

Cleric's Spellbook v5.1

Cleric 1st Level Spells

Cause Fear

Range: Touch Attack
Duration: 1 Round per Level

Target must flee from the caster, and can take no offensive actions.

Command

Range: 10'
Duration: 1 Round

Target is forced to obey a one-word command.
Target may save if command is potentially lethal or if the target has 6 or more hit dice.

Cure Light Wounds

Range: Touch (Attack vs Undead)
Duration: Instantaneous

Target is healed for 1d6+1 hit points. If target is undead, it is dealt 1d6+1 damage instead.

Detect Evil

Range: 120', centered on caster
Duration: 6 Turns

The caster detects evil objects, creatures, and environments. This can include undead, curses, explicitly evil magic, and more.

Detect Magic

Range: 60', centered on caster
Duration: 6 Turns

The caster detects magical auras, including magic items, creatures, traps, and enchantments.

Inflict Light Wounds

Range: Touch Attack
Duration: Instantaneous

Target is dealt 1d6+1 damage.

Light

Range: 60'
Duration: 12 Turns

Target object or creature gives off light in a 30 foot radius for the duration. Creatures may save to resist being targeted, in which case the light sticks to where they were standing.

Protection from Evil

Range: Caster
Duration: 12 Turns

Undead and evil monsters that attack the caster receive a -3 to their attack rolls.
Caster gains a +3 bonus to saving throws against evil effects. Incorporeal or Summoned creatures cannot touch the caster.

Purify Food and Drink

Range: 20'
Duration: Instant

Up to 12 rations and 12 water-skins worth of food and water is made safe to eat, removing spoilage, poisons, and diseases.

Remove Fear

Range: Touch
Duration: 2 turns

Any fear effect on the target is removed, and target is immune to fear effects for the duration.

Sanctuary

Range: Caster
Duration: 2 Rounds per level

Any who attack the caster must save, or be unable to attack the caster that round.
Sanctuary will end if the caster makes a violent or offensive action.

Turn Undead

Range: 120'
Duration: 1d6+1 Turns

Roll 2d6; compare the roll result, the caster's level, and the hit dice of the strongest undead present to the table below.
If the roll is at least the number on the table, 2d6 undead creatures are turned.
Result of T: 2d6 undead creatures are turned *automatically*.
Result of D: 2d6 undead creatures are destroyed automatically. The weakest undead creatures are turned or destroyed first.
A turned undead must flee from the caster, and can take no offensive actions.

Undead Hit Dice	Caster Level											
	1	2	3	4	5	6	7	8	9	10	11	12+
1	3	T	T	D	D	D	D	D	D	D	D	D
2	5	3	T	T	D	D	D	D	D	D	D	D
3	7	5	3	T	T	D	D	D	D	D	D	D
4	9	7	5	3	T	T	T	D	D	D	D	D
5	11	9	7	5	3	T	T	T	D	D	D	D
6	-	11	9	7	5	3	T	T	T	D	D	D
7	-	-	11	9	7	5	3	T	T	D	D	D
8	-	-	-	11	9	7	5	3	T	T	D	D
9	-	-	-	-	11	9	7	5	3	T	T	D

Cleric 2nd Level Spells

Augury

Range: Caster
Duration: Instantaneous

The Caster inquires whether an action would be generally beneficial or not, and receives a yes/no answer. If answer is uncertain, there will be no response.

Bane

Range: 20' radius within 60'
Duration: 6 Turns

Every enemy within range suffers a -1 penalty to attack, damage, and saves for the duration of the spell.

Bless

Range: 20' radius within 60'
Duration: 6 Turns

Every ally within range gains a +1 bonus to attack, damage rolls, and saves for the duration of the spell.

Detect Charm

Range: 30'
Duration: 1 Turn or 10 Creatures

Caster detects charm effects.
If the caster scans 10 Creatures, or waits a Turn, the spell ends.

Find Traps

Range: 30', centered on caster
Duration: 2 Turns

Caster detects all traps, magical or otherwise.

Heroism

Range: Touch
Duration: 1 Turn

Target gains +2 attack, +2 on saving throws, and +2d6 hit points that can heal over maximum health.
After spell ends, any over-heal hp will be lost.

Hold Person

Range: 180'
Duration: 9 Turns

Caster targets 4 humanoids, who must save, or be completely controlled by the caster.
OR
Caster targets 1 humanoid, who must save with a -2 penalty, or be completely controlled by the caster.
A suicide instruction requires an additional saving throw.

Neutralize Poison

Range: Touch
Duration: Instantaneous

Target is cured of ongoing poison effects, and will undo a death inflicted by poison in the previous round.
If death is reversed in this way, target will be alive with 1 hit point.

Resist Cold/Fire

Range: 30'
Duration: 6 Turns

Caster chooses whether the target resists cold or fire.
Target gains immunity to non-magical cold/fire, and a +3 to saves vs magical cold/fire. Target resists 1 point of damage for each die of cold/fire damage rolled against them.

Speak with Animals

Range: 30'
Duration: 1 Turn

Caster may speak with a single animal as if they shared a common language.
That animal won't attack the caster or their allies, but may not be willing to answer questions.
Spell is broken if the animal is attacked by caster or their allies.

Silence

Range: 15' radius within 180'
Duration: 12 Turns

Silence falls in the targeted area. No sound may occur within. The zone of silence travels with an object or creature as they move.
A creature may save, and if they succeed the point they are currently occupying is targeted instead.

Spirit Weapon

Range: 30'
Duration: 1 Round per level

A magical melee weapon of spiritual force springs into being. This weapon hovers within 30 feet of the caster, who may attack with this weapon.
Caster adds their Wisdom modifier to damage instead of Strength.
Spell ends if caster casts another spell.

Cleric 3rd Level Spells

Bestow Curse

Range: Touch
Duration: Instantaneous

Target must save, or be afflicted with a curse of the caster's choosing; no more than a -2 to Saving Throws, a -3 to Attack Rolls, or a reduction by half of one stat.

Cause Disease

Range: Touch
Duration: Instantaneous

Target must save, or contract a disease of the caster's choosing, the default being a magical disease that causes death in 3d6 days and a -2 to attack rolls.

Circle Against Evil

Range: 10' radius around caster
Duration: 12 Turns

Undead and evil monsters that attack anyone within the circle receive a -3 to their attack rolls.
All within the circle gain a +3 bonus to saving throws against evil effects.
Incorporeal or summoned creatures cannot enter the circle.
Undead and evil creatures of fewer hit dice than the caster must save to enter the circle, but may attempt each round.

Continuous Light

Range: 120'
Duration: Until Dispelled

An object or creature emits light in a 120 foot radius; Creatures may save to avoid being targeted.

Cure Disease

Range: Touch
Duration: Instantaneous

The touched creature is cured of all diseases, magical or otherwise.

Darkness

Range: 15' radius within 120'
Duration: 6 Turns

Darkness falls upon the targeted area, object, or creature, so dark not even darkvision can penetrate it.
Creatures may save to avoid being targeted, such that darkness falls where they were standing instead.
Darkness can be dispelled by the Light spell.

Dispel Magic

Range: 120'
Duration: Instantaneous

One magical effect (not magic items or creatures) is dispelled.
Magical effects stronger than the caster have a 10% chance per difference in level to not be dispelled.

Locate Object

Range: 60' + 10' per caster level
Duration: 1 minute per level

Caster knows the direction towards an object or kind of object the caster specifies. The caster must have seen the object or the kind of object before (such as specifying gold, stairs, etc.).
If no such object is within range, the caster will receive direction as soon as the object is within range.

Magic Vestment

Range: Touch
Duration: 12 Turns

Target gains +8 to their AC; this doesn't stack with armor, shields, class abilities, or other magical protections.

Remove Curse

Range: Touch
Duration: Instantaneous

Caster removes a curse of choice from target.

Speak with Dead

Range: 10'
Duration: 1 Turn or 1 Question/2 Levels

The caster may hold a conversation with a corpse or portion of a dead creature. Questions must be answered truthfully. The target must have a means of communicating, such as a mouth.
Target only knows what it knew in life.

Striking

Range: 30'
Duration: 1 Turn

Targeted weapon deals an additional 1d6 damage and counts as a magic weapon.

Cleric 4th Level Spells

Create Water

Range: Touch
Duration: Instantaneous

Caster creates drinkable water that can sustain 24 men for one day. The amount of water doubles when the caster is 9th level, and doubles every level thereafter.

Cure Serious Wounds

Range: Touch (attack vs undead)
Duration: Instantaneous

Target is healed for (1d6+caster's level) hit points. If the target is undead, it is dealt damage instead.

Detect Lie

Range: Caster
Duration: Instantaneous

Caster knows whether a single statement said to them within the last hour was a deliberate lie.

Divination

Range: Caster
Duration: Instantaneous

Caster is granted a vision by their deity about a specific location, individual, or item. This vision grants rough information about what the caster wants to know.

Inflict Serious Wounds

Range: Touch
Duration: Instantaneous

Target is dealt (1d6+the caster's level) damage.

Speak with Plants

Range: 60'
Duration: 1 Turn

Caster may speak with all plants within range as if they shared a common language. The plants will not attack the caster or their allies, but may not be willing to answer questions.
Spell will break if plants are attacked by caster or their allies.

Spell Protection

Range: Touch
Duration: 1 Turn per Level divided among all creatures touched

Grants a +8 to saves vs. Charms, Command, Sleep, and Hold type spells; a +5 bonus vs. Geas and Quest, and a +3 bonus vs. all other types of spell.

Tongues

Range: Caster
Duration: 1 Turn

The caster is able to speak and understand all verbal languages.

Transfer Life

Range: Touch
Duration: 1 Turn

The caster may transfer 1d6 hit points per round between any two touched targets, including the caster themselves.

Venom

Range: Touched Weapon
Duration: 5 Rounds or Until Expended

Caster envenoms a weapon. That weapon's first successful attack poisons the target. The target must Save vs. Poison or die.

Cleric 5th Level Spells

Create Food

Range: Touch
Duration: Instantaneous

Caster creates enough food to sustain 12 humans for one day. The quantity created doubles when the caster reaches 8th level, and doubles every level thereafter.

Commune

Range: Caster
Duration: 1 Turn

Caster asks their deity three questions, which may be answered with a "Yes" or a "No".

If attempted more than once in a week, caster must save to successfully commune; if they fail, caster will be paralyzed for 1d6 turns.

Cure Critical Wounds

Range: Touch (attack vs undead)
Duration: Instantaneous

Target is healed for (4d6+caster's level) hit points. If the touched creature is undead, it is dealt damage instead.

Dispel Evil

Range: 30'
Duration: Instantaneous

All evil effects in the area are dispelled; curses are removed, and evil creatures take damage equal to their hit dice and evil creatures with 7 hit dice or fewer must save or be destroyed.

Finger of Death

Range: 120'
Duration: Instantaneous

Target must save or die.

Insect Plague

Range: 480'
Duration: 144 Turns (1 Day)

Caster creates a swarm of insects that takes up a 30 foot radius, which moves where the caster directs.

In the swarm, all vision is obscured and creatures with 2 or fewer hit dice flee.

Caster will lose control of swarm if it is out of range. Cannot be cast underground or indoors.

Might

Range: Caster
Duration: 2 Turns

Caster quadruples in size, gaining 2 temporary hit dice, +2 to Attack rolls, +2 AC, and an extra d6 of damage on melee attacks.

May expend all attacks to strike every enemy within melee. When the spell ends, for 4 turns the caster will move at half speed, have -2 to attack rolls and AC, and take double damage.

Quest

Range: Speaking Distance
Duration: Until Completed

The target, if they fail to save, must complete one task dictated by the caster. If the target actively resists going on this Quest, they are affected by a curse either laid out by the caster or of appropriate nature to the caster's deity; this curse disappears as soon as the target attempts to complete the task. The task specified cannot be suicidal or so open-ended that it can't reasonably be completed, and the curse cannot be directly lethal.

Rainbow Vein

Range: 240'
Duration: 10 Rounds

The caster enters a trance and begins dredging up the power of raw creation through faith alone, splashing it at allies and enemies alike. The caster may splash one target a round, starting the round they cast the spell. Whenever the caster splashes a target, they roll on the table below to determine effect. Every effect allows a saving throw as a -2. Casting another spell or being hit ends the spell prematurely.

d20	Effect	d20	Effect
1	Heal (As Spell)	11	Heroism (As Spell)
2	Harm (As Spell)	12	Might (As Spell)
3	Sleep 3d6 Turns	13	Venom (As Spell)
4	Paralysis 1d6 Turns	14	Petrify
5	Charm 1d3 Turns	15	Damage d6/level
6	Striking on Attacks	16	Regain Spells
7	Confusion (as spell)	17	Lose Prepared Spells
8	Dispel Magic	18	Cast Prepared Spells
9	Spell Protection	19	Cure Everything
10	Random Quest	20	Death

Raise Dead

Range: Touch
Duration: Instantaneous

Caster returns a dead creature to life, to 1 hit point; the creature cannot have been dead longer than 4 days. Any missing parts will not be restored.

For every caster level above 7th, the time limit is increased by 4 days.

Cleric 6th Level Spells

Anti-Magic Shell

Range: 10' radius centered on caster
Duration: 18 Turns

All non-clerical magic within the anti-magic shell does not function.

The shell is immobile.

Blade Barrier

Range: 15' radius within 60'
Duration: 12 Turns

A horrible storm of force resembling blades forms around the target and is immobile.

Blade Barrier deals 11d6 points of damage to any creature attempting to pass through.

Channel

Range: Caster
Duration: 6 Turns

Caster channels a servant, aspect, or avatar of their deity to form around themselves, granting the caster the powers of the channeled creature, including the better AC, attack bonus, saves, and adding the channeled creature's hit points to their own.

Caster is only partially in control, and may direct the creature so long as it works towards the deity's goal in the area. Channeled creature should have similar hit dice to caster's level.

Circle of Life

Range: 30' radius centered on caster
Duration: 2 Turns

Willing creatures in the circle have their hit points pooled & shared for the duration. The caster may target 1 creature per caster level. When the effect ends, hit points in the pool will be divided amongst participant creatures up to their max Hp.

Find the Path

Range: Touch
Duration: 18 Turns or Destination Reached

Target gains knowledge of the shortest, most direct physical route to a destination, and the correct physical actions required to get there.

Forbid

Range: 30' radius centered on caster
Duration: 3 Turns

Caster forbids a single course of action to all creatures, including themselves. The forbidden action must be even-handed: ("No attacking" is fine, "No attacking my allies" is not)

Creatures who do not share the caster's deity cannot enter the area, and if within must save with a -2 penalty, or leave the area immediately.

Harm

Range: Touch Attack
Duration: Instantaneous

Target loses all but 1d6 hit points and must save or contract a disease as per Cause Disease.

Heal

Range: Touch
Duration: Instantaneous

Target is healed for all but 1d6 points of damage, and is cured of any poisons, diseases, fatigue, and feeblemind. If the creature is undead, the creature instead loses all but 1d6 hit points.

Mass Dispel

Range: 30' diameter within 120'
Duration: Instantaneous

All magical effects (not items or creatures) within the area are dispelled. Magical effects stronger than the caster have a 10% chance per difference in level to not be dispelled.

Rainbow Amalgam

Range: Special
Duration: Up to 10 rounds

The caster enters a trance, and begins collecting the raw matter of creation above their head. At a time of their choosing, or when the duration reaches its maximum, they may hurl the raw creation, causing it to splash out in a radius, hitting all creatures within with an effect from the spell Rainbow Vein. The size of the area of effect and the range the caster can throw the ball varies as listed in the table below. If the trance is broken (by the caster taking damage or otherwise), the rainbow amalgam drops on top of the caster.

Rounds	Range	Area	Rounds	Range	Area
1	30 ft.	10 ft.	6	1000 ft.	300 ft.
2	60 ft.	20 ft.	7	2000 ft.	600 ft.
3	120 ft.	40 ft.	8	4000 ft.	1000 ft.
4	240 ft.	80 ft.	9	1 Mile	2000 ft.
5	480 ft.	150 ft.	10	1 Mile	5000 ft.

Every effect allows a saving throw as a -2.

d20	Effect	d20	Effect
1	Heal (As Spell)	11	Heroism (As Spell)
2	Harm (As Spell)	12	Might (As Spell)
3	Sleep 3d6 Turns	13	Venom (As Spell)
4	Paralysis 1d6 Turns	14	Petrify
5	Charm 1d3 Turns	15	Damage d6/level
6	Striking on Attacks	16	Regain Spells
7	Confusion (as spell)	17	Lose Prepared Spells
8	Dispel Magic	18	Cast Prepared Spells
9	Spell Protection	19	Cure Everything
10	Random Quest	20	Death

Speak with Monsters

Range: Caster
Duration: 1 round per level

Caster may converse with any single creature they choose, provided that creature has some ability to communicate. Creature will not be hostile towards caster or their allies, unless an attack is made.

Word of Recall

Range: Anywhere on same Plane
Duration: Instantaneous

The caster names a location they are intimately familiar with, and is transported to that location with all of their items. Creatures grasped by the Cleric will be transported as well.

Cleric 7th Level Spells

Control Weather

Range: Special
Duration: Special

Caster alters the weather within nature's limits. This can be used to violent effect, such as a tornado or hailstorm. The range and duration are as normal for the chosen weather.

Destruction

Range: Touch
Duration: Instantaneous

Target turns to dust, dead.

Earthquake

Range: 120'
Duration: Instantaneous

The caster causes an area 30' radius plus 5' for every three levels the caster has above 17th to have a powerful earthquake.

Earthquake causes a fissure 5' in diameter per caster level to appear in the center of the area, causing cliffs to crumble, tunnels to collapse, and water to drain from rivers, ponds, and marshes.

Any creature within is dealt 7d6 damage by falling rocks.

Energy Drain

Range: Touch Attack
Duration: Instantaneous

The targeted creature immediately loses a level, and the caster regains 3d6 hit points.

Holy Word

Range: Speaking/Shouting Distance, 100'
Duration: Instantaneous

The caster says one word representing the true form of the force they worship, and that is enough to have a powerful effect on all who hear it.

Creatures with 4 or fewer hit dice drop dead.

Creatures of 5-7 hit dice are paralyzed for 1d6 turns.

Creatures of 11 or fewer hit dice are slowed for 2d6 rounds.

All creatures are deafened and have a -2 to hit for 1d6 rounds.

Holy Word also banishes any extra-planar beings back to their home plane.

This spell does not affect creatures that cannot hear it, nor does it affect creatures of the same religion as the caster, or servants of the force the caster worships.

Part Water

Range: 120'
Duration: 6 Turns

The caster parts a body of water up to 100 feet deep, and up to 'range' long.

Regeneration

Range: Touch
Duration: Instantaneous

The target's wounds, missing limbs, broken bones, and non-functional organs grow back, healing the target to full hit points over the course of 1d6 turns.

Restoration

Range: Touch
Duration: Instantaneous

The target regains all lost experience and lost points of ability score, provided they were lost within the last 30 days.

Resurrection

Range: Touch
Duration: Instantaneous

The target returns to life with full hit points, all wounds healed, and no loss of prepared spells, so long as they have been dead less than 100 years.

Requires some physical piece of their body, such as a finger, or a jar of ashes. Sheddings such as hair or fingernails will not work.

Wind Walk

Range: Touch
Duration: 6 Turns/Level

Caster and one additional creature per 8 caster levels turn into misty, air-like forms. This form grants immunity to all non-magical weapons, and allows movement at 60 speed.

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Mage 1st Level Spells

Absence

Range: Caster
Duration: 3 Rounds

Caster & their items vanish from reality.
When spell ends, caster reappears in the nearest unoccupied space.

Alarm

Range: 20' radius within 60'
Duration: Until Activated or Dispelled

Caster creates an alarm in an area.
If a creature enters, and isn't the caster or another creature previously named by the caster, the alarm rings loudly.

Charm Person

Range: 120'
Duration: Until Dispelled or Caster Dies.

Target must save, or be charmed by the caster.
Target will still possess free will, but will regard the caster as their most trusted friend, believing anything they say, and doing most of what is asked of them.
If a charm is asked to do something suicidal or dangerous, they get a free saving throw to dispel the charm, but even on failure will typically not perform suicidal actions.
Only (3 + caster's Int mod) persons may be charmed at once.

Color Spray

Range: 20' cone
Duration: Special

The caster shoots a stream of marvelous colors from their hand. 1d6 creatures are affected, starting with lowest hit die creature.
Creatures with equal or fewer hit dice to the caster are unconscious for 1d6+1 rounds.
Creatures with 1-2 more hit dice are blinded for 1d6-1 rounds.
Creatures with 3-5 more hit dice are stunned for 1 round.
Creatures with 6+ more hit dice are allowed a saving throw, or be stunned for 1 round.

Comprehend Languages

Range: Caster
Duration: 1 Turn per level

Caster can understand any written or spoken language as if it were their own.

Detect Magic

Range: 60' centered on caster
Duration: 6 Turns

Caster detects magical auras, including magic items, creatures, traps, and enchantments.

Echoes

Range: 120'
Duration: 1 Turn

Caster causes their voice or choice of sound to echo from a distant location. The location does not move.

Extinguish

Range: 60'
Duration: Instantaneous

All non-magical fires within range are extinguished.

Feather Fall

Range: Caster
Duration: 2 Turns

Caster will fall slowly, taking no fall damage.
Caster may Save vs burst to cast this spell midfall. If the caster had advanced warning or the fall is a significant distance, no save may be necessary.

Figment

Range: 240'
Duration: 2 Turns

The caster creates a visual illusion of anything they can imagine and may maneuver it within sight.
If the caster is damaged, attacks, or casts another spell, Figment expires.

Hold Portal

Range: 60'
Duration: 2d6 Turns

Holds a door open or closed. Door cannot be moved unless sufficient force to break it is applied (1 structural damage per caster level). Knock or Dispel Magic end the hold.

Ignite

Range: 120 feet
Duration: Instantaneous

The caster ignites one flammable source. Creatures may save and if they fail they will take 1 damage per round for 1d6 rounds.

Jump

Range: Touch
Duration: 1 Turn or until expended.

Touched creature may make one jump of up to 10' per caster level + 1d6 × 10 feet.
The jump does not ensure a safe landing.

Light

Range: 30' radius within 60'
Duration: 12 Turns

Target area, object, or creature gives off light. Creatures may save to resist being targeted, in which case the light sticks to where they were standing.

Magic Missile

Range: 150'
Duration: Instantaneous

Caster launches a bolt of magic that hits automatically, dealing 1d6+1 damage.
Caster may fire an additional missile for every 2 levels past the first level. ((Caster level+1)/2 Missiles)

Protection from Evil

Range: Caster
Duration: 12 Turns

Undead and evil monsters that attack the caster receive a -3 to their attack rolls.
Caster gains a +3 bonus to saving throws against evil effects.
Incorporeal or Summoned creatures cannot touch the caster.

Read Magic

Range: Caster
Duration: 2 Scrolls or other magical writings

Caster becomes able to read magical writing. Otherwise, it may take a magic user days to decipher magical writing.

Shield

Range: Caster
Duration: 2 Turns

Caster's AC increases to 17. Shield also blocks magic missiles.

Sleep

Range: 240'
Duration: 6 Turns

Caster places affected creatures in an enchanted sleep, from which they cannot awake until the spell expires.

Hit Dice	Number Affected
1 or fewer	3d6
2	2d6
3	1d6
4	1
5+	0

Unseen Servant

Range: 30' centered on caster
Duration: 6 Turns + 1 Turn per level

Caster summons an invisible servant that can move within range, and can exert up to 2 stones of force.
The servant behaves as an invisible butler of sorts, and thus cannot walk through walls, and may be damaged by creatures or traps that detect it. Unseen servant has 1Hp.
Unseen servant cannot attack.

Mage 2nd Level Spells

Color Sign

Range: Touch
Duration: Permanent until Dispelled or Activated

Caster inscribes a color sign on a surface. When viewed or touched by any creature (other than the caster or creatures the caster excludes from the effect), the creature must save or be endure the effect listed below.
Caster may have 1 color sign active per 2 caster levels.

Caster Level	Color	Effect
3rd	Red	Creature is blasted with red dye and is blinded for 1d6 rounds. Red dye doesn't wash out but vanishes after 24 hours.
5th	Orange	Creature falls asleep for 3d6 turns.
7th	Yellow	Creature is paralyzed for 1d6 turns.
9th	Green	Save is vs. Death/Poison; creature takes 1d6 damage for 1d6+2 rounds.
11th	Blue	Creature is <i>Confused</i> , as per the spell.
13th	Indigo	Creature is turned to stone, as per <i>Flesh to Stone</i> .
15th	Violet	Creature is sent to another plane and replaced by random summoned creature of equal hit dice.
17th	Black	Save is vs. Death/Poison; creature dies.

Command Undead

Range: 120 feet
Duration: 1d6+1 Turns

Roll 2d6; compare the roll result, caster's level, and hit dice of the strongest undead present.
If the roll is at least the number on the table, 2d6 undead are under the caster's control.
Result of C: 2d6 undead are controlled automatically.
Result of P: 2d6 non-intelligent undead are controlled permanently.
The weakest undead are controlled first.

Undead Hit Dice	3	4	5	6	7	8	9	10+
1	C	P	P	P	P	P	P	P
2	C	C	P	P	P	P	P	P
3	3	C	C	P	P	P	P	P
4	5	3	C	C	C	P	P	P
5	7	5	3	C	C	C	C	P
6	9	7	5	3	C	C	C	C
7	11	9	7	5	3	C	C	C
8	-	11	9	7	5	3	C	C
9	-	-	11	9	7	5	3	C

Continuous Light

Range: 120' radius within 120'
Duration: Permanent until Dispelled

Target area, object, or creature emits light; a creature may save to avoid being the target of this spell.

Darkness

Range: 15' radius within 120'
Duration: 6 Turns

Darkness falls upon the targeted area, object, or creature, so dark not even darkvision can penetrate it. Creatures may save to avoid being targeted.
Darkness can be dispelled by the Light spell.

Detect Evil

Range: 60' centered on caster
Duration: 2 Turns

The caster detects evil objects, creatures, and environments. This can include undead, curses, explicitly evil magic, and more.

Detect Thoughts

Range: 60' centered on caster
Duration: 12 Turns

Caster detects the thoughts of creatures within range, but cannot read their thoughts.
This spell cannot penetrate 2' or thicker stone or any thickness of lead or other sufficiently dense material.

Invisibility

Range: 240'
Duration: Permanent until dispelled, dismissed, or attack is made

Targeted creature or object becomes invisible. Attackers must know the location of the creature, and will suffer a -4 to the attack roll.
If the invisible creature takes an offensive action their invisibility will end.

Knock

Range: 60' centered on caster
Duration: Instantaneous

Knock unlocks & unbars nearly everything within range, including targets of Wizard's Lock or Hold Portal. Targets will remain open for 1 turn before closing again.

Levitate

Range: 20' per caster level
Duration: 1 Turn per caster level

Caster may move upwards or downwards from the elevation at which the spell was cast.

Locate Object

Range: 60' + 10' per caster level, centered on caster
Duration: 1 round per caster level

Caster knows the direction towards an object or kind of object the caster specifies. The caster must have seen the object or the kind of object before (such as specifying gold, stairs, etc.).
If no such object is within range, the caster will receive direction as soon as the object is within range.

Magic Mouth

Range: Touch
Duration: Permanent until triggered or dispelled

When predetermined conditions are met, a Magic Mouth will appear on the object and relay a message of no more than 30 words.

Mirror Image

Range: Caster
Duration: 6 Turns or until destroyed

1d6 images of the caster are created, which act in synchronous with the caster. Attackers have a chance of mistakenly striking a mirror image instead of the caster.
If a mirror image is struck, it vanishes.

Mystical Flan

Range: 120'
Duration: 6 Turns + 1 Turn per level or until destroyed

Caster creates a jelly-like creature of HD2, AC10, and Speed of 6 that cannot attack. Can be directed by mental commands. The flan can squeeze into small spaces, and carry up to 8 stones.
Flan can also engulf a creature to offer protection, absorbing damage until it expires; however the protected creature cannot travel more than 6 speed without losing the flan's protection.

Phantasmal Force

Range: 240'
Duration: Concentration

Creates an illusion of up to 20' in size.
If illusion is an object, it will disappear when touched.
If illusion is a creature, it has an AC of 10 and will disappear if struck.
Creatures may save to disbelieve the illusion when first seeing it. Otherwise, the illusion can deal damage, and may reduce creatures to 0 hit points and leave them unconscious.

Pyrotechnics

Range: 240'
Duration: 6 Turns

Caster creates up to 8000 cubic feet (20 cubed) blinding smoke or fireworks from a normal source of fire.

Strength

Range: Touch
Duration: 48 Turns

Touched creature gains 1d6+2 points of strength. If a target's strength becomes more than 18, their modifier is +3.

Wall Walk

Range: Caster
Duration: 6 Turns

Caster may walk up and adhere to walls and ceilings with their feet.

Web

Range: 60 feet
Duration: 48 Turns

A strong web fills a space of up to 10 by 10 by 20 feet. These webs block passage, and are difficult to get through.
With cutting tools or fire, it takes 1 Turn to get through the web.
Large creatures like bears or horses take 2 Turns.
Humanoids lacking cutting tools take 4 turns.

Wizard Lock

Range: Touch
Duration: Permanent until Dispelled

An object or portal will be held closed until dispelled. A knock spell can open the wizard lock once. A Mage 3 levels higher than the Wizard Lock may open the object at will.

Wizard Punch

Range: Touch
Duration: Instantaneous

Does not require an attack roll; target flies backwards, taking 1d6 damage for every 2 caster levels, traveling backwards 10' per caster level.
Target may save to halve damage and halve distance traveled.
For every 10' target is obstructed from flying, they take an additional 1d6 damage.

Mage 3rd Level Spells

Blink

Range: Caster

Duration: 1 Round/level or until caster ends the spell

Every round before the caster may act, they are teleported d20' in a random direction, to the nearest unoccupied open space.

Attacking the caster has a 50% chance of missing completely.

d6 Roll	Direction
1	Directly Forward
2	Forward and Right
3	Backward and Right
4	Directly Backward
5	Backward and Left
6	Forward and Left

Circle of Invisibility

Range: 10' radius within 240 feet

Duration: Permanent until Dispelled, Dismissed, or Attack is made

Creatures and objects are made invisible.

Attackers must know the location of the creature, and will suffer a -4 to the attack roll.

If an invisible creature takes an offensive action, their invisibility ends.

Duration applies independently to each creature or object.

Clairaudience/Clairvoyance

Range: 60'

Duration: 12 Turns

Choose upon casting;

Clairaudience: Caster may hear through solid obstacles.

Clairvoyance: Caster may see through solid obstacles.

Darkvision

Range: Touch

Duration: 1 day (144 Turns)

The touched creature can see up to 50 feet in pitch blackness.

Dispel Magic

Range: 120'

Duration: Instantaneous

One magical effect (not magic items or creatures) is dispelled.

Magical effects stronger than the caster have a 10% chance per difference in level to not be dispelled.

Explosive Runes

Range: 10' centered on target

Duration: Until triggered or dispelled

Caster inscribes runes on an object.

If a creature besides the caster (or any creature the caster emptied) views the explosive runes, they explode dealing 6d6 damage.

Triggering creature cannot save, but others in the blast may save for half damage.

Only 1 Explosive Runes may be active at 5th level; for every 2 levels past 5th, an additional Explosive Runes may be active. ((Caster Level-3)/2)

Feign Death

Range: Touch

Duration: 1 Turn/level or until dismissed

Caster puts the willing creature into a death-like state, indistinguishable from actual death.

Target lacks vision and bodily awareness, but is conscious.

Target receives half damage during feign death.

When the spell ends, target must wait 1 round to move again.

Fireball

Range: 20' radius within 240'

Duration: Instantaneous

Caster launches a bead of fire that explodes at the location, dealing 1d6 damage per caster level to all in the blast.

Creatures may save for half damage.

Launching fireball into cramped quarters may cause dangerous blowback.

Flame Missile

Range: Touch

Duration: 1 Turn or until used.

Caster touches a number of missiles up to their caster level, imbuing them with magical fire granting 1 additional fire damage.

When Flame Missile expires, all targeted missiles burn away.

Fly

Range: Touch

Duration: 2 Turns + 1 Turn/level

Target gains an ability to fly at 12 speed.

Upon expiration, target slowly falls up to 120'. Any further, and they may take fall damage.

Gust of Wind

Range: 10' per caster level

Duration: 1 Round

The caster releases a strong gust of wind.

Small creatures will blow back 1d6×10'.

Medium creatures (most humanoids) will be unable to move towards the wind.

Larger creatures may move half speed against the wind.

Flying creatures are treated as one size smaller, and small flying creatures are blown back 1d6×30' instead.

Haste

Range: 240'

Duration: 3 Turns

Up to 24 target creatures move at double speed and gain an extra attack. May also be cast to dispel the spell Slow on all target creatures.

Hold Person

Range: 180'

Duration: 9 Turns

Caster targets 4 humanoids, who must save, or be completely controlled by the caster.

OR

Caster targets 1 humanoid, who must save with a -2 penalty, or be completely controlled by the caster.

A suicide instruction requires an additional saving throw.

Lightning Bolt

Range: 10' width up to 60' length from caster

Duration: Instantaneous

Caster launches a lightning bolt, dealing 1d6 damage per caster level. Creatures may save for half damage.

The bolt must travel 60', and will rebound if obstructed.

Protection from Missiles

Range: 30'

Duration: 12 Turns

Target becomes immune to non-magic missile attacks.

This does not protect against large projectiles such as boulders.

Slow

Range: 240'

Duration: 3 Turns

Up to 24 target creatures must Save or move at half speed, and have 1 fewer attack per round. Creatures reduced to 0 attacks may attack every other round. This spell may also be cast to dispel Haste on target creatures.

Stinking Cloud

Range: 20' radius within 120'

Duration: 1 Turn

Caster creates a visible stinking cloud. Creatures inside must save, or fall to the ground to wretch and gag. They will continue to wretch and gag for 1d6 rounds after the cloud moves on. Creatures who save may stay within the cloud.

Tiny Hut

Range: 5' radius within 60'

Duration: 48 Turns

Caster creates a small shimmering sphere that allows creatures and most objects in and out without issue. While inside, the temperature is comfortable, and creatures will be protected from adverse weather conditions.

Extreme temperatures are not fully mitigated, and severe weather, such as large hailstones or a tornado, will destroy the tiny hut.

Tongues

Range: Caster

Duration: 1 Turn

The caster is able to speak and understand all verbal languages.

Water Breathing

Range: 30'

Duration: 12 Turns

The target can breathe water.

Mage 4th Level Spells

Bestow Curse

Range: Touch
Duration: Instantaneous

Target must save, or be afflicted with a curse of the caster's choosing; no more than a -2 to Saving Throws, a -3 to Attack Rolls, or a reduction by half of one stat.

Charm Monster

Range: 120'
Duration: Until Dispelled or Caster Dies

Target must save, or be charmed by the caster.
Target will still possess free will, but will regard the caster as their most trusted friend, believing anything they say, and doing most of what is asked of them.
If a charm is asked to do something suicidal or dangerous, they get a free saving throw to dispel the charm, but even on failure will typically not perform suicidal actions.

Confusion

Range: 15' radius within 120'
Duration: 12 rounds

Living creatures must save or be confused.
When a confused creature makes an action, roll on the table below to see what they do:

d6 Roll	Action
1	Target acts normally
2	Target attacks its allies
3	Target attacks caster's allies
4	Target babbles incoherently and stands still
5	Target wanders away from caster for full Turn (don't roll on this table again)
6	Target attacks closest creature

Dimension Door

Range: 10'
Duration: Instantaneous

Target is teleported 360' in any direction, arriving exactly where the caster specifies. Unwilling targets may save.

Dig

Range: 30'
Duration: 1 Round/level

Caster magically excavates 5'x5'x5' of earth per round (not stone or large rocks). The excavated earth is spread evenly around the edges of the opening.
For every 5' deep the tunnel or pit goes past the first 5', there is a 1 in 6 chance of collapse if dirt, 2 in 6 if sand, or 3 in 6 if mud.

Extension

Range: 120'
Duration: Special

Caster extends the length of an active spell by 50%.

Fear

Range: 240' cone
Duration: 6 Turns

Caster projects a cone of terror; all creatures within must save or flee the caster, unable to attack.
Affected creatures have a 50% chance of dropping held items.

Fire Shield

Range: Caster
Duration: 1 Round/level

Caster is surrounded by a shield of flames, gaining +2 to saves against cold effects. Caster takes half damage from cold effects, zero damage on successful save.
Any melee attackers receive 2d6+2 fire damage.
Caster receives double damage if they fail a save against a fire effect.

Frost Shield

Range: Caster
Duration: 1 Round/level

Caster is surrounded by a shield of frost, gaining +2 to saves against hot effects. Caster takes half damage from hot effects, zero damage on successful save.
Any melee attackers receive 2d6+2 frost damage.
Caster receives double damage if they fail a save against a cold effect.

Globe of Invulnerability, Minor

Range: Caster
Duration: 12 Rounds

Caster forms a globe that blocks all spells of levels 1 through 3 from entering.

Hallucinatory Terrain

Range: 240'
Duration: Until Dispelled

Caster creates an illusion, making up to 100 square feet of terrain appear as another sort of terrain.

Ice Storm

Range: 15' radius within 120'
Duration: 1 Round

Ice and hail pound the location, dealing 3d10 damage, no save.

Massmorph

Range: 240'
Duration: Until dismissed or dispelled

Caster disguises up to 100 man sized creatures as trees & other plant life. Targets are indistinguishable from plants so long as they do not move or attack.

Plant Growth

Range: 120'
Duration: Until Dispelled

Caster forces up to 300 square feet of plants to grow, making an area impassable. The plants may be cut or burned through as normal.

Polymorph Other

Range: 60'
Duration: Until Dispelled or Caster Dies

Target must save or be transformed into a creature or form of choice. Result must be a living, breathing creature, and not a demon, undead, extraplanar, or similar creature.
Target gains powers and abilities of their new form, while retaining their former level, hit dice, save, and combat bonuses.
Target may be helpless depending on the transformation.

Polymorph Self

Range: Caster
Duration: 6 Turns + 1 Turn per Level

Caster transforms into whatever they desire, without gaining powers or super-natural abilities of the new form. Result must be a living, breathing creature, and not a demon, undead, extraplanar, or similar creature.
Caster retains their level, hit dice, save, and combat bonuses.

Remove Curse

Range: Touch
Duration: Instantaneous

Caster removes a curse of choice from target.

Wall of Fire

Range: 60'
Duration: Concentration + 2 Rounds

Caster creates an opaque wall of fire that deals 2d6 damage to creatures that pass through and 1d6 to creatures that come within 10'; double damage against undead.
Wall is 20' high, and may form as a 60' wall or a 30' diameter circle.

Wall of Ice

Range: 60'
Duration: 12 Turns

Caster creates an opaque, 6 inch thick wall of ice that blocks fire spells and abilities.
Creatures with 3 or less hit dice cannot hurt the wall. Stronger creatures take 1d6 damage to break through; 2d6 if they are fire creatures.
Wall is 20' high, and may form as a 60' wall or a 30' diameter circle.

Wizard Eye

Range: 240'
Duration: 6 Turns

Caster sees through an invisible "eye" that may move within range.

Mage 5th Level Spells

Animate Dead

Range: 240'
Duration: Instantaneous

Caster raises 1d6 corpses as obedient mindless undead that must obey the caster's verbal commands.
Caster raises an additional d6 for every caster level above 8th.

Cloudkill

Range: 30' diameter
Duration: 6 Turns

Caster conjures a deadly cloud, heavier than air, which moves away from the caster at 10' per round, or whichever way a strong wind pushes it.
Creatures with 4 or fewer hit dice perish in the cloud.

Contact Other Plane

Range: Caster
Duration: 1 Turn

Caster contacts a creature from a distant plane, to ask it questions. The creature may answer with "Yes", "No", and "Irrelevant/Don't Know/Maybe".
Caster asks as many questions as they like, but the chance of insanity is cumulative and rolled with every question asked.

Planes Out	Chance of Truthful Answer	Chance of Insanity
1	25%	—
2	30%	1%
3	35%	2%
4	40%	3%
5	45%	4%
6	50%	5%
7	60%	6%
8	70%	7%
9	75%	10%
10	80%	15%
11	85%	20%
12	95%	30%

Feeblemind

Range: 240'
Duration: Until Dispelled

Target must save with a -4 penalty, or will no longer be able to cast spells, understand or read languages, speak, or communicate coherently.

Hold Monster

Range: 180'
Duration: 9 Turns

Caster targets 4 creatures, who must save, or be completely controlled by the caster.
OR
Caster targets 1 creature, who must save with a -2 penalty, or be completely controlled by the caster.
A suicide instruction requires an additional saving throw.

Magic Jar

Range: 30'
Duration: Special

Caster places their soul within an inanimate object. Caster may possess any creature within 120' of the Magic Jar should that creature fail a save. If the possessed creature dies, the caster's soul will be safe in the jar, and may possess another creature.
If the jar is destroyed, the caster's soul is obliterated.
Caster may safely end the spell if a soulless body is available to possess.

Passwall

Range: 30'
Duration: 12 Turns

The caster opens a hole through a solid wall, 10' cubed. The hole closes when the duration runs out.

Phantasmal Killer

Range: 50'
Duration: 1 Round/level or Caster dies

Caster conjures the target's worst fear as an illusory monster, and it attacks. The illusion can only be seen by the target, and is hindered by no barrier.
Target must save to disbelieve, or be attacked by the illusion with a +4 bonus every round. If the illusion hits, the target dies of fright.
If a targeted caster recognizes the spell as Phantasmal Killer, and has the same spell prepared, they may expend it without casting to turn the illusion back on the original caster.

Secret Chest

Range: Touch
Duration: 60 Days

Caster must have a chest, and a tiny replica of the same chest. Upon spell cast, the large chest may be summoned and dismissed at will by the caster so long as they hold the replica.
The Secret Chest can store 1 stone per caster level.
When the duration expires, if the chest is not presently summoned, it will be lost forever.

Shadow Door

Range: Half Move of caster
Duration: 1 Round/level

Caster creates an illusory door on a wall and appears to step through and close the door. In reality, caster became invisible. If a creature opens the door, they will see a 10'x10' room, and be unable to enter due to it being an illusion.

Shadow Summoning

Range: 30 feet
Duration: Special, as per Summoning Rules

Summoning is difficult, expensive, and most of all, time consuming. This spell shortcuts the summoning to split a planar shadow of another being off instantly.
Treat as a Random Summoning that summons a creature of the caster's level, except that in all respects except for determining the powers the creature has, the creature has 1/5th of the hit dice and deals 1/5th the damage; effects that require saving throws give a +4 to the saving throw. Roll domination as normal, but the caster is rolling against the creature with its lower hit dice (the 1/5th).

Stoneshape

Range: Touch
Duration: Instantaneous

The caster reshapes 1 cubic foot of stone per caster level to their whims. Fine detail is not possible.

Telekinesis

Range: 120'
Duration: 6 Turns

The caster may move up to their level in stones within range with pure mental force.

Teleport

Range: 100 miles/level
Duration: Instantaneous

Caster and any creatures caster is touching are teleported to a desired location. The success chance diminishes for areas less familiar to the caster.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	01-97	98-99	100	—
Studied Carefully	01-94	95-97	98-99	100
Seen Casually	01-88	89-94	95-98	99-100
Viewed Once	01-76	77-88	89-96	97-100
False Destination	—	—	01-56	57-100

Off Target: Everyone appears 5d6 times 10 miles away from target destination.

Similar Area: Everyone appears in an area within range that looks like, but isn't, the target destination. If no such area exists, the spell doesn't function.

Mishap: Everyone takes 2d6 points of damage (4d6 if false destination) due to bits of them intersecting space where they shouldn't. Roll again with a d20+80 unless the target was a False Destination.

Transmute Mud to Rock

Range: 120'
Duration: See below

Over the course of 1 turn, up to 300 sq feet of mud turns into rock. May cancel the effect of the spell Rock to Mud.

Transmute Rock to Mud

Range: 120'
Duration: 1 Turn

Over the course of 1 turn, up to 300 square feet of stone, rock, sand, and earth transforms into mud.

True Seeing

Range: Touch
Duration: 12 Rounds

Target can see through all illusions, and can see magic, curses, hallow and corruption on objects and creatures.

Wall of Force

Range: 60'
Duration: 1 Turn

Caster creates an immovable wall of force, which allows nothing through, appearing as a solid black wall.
Wall is up to 100' long & 100' tall.
Dispel Magic will not dispel the wall, but it can be destroyed by a Disintegrate spell.

Wall of Iron

Range: 60'
Duration: Until Dispelled

Caster creates a 6inch thick Iron wall up to 50' long 100' tall. If the wall is not bound to the ground, it can be toppled by force.

Wall of Stone

Range: 60'
Duration: Until Dispelled

Caster creates a 2' thick Wall of Stone, up to 100' long 100' tall. The wall must be bound to the ground to be supported.

Mage 6th Level Spells

Anti-Magic Shell

Range: Caster's Location
Duration: 12 Turns

Caster forms a 10' radius sphere where magic does not function at all. This zone is immobile.

Chain Lightning

Range: 10' width, 60' length from caster
Duration: Instantaneous

Caster launches a lightning bolt, dealing 1d6 damage per caster level. One additional bolt per 3 caster levels forks off the original and strikes a secondary target, dealing half the damage of the main bolt.
Creatures may save for half damage.
The bolt must travel 60', and will rebound if obstructed.

Contingency

Range: Caster
Duration: Until Used

Caster expends another prepared spell, and specifies a condition. When the condition is met, the expended spell is instantly cast upon the caster.
A Caster may only have one contingency at a time.

Control Weather

Range: Special
Duration: Special

Caster alters the weather within nature's limits. This can be used to violent effect, such as a tornado or hailstorm. The range and duration are as normal for the chosen weather.

Death Spell

Range: 240'
Duration: Instantaneous

Kills 2d6 creatures of 6 hit dice or fewer in a 30 foot radius.

Disintegrate

Range: 60'
Duration: Instantaneous

Caster turns targeted object or creature into dust. Target may save.
Magical materials are not destroyed by disintegrate.

Flesh to Stone

Range: 120'
Duration: Instantaneous

Target must save or turn into stone, along with gear.

Freezing Sphere

Range: 180 feet | Touch
Duration: 1 Round/level | Instantaneous | 1 Turn

Caster freezes up to 100 square feet of a liquid's surface 6 inches deep. Uses first duration & range.
OR
Caster fires a freezing ray at a single creature dealing 1d6 damage per caster level. Creature may save vs spells to negate damage. Uses first range & second duration.
OR
Caster creates a small bullet-sized sphere which when forcefully impacted, will explode dealing 4d6 damage to all creatures in a 10' radius. Will explode after 1 turn if not used.

Geas

Range: 30'
Duration: Until Completed

Target must save or be forced to complete one task dictated by the caster. If the target actively resists completing this task, they die. If the target ignores the task, they gradually weaken until they can't do anything. The task specified cannot be suicidal or so open-ended that it can't reasonably be completed.

Globe of Invulnerability, Major

Range: Caster
Duration: 12 Rounds

Caster forms a globe that blocks all spells of levels 1 through 4 from entering.

Imbue with Undeath

Range: Touch
Duration: Instantaneous

Caster transforms a corpse into an undead monstrosity with up to the caster's level in hit dice.
Caster may grant the undead special abilities, but each ability will reduce its hit dice by 1.
Undead created this way are always intelligent, and are unlikely to be friendly towards the caster.
The undead creature takes a round to finish animating, giving the caster a chance to cast another spell...

Lower Water

Range: 240'
Duration: 12 Turns

A body of water's depth is lowered by 50%.

Mass Dispel

Range: 30' diameter within 120'
Duration: Instantaneous
All magical effects (not items or creatures) within the area are dispelled. Magical effects stronger than the caster have a 10% chance per difference in level to not be dispelled.

Move Earth

Range: 240'
Duration: 6 Turns

The caster can move up to 60 cubic feet of earth in range per turn. This spell may not be used to move solid stone or large boulders.

Repulsion

Range: 120' centered on caster
Duration: 1 Turn

Creatures move away from caster at their speed (minimum 3).

Part Water

Range: 120'
Duration: 6 Turns

Caster parts a body of water up to 10' deep.

Reincarnation

Range: 30'
Duration: Instantaneous

Caster forces a dead creature to come back to life in a new body, determined by the table below.
If the new body is similar to the old, they may retain their class, levels, and experience; if not, they have the hit dice of the new creature, 0 experience, and may gain levels at a custom progression.
If Summoned Creature is rolled, roll 2d6 for the hit dice said creature possesses.
Please refer to 'Reincarnated Monster Stats' for details

Roll	Returns as
01-04	Human
04-08	Orc
09-12	Elf
13-15	Dwarf
16-18	Duedne
19-21	Sprite
22-25	Merfolk
26-28	Kitsune
29-32	Goblin
33-35	Wild Hunter
36-38	Troll
39-41	Oni
42-44	Unicorn
45-47	Pegasus
48-50	Dryad
51-53	Ogre
54-57	Minotaur
58	Dragon (1d6 determines which type)
59-61	Wyvern
62-64	Chimera
65-68	Kobold
69-71	Medusa
72-75	Manticore
76-79	Gargoyle
80-82	Gorgon
83-85	Hydra
86-87	Gumiho
88-89	Kasha
90-91	Pooka
92-93	Frost Giant
94-95	Storm Giant
96-97	Basilisk
98-99	Steam Worm
100	Random Summoned Creature

Projected Image

Range: 240'
Duration: 6 Turns

Caster projects an image of themselves, which walks, talks, and sounds like them. Caster may have their spell casts appear to originate from the projected image.

Stone to Flesh

Range: 120'
Duration: Permanent

This spell transforms any creature that was previously petrified back into its original form.

Triplicate

Range: 120'
Duration: 1 Turn

Targeted creature takes and deals triple damage, and receives triple healing. Saves are made with a -2 penalty. Unwilling creatures may save.
OR
Targeted creature splits into 3 copies. Each has 1/3 the hit points, and acts independently. They share a mind, so only one may cast a spell at a time. Damage remains on the creature upon spell end, killing only if all 3 copies are dead. Unwilling creatures may save.

Mage 7th Level Spells

Delayed Blast Fireball

Range: 20' radius within 240'

Duration: Chosen by caster, up to 60 Rounds

Caster launches a bead of fire to a location, which explodes after the predetermined duration, dealing 1d6 damage per caster level to all in the blast.

Creatures may save for half damage.

Launching fireball into cramped quarters may cause dangerous blowback.

Duo-Dimension

Range: Caster

Duration: 18 Rounds

Caster becomes 2-dimensional, gaining the ability to slip inside tiny cracks that can fit their height or width.

Caster takes triple damage for duration.

True Seeing allows the caster to be seen as normal.

Magic Sword

Range: 60'

Duration: 12 Rounds

Caster creates a floating blade of force. May use attack actions to attack with the blade.

Sword moves at 12 speed, attacking as a Fighter of equal level to the caster, dealing 2d6 damage.

Always hits on a roll of 19 or 20.

Mass Invisibility

Range: 240'

Duration: Until dispelled, dismissed, or one of the targets attacks

Up to 1d3×100 horse or man sized creatures become invisible. Attackers must know the location of the creature, and will suffer a -4 to the attack roll.

If an invisible creature takes an offensive action, their invisibility ends.

Phase Door

Range: Touch

Duration: 1 passage per 2 levels

Caster creates a 10 foot cube passage through solid matter that only they can see and enter.

Entering and exiting once counts as a passage; the door disappears when the passages are all used up.

If the Phase Door is dispelled with the caster inside, they are ejected harmlessly to the nearest side.

Power Word Stun

Range: 120'

Duration: Special

Caster says a word of power to a target;

If target has 35 or less hit points: stunned for 2d6 turns.

If target has 36-70 hit points: stunned for 1d6 turns.

If target has 70+ hit points: unaffected.

Prismatic Spray

Range: 15' wide base, 70' length

Duration: Instantaneous

Caster fires streams of prismatic light in a conical shape.

Creatures with 8 or fewer hit dice are blinded for 1d6 turns.

Creatures inside the spell are randomly struck by one of the spell's rays; roll on the table below with a d8 for each creature.

Roll	Color	Effect	Save
1	Red	Creature takes 10 points of damage from Spells for Half fire	
2	Orange	Creature takes 15 points of damage from Spells for Half acid	
3	Yellow	Creature takes 20 points of damage from Spells for Half electricity	
4	Green	Creature dies from Poison	Death/Poison to Negate
5	Blue	Creature turns to Stone	Spells to Negate
6	Indigo	Creature goes Insane	Spells to Negate
7	Violet	Creature is hurled into a faraway plane	Spells to Negate
8	Two	Roll Twice again, ignoring rolls of 8	-

Reverse Gravity

Range: 120'

Duration: 1d6 Rounds

Target area of 30' cubed has reversed gravity.

Simulacrum

Range: Touch

Duration: Permanent or until caster dies

The caster must create a (crude or elaborate) duplicate of themselves out of snow and ice, and then cast the spell.

The spell imbues the duplicate with the life, likeness, and the partial mind of the caster.

The simulacrum has ½ the hit point total of the caster, and has ½ the level of the caster, with the spells and abilities that would entail.

The simulacrum does not gain any Hallow the caster has, although they have all the Corruption if the caster has any.

The simulacrum, while possessing some will of its own, is totally under the control of the caster and must obey their commands. The simulacrum can gain no experience of its own. The duplicate can be visually told apart from the caster.

Vanish

Range: Touch

Duration: Until Dispelled

An object weighing up to 4 stones per caster level to vanish.

A heavier object will still vanish, but be replaced by equal size and shape replica of stone.

Mage 8th Level Spells

Clone

Range: 30'
Duration: Permanent

Prior to spellcast, Caster must take a portion of flesh from a creature, and spend 2d6 months creating a body. Upon casting the spell, the clone becomes a mental and physical duplicate of the original creature at the time the flesh was taken, including all experience and abilities. Old scars & injuries are not transferred. If the original is not dead and the clone becomes aware of them, they will attempt to kill the original.

Incendiary Cloud

Range: 240'
Duration: 10 Rounds

Caster magnifies smoke from a fire to 100 times the original volume, which moves away from the caster 10' per round, or as pushed by wind. On the 3rd round this smoke exists, half the caster's level in damage is dealt to creatures within. On the 4th round, damage equal to the caster's level is dealt. On the 5th round, half the caster's level in damage is dealt. The smoke blocks vision.

Mass Charm Person

Range: 120'
Duration: Until Dispelled

Functions as Charm Person, except it affects up to 30 hit dice or levels worth of targets. All targets save at a -2 penalty.

Maze

Range: 120'
Duration: Special

Target creature vanishes to a plane of shifting mazes.

Intelligence	Wandering Time
3 or less	2d6 Turns
4-6	1d6 Turns
7-8	5d6 Rounds
9-12	4d6 Rounds
13-15	3d6 Rounds
16-17	2d6 Rounds
18 or greater	1d6 Rounds

Intelligence of creatures should be estimated if not specified.

Mind Blank

Range: 30'
Duration: 18 Turns

The target is protected from all effects that detect, read, influence, or control emotions and thought.

Polymorph Object

Range: 240'
Duration: Until Dispelled

Target object or creature must save, or be transformed into some other object or creature, gaining every property of the new form. Creatures transformed into another creature gain the tendencies of the new creature but will retain most of their personality. An object transformed into a creature gains a mentality to match the creature. This spell can also function as a transmutation spell, such as stone to flesh. Created wealth does not grant experience.

Prismatic Wall

Range: 120'
Duration: 18 Turns

Caster creates a shimmering Prismatic Wall 100' long and tall. Non-caster creatures that pass through the wall are subject to every effect of Prismatic Spray. Creatures of 8 hit dice or less are blinded 1d6 turns when first seeing the wall. Prismatic Wall blocks all attacks.

Symbol

Range: Touch
Duration: Until Triggered or Dispelled

Caster inscribes 1 of the below symbols on a surface. Symbol is triggered when it is read, touched, or a creature passes through a door with the symbol inscribed on it. The caster is immune to the effect of their own symbol. Only 1 symbol may be active at 15th level, then an additional one every 2 levels ((Caster Level-13)÷2)

Symbol of Death: Deals the triggering creature 80 points of damage.
Symbol of Discord: All creatures within 60' argue for 3d6 rounds, taking little other action. Creatures must save or begin fighting with lethal intent for 1d6 rounds.
Symbol of Fear: Creatures must save or flee at maximum speed. 50% chance to drop held items.
Symbol of Insanity: Up to 100 hit dice worth of creatures within 120 feet are driven insane.
Symbol of Sleep: Releases a powerful sleep spell that lasts for 12 turns.

Hit Dice	Number Affected
1 or fewer	6d6
2	4d6
3	2d6
4	2
5+	0

Symbol of Stunning: Up to 150 hit dice worth of creatures within 120 feet are stunned as per Power Word Stun: If target has 35 or less hit points: stunned for 2d6 turns. If target has 36-70 hit points: stunned for 1d6 turns. If target has 70+ hit points: unaffected.

Mage 9th Level Spells

Freedom

Range: 60'
Duration: Instantaneous

If a creature had an Imprisonment spell cast on them within range, the effects of the Imprisonment spell end and the creature reappears.

Imprisonment

Range: Touch Attack
Duration: Permanent

Touched creature vanishes and remains in a small sphere outside of reality. It cannot be harmed while there, but takes no action and does not age.

Meteor Swarm

Range: 240'
Duration: Instantaneous

Caster summons a swarm of fireballs: 4 that deal 10d6 damage or 8 that deal 4d6 damage, directing them as the caster wishes. Caster rolls attacks for the targets of the fireballs, and on hit, that target cannot make a saving throw. The fireballs explode in a 20' radius, and creatures may save to take half damage.

Power Word Kill

Range: 120'
Duration: Instantaneous

A single target with 60 or fewer hit points dies upon hearing this word. A target with more than 60 hit points is unaffected.

Prismatic Sphere

Range: 15' radius centered on Caster.
Duration: 18 Turns

Caster forms a prismatic sphere around themselves. Creatures with 8 or less hit dice are blinded for 1d6 turns. Creatures who pass the wall endure all the following effects:

Color	Effect	Save
Red	Creature takes 10 points of damage from Spells for Half fire	
Orange	Creature takes 15 points of damage from Spells for Half acid	
Yellow	Creature takes 20 points of damage from Spells for Half electricity	
Green	Creature dies from Poison	Death/Poison to Negate
Blue	Creature turns to Stone	Spells to Negate
Indigo	Creature goes Insane	Spells to Negate
Violet	Creature is hurled into a far away plane	Spells to Negate

Shapechange

Range: Caster
Duration: 18 Turns

Caster assumes the form of any non-unique creature, taking on all of its abilities except for hit points, Hallow/Corruption rating, and abilities that depend on the creature's mind to function. The caster retains their own mind. The caster may change to and from this form without taking an action once per round.

Time Stop

Range: 15' radius centered on Caster
Duration: 1d6+1 Rounds

Caster creates a sphere, within which time is stopped for everything but the caster. The sphere is immobile and if the caster leaves, the spell ends. Creatures or objects that enter the sphere are time-stopped upon entry. Time Stop cannot be extended via Extension spell.

Wish

Range: Special
Duration: Special

The caster makes a single sentence request to the universe, and the universe complies. The request is followed to the letter, but extraordinarily powerful or unreasonable requests are more likely to be fulfilled in a way the caster does not desire. For instance, if the caster wishes a certain powerful individual dead, they may be transported to the future where the individual is already dead. A wish can duplicate most spells 8th level and below without issue.