 9 damage and loses a point of Constitution, as well as any hit points gained from it.

Friends (Enchantment/Charm)



Range: 0
Casting Time: 1
Duration: 1d4 rounds + 1 round/level
Saving Throw: Special
Area of Effect: The caster

A *Friends* spell causes the wizard to temporarily gain 2d4 points of Charisma. Those who view the caster tend to be very impressed with him and make an effort to be his friends and help him, as appropriate to the situation. Official bureaucrats might decide to become helpful; surly gate guards might wax informative; and attacking orcs might spare the caster's life, taking him captive instead.

Grease (Conjuration)



Range: 10 yards
Casting Time: 1
Duration: 3 rounds + 1 round/level
Saving Throw: Special
Area of Effect: 15-foot radius

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

Identify (Divination)



Range: 0
Casting Time: Special
Duration: Instant
Saving Throw: None
Area of Effect: 1 item

When an *Identify* spell is cast, the magical item subsequently touched by the wizard can be identified. The spell identifies the item's name, what it does, and if it is cursed.

Infravision (Divination)



Range: 0
Casting Time: Special
Duration: 10 turns
Saving Throw: None
Area of Effect: The caster

The recipient of this spell gains the ability to see with infravision, just as an elf or dwarf.

Larloch's Minor Drain (Necromancy)



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

With this spell, the wizard drains the life force from a target and adds it to his own. The creature suffers 1-4 damage, while the caster gains 1-4 hit points. If the wizard goes over his maximum hit point total with this spell, he loses any excess hit points after 1 turn.

Magic Missile (Evocation)



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

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

Nahal's Reckless Dweomer (Wild Magic)



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

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

Before casting the spell, the mage announces the spell effect he is trying to create. The mage must be able to cast the spell (that is, have it in his

spellbook), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the Wild Mage casts *Nahal's Reckless Dweomer*. A burst of magical energy is released, which the Wild Mage tries to manipulate into the desired form. The actual effect of the spell is determined randomly (see the wild surge table at the end of this manual).

Because the release of energy is planned by the mage, his level is added to the dice roll made when determining what sort of wild surge occurs. This means there is a better chance of a good result. If the result indicates success, the mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the mage or it may be completely disastrous; this is the risk the mage takes in casting *Nahal's Reckless Dweomer*.

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

—Volo

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

—Elminster

Protection from Evil (Abjuration)



Range: Touch
Casting Time: 1
Duration: 10 rounds
Saving Throw: None
Area of Effect: 1 creature

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has two major effects: first, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Protection from Petrification (Abjuration)



Range: 0
Casting Time: 1
Duration: 3 rounds/level
Saving Throw: Neg.
Area of Effect: 1 creature

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

Reflected Image (Illusion/Phantasm)



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

Upon casting this spell, the wizard creates one image of himself that will travel beside him. The image will perform the same actions as the wizard, so that if any enemies are trying to attack the wizard they will not know which one is real. The image will disappear with a successful *Dispel Magic*, when attacked, or when the spell duration runs out.

Shield (Evocation)



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

When this spell is cast, an invisible barrier comes into being in front of the wizard. It sets the caster's Armor Class to 4 against normal weapons and 2 against missile weapons.

Shocking Grasp (Alteration)



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

When the wizard touches a creature while this spell is in effect, an electrical charge deals 1-10 damage to the creature. The wizard only has one charge, and once an opponent has been touched, the spell's energies have been used. The spell always hits unless the mage is disrupted.

Sleep (Enchantment/Charm)



Range: Visual range of caster
 Casting Time: 1
 Duration: 5 rounds/level
 Saving Throw: Neg.
 Area of Effect: Special

When a wizard casts a *Sleep* spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the *Sleep* spell must be within 30 feet of each other. Creatures in the area of effect must make a saving throw at a -3 penalty or fall asleep. Monsters with 4+3 Hit Dice (4 Hit Dice plus 3 hit points) or more are unaffected. The center

of the area of effect is determined by the spellcaster. Magically sleeping opponents can be attacked with substantial bonuses.

Spook (Illusion/Phantasm)



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

A *Spook* spell enables the wizard to play on natural fears to cause the target creature to perceive the spellcaster as someone or something inimical which then appears to advance upon it in a threatening manner. If the creature does not make a successful saving throw vs. spell, it turns and flees at maximum speed as far from the wizard as possible, though items carried are not dropped. The creature has a saving throw penalty of -1 for every two experience levels, to a maximum of -6 at 12th level. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. In any event, the spell functions only against creatures with Intelligence scores of 2 or more, and undead are not affected at all.

Wizard Spells—Level 2

Agannazar's Scorcher (Evocation)



Range: 20 yards
Casting Time: 3
Duration: Instant
Saving Throw: None
Area of Effect: 2-foot by 60-foot jet

Upon casting this spell, a jet of flame appears at the caster's fingertips and bursts out toward one target of the caster's choice. That target is hit by this flame for 3-18 points of damage, as is anyone who stands in the path of the flame. There is no saving throw against this spell, though anti-fire capabilities such as fire resistance will apply and may reduce or eliminate the damage.

Blur (Illusion/Phantasm)



Range: 0
Casting Time: 2
Duration: 3 rounds + 1 round/level
Saving Throw: None
Area of Effect: The caster

When a *Blur* spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -3 penalties. The wizard also gains a +1 bonus to all of his saving throws.

Deafness (Illusion/Phantasm)



Range: 60 yards
Casting Time: 2
Duration: Permanent
Saving Throw: Neg.
Area of Effect: 1 creature

The *Deafness* spell causes the recipient to become totally deaf. The victim is allowed a saving throw vs. spell. Deafened spellcasters have a 50% chance to miscast any spell. This deafness can be done away with by means of a *Dispel Magic* spell or a *Cure Disease* spell.

Detect Invisibility (Divination)



Range: 10 yards/level
Casting Time: 2
Duration: 4 turns
Saving Throw: None
Area of Effect: Special

When a wizard casts the *Detect Invisibility* spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (for example, thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen).

Ghoul Touch (Necromancy)



Range: 0
Casting Time: 3
Duration: 5 rounds
Saving Throw: Neg.
Area of Effect: The caster

When the caster completes this spell, a green glow encompasses his hand. When the wizard makes a successful melee attack against a creature, that creature is paralyzed by the negative energy. The touched creature must make a saving throw vs. spell or be paralyzed for 5 rounds.

Glitterdust (Conjuration/Summoning)



Range: 10 yards
Casting Time: 2
Duration: 4 rounds
Saving Throw: Special
Area of Effect: 10-foot radius

This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. spell or be blinded (-4 penalties to attack rolls, saving throws, and Armor Class) for 4

rounds. In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in 4 rounds.

Horror (Necromancy)



Range: Visual range of caster
Casting Time: 2
Duration 1 turn
Saving Throw: Neg.
Area of Effect: 15-foot radius

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

Invisibility (Illusion/Phantasm)



Range: Touch
Casting Time: 2
Duration: Special
Saving Throw: None
Area of Effect: 1 creature

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus the invisible being can walk around and cast defensive spells, but if he attacks he immediately becomes visible, although the invisibility enables him to attack first.

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

—Elminster

Knock (Alteration)



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

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

Know Alignment (Divination)



Range: 10 yards
Casting Time: 1 round
Duration: Instant
Saving Throw: Neg.
Area of Effect: 1 creature

A *Know Alignment* spell enables the mage to exactly read the aura of a creature. The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *Know Alignment* spell. Evil creatures will glow red, neutrals blue, and friendly creatures will glow green for a brief period.

Luck (Enchantment/Charm)



Range: 10 yards
Casting Time: 2
Duration: 3 rounds
Saving Throw: None
Area of Effect: 1 creature

The recipient of this spell is lucky in everything that he does for the next 3 rounds. He receives a +1 bonus to any of his actions. This includes saving throws, to-hit rolls, thieving skills, and so on.

Melf's Acid Arrow (Conjuration)



Range: Visual range of caster
Casting Time: 2
Duration: Special
Saving Throw: Special
Area of Effect: 1 creature

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

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

—Volo

Mirror Image (Illusion/Phantasm)



Range: 0
Casting Time: 2
Duration: 3 rounds/level
Saving Throw: None
Area of Effect: 6-foot radius

When a *Mirror Image* spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. Each time an attack is made, there is a percentage chance of hitting the mage.

Power Word Sleep (Conjuration/Summoning)



Range: 30 yards
Casting Time: 1
Duration: 5 rounds
Saving Throw: Neg.
Area of Effect: 1 creature

When a wizard calls upon a *Power Word Sleep* spell, he causes a comatose slumber to come upon one creature (other than undead and certain other creatures specifically excluded from the spell's effects). The creature targeted must have 20 hit points or less and gets no saving throw. Magically sleeping opponents can be attacked with substantial bonuses. The sleep effect will last for 5 rounds. This spell has no effect on creatures with more than 20 hit points.

Ray of Enfeeblement (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 2
Duration: 1 round/level
Saving Throw: Neg.
Area of Effect: 1 creature

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

Resist Fear (Abjuration)



Range: 10 yards
Casting Time: 1
Duration: Special
Saving Throw: Special
Area of Effect: 1 creature

This mage spell instills courage in the spell recipient, raising his morale to its highest. The recipient's morale will gradually reset to normal as the duration runs out. If the recipient is affected by magical fear, this spell is negated.

Stinking Cloud (Evocation)



Range: Visual range of caster
Casting Time: 2
Duration: 1 round/level
Saving Throw: Special
Area of Effect: 20-foot radius

The *Stinking Cloud* spell creates a billowing mass of nauseous vapors up to 30 yards away from the wizard. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea for 1d4 + 1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic.

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

—Volo

Strength (Alteration)



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

Application of this spell increases the Strength of the character to 18/50. The character receives any Strength bonuses appropriate. If a character has higher than 18/50 Strength, then this spell will actually lower the Strength of the recipient.

Vocalize (Alteration)



Range: Touch
Casting Time: 2
Duration: 5 rounds
Saving Throw: None
Area of Effect: 1 spellcaster

The recipient of this spell can cast spells with a verbal component without having to make any noise so long as the casting takes place entirely within the duration of the *Vocalize* spell. Only the verbal requirement of spells is removed. This spell has no effect on other noises or speech—it simply removes a spell's verbal component. This spell is of great use when quiet is desired in spellcasting or the individual has been magically silenced.

Web (Evocation)



Range: 5 yards/level
Casting Time: 2
Duration: 5 rounds
Saving Throw: None
Area of Effect: Special

A *Web* spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. Creatures caught within webs, or simply touching them, become stuck among the gluey fibers. Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things might have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half-strength. Half-strength webs allow for a person to make his way out of the web, but he may not make any physical attacks until he has done so.

Wizard Spells—Level 3

Clairvoyance (Divination)



Range: Special
Casting Time: 3
Duration: 1 round
Saving Throw: None
Area of Effect: Special

The *Clairvoyance* spell empowers the wizard to see in his mind the confines of whatever area he's in. This spell does not work indoors.

Detect Illusion (Divination)



Range: 0
Casting Time: 3
Duration: Instant
Saving Throw: None
Area of Effect: Special

This spell cancels all illusions/phantasm spells of 3rd level and lower in the designated area. This includes the caster and any friendly creatures in the area as well as enemies. The spells that are affected by *Detect Illusion* are *Reflected Image*, *Invisibility*, *Mirror Image*, and *Non-Detection*. The area of effect is roughly a 20-foot radius around the target. The target's magic resistance, if any, does not come into effect with this spell.

Dire Charm (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 3
Duration: 10 rounds
Saving Throw: Neg.
Area of Effect: 1 creature

This spell works in a manner similar to the *Charm Person* spell. However, the affected creature goes into a berserk state, wanting no one to harm his master (the spellcaster). Thus, the creature will fight enemies of the caster, even former allies. The spell is limited in the same manner as the *Charm Person* spell.

Dispel Magic (Abjuration)



Range: Visual range of caster
Casting Time: 3
Duration: Instant
Saving Throw: None
Area of Effect: 30-foot cube

A *Dispel Magic* spell removes magical effects upon anyone within the area. This includes effects given from spells, potions, and certain magical items. It does not, however, affect magical items themselves. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. If the caster is higher level than the creator of the effect to be dispelled, 5% per level is added to the chance of success. If the caster is lower level, 10% per level is subtracted from the chance of success.

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

—Elminster

Fireball (Evocation)



Range: Visual range of caster
Casting Time: 3
Duration: Instant
Saving Throw: 1/2
Area of Effect: 20-foot radius

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

Flame Arrow (Conjuration/Summoning)



Range: Visual range of caster
Casting Time: 3
Duration: 1 round
Saving Throw: None
Area of Effect: Special

This spell enables the caster to hurl fiery bolts at an opponent within range. Each bolt inflicts 1d6 points of piercing damage plus 4d6 points of fire damage. Only half of the fire damage is inflicted if the creature struck saves vs. spell. The caster receives one bolt for every five experience levels (two bolts at 10th level, three at 15th level, and so on.).

Ghost Armor (Conjuration)



Range: Touch
Casting Time: 1
Duration: 10 turns
Saving Throw: None
Area of Effect: 1 creature

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

Haste (Alteration)



Range: Visual range of caster
 Casting Time: 3
 Duration: 3 rounds + 1 round/level
 Saving Throw: None
 Area of Effect: 20-foot radius

When this spell is cast, each affected creature moves at double its normal speed and gains a -2 initiative bonus. In addition the hasted creature receives an extra attack each round. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. Spellcasting and spell effects are not accelerated. All affected by *Haste* must be in the designated area of effect. Note that this spell negates the effects of a *Slow* spell. Also, due to the energy expended during the duration of this spell the creature in effect loses a day. This will have an effect on the fatigue levels of the creature. This spell is not cumulative with itself or with other similar magic.

Hold Person (Enchantment/Charm)



Range: Visual range of caster
 Casting Time: 3
 Duration: 1 round/level
 Saving Throw: Neg.
 Area of Effect: Special

This spell holds 1-4 humans, demihumans, or humanoid creatures rigidly immobile and in place for five or more rounds. The *Hold Person* spell affects any bipedal human, demihuman, or humanoid of man-size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level Fighter could be held, while an ogre could not. The effect selects the enemies closest to the target and holds them. Enemies making their saving throws are totally unaffected by the spell. Undead creatures cannot be held by this spell.

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

Hold Undead (Necromancy)



Range: Visual range of caster
 Casting Time: 3
 Duration: 1 round/level
 Saving Throw: Neg.
 Area of Effect: Special

This spell holds 1-4 undead creatures rigidly immobile and in place for five or more rounds. The effect is centered on the victim selected by the caster.

Every enemy within 5 feet of the target is also affected. Those who succeed on their saving throws are totally unaffected by the spell.

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

Invisibility 10' Radius (Illusion/Phantasm)



Range: 0
Casting Time: 1 round
Duration: Special
Saving Throw: None
Area of Effect: 10-foot radius

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

The spell remains in effect for each creature until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can walk around and cast defensive spells, but if he attacks he immediately becomes visible, although the invisibility enables him to attack first.

Lightning Bolt (Evocation)



Range: Visual range of caster
Casting Time: 3
Duration: Instant
Saving Throw: 1/2
Area of Effect: Special

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster to each creature within its area of effect (maximum damage of 10d6). A successful saving throw vs. spell reduces this damage to half (round fractions down). When the lightning bolt intersects with a wall, it rebounds until it reaches its full length—hitting the same enemy multiple times, or even the caster's allies.

Melf's Minute Meteors (Evocation, Alteration)



Range: 70 yards
Casting Time: 3
Duration: Special
Saving Throw: None
Area of Effect: 1 target/meteor

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

Minor Spell Deflection (Abjuration)



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

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

Monster Summoning I (Conjuration/Summoning)



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

Within one round of casting this spell, the wizard magically conjures 8 Hit Dice of monsters. These appear within spell range and attack the caster's opponents until the spell duration expires or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services.

Non-Detection (Abjuration)



Range: Visual range of caster
Casting Time: 3
Duration: 20 turns
Saving Throw: None
Area of Effect: 1 creature

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

Protection from Cold (Abjuration)



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

When the *Protection from Cold* is cast, it confers complete invulnerability to normal cold attacks and to exposure to magical cold such as icy dragon breath, spells such as *Cone of Cold*, a Wand of Frost, and so on, absorbing 50% of all the damage dealt by such magical sources.

Protection from Fire (Abjuration)



Range: Touch
Casting Time: 6
Duration: 3 rounds + 1 round/level
Saving Throw: None
Area of Effect: 1 creature

The effects of a *Protection from Fire* spell last no longer than three rounds plus one round per caster level. When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires (fiery dragon breath, hell hound or pyrohydra breath, spells such as *Burning Hands*, *Fireball*, *Fire Seeds*, *Fire Storm*, *Flame Strike*, *Meteor Swarm*, and so on), absorbing 80% of all the damage dealt by such magical sources.

Protection from Normal Missiles (Abjuration)



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

By means of this spell, the wizard bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and

spears. Note, however, that this spell does not provide protection from such magical attacks as *Fireball*, *Lightning Bolt*, or *Magic Missile*.

Remove Magic (Abjuration)



Range: Visual range of caster
Casting Time: 3
Duration: Instant
Saving Throw: None
Area of Effect: 30-foot cube

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

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

Skull Trap (Necromancy)



Range: 20 yards
Casting Time: 3
Duration: Until triggered
Saving Throw: None
Area of Effect: 30-foot radius

Upon casting this spell, a skull is thrown by the caster at the target area. The skull floats in the area until a creature comes within 20 feet of it. When this happens, the skull is triggered and explodes, damaging everyone within a 30-foot radius. The damage inflicted is equal to 1-6 hit points per level of the caster. When casting this spell, it is wise to set it far away from the party, lest they set it off accidentally.

Slow (Alteration)



Range: Visual range of caster
Casting Time: 3
Duration: 10 rounds
Saving Throw: Neg.
Area of Effect: 40-foot cube

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

Spell Thrust (Abjuration)



Range: Visual range of caster
Casting Time: 3
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

When this spell is cast at a target creature, it will dispel all of the spell protections of 5th level and lower. The spells that fall under this category are *Minor Spell Deflection*, *Minor Globe of Invulnerability*, *Spell Immunity*, and *Minor Spell Turning*. The target's magic resistance, if any, does not affect this spell.

Vampiric Touch (Necromancy)



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

When the caster successfully touches an opponent in melee, the opponent loses 1-6 hit points for every two caster levels, to a maximum drain of 6-36 for a 12th-level caster. These hit points are added to the caster's total, with any hit points over the caster's normal maximum total treated as temporary additional hit points. These temporary hit points last for 5 turns.

Wraithform (Alteration, Illusion)



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

When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better enchantment, or by creatures otherwise able to affect those struck only by magical weapons. The wizard also gains a 25 %

Resistance to magic damage. While in *Wraithform*, the caster cannot cast spells.

Wizard Spells—Level 4

Confusion (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 4
Duration: 2 rounds + 1 round/level
Saving Throw: Special
Area of Effect: 30-foot radius

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

Contagion (Necromancy)



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

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

Emotion: Hopelessness (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 4
Duration: 2 rounds + 1 round/level
Saving Throw: Special
Area of Effect: 30-foot radius

When this spell is cast, the wizard can disturb the emotional state of those around him. The effect is to inflict a feeling of hopelessness upon the enemies within the visual sight of the caster. Upon a failed save vs. spell, the affected targets lie down and give over all their will to a higher power. Sometimes they can be heard to exclaim things such as, "I lie down and die," or "I'm going

home." This effect lasts for the duration of the spell, after which the targets return to normal.

The secondary effect of this spell is to instill upon the caster the feeling of courage, removing any effects of panic and restoring his morale, as well as preventing the above from creeping forth into his psyche. There is no save vs. this effect, and it lasts for the duration of the spell. It will, however, be affected by magic resistance and other similar effects.

Enchanted Weapon (Enchantment/Charm)



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

This spell conjures forth a magical weapon of the caster's choice. It may be a mace, axe, long sword, or short sword. The weapon created has an enchantment of +3 and stays in existence for no longer than a day.

Farsight (Divination)



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

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

Fireshield (Blue) (Evocation, Alteration)



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

The *Fireshield (Blue)* spell protects the user from cold damage by surrounding the caster with a shield of ice flame. This shield not only grants the user 50% cold resistance but also protects the caster from melee attacks. An opponent hitting the caster suffers 1d8+2 cold damage.

Fireshield (Red) (Evocation, Alteration)



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

The *Fireshield (Red)* spell protects the user from fire damage by surrounding the caster with a shield of flame. This shield not only grants the user 50% fire resistance but also protects the caster from melee attacks. An opponent hitting the caster suffers 1d8+2 fire damage.

Greater Malison (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 4
Duration: 2 rounds/level
Saving Throw: None
Area of Effect: 30-foot radius

The spell allows the caster to adversely affect all the saving throws of his enemies. The effect is applied to all hostile creatures within the area of effect. Opponents under the influence of this spell make all saving throws with a penalty of -4.

A particularly potent way of ensuring your next few spells will have maximum effect.

—Elminster

Ice Storm (Evocation)



Range: Visual range of caster
Casting Time: 4
Duration: 4 rounds
Saving Throw: None
Area of Effect: Special

When this spell is cast, great hail stones pound down for four rounds in a 40-foot-diameter area and inflict 2d8 points of damage to any creatures struck.

Improved Invisibility (Illusion/Phantasm)



Range: Touch
Casting Time: 4
Duration: 1 turn
Saving Throw: None
Area of Effect: 1 creature

This spell is similar to *Invisibility*, but the recipient is able to attack by missile discharge, melee combat, or spellcasting while remaining unseen. However, telltale traces—a shimmering—allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known).

Attacks against the invisible character suffer a -4 penalty to attack rolls, and the invisible character's saving throws are made with a +4 bonus.

Minor Globe of Invulnerability (Abjuration)



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

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

Minor Sequencer (Invocation/Evocation)



Range: 0
Casting Time: 1 round
Duration: Until used or until the party rests
Saving Throw: None
Area of Effect: Special

This spell allows a wizard to store two spells and activate them both at the same time from his special ability button. Both spells must be of 2nd level or lower. To create a sequencer, a mage must memorize not only *Minor Sequencer* but also the spells he intends to store in it (a Sorcerer can store spells of any level for which he still has spell slots). After casting *Minor Sequencer*, the player will be prompted to choose the sequenced spells from those he has memorized.

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

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

—Volo

Monster Summoning II (Conjuration/Summoning)



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

This spell is much like the 3rd-level *Monster Summoning I* spell, except that this spell summons 12 Hit Dice of monsters. These appear anywhere within the spell range and attack the caster's opponents until the spell duration expires or until the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

Otiluke's Resilient Sphere (Alteration)



Range: 0
 Casting Time: 1
 Duration: 1 round/level
 Saving Throw: Neg.
 Area of Effect: 1 creature

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

Polymorph Other (Alteration)



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

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

Polymorph Self (Alteration)



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

When this spell is cast, the wizard is able to assume the form of another creature. The caster also gains the creature's physical mode of locomotion and breathing as well. This spell does not grant the new form's abilities, such as special attacks and magic, nor does it run the risk of the wizard changing personality and mentality. When the spell is cast, for the duration of the spell the caster may transform into any of the new forms at any time, and as many times as he wishes. The caster gains the natural attacks of the new form in some cases and may use weapons in others. The mental attributes of the wizard remain the same; however, all the physical attributes are attained from the new form. Also, any natural protections that the new form offers are conferred to the wizard, such as resistance to missile and blunt weapons possessed by the slime form. The possible forms given by *Polymorph Self* are:

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

In addition, the caster may choose the forms of brown bear, black bear, and wolf.

Remove Curse (Abjuration)



Range: Touch
 Casting Time: 6
 Duration: Instant
 Saving Throw: Special
 Area of Effect: Special

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

Secret Word (Abjuration)



Range: Visual range of caster
Casting Time: 4
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

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

Handy for penetrating a hostile wizard's magical defenses!
—Volo

Spider Spawn (Conjuration/Summoning)



Range: 40 yards
Casting Time: 6
Duration: 5 rounds + 1 round/level
Saving Throw: None
Area of Effect: Special

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

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

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

Spirit Armor (Necromancy)



Range: Touch
Casting Time: 3
Duration: 10 turns
Saving Throw: None
Area of Effect: 1 creature

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

The spirit armor does not work cumulatively with any other armor; however, Dexterity bonuses still apply, as do magic rings and a shield. While in effect, the AC of the recipient will be 1, as if he were wearing plate mail. Also, due to the magical nature of the spell, he will also receive a +3 bonus to saving throws vs. magical attacks.

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

Stoneskin (Alteration)



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

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

Teleport Field (Alteration)



Range: Visual range of caster
Casting Time: 4
Duration: 1 turn
Saving Throw: Neg.
Area of Effect: 30-foot radius

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

Wizard Eye (Alteration)



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

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye can see with normal vision up to 60 feet away in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a *Detect Invisibility* spell, for instance). Solid barriers prevent the passage of the wizard eye.

The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful dispel cast on the wizard or eye ends the spell.

Wizard Spells—Level 5

Animate Dead (Necromancy)



Range: 10 yards
Casting Time: 5 rounds
Duration: Instant
Saving Throw: None
Area of Effect: Special

This spell creates the lowest of the undead monsters: skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, and so on. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The caster can animate one skeleton or one zombie for each experience level he has attained.

Breach (Abjuration)



Range: Visual range of caster
Casting Time: 5
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

When this spell is cast at a creature, it breaches and dispels all instances of the following protections on that creature: *Shield*, *Protection Circle*, *Resist Fear*, *Protection from Fire/Cold*, *Protection from Acid*, *Protection from Electricity*, *Protection from Magic Energy*, *Protection from the Elements*,

Protection from Energy, Protection from Normal Missiles, Protection from Normal Weapons, Protection from Magic Weapons, Stoneskin, Armor, Ghost Armor, Spirit Armor, Absolute Immunity, Mantle, and Improved Mantle. The target's magic resistance, if any, does not affect this spell.

Chaos (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 4
Duration: 5 rounds + 1 round/6 levels
Saving Throw: Special
Area of Effect: 30-foot radius

The effects of this spell are identical to the 4th-level spell *Confusion* in all respects. The victims wander around as if in a daze, sometimes wandering away, sometimes attacking either friends or foes. If the victim is 4th-level or lower, he does not receive a saving throw. However, if the victim is 5th-level or higher, he receives a save vs. spell at -4. The spell lasts for the duration or until a successful *Dispel Magic* spell is cast.

Cloudkill (Evocation)



Range: 10 yards
Casting Time: 5
Duration: 1 round/level
Saving Throw: Special
Area of Effect: 20-foot radius

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

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

—Elminster

Cone of Cold (Evocation)



Range: 0
Casting Time: 5
Duration: Instant
Saving Throw: 1/2
Area of Effect: Special

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

Conjure Lesser Air Elemental (Conjuration/Summoning)



Range: 15 yards
 Casting Time: Special
 Duration: 1 turn + 1 round/level
 Saving Throw: None
 Area of Effect: Special

A caster who performs a *Conjure Lesser Air Elemental* spell summons an air elemental to do his bidding. The elemental has 8 Hit Dice and will serve the caster's every whim until banished back to its home plane, until the spell duration expires, or upon the elemental's death.

This spell requires rigid concentration after the casting in order to implant control in the summoned creature's psyche. The elemental is locked into a psychic contest with the caster for three rounds after being summoned. At the end of this time, if the caster has won, he has control of the elemental; however, if he has lost (there is a 15% chance of losing this contest), the elemental goes berserk and tries to kill him. However, this does not prevent the use of other charm type spells cast afterward if the contest was lost.

Note: If charm spells are used before the contest is over, they will have no effect on the outcome.

Conjure Lesser Earth Elemental (Conjuration/Summoning)



Range: 15 yards
 Casting Time: Special
 Duration: 1 turn + 1 round/level
 Saving Throw: None
 Area of Effect: Special

This spell produces the same effects and hazards as *Conjure Lesser Air Elemental*, above, except that the elemental summoned is an earth elemental instead of an air elemental.

Conjure Lesser Fire Elemental (Conjuration/Summoning)



Range: 15 yards
 Casting Time: Special
 Duration: 1 turn + 1 round/level
 Saving Throw: None
 Area of Effect: Special

This spell produces the same effects and hazards as *Conjure Lesser Air Elemental*, above, except that the elemental summoned is a fire elemental instead of an air elemental.

Domination (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 5
Duration: 9 rounds
Saving Throw: Neg.
Area of Effect: 1 creature

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

Feeblemind (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 5
Duration: Permanent
Saving Throw: Neg.
Area of Effect: 1 creature

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

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

—Volo

So have I.

—Elminster

Hold Monster (Enchantment/Charm)



Range: Visual range of caster
Casting Time: 5
Duration: 1 round/level
Saving Throw: Neg.
Area of Effect: 30-foot radius

This spell holds 1d4 creatures of any type rigidly immobile and in place for nine or more rounds, unless a save vs. spell is made with a -2 penalty. The effect is centered on the victim selected by the caster. Every enemy within 5 feet of the target is also affected. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held. Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

Lower Resistance (Abjuration/Alteration)



Range: Visual range of caster
Casting Time: 5
Duration: 1 round/level
Saving Throw: None
Area of Effect: 1 creature

When cast upon a target creature, this spell will lower the magic resistance of this creature by 10% + 1% per level of the caster. There is no saving throw vs. this spell and magic resistance is ignored. For example, if a creature has 60% magic resistance and this spell is cast on it by a 15th level mage then its magic resistance would be lowered by 25% automatically. This effect is cumulative for each casting of this spell. If this spell were cast upon this same creature again, the creature's magic resistance would be 60% - 25% (initial casting) - 25% (current casting), which would leave the creature with 10% magic resistance after both spells have been cast. This effect lasts until the spell duration expires.

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

Minor Spell Turning (Abjuration)



Range: Touch
Casting Time: 5
Duration: 3 rounds/level
Saving Throw: None
Area of Effect: The caster

This spell is similar to the 7th-level *Spell Turning*, which causes the spells cast against the wizard to rebound upon the original caster. This affects a total of 4 spell levels. This includes spells cast from scrolls and innate spell-like abilities but excludes area effects that are not centered directly upon the wizard, as well as area effects that are stationary such as *Cloudkill* and *Stinking Cloud*. As long as the spell is cast directly at the wizard, it will be reflected back upon the caster. This spell will only affect up to 4th-level spells, but as long as there are levels remaining then the spell will be absorbed.

For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be reflected while canceling the spell turning. This spell will not protect the caster from *Dispel Magic*; however, it will not be affected by *Dispel Magic* either.

Monster Summoning III (Conjuration/Summoning)



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

This spell is much like the 3rd-level *Monster Summoning I* spell, except that this spell summons 16 Hit Dice of monsters. These appear within spell range and attack the caster's opponents until the spell duration expires or until the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard.

Oracle (Divination)



Range: Visual range of caster
 Casting Time: 5
 Duration: Instant
 Saving Throw: None
 Area of Effect: 20-foot radius

When cast at a point designated by the wizard, this spell will cancel all illusion/phantasm spells of 5th level and lower in the area. The spells that are affected by this are *Reflected Image*, *Invisibility*, *Mirror Image*, *Non-Detection*, *Improved Invisibility*, and *Shadow Door*. The area of effect is roughly a 20-foot radius around the target and ignores the target's magic resistance, if any.

Note: This spell indiscriminately dispels illusion/phantasm spells of 5th level and lower so this includes the caster and any friendly creatures in the area as well as enemies.

Phantom Blade (Evocation)



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

This spell creates a translucent, shadow-like, weightless area of magical force extending from the fingers of one of the caster's hands. This silent construct is blade-shaped. Its cutting edges inflict damage just as do those of a real sword. The caster wields the phantom blade as if proficient with this weapon using her normal THACO. The phantom blade acts as a +3 magical sword in terms of to-hit and damage bonuses as well as the type of creatures it can hit. However, due to its ethereal nature, it causes an extra +10 damage against undead. This sword can only be used by the caster and remains in her hand for the duration or until dispelled.

Protection from Acid (Abjuration)



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

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

Protection from Electricity (Abjuration)



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

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

Protection from Normal Weapons (Abjuration)



Range: Touch
Casting Time: 2
Duration: 1 round/level
Saving Throw: None
Area of Effect: 1 creature

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

Shadow Door (Illusion/Phantasm)



Range: 10 yards
Casting Time: 2
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible (as the 2nd-level spell), for the spell duration. A *True Seeing* spell, a gem of seeing, or similar magical means can discover the wizard.

Spell Immunity (Abjuration)



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

Casting this spell grants the wizard protection from one spell school of his choice. After the spell is cast, another screen will appear, and the caster can choose the school to which he wishes to be immune. All spells of this school will not be able to harm or aid the caster for the duration of the spell.

A formidable defense often employed by high-level wizards.

—Volo

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

—Elminster

Spell Shield (Abjuration)



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

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

Sunfire (Evocation)



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

A *Sunfire* spell is like a *Fireball*—an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it: 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 15d6). The wizard gestures with his hand, and the entire area around him erupts in flames, striking all except for the caster. Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving half damage.

Priest Spells—Level 1

Armor of Faith (Abjuration)



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

The caster of the *Armor of Faith* spell receives significant protection against melee and magical attacks. This magical armor is a force of energy that absorbs a portion of the damage intended for the caster. At first level, the protection is 5%; every five levels of the caster improves this by another 5%. A 20th-level priest would have 25% of her damage “absorbed” if protected by this spell.

Bless (Conjuration/Summoning)



Range: Sight of caster
Casting Time: 1 round
Duration: 6 rounds
Saving Throw: None
Area of Effect: 25-foot radius

Upon uttering the *Bless* spell, the caster raises the morale of friendly creatures and any saving throw rolls they make against fear effects by +1. Furthermore, it raises their attack dice rolls by +1. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures the area (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

Blessed are the blessed.

—Volo

Command Word (Enchantment/Charm)



Range: Sight of caster
Casting Time: 1
Duration: 1 round
Saving Throw: None
Area of Effect: 1 creature

This spell enables the priest to command another creature to “die” (sleep) for a single round. At the end of the round the creature awakens unharmed.

Cure Light Wounds (Necromancy)



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

When casting this spell and laying his hand upon a creature, the priest causes 1-8 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures that are not living or that are of extraplanar origin. Curing is permanent only insofar as the creature does not sustain further damage.

Detect Evil (Divination)



Range: 120 yards
Casting Time: 1 round
Duration: 1 turn
Saving Throw: None
Area of Effect: Sight

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

Doom (Alteration)



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

This spell causes a feeling of doom to overwhelm the target. For the duration of the spell, the target receives a -2 penalty to all his rolls, including THACO and saving throws. There is no saving throw for this spell.

Entangle (Alteration)



Range: Visual range of caster
Casting Time: 4
Duration: 1 turn
Saving Throw: Neg
Area of Effect: 20-foot radius

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. A creature that rolls a successful saving throw vs. spell avoids entanglement. All creatures have a +3 bonus to their saves. An entangled creature can still attack.

Magical Stone (Enchantment)



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

By using this spell, the priest can temporarily enchant a small pebble. The magical stone is then hurled or slung at an opponent. The stone deals 1-4 damage to whomever it hits. The stone is considered a +1 weapon for determining whether a creature can be struck (those struck only by magical weapons, for instance), although it does not have an attack or damage bonus.

Protection from Evil (Abjuration)



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

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. This barrier moves with the recipient, and all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Remove Fear (Abjuration)



Range: 10 yards
Casting Time: 1
Duration: 2 turns
Saving Throw: Special
Area of Effect: 1 creature/4 levels

This priest spell instills courage in the spell recipient, raising his morale to its highest. The recipient's morale will gradually reset to normal as the duration runs out. If the recipient is affected by magical fear, this spell negates the effect.

Sanctuary (Abjuration)



Range: 0
Casting Time: 4
Duration: 10 rounds
Saving Throw: None
Area of Effect: The caster

When the priest casts a *Sanctuary* spell, it causes all of his opponents to ignore his existence, as if he were invisible. While protected by this spell, the subject cannot take direct offensive action without breaking the *Sanctuary*, but may use non-attack spells or otherwise act in any way that does not

violate the prohibition against offensive action. This effect allows a warded priest to heal wounds, for example, or to *Bless* himself. He cannot cast spells on other creatures without ending the spell.

Shillelagh (Alteration)



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

This spell enables the caster to create a magical cudgel that has a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents.

Priest Spells—Level 2

Aid (Necromancy, Conjuratíon)



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

The recipient of this spell gains the benefit of a *Bless* spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The *Aid* spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost when the recipient takes damage; they cannot be regained by curative magic.

Barkskin (Alteratíon)



Range: Touch
Casting Time: 5
Duration: 4 rounds + 1 round/level
Saving Throw: None
Area of Effect: 1 creature

When a priest casts the *Barkskin* spell upon a creature, its skin becomes as tough as bark, improving its base Armor Class to AC 6 plus 1 AC for every four levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

Chant (Conjuration/Summoning)



Range: 0
Casting Time: 1 round
Duration: 5 rounds
Saving Throw: None
Area of Effect: 30-foot radius

By means of the *Chant* spell, the priest brings special favor upon himself and his party, and causes harm to his enemies. When the *Chant* spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Multiple chants are not cumulative.

Charm Person/Mammal (Enchantment/Charm)



Range: Sight of caster
Casting Time: 5
Duration: 5 rounds
Saving Throw: Neg.
Area of Effect: 1 person or mammal

The effects of this spell are identical to the 1st-level wizard spell *Charm Person*.

Draw Upon Holy Might (Invocation)



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

The priest calls upon his god to grant him power for a short period. When he does this his Strength, Constitution, and Dexterity all are raised by 1 point for every 3 levels of the caster. A 3rd-level caster would have his abilities raised by 1, while a 12th-level caster would have all his abilities raised by 4.

Find Traps (Divination)



Range: Sight of caster
Saving Throw: None
Casting Time: 5
Area of Effect: 10-foot path
Duration: 3 turns

When a priest casts a *Find Traps* spell, all traps—concealed normally or magically, of magical or mechanical nature—become apparent to him, much as if he or she were a thief. A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the creator specifically intended the harmful or undesirable result as such. Thus, traps include alarms, glyphs, and similar spells or devices.

Flame Blade (Evocation)



Range: 0
 Saving Throw: None
 Casting Time: 4
 Area of Effect: 3-foot long blade
 Duration: 4 rounds + 1 round/2 levels

With this spell, the caster causes a blazing ray of red hot fire to spring forth from his hand. This blade-like ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers $1d4 + 4$ points of damage with a damage bonus of +2 (that is, 7–10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 ($1d4+2$ points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function underwater.

One of the many effective ways of insuring that trolls do not come back to life.
 —Elminster

Goodberry (Alteration/Evocation)



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

Casting a *Goodberry* spell creates $2d4$ magical berries that the caster can carry with him. These berries cure one point of physical damage for each one eaten.

Hold Person (Enchantment/Charm)



Range: Sight of caster
 Casting Time: 3
 Duration: 1 turn
 Saving Throw: Neg.
 Area of Effect: Special

The effects of this spell are identical to the 3rd-level wizard spell *Hold Person*.

Know Alignment (Divination)



Range: 10 yards
 Casting Time: 1 round
 Duration: Instant
 Saving Throw: Neg.
 Area of Effect: 1 creature

A *Know Alignment* spell enables the priest to exactly read the aura of a creature. The caster must remain stationary and concentrate on the subject

for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *Know Alignment* spell. Evil creatures will glow red, neutrals blue, and good creatures green.

Resist Fire and Cold (Abjuration)



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

When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat and cold. Complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note) is gained. The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red hot charcoal, a large amount of burning oil, flametongue swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, wands of frost, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient has all damage sustained by fire or cold reduced by 50%.

Silence, 15' Radius (Alteration)



Range: Sight of caster
Casting Time: 5
Duration: 2 rounds/level
Saving Throw: Neg.
Area of Effect: 15-foot radius

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped, conversation is impossible, and spells cannot be cast. Each creature in the area must make a saving throw; if the save is failed, then they are silenced for the duration of the spell. This spell does not continue to affect the area after being cast; only those in the area at the time of the casting are affected by the silence.

Effective for thwarting opposing spellcasters.

—Volo

If only the spell could be used more often on you, Volo.

—Elminster

Slow Poison (Necromancy)



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

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, actually neutralizing all but the most deadly poisons.

Spiritual Hammer (Invocation)



Range: 10 yards/level
Casting Time: 5
Duration: 3 rounds + 1 round/level
Saving Throw: None
Area of Effect: Special

By calling upon his deity, the caster of a *Spiritual Hammer* spell brings into existence a magical hammer. The priest for the duration of the spell may use the magic weapon. It strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer, 1d4+1.

Priest Spells—Level 3

Animate Dead (Necromancy)



Range: 10 yards
Casting Time: 1 round
Duration: Instant
Saving Throw: None
Area of Effect: Special

The effects of this spell are identical to the 5th-level wizard spell *Animate Dead*.

Call Lightning (Alteration)



Range: 0
Casting Time: 1 turn
Duration: 1 turn/level
Saving Throw: 1/2
Area of Effect: 360-foot radius

Call Lightning must be cast outside; otherwise, it will not work. The caster can call down one bolt of lightning per turn. The spell has a duration of one turn per caster level. Each bolt causes 2–8 points of electrical damage plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-

level caster's bolts will deal $2-8 + 4d8$ points of electrical damage each. The bolt of lightning flashes down in a vertical stroke at any of the priest's enemies. The caster does not choose the targets of the spell, though the lightning will not strike any of his allies.

Cure Disease (Abjuration)



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

By laying her hands upon a sickly person, the caster can cure almost any disease with this spell. The cure is permanent, but this does not grant the recipient of the spell immunity from further afflictions. Blindness and deafness are also cured with this spell. Some magically created diseases may not be curable by this spell.

Cure Medium Wounds (Necromancy)



Range: Touch
Casting Time: 5
Duration: Instant
Saving Throw: None
Area of Effect: 1 Creature

By casting this spell and laying his hand upon a creature, the priest causes 14 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal—or can be cured—just as any normal injury.

Dispel Magic (Abjuration)



Range: Sight of caster
Casting Time: 6
Duration: Instant
Saving Throw: None
Area of Effect: 30-foot cube

The effects of this spell are identical to the 3rd-level wizard spell *Dispel Magic*.

Glyph of Warding (Abjuration, Evocation)



Range: Touch
Casting Time: Special
Duration: Permanent until discharged
Saving Throw: Special
Area of Effect: Special

A *Glyph of Warding* is a powerful inscription, magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening an area

or object. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box. Any creature violating the warded area is subject to the magic it stores. When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. When the glyph is activated, it deals 1-4 points of electrical damage per level of the caster to the victim. A successful saving throw vs. spell enables the creature to escape the effects of the glyph.

Hold Animal (Enchantment/Charm)



Range: Sight of caster
Casting Time: 5
Duration: 2 rounds/level
Saving Throw: Neg.
Area of Effect: Special

This spell holds animals rigidly immobile and in place. Only normal and giant-sized animals are affected by this spell. Monsters such as wyverns, ankhegs, and carrion crawlers do not count as animals. The effect is centered on the creature selected by the caster. Every enemy within 5 feet of the target is also affected. Those who succeed on their saving throws are totally unaffected by the spell. Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

Holy Smite (Necromancy)



Range: Sight of caster
Casting Time: 3
Duration: Instant
Saving Throw: Special
Area of Effect: 20-foot radius

This spell calls upon energy from the plane of brilliance in order to open a channel between it and the targets. The result is that any evil creatures within the spell effect take 1-4 damage for every level of the caster with a save vs. spell for half. Also, if the victim fails his save, he is blinded for 1 round.

Invisibility Purge (Divination)



Range: Sight of caster
Casting Time: 8
Duration: Instant
Saving Throw: None
Area of Effect: 30-foot radius

Any invisible creatures within the area of effect have their invisibility dispelled. This includes creatures that are under the effects of *Sanctuary*, *Improved Invisibility*, *Shadow Door*, *Invisibility*, and so forth.

Miscast Magic (Enchantment/Charm)



Range: Sight of caster
 Casting Time: 5
 Duration: 1 turn
 Saving Throw: Neg.
 Area of Effect: 1 creature

Any spellcasting creature that is affected by this spell has its casting ability severely impaired. When the creature attempts to cast a spell, it has an 80% chance of failure. A creature can save vs. spell to avoid the effect, but does so at -2.

Protection from Fire (Abjuration)



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

When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and significant resistance to exposure to magical fires (such as fiery dragon breath, spells such as *Burning Hands*, *Fireball*, *Fire Seeds*, *Fire Storm*, *Flame Strike*, *Meteor Swarm*, and so on), absorbing 80% of all the damage dealt by such magical sources.

Remove Curse (Abjuration)



Range: Touch
 Casting Time: 6
 Duration: Instant
 Saving Throw: Special
 Area of Effect: Special

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

Remove Paralysis (Abjuration)



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

By the use of this spell, the priest can free one creature from the effects of any paralyzation effect, including effects caused by related magic (such as *Ghoul Touch*, or a hold spell).

Rigid Thinking (Enchantment/Charm)



Range: Sight of caster
Casting Time: 3
Duration: 24 turns
Saving Throw: Neg.
Area of Effect: 1 person or mammal

The target of this spell must make a saving throw vs. spell or come under its effects. An affected victim will randomly wander, attack the nearest person, or stand confused.

Strength of One (Alteration)



Range: 0
Casting Time: 3
Duration: 1 turn
Saving Throw: None
Area of Effect: The party

When this spell is cast, the entire party is given 18/76 Strength. If a party member has a Strength higher than this, either naturally or through a magical item, then his Strength is lowered to 18/76. The spell lasts for a single turn, whereupon everyone's Strengths returns to normal.

Summon Insects (Conjuration/Summoning)



Range: 30 yards
Casting Time: 9
Duration: 7 rounds
Saving Throw: Neg.
Area of Effect: 1 creature

The *Summon Insects* spell attracts a cloud or swarm of normal insects to attack one enemy of the caster. This swarm gathers at a point chosen by the caster within the spell's range, and attacks any single creature the caster points to. The victim may make a saving throw vs. breath weapons (with a -4 penalty) to escape the swarm. Otherwise, the victim receives 1 point of damage every two seconds for the duration of the spell. The victim fights with a -2 penalty to his attack roll and a +2 penalty to his Armor Class. The

swarm will repeatedly bite the target, making it very difficult to cast spells (50% spell failure).

Unholy Blight (Necromancy)



Range: Sight of caster
Casting Time: 3
Duration: Instant
Saving Throw: Special
Area of Effect: 20-foot radius

This spell calls upon energy from the Negative Material Plane in order to open a channel between it and the targets. The result is that any good creatures within the spell effect take 1-4 damage for every level of the caster with a save vs. spell for half. Also, if the victim fails his save, he receives a -2 penalty to all his rolls for 4 rounds.

Zone of Sweet Air (Abjuration)



Range: 30 yards
Casting Time: 3
Duration: Instant
Saving Throw: None
Area of Effect: Special

Zone of Sweet Air repels all noxious elements from poisonous vapors (including magically created vapors such as *Cloudkill*). This spell will dismiss all clouds in the entire area that the caster is currently in. The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon).

A spell I could have used after a rather unsavory meal at the Grilled Griffin Eatery! —Volo

Priest Spell—Level 4

Animal Summoning I (Conjuration/Summoning)



Range: Sight of caster
Casting Time: 24 turns
Duration: Special
Saving Throw: None
Area of Effect: Special

By means of this spell, the caster calls up to three animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. The type of animals that come depend on the surroundings of the caster at the time of the spell.

Call Woodland Beings



Range: Sight of caster
Casting Time: 7
Duration: 3 turns
Saving Throw: None
Area of Effect: Special

This spell summons forth a nymph to assist the party. The nymph has several priest spells at her disposal and will use them in the best interests of the party (these include mental domination, confusion, and healing spells).

Cause Serious Wounds (Necromancy)



Range: Touch
Casting Time: 7
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

This spell is the reverse of *Cure Serious Wounds*. Instead of healing the touched creature, it causes damage. On a successful touch from the priest the spell inflicts 17 damage with no saving throw. The priest must successfully touch the target with his next attack; if he misses, the spell is wasted. The priest has only 2 rounds to do this before the spell fizzles.

Cloak of Fear (Conjuration)



Range: Touch
Casting Time: 6
Duration: Instant
Saving Throw: Neg.
Area of Effect: The caster

Cloak of Fear empowers the caster to radiate a personal aura of fear out to a 3-foot radius. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 4 rounds. Affected individuals may even drop items. Party members are immune to the effects, although the aura of fear may still disturb them.

Cure Serious Wounds (Necromancy)



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

This spell is a more potent version of the *Cure Light Wounds* spell. By laying his hand upon a creature, the priest heals 17 points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Death Ward (Necromancy)



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

This spell protects the target from all forms of death magic for the duration of the spell. This includes but is not limited to *Disintegrate*, *Power Word Kill*, *Death Spell*, and *Finger of Death*.

Defensive Harmony (Enchantment/Charm)



Range: 0
 Casting Time: 1
 Duration: 6 rounds
 Saving Throw: None
 Area of Effect: 10-foot radius

Defensive Harmony grants affected creatures a defensive bonus by bestowing an enchanted coordination of their attacks and defenses. This allows a group of creatures to act as a single unit for a single battle or encounter. The effect is always centered on the caster but affects all those within a 10-foot radius. The affected can move outside of this after the spell is cast and still enjoy the benefits of the harmony. While the spell is in effect, each affected creature gains a +2 bonus to his Armor Class. This lasts for 10 rounds or until successfully dispelled.

United we stand, divided we fall.

—Elminster

Farsight (Divination)



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

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

Free Action (Abjuration, Enchantment)



Range: Touch
 Casting Time: 7
 Duration: 1 turn/level
 Saving Throw: None
 Area of Effect: 1 creature

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as *Web* or *Slow* spells) or while underwater. It even negates or prevents the effects of *Paralysis* and *Hold* spells. Underwater, the individual moves at normal (surface) speed and inflicts full damage, even with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *Free Action* spell does not, however, allow water breathing without further appropriate magic.

Holy Power (Evocation)



Range: 0
 Casting Time: 6
 Duration: 1 round/level
 Saving Throw: None
 Area of Effect: The caster

Through this spell, the caster imbues himself with the strength and skill of a Fighter of the same level. The priest's Strength is set to 18/00, even if it is normally higher, his THACO becomes that of a Fighter of the same level, and he gains 1 temporary hit point for every level he has attained. This will last for the duration of the spell or until successfully dispelled.

Lesser Restoration (Necromancy)



Range: Touch
 Casting Time: 2
 Duration: Instant
 Saving Throw: None
 Area of Effect: 1 creature

Lesser Restoration reverses any previous life energy level drain of the creature by a force or monster. The casting of this spell is very draining on the priest, and she will likely require rest immediately after the casting as it will cause days' worth of fatigue almost instantaneously.

Mental Domination (Enchantment/Charm)



Range: Sight of caster
 Casting Time: 4
 Duration: 3 rounds/level
 Saving Throw: Neg.
 Area of Effect: 1 creature

The subject must make a save vs. spell at a -2 penalty in order to avoid the priest entering his mind. The effects of this spell are similar to the wizard spell *Domination*, with a few minor differences. First, this spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. The priest is simply able to command the subject to perform certain tasks or functions during the spell duration. To control the subject, the priest must be within range and must be able to see the subject.

Negative Plane Protection (Abjuration)



Range: Touch
 Casting Time: 3
 Duration: 5 rounds
 Saving Throw: None
 Area of Effect: 1 creature

This spell affords the caster or touched creature partial protection from undead monsters with Negative Energy Plane connections (such as vampires) and certain weapons and spells that drain energy levels. The *Negative Plane Protection* spell opens a channel to the Positive Energy Plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is protected against any form of level drain for the duration of the spell. The protected creature suffers only normal hit point damage from the attack. This spell cannot be cast on the Negative Energy Plane.

Neutralize Poison (Necromancy)



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

When this spell is placed on a poisoned individual, it immediately neutralizes any poison and restores 1-8 lost hit points. This spell also cures any diseases that the target may be suffering from, as well as blindness and deafness.

Poison (Necromancy)



Range: 15 feet
 Casting Time: 4
 Duration: 1 turn
 Saving Throw: Neg.
 Area of Effect: 1 creature

Through this spell, the caster can poison victims who fail their save vs. poison. The effects depend upon the caster's level and are detailed below:

- 7-9th level: 2d8 + 2/round
- 10-12th level: 3d8 + 3/round
- 13-14th level: 4d8 + 4/round
- 15-16th level: 6d8 + 5/round
- 17th+ level: 8d8 + 6/round

Those who make their saving throws are unaffected.

Protection from Evil 10' Radius (Abjuration)



Range: 0
 Casting Time: 7
 Duration: 1 turn/level
 Saving Throw: None
 Area of Effect: 10-foot radius

When this spell is cast, all allies within a 10-foot radius are affected individually by *Protection from Evil*. It creates a magical barrier around the recipients at a distance of one foot. The barrier moves with the recipient and has two major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll; second, any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Often this spell is all that stands between an adventurer and a rampaging demon! —Volo

Protection from Lightning (Abjuration)



Range: Touch
 Casting Time: 7
 Duration: 5 rounds/level
 Saving Throw: None
 Area of Effect: 1 creature

When the spell is cast, it confers complete invulnerability to electrical attack such as magical attacks (*Lightning Bolt*, *Shocking Grasp*, and so on). The protection will last for the duration of the spell or until successfully dispelled.

Priest Spells—Level 5

Animal Summoning II (Conjuration/Summoning)



Range: Sight of caster
Casting Time: 8
Duration: 24 turns
Saving Throw: None
Area of Effect: Special

By means of this spell, the caster calls up to three animals that have 8 Hit Dice or less. Only animals within range of the caster at the time the spell is cast will come. The animals called aid the caster by whatever means they possess, staying until the spell duration expires. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimeræ, dragons, gorgons, manticores, and so on).

Cause Critical Wounds (Necromancy)



Range: Touch
Casting Time: 8
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

This spell is the reverse of *Cure Critical Wounds*. Instead of healing a creature, it inflicts 27 points of damage with no saving throw. The priest must successfully touch the target with his next attack; if he misses, the spell is wasted. The priest only has 2 rounds to do this before the spell fizzles.

Champion's Strength (Alteration)



Range: Sight of caster
Casting Time: 2
Duration: 3 rounds/level
Saving Throw: None
Area of Effect: 1 creature

When this spell is cast, the priest effectively draws on the strength of his god and lends it to the target creature, in effect creating a champion. The target gains a bonus to his THACO at a rate of 1 for every 3 levels of the caster. So a 9th-level priest would confer a THACO bonus of 3 to the target, and so on. Also, the target's Strength is set to 18/00 for the duration of the spell, with all the bonuses to hit and damage that this confers.

The drawback to this is that the priest must concentrate on the connection between the target and his god for the duration of the spell, hence losing the ability to cast any spells during this time. The effect lasts for 3 rounds for every level of the caster or until dispelled.

Note: If target's Strength is above 18/00, it will actually be reduced to this value.

Chaotic Commands (Enchantment/Charm)



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

Chaotic Commands renders a creature immune to magical commands. *Suggestion*, *Charm*, *Domination*, *Command*, *Sleep*, and *Confusion* are all spells that fit into this category. This spell affects only one creature and lasts for the duration or until dispelled.

Cure Critical Wounds (Necromancy)



Range: Touch
Casting Time: 8
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

The *Cure Critical Wounds* spell is a very potent version of the *Cure Light Wounds* spell. The priest lays his hand upon a creature and heals up to 27 points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

Flame Strike (Evocation)



Range: Sight of caster
Casting Time: 8
Duration: Instant
Saving Throw: 1/2
Area of Effect: 1 creature

When the priest calls down a *Flame Strike* spell, a vertical column of fire roars downward, striking the exact location called for by the caster. The target must roll a saving throw vs. spell. Failure means the creature sustains 1d8 points of damage per level of the caster; otherwise, the damage is halved.

Greater Command (Enchantment/Charm)



Range: Sight of caster
Casting Time: 1
Duration: 1 round/level
Saving Throw: Neg.
Area of Effect: 20-foot radius

As with the first-level spell *Command*, this spell enables the priest to command other creatures to "die" (sleep), except this time the effect lasts for one round per caster level. At the end of the duration, the creature(s) awaken and are unharmed. The area of effect is similar to that of a *Stinking Cloud* or *Fireball*.

Insect Plague (Conjuration/Summoning)



Range: 120 yards
Casting Time: 1 round
Duration: 6 rounds
Saving Throw: None
Area of Effect: Special

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm. This swarm will jump first to the target, then to the nearest allies of the target, until six targets have been affected. Spellcasting within the swarm is impossible (100% failure rate). Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for every two seconds they remain within, due to the bites and stings of the insects. Invisibility is no protection. Due to the suffocating nature of the writhing insect swarm, each victim must make a saving throw vs. breath weapon or run away in fear for a round.

Iron Skins (Alteration)



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

When a Druid casts this powerful spell upon herself, an outer skin of iron moves up from the ground completely covering her. This skin is magical and hinders the Druid in no way. The effect of this skin is to protect the Druid from physical attacks such as melee weapons and projectiles. For every 2 levels of the caster, an additional skin is gained upon casting; for example a 10th-level Druid would receive 5 skins. For each skin the Druid possesses, the spell stops one attack, so a 10th-level Druid would be protected from the first 5 attacks made against him but the sixth would affect her normally. The skins remain on the Druid until she is affected by a *Dispel Magic*, all of the skins are removed due to physical attacks, or the spell duration expires.

Note: This effect does not protect the Druid from any area attacks such as Fireball; however, it does protect her from physical magical attacks such as Magic Missile.

Magic Resistance (Alteration)



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

Upon casting this spell, the recipient receives a resistance to all magic. The resistance conferred is 2% per level of the priest, up to a maximum of 40% at 20th level. This resistance is set so that if the target already has more

magic resistance than the priest would confer, it will actually lower it to the set value. This effect will last for the duration of the spell or until dispelled.

Mass Cure (Necromancy)



Range: Sight of caster
Casting Time: 5
Duration: Instant
Saving Throw: None
Area of Effect: 30-foot radius

When casting this spell, the priest must picture the faces of his fellow party members clearly and focus on the unity of the group. Upon completion, all members in the party within the area of effect are healed $1d8 + 1/\text{level}$ hit points. This works regardless of where the party is in relation to one another. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal—or can be cured—just as any normal injury.

A good way to help your friends during combat! —Volo

Pixel Dust (Illusion/Phantasm)



Range: 0
Casting Time: 1 round
Duration: Special
Saving Throw: None
Area of Effect: 10-foot radius

This spell creates a small handful of pixel dust that the caster can toss into the air. Anyone hit by the dust becomes invisible (the range of the dust is about 10 feet). Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus the invisible being can walk around and cast defensive spells, but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first.

Raise Dead (Necromancy)



Range: Sight of caster
Casting Time: 1 round
Duration: Instant
Saving Throw: Special
Area of Effect: 1 creature

When the priest casts a *Raise Dead* spell, he can restore life to a dwarf, gnome, half-elf, halfling, elf, human, or half-orc. Note that the body of the person must be whole. The person has but 1 hit point when raised and must regain the rest by natural healing or curative magic.

The power of life over death... use it wisely. —Elminster

Repulse Undead (Abjuration)



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

This powerful spell creates waves of anti-negative plane energy that sweep outwards from the caster. This wave disrupts any undead that attempt to attack the caster, pushing them away from the caster for several seconds. There is one wave each round for the duration of the spell. All undead are affected, without a saving throw.

Righteous Might (Alteration)



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

This is a powerful combat spell that enhances the priest's physical prowess, transforming him into a juggernaut of destruction. The effect adds 1 temporary hit point for every level of the caster, adds 1 point of Strength for every three levels of the caster (to a maximum Strength of 24), and inflicts maximum damage with every hit. The effects last for the duration of the spell or until dispelled.

Slay Living (Necromancy)



Range: Touch
Casting Time: 1
Duration: Special
Saving Throw: Special
Area of Effect: Special

Upon casting this spell, the priest has to touch an opponent in order to visit the effect upon them. An item is created upon casting. The next attack the

priest makes, which must happen in the next 18 seconds, will use this item. If the first attack misses, the item disappears and the spell is wasted; however, if the attack succeeds, the victim automatically takes $2d6 + 9$ damage. Also, he must make a save vs. spell or be instantly killed. *Slay Living* can be dispelled if cast between the casting of this spell and the necessary attack.

True Seeing (Divination)



Range: Touch
 Casting Time: 8
 Duration: 1 turn
 Saving Throw: None
 Area of Effect: 70-foot radius

When cast by the priest, this spell will cancel all hostile illusion/phantasm spells in the area. The spells that are affected by this are *Reflected Image*, *Invisibility*, *Mirror Image*, *Non-Detection*, *Improved Invisibility*, *Shadow Door*, *Mislead*, *Project Image*, and *Simulacrum*. The area of effect is roughly a 70' radius around the caster. The target's magic resistance, if any, does not come into effect with this spell.

Equipment

Note: The inventory screen and how to equip items are discussed in the interface section in *The Sword Coast: A Survival Guide*, under Inventory.

Armor

Full Plate

The best (and heaviest) armor a warrior can buy, both in appearance and protection. The perfectly fitted interlocking plates are specially angled to deflect arrows and blows, and the entire suit is carefully adorned with rich engraving and embossed detail.

Plate Mail

A combination of chain armor with metal plates covering the vital areas such as the chest, abdomen, and groin. The weight is distributed over the whole body, and the whole thing is held together with buckles and straps.

Splint Mail

A variant of banded mail in which the metal strips are applied vertically (rather than horizontally, as with banded mail) to the backing of chain, leather, or cloth. Since a person's body does not normally swivel in mid-torso as much as it flexes back to front, splint mail is more restrictive in battle.

Chain Mail

Chain mail is made of interlocking metal rings. It is always worn over a layer of padded fabric or soft leather to prevent chafing and to lessen the impact of blows.

Studded Leather

This armor is made from unhardened leather reinforced with close-set metal rivets.

Leather

This armor is made of leather hardened in boiling oil and then shaped into breastplate and spaulders. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

Shields

Large Shield

Also known as the kite or tower shield, this massive metal or wooden shield reaches nearly from the chin to the toe of the user. It must be firmly fastened to the forearm, and the shield hand must firmly grip it at all times.

Medium Shield

This shield is carried in the same manner as a small shield. Medium shields are usually made of metal, range from 3'-4' in diameter, and can be of any shape, from round to square to a spread dragon's wings. A typical medieval shield resembles a triangle with one point facing downward.

Small Shield

The small shield is usually round and is carried on the forearm, gripped with the shield hand. Its light weight compared to a medium shield permits the user to carry other items in that hand, although he cannot wield or carry another weapon.

Buckler

Bucklers are slightly smaller versions of small shields.

Miscellaneous Wearables

Amulets

Amulets are jewelry—sometimes magical—worn around the neck suspended from a chain. The type of chain that comes with an amulet generally increases the item's aesthetic value, not its magical properties, if any. Only one amulet can be worn at a time.

Boots

Boots are normally hand-made by cobblers. Common boots are made by using a form, but good boots are designed for the foot of the individual for whom they are made.

Bracers

These thick bands of metal or leather are strapped, belted, or tied to a character's forearm.

Cloak

Cloaks can be made in every possible shape with just about every type of fabric. The most common forms are a circular piece of fabric with a hole in the center for the head, and fabric draped from neck, connected by a chain, brooch, cord, or pins.

Gauntlets

Gauntlets are armored gloves. They can be made of leather, metal plates, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets tend to be finer, lighter, and more easily worn than normal varieties.

Girdles

Girdles are similar to belts. Unlike belts, girdles are not used to hold up pants and dungarees but to carry pouches, scabbards, and the like.

Helmets

Helmets, made of reinforced leather or metal, cover most of the head save the face and neck.

Necklace

A necklace is a piece of ornamental jewelry usually made of silver, gold, platinum, or other precious metal and adorned with gems. A necklace is always worn on the neck and can be of any length.

Rings

Rings are worn on the fingers and often carry an enchantment. One can be worn on each hand.

Weapons

Bows

Shortbow

Shortbows are about 5 feet long. They are the earliest form of bow. As the years passed, attempts were made to increase bow ranges by either lengthening the bow or increasing its flexibility with no change in length. The former resulted in the longbow.

Longbow

The longbow is similar to the shortbow, except that the bow is about as long as the archer is tall, usually 6 or more feet. It has better range than the shortbow.

Composite Bow

Composite bows are longbows made from more than one type of material. This gives greater flexibility and thus better range. These were developed after the normal longbow.

Arrow

The arrows found in this game are flight arrows, which, as the name implies, are built for distance. These lightweight arrows are often used for hunting. Most are made of ash or birch and are 30 to 40 inches long.

Spiked Weapons

Flail

The flail is a sturdy wooden handle attached to either an iron rod, a wooden rod with studs, or a studded iron ball. Between the handle and its implement is either a hinge or chain link.

Morning Star

The morning star is a wooden shaft topped with a metal head made up of a spiked iron sheath. Morning stars have an overall length of about 4 feet. Some such weapons have a round, oval, or cylindrical head studded with spikes. Extending from most morning star heads, regardless of design, is a long point for thrusting.

Small Swords

Dagger

The typical dagger has a pointed, double-edged blade, as opposed to a knife, which has a single edge and is a bit shorter.

Short Sword

The short sword is the first type of sword to come into existence. A short sword has a double-edged blade about 2 feet long. The sword tip is usually pointed, ideal for thrusting.

Large Swords

Long Sword

These swords are usually referred to as double-edged swords, war swords, or military swords. In many cases, the long sword has a single-edged blade. There is no single version of the long sword, and they vary in length from 35 inches to 47 inches. In the latter case, the blade is known to take up as much as 40 inches of the total length. Most long swords have a double-edged blade and a sharp point at the tip. Despite the tip, the long sword is designed for slashing, not thrusting.

Two-Handed Sword

The two-handed sword is a derivative of the long sword. The blade is lengthened to 6 feet or more and the handle extended. Two hands become necessary to properly swing the sword.

Bastard Sword

Also known as the hand-and-a-half sword, the bastard sword derives its name from the fact that it is halfway between the two-handed sword and the long sword. The bastard sword has a double-edged blade and a long grip. The overall length of the bastard sword ranges between 4 feet and 4 feet, 10 inches.

Axes

Throwing Axe

The hand axe or throwing axe is also known as a hatchet. The axe blade has a sharp steel tip counterbalanced by a pointed fluke. The short handle has a point of the bottom, and the head may have a spike on the top. Characters proficient with axes are also proficient with throwing axes.

Battle Axe

The most common version of the battle axe is a stout pole about 4 feet in length with a single-edged, trumpet-shaped blade mounted on one end. Battle axes are also called broad axes.

Blunt Weapons

Club

Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end. This simple weapon has been used since people first began using tools. Anyone can find a good stout piece of wood and swing it, hence the club's widespread use.

Mace

The mace is a direct descendant of the basic club, being a wooden shaft with a stone or iron head. The head design varies, some being flanged and others having pyramidal knobs.

Quarterstaff

The quarterstaff is a length of wood ranging 6 to 9 feet in length. High quality staves are made of stout oak and are shod with metal at both ends. The quarterstaff is wielded with both hands.

War Hammer

The war hammer consists of a wooden or metal shaft capped with a metal head. The head is usually a block, cylinder, or wedge with a flat or slightly rounded face. The heft of the head makes the hammer ideal for swinging and crushing through armors of all types.

Missile Weapons

Crossbow

A crossbow is a bow mounted crosswise on a wooden or metal stock. The crossbow fires a quarrel (also called a bolt).

Quarrel

A quarrel (also "bolt") is the ammunition fired by crossbows regardless of the weapon's size.

Sling

The basic sling consists of a leather or fabric strap with a pouch for holding a missile. The weapon is held by both ends of the strap and twirled around the wielder's head. When top speed is attained, the missile is launched by releasing one of the strap's ends.

Bullet

A bullet is a pellet of hardened clay or lead cast specifically as ammunition for a sling.

Dart

The dart is a small missile weapon that is thrown rather than fired from a bow or other launcher.

Throwing Dagger

This is similar to a dagger but balanced for throwing. Characters proficient with daggers are also proficient with throwing daggers.

Polearms**Spear**

One of the earliest weapons, dating back to the most primitive of times, the first spears were wooden sticks sharpened at one end. When the civilized races mastered metals, spearheads were made from iron and steel.

Halberd

A halberd combines features of both a spear and an axe. The halberd consists of a cleaver-like axe blade mounted on a staff averaging six feet in length. The axe blade is balanced at the rear with a fluke and surmounted by a sharp spike.

Magical Items in Baldur's Gate

Listed below is a smattering of magical items that I have come across in my travels and conversations. There are undoubtedly more scattered all about the Sword Coast, but I'd be cautious when hunting for these items. Those who wield them are that much more powerful.

—Elminster

Battle Axe +2: "Battle Axe of Mauletar"

During the civil war in Tethyr, the Battle Axe of Mauletar was in the possession of the house of Ossyind. This noble family was betrayed while trying to flee the country, and Mauletar, lead guard and personal friend, took up the axe and sacrificed himself to buy enough time for his companions to flee. His battle cry was favored by the gods and was echoed across the lands as a symbol of devoted friendship and loyalty. Thus the magical axe was used to uphold these virtues against those who lacked honor and courage.

Boots of Speed: "The Paws of the Cheetah"

These enchanted boots were once the property of a deadly assassin fond of chasing down his prey. He moved with such speed that his targets often didn't have the opportunity to respond, even on horseback. Over time, the assassin's fame spread, and although his name was never known, all knew to fear the words last heard by his victims: "You can hide, but you cannot run!"

Bracers of Defense AC 6: "Bracers to the Death"

These bracers were held for decades by an undefeated gladiator and found extensive use in arena combat. The death of this champion marked the disappearance of this magical item, but rumors persist that they are used to this day in competitive combat across the lands.

Cloak of the Wolf: "Relair's Mistake"

Great irony surrounds the creation of this magical cloak. Relair was a mage who overestimated the amount of control he had over magic. In the course of creating this garment, he apparently inflicted lycanthropy upon himself. The wearer can change form whenever he wishes. Relair was not so lucky.

Gauntlets of Dexterity: "The Brawling Hands"

This pair of gauntlets was likely developed in Kara-Tur to aid masters of the martial arts. Legends speak of such masters from the Far East bringing these items with them on their journeys, although details remain sketchy.

Girdle of Bluntness: "Destroyer of the Hills"

Having lost friends and loved ones to a series of raids by hill giants, Garran the Powerful made it his mission to cleanse his homeland of them. It is not known where he acquired this item, but with it he single-handedly dispatched dozens of the creatures, all the while protected from the blows of their clubs. The remaining giants fled to neighboring lands; lands that lacked a similar champion did not fare as well.

Helm of Defense: "Gift of Peace"

Prized for its noble origin as much as for its benefits to the wearer, this helm was originally intended to be a simple gift. There was no great crisis at hand nor dangerous evil to be overthrown, just a wish for one friend to give a gift to another. It could just have easily been a good book or bottle of wine, but adventurers are eminently more practical in their gift giving. The helm has seen many great battles since its creation, but the simple virtue at its core is what has always been remembered.

Light Crossbow of Speed: "The Army Scythe"

A short-lived outpost of humans in the Frozen Forest unearthed this weapon, and many others, from the ruins of an ancient settlement deep within that cold land. Never knowing the names of their extinct benefactors, the colonists used these weapons to carve a large territory for themselves, though in the end it was for naught. Crushed by a superior number of hobgoblins, these unfortunate souls have joined the ancients in their anonymity.

Plate Mail +1: "Fallorain's Plate"

Captain Fallorain, leader of Calimshan's 12th Cavalry Brigade, wore this enchanted armor for the last time during the Battle of the Spider Swamp. There he lost his life and army trying to drive an unrecorded evil from the area.

Ring of Protection +1: "Ring of the Princes"

This ring and several of its type were originally crafted to protect the sons of King Castter De'wess, although who created the rings is unknown. History records that the rings remained within that family for at least thirteen generations, though they were all apparently lost within the space of one. Enmity between the King and the family of the creator may be to blame.

These are merely a small portion of the many magical items I have heard tales of. You'll have to find—and identify—the rest yourself!

—Volo

Tables

Table 1a: Physical Ability Scores

Ability Score	Strength				Dexterity		Constitution
	To Hit	Damage Adj.	Weight Allow.	Bashing %	Missile Attack Adj.	AC Adj.	HP Adj.
3	-3	-1	5	3	-2	+3	-2
4	-2	-1	15	4	-1	+2	-1
5	-2	-1	15	4	0	+1	-1
6	-1	0	30	6	0	0	-1
7	-1	0	30	6	0	0	0
8	0	0	50	8	0	0	0
9	0	0	50	8	0	0	0
10	0	0	70	10	0	0	0
11	0	0	70	10	0	0	0
12	0	0	90	12	0	0	0
13	0	0	90	12	0	0	0
14	0	0	120	14	0	0	0
15	0	0	120	14	0	-1	+1
16	0	+1	150	16	+1	-2	+2
17	+1	+1	170	18	+2	-3	+2(+3)
18	+1	+2	200	20	+2	-4	+2(+4)
18/01-50	+1	+3	220	25			
18/51-75	+2	+3	250	30			
18/76-90	+2	+4	280	35			
18/91-99	+2	+5	320	40			
18/00	+3	+6	400	45			
19	+3	+7	500	50	+3	-4	+2(+5)
20	+3	+8	600	55	+3	-4	+2(+5)
21	+4	+9	700	60	+4	-5	+2(+6)
22	+4	+10	800	65	+4	-5	+2(+6)
23	+5	+11	1000	70	+4	-5	+2(+6)
24	+6	+12	1200	75	+5	-6	+2(+7)
25	+7	+14	1600	80	+5	-6	+2(+7)

Strength

To-Hit Adj.

Added or subtracted from the attack roll during combat. A positive number makes the opponent easier to hit.

Damage Adj.

Added or subtracted from the damage inflicted by a successful melee attack.

Weight Allow.

The character's weight allowance—how much they can carry without being encumbered.

Bashing %

This is the percentage chance a character has to bash open a locked door or chest.

Dexterity

Missile Attack Adj.

Added or subtracted from the to-hit roll when using a ranged weapon. A positive number makes the opponent easier to hit.

AC Adj.

Added or subtracted from the character's AC. Since a lower AC is better, a lower or more negative number is better.

Constitution

HP Adj.

This number is added to the Hit Point roll a character makes when going up a level or when starting the game. Numbers in parentheses are for warrior classes only.

Table 1b: Mental Ability Scores

Ability Score	Intelligence			Wisdom		Charisma
	% to Learn Spell	Max # Spells/Level	Lore Bonus	Bonus Spells	Lore Bonus	Reaction Adj.
3	-	-	-20	-	-20	-5
4	-	-	-20	-	-20	-4
5	-	-	-20	-	-20	-3
6	-	-	-20	-	-20	-2
7	-	-	-10	-	-10	-1
8	-	-	-10	-	-10	0
9	35	6	-10	0	-10	0
10	40	7	0	0	-10	0
11	45	7	0	0	0	0
12	50	7	0	0	0	0
13	55	9	0	1 st	0	+1
14	60	9	0	1 st	0	+2
15	65	11	+3	2 nd	+3	+3
16	70	11	+5	2 nd	+5	+4
17	75	14	+7	3 rd	+7	+4
18	85	18	+10	4 th	+10	+5
19	95	All	+12	1 st ,4 th	+12	+8
20	96	All	+15	2 nd ,4 th	+15	+9
21	97	All	+20	3 rd ,5 th	+20	+10
22	98	All	+25	4 th ,5 th	+25	+11
23	99	All	+30	5 th ,5 th	+30	+12
24	100	All	+35	6 th ,6 th	+35	+13
25	100	All	+40	6 th ,7 th	+40	+14

Intelligence

% to Learn Spell

The percentage chance that a wizard can learn a spell and add it to his spellbook. This number also represents the wizard's chance to successfully cast a spell from a scroll. For every spell level higher than the wizard can comprehend, the wizard receives a -10% penalty. For example, a wizard who can cast 3rd-level spells trying to use a 5th-level spell scroll has a -20% penalty.

Max # Spells/Level

This is the maximum number of spells that a wizard can have in his spellbook per level of spell. That is, a 3rd-level wizard with an Intelligence of 16 could learn a maximum of 11 1st-level and 11 2nd-level spells.

Lore Bonus

This bonus is added to the character's Lore ability. This is cumulative with the Lore bonus for Wisdom.

Wisdom**Bonus Spells**

This is the number of additional spells a priest receives for exceptional Wisdom. The bonus spells are cumulative as you move down the table. Thus, a priest with a 17 in Wisdom gains two 1st-, two 2nd-, and one 3rd-level spell as bonuses to their normal spellcasting abilities. These spells become available only when the priest can normally access spells of the appropriate level.

Lore Bonus

This bonus is added to the character's Lore ability. This is cumulative with the Lore bonus for Intelligence.

Charisma**Reaction Adj.**

This is the penalty or bonus due the character when dealing with NPCs or intelligent creatures. For encounter reactions, the computer generates a number between 8 and 12, and then applies the modifier. The results indicate the reaction of the encounter to your party:

- 1-7: Hostile reaction
- 8-14: Neutral reaction
- 15-20: Friendly reaction

Table 2: Experience Progression

Level	Fighter, Barbarian	Paladin, Ranger	Mage, Sorcerer	Cleric, Monk	Druid	Thief, Bard
1	0	0	0	0	0	0
2	2,000	2,250	2,500	1,500	2,000	1,250
3	4,000	4,500	5,000	3,000	4,000	2,500
4	8,000	9,000	10,000	6,000	7,500	5,000
5	16,000	18,000	20,000	13,000	12,500	10,000
6	32,000	36,000	40,000	27,500	20,000	20,000
7	64,000	75,000	60,000	55,000	35,000	40,000
8	125,000	150,000	90,000	110,000	60,000	70,000
9	250,000	300,000	135,000	225,000	90,000	110,000
10	500,000	600,000	250,000	450,000	125,000	160,000

Table 3: Hit Dice Progression

Level	Fighter, Paladin, Ranger	Barbarian	Mage, Sorcerer	Cleric, Druid, Monk	Thief, Bard
1	1d10	1d12	1d4	1d8	1d8
2	2d10	2d12	2d4	2d8	2d8
3	3d10	3d12	3d4	3d8	3d8
4	4d10	4d12	4d4	4d8	4d8
5	5d10	5d12	5d4	5d8	5d8
6	6d10	6d12	6d4	6d8	6d8
7	7d10	7d12	7d4	7d8	7d8
8	8d10	8d12	8d4	8d8	8d8
9	9d10	9d12	9d4	9d8	9d8
10	9d10+3	9d12+3	10d4	9d8+2	10d8

Table 4: Wild Surge

Number Rolled	Wild Surge
01	Repulsion field centered on the caster
02	Wild color changes upon the caster
03	Squirrels appear around the caster
04	The caster becomes itchy
05	The caster glows
06	A <i>Fireball</i> centered on the caster
07	The caster's sex is changed
08	The caster's color changes
09	Everyone in the area changes direction
10	Explosion centered on the caster
11	<i>Entangle</i> spell centered on target
12	<i>Slow</i> spell centered on target
13	Target polymorphed into a wolf
14	Caster held
15	Caster hasted
16	Caster changed into a squirrel
17	20% of party gold destroyed
18	Target weakened
19	<i>Sunfire</i> spell centered on caster
20	Movement rate lowered on target
21	<i>Fireball</i> spell centered on caster
22	Caster held as per <i>Hold Person</i> spell
23	<i>Fear</i> spell centered on target
24	Roll twice more; both effects apply
25	Entire area explored
26	<i>Globe of Invulnerability</i> centered on target
27	<i>Silence 15-Foot Radius</i> centered on caster
28	Caster dizzy
29	Target invisible
30	Pretty sparkles! No other effect
31	Caster is spell's target
32	Caster becomes invisible
33	<i>Color Spray</i> from caster
34	Birds appear around the caster
35	<i>Fireball</i> centered on caster; no damage
36	Gems created on caster
37	Combat music starts
38	Goodberries created on caster
39	<i>Fireball</i> flies toward target
40	Charges drained in area effect around target
41	Random treasure created on caster
42	Caster is combat ready (+2 THACO and damage)
43	Teleport field centered on caster
44	Teleport field centered on target
45	Area effect hiccups centered on target
46	All doors opened in area of effect. If there are no doors, roll twice and use both effects
47	Caster polymorphed into a wolf
48	Change spell's target randomly
49	Caster recuperates as if rested
50	Monsters summoned near target
51	Start snowing if outside; if inside, roll twice and use both effects
52	Loud noise; target must save or be stunned
53	Target's hit points doubled
54	Summon demon to attack target
55	Spell fired but with squealing noise

56	Spell goes off but duration is halved
57	Strange visual effect; spell fizzles
58	Projectile speed halved
59	All weapons in the area glow
60	No saving throw allowed against the spell's normal effect
61	Target is held as per the Hold Person spell
62	<i>Detect Magic</i> spell centered on target
63	Roll four more times; use all effects
64	<i>Slow</i> spell centered on target
65	Instead of the chosen spell, a different random spell of the same level is cast.
66	<i>Lightning Bolt</i> spell cast at target
67	Target strengthened
68	<i>Heal</i> spell centered on target
69	<i>Entangle</i> target
70	Caster weakened
71	<i>Fireball</i> spell centered on target
72	<i>Flesh to Stone</i> spell on target
73	Spell takes effect as normal, and caster is recuperated as if rested
74	<i>Heal</i> spell centered on caster
75	Target dizzy
76	<i>Sunfire</i> spell centered on

	target (caster unaffected)
77	Target held
78	Target blinded
79	Target charmed
80	Gems created on target
81	Target's movement rate doubled
82	Random treasure created on target
83	Target polymorphed into squirrel
84	<i>Silence 15-Foot Radius</i> centered on target
85	Target's sex changed
86	Fake explosion (no damage) centered on target
87	Cow falls from sky, lands on target
88	Target dizzy
89	Spell has 60-foot radius at target
90	<i>Stinking Cloud</i> centered on target
91	Target is itchy
92	Caster's hit points doubled
93	Target held
94	Target hastened
95	20% of gold on target is destroyed
96	Spell cast at double effectiveness
97	Spell cast, -4 to target's saving throw
98	Target's color changed
99	Spell cast at double level
100	Spell cast normally

**Wisdom can only be possessed by the
learned.**

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