

SPELLS AND MAGIC

(AKA B_SPELLS)

A MOD FOR THE ENHANCED EDITIONS OF BALDUR'S GATE I AND II, ICEWIND DALE, AND EET

**GRAMMARSALAD
VERSION 0.90.03 (2020-01-21)**

OVERVIEW

The purpose of this mod is to improve the EE experience by adding new and revised spells, as well as new options for spellcasters (and, in some cases, non-spell casters).

ENGINE AND MOD COMPATIBILITY

ENGINE COMPATIBILITY

- Faiths and Powers only works on the Enhanced Engine versions of Baldur's Gate, Baldur's Gate: Siege of Dragonspear, Baldur's Gate II, and Icewind Dale.
- Faiths and Powers should also work on [Enhanced Edition Trilogy \(EET\)](#).

INSTALL ORDER

If you plan to use the Revised Spells Components, especially the global components, you should install Spells and Magic after any other spell mods that add new spells to the game (please let me know about any spell mods that I have missed). Otherwise, use your best judgement in terms of install order. Because new spells are added using ADD_SPELL, install order should matter less, at least with regards to mods that do not change the spell system in any major way. In such cases, please let me know where there are conflicts and I will do my best to address them.

INSTALL ORDER: SPELLS AND MAGIC:

The following mods should be installed *before* Spells_and_Magic:

- [Item Revisions](#)
- [IWDification \(S&M will defer to IWD spells installed by IWDification\)](#)
- [More Style for Mages](#)
- [Spell Revisions](#)
- [Tome and Blood](#)

The following mods can be compatible if installed *either before or after* Spells_and_Magic:

- [Faiths and Powers](#)
- [OlvynSpells](#)

The following mods should be installed *after* Spells_and_Magic:

- [Deities of Faerûn](#)
- [Scales of Balance](#)
- [Sword Coast Stratagems](#)
- [The Tweaks Anthology](#)

The following mods are *not* compatible with Faiths and Powers (we'll see about changing that in the future):

BUGS

If you encounter a bug while using this mod, please post on the mod thread on the Beamdog forums, or in the issues thread on github (links located below). While reporting bugs, please provide your WeiDu log, the game, and the game version.

KNOWN BUGS (AND PLANS FOR THE FUTURE)

https://github.com/UnearthedArcana/B_Spells/issues
BEAMDOG LINK Forthcoming

KNOWN ISSUES

- The illusory summoning spells (Phantasmal Force, Improved Phantasmal Force and Spectral Force) added by this mod allows players to bypass the normal limits on summoned monsters (i.e. they will be able to summon the maximum plus any creatures summoned by these spells.)
- Ranger Exclusive spells like Stormbow can become available to druids where their alignment restrictions have been expanded. Specifically, druids that can become something other than morally neutral will have access to these spells.

CREDITS

SPECIAL THANKS

This mod would be nothing without the numerous modders, testers and users in the BG community. I can't hope to thank them all, but I'll try to remember everybody. (Please bonk me on the head if I haven't mentioned you, and I will rectify the situation asap).

Subtledoctor: Man, what can I say. He has contributed so much to this mod, directly and indirectly, that I can honestly say that much of the best work in this mod is his.

Aquadrizzt: Much like Subtle, Aqua has helped me with this and other mods in so many ways, both directly and indirectly.

Kjeron: Kjeron is just a Weidu Wizard. This mod would be nothing without his insight and countless suggestions.

Raduziel: Raz has contributed a number of spells to this mod. Just a great guy.

Requiem and Mordeus: For Inspiration and Resources.

IchigoRXC: Ichi has graciously created a number of spell icons for this mod (and Faiths and Powers)

Pecca: For allowing me to include his amazing Spontaneous Casting mod as a component in Spells and Magic.

ACKNOWLEDGEMENTS

I would also like to thank the following people for their assistance with, and contributions to, this mod.

- **Wisp** and **aVENGER**, for their Scribe Scroll component in aTweaks (www.spellholdstudios.net/ie/atweaks), which was essential in the creation of the various Crafting components.
- Anyone who contributed to the mod discussion on the forums, played earlier versions of the mod, or otherwise helped with the creation and development of this mod.
- The creators of the tools I used while developing this mod, without which this mod would not exist.

FEEDBACK AND SUGGESTIONS

The following people have been patiently giving me feedback on this and other mods for years.

Ineth,

TOOLS USED AND OTHER RESOURCES

- **WeiDu**, by Westley Weimer, the bigg and Wisp
- **Near Infinity**, by Jon Hauglid and Argent77
- **The Infinity Engine Data Structures Project** (IEDSP), maintained by igi and lynx
- **WeiDu Highlighters**, by Idobek and cmorgan
- **ConTEXt**, by ??
- **NotePad++**, by Don Ho
- **homebrewery.naturalcrit.com**, for this readme you are looking at: <http://www.naturalcrit.com/>

LINKS:

THESE MODS AND RESOURCES HAVE INSPIRED ME. CHECK THEM OUT:

MODS:

Tome and Blood:

<https://forums.beamdog.com/discussion/31274/mod-beta-tome-and-blood-more-options-for-wizards-and-sorcerers/p1>

Scales of Balance:

<https://forums.beamdog.com/discussion/33657/scales-of-balance-post-hac-kits-and-tweaks/p1>

Spell Revisions:

<http://gibberlings3.net/forums/index.php?showforum=153>

Faiths of Faerun:

<https://forums.beamdog.com/discussion/17118/mod-faiths-of-faerun-kitpack-v0-5c-ready-for-testing/p1>

Deities of Faerûn:

<https://forums.beamdog.com/discussion/69241/kit-pack-deities-of-faerun-v-1-9-7-3-49-cleric-kits-and-more-for-iwd-bg-2-ee-and-eet/p1>

INSPIRATION:

d20 Pathfinder SRD: <http://www.d20pfsrd.com/magic/spell-lists-and-domains>

**Countless 2e pdfs purchased at drivethrurpg:

<https://www.drivethrurpg.com/>

MY OTHER MODS:

Faiths and Powers:

<https://forums.beamdog.com/discussion/43174/faiths-and-powers-gods-of-the-realms-kitpack-and-divine-caster-spell-tweaks/p1>

COMPONENT OVERVIEW



hat follows is a short description of each component offered by this mod. More detailed descriptions (i.e. specific spell and ability descriptions offered by this mod) can be found below.

NEW SPELLS: COMPONENTS 101 – 103

This group offers new spells, either imported from IceWind Dale, or Really new spells created from scratch (with a lot of help!).

101: ALL NEW SPELLS (INCLUDING IWDEE SPELLS IF APPLICABLE)

This component installs all new spells provided by this mod. That is, it will install both the Icewind Dale spells (if applicable), and the 'new new' spells.

102: IWDEE SPELLS ONLY

This component will only install IWDEE spells if they are not already installed.

103: NEW SPELLS ONLY

This component will only install the unique spells offered by this mod.

CANTRIPS: INFINITE INNATE: COMPONENTS 201 – ???

These components offer innate infinite cantrips to various divine and/or arcane classes. This component interacts with the 300 series of components (i.e. Cantrips: 1st level Cantrips) in that no class will have access to both infinite innate and 1st level cantrips. So, for example, if you have installed infinite cantrips for all arcane classes installed, and you install 1st level cantrips for all classes, then only divine classes will get access to 1st level cantrips.

201: INFINITE INNATE CANTRIPS FOR ALL DIVINE AND ARCANE CLASSES

This component adds infinite innate cantrips to all divine and arcane classes. If this component is installed, there will be no option to install 1st level cantrips

202: INFINITE INNATE CANTRIPS FOR ALL DIVINE CLASSES

This component adds infinite innate cantrips to all divine classes. If this component is installed, divine classes will not have an option to cast 1st level cantrips.

203: INFINITE INNATE CANTRIPS FOR ALL ARCANE CLASSES

This component adds infinite innate cantrips to all arcane classes. If this component is installed, arcane classes will not have an option to cast 1st level cantrips.

NEW ITEMS: COMPONENTS 501

- ???

This group offers new magic items, either imported from IWDEE or completely new creations.

501: INSTALL ALL NEW ITEMS (INCLUDING IWDEE ITEMS IF APPLICABLE)

This component will install all new items, including IWDEE and unique items offered by this mod.

EXTRAS: SPONTANEOUS CASTING: COMPONENTS 1001

- ???

1001: CLASS 'EXTRAS': SPONTANEOUS CASTING (BY PECCA)

NEW AND REVISED SPELL DESCRIPTIONS



New spells, "(New)", will only be installed if new spells are installed. Revised spells, (Revised), will only be installed in the relevant revised spell component is installed. IWDEE spells, described in the section below, will only be installed if the relevant IWDEE spells component is installed. Interactions will be noted in the spell description. Spells that are exclusive to a particular class will have those restrictions noted in the description. For example [Paladin] means that only paladins can cast this spell.

SPELL LISTS (ARCANE SPELLS)

CANTRIPS

1ST LEVEL

- Accelerate Metabolism
- Alarm
- Anticipation
- D. Traps and Portals
- Energizing Ray
- Invis. to Undead
- Protection From Evil
- Farseer

Hypnotism

Protective Shell

Reprise

Vanish

2ND LEVEL

- Bolt of Paralysis
- Iron Mind
- Solvent of Corrosion
- S. Snowball Swarm (IWD)
- Icelance (IWD)

3RD LEVEL

4TH LEVEL

- Charm Monster
- Emotion: Courage (IWD)
- Emotion: Fear (IWD)
- Emotion: Hope (IWD)
- Mindsight
- Phantasmal Killer
- Shadow Monsters (IWD)
- Shout (IWD)

5TH LEVEL

- Snilloc's Major Missile
- Usurp Shell

6TH LEVEL

- Shades (IWD)
- Siphon Vitality

7TH LEVEL

- Acid Storm (IWD)

SPELL LISTS (DIVINE SPELLS)

ORISONS

1ST LEVEL

- Abundant Ammunition (New)
- Animal Eyes (New)
- Binding (New)
- Bless Water (New)
- Camouflage (New)
- Castigate (New)
- Destructive Smite (New)
- Disrupt Undead (New)
- Eyes of the Dead (New)

Frost Fingers (New)

Invisibility to Animals (New)

Storm Bow (New)

Invisibility to Undead (New) - Magic Weapon (New)

2ND LEVEL

- Enthrall (New)
- Forbiddance (New)
- Ice Blade (New)
- Pacify the Dead (New)
- Shatter (New)

Snilloc's Snowball Swarm (IWDEE)

- Watery Fist (New)

3RD LEVEL

- Cloak of Darkness (New)
- Icelance** (IWDEE)
- Snare (New)

4TH LEVEL

- Emotion: Courage (IWDEE)
- Emotion: Fear (IWDEE)
- Emotion: Hope (IWDEE)

Shadow Monsters (IWDEE)

- Shout (IWDEE)

5TH LEVEL

6TH LEVEL

- Animate Clay Construct (NEW)
- Shades (IWDEE)

7TH LEVEL

- Acid Storm (IWDEE)
- Animate Stone Golem (NEW)

ARCANE SPELLS

LEVEL 1

ACCELERATE METABOLISM (NEW)

(Necromancy)

- **Level:** 1
- **Range:** Touch
- **Duration:** 8 Hours
- **Casting Time:** 9
- **Area of Effect:** 1 creature
- **Saving Throw:** None

This spell stimulates the body, boosting the recipient's natural defenses against death and poison, and allowing them to heal at an increased rate.

At first level, recipients heal 1 hit point per hour, and gain a +1 bonus to save vs. death. For each 5 levels, the recipient heals an additional hit point per hour, and gains an additional +1 to save vs. death (max 5 hp/hour and +5 vs. death at 20th level).

Multiple castings of this spell are not cumulative.

Notes:

1st level cantrips: Converted to a second level spell, unchanged

ALARM (NEW)

(Divination)

- **Level:** 1
- **Range:** 0
- **Duration:** Special
- **Casting Time:** 9
- **Area of Effect:** Special
- **Saving Throw:** None

When alarm is cast, the caster and <PRO_HISHER> allies are alerted if any creature, visible or invisible, with hostile intent comes within 30' of <PRO_HIMHER> by a mental or audible alarm.

This alarm awakens the caster and <PRO_HISHER> allies, and makes them alert to all enemies, giving them a +2 bonus to weapon and casting speed for a single round. This spell cannot be cast in the presence of enemies.

Once the ward is set, it protects the caster and <PRO_HISHER> allies as long as they stay within the general area. The ward lasts for 8 hours or until triggered.

Notes:

1st level cantrips: Converted to a second level spell, unchanged

ANTICIPATION (NEW)

(Divination)

- **Level:** 1
- **Range:** 0
- **Casting Time:** 0
- **Duration:** 3 rounds
- **Area of Effect:** The caster
- **Saving Throw:** None

This spell gives the caster a temporary, intuitive foreknowledge of the immediate future, resulting in improved reaction time granting a +5 bonus to AC, and +1 to weapon and casting speed for 3 rounds.

Credit for this spell belongs to Subtledoctor (Modified with permission)

Notes:

1st Level Cantrips: This spell is converted to a second level spell, and the duration increased to 1 turn.

Detect Traps and Portals (New)

(Divination)

- **Level:** 1
- **Range:** 0
- **Duration:** 1 hour
- **Casting Time:** 9
- **Area of Effect:** Special
- **Saving Throw:** None

With this spell, the mage can detect traps and secret doors, as if <PRO_HESHE> were a Thief. When <PRO_HESHE> casts this spell, <PRO_HESHE> has a chance to detect traps equal to 30%, +5% for each additional level after first (max 75% at level 10) for one hour. <PRO_HESHE> need not take a special action, <PRO_HESHE> will automatically look for traps for the duration as long as this spell is in effect, and <PRO_HESHE> is not doing anything else.

This chance to detect spells stacks with any preexisting skill the mage might otherwise have with detect traps, and if <PRO_HESHE> has levels in thief, this spell will give <PRO_HIMHER> a bonus to disarm traps as well.

Notes:

1st level cantrips: Converted to a second level spell, +20% to skill bonus (maxes out at 95%)

ENERVATING RAY (NEW)

(Necromancy)

- **Level:** 1
- **Range:** 40 ft.
- **Duration:** 1 round/level
- **Casting Time:** 2
- **Area of Effect:** 1 creature
- **Saving Throw:** Special

When this spell is cast, a ray slams into the target chosen by the caster, sapping their energy and knocking the wind out of them. At first level, this spell does 2d4 non-lethal damage to the target, and, if they do not save vs. death, penalizes their AC, THAC0 and Saves by -1.

Damage increases by 2d4 at 3rd level, and every 2 levels thereafter (max 10d4 at 9th level). The penalties are increased by -1 at 5th level, and every 5 levels thereafter (max -5 at 20th level).

Undead and creatures without a biological anatomy are immune to Enervating Ray.

Notes:

1st level cantrips: Damage is reduced to 1/2, but kept as a 1st level spell

DEVIL'S EYES (REVISED)

(Divination)

- **Level:** 1
- **Range:** 30 ft.
- **Duration:** 1 Turn
- **Casting Time:** 1
- **Area of Effect:** 1 creature
- **Saving Throw:** None

Upon the casting of this spell the recipient gains the sight of an infernal being. This allows them to not only see in the dark as per the infravision ability, but it allows them to see and exploit vulnerabilities in their targets, allowing them to more often land critical blows. As such, they crit on a natural roll of an 19 or above.

Notes: I have no problem with Spell Revisions replacement for Infravision--True Strike--and I do agree that infravision alone is a rather poor 1st level spell. But, I wanted to have a spell that still grants infravision for the few times that its useful, and further, that gives 'something extra'.

METweaks:

INVISIBILITY TO UNDEAD (NEW)

(Abjuration)

- **Level:** 1
- **Range:** Touch
- **Casting Time:** 4
- **Duration:** 1 Turn
- **Area of Effect:** 1 creature
- **Saving Throw:** None

This spell causes nearby undead to lose track of and ignore the warded creature for the duration of the spell. This spell is effective against undead with 4 Hit Die or undead with Hit Die equal to the caster's level, whichever is higher. Note that unlike normal invisibility, the recipient of this spell can still attack undead creatures without losing the invisibility. Priests affected by this spell cannot turn undead.

Notes:

1st Level Cantrips: This spell is converted to an Second Level Spell if 1st level cantrips is installed, and the spell is effective against all undead for the duration.

PROTECTION FROM EVIL (REVISED)

(Abjuration)

- **Level:** 1
- **Range:** Touch
- **Duration:** 5 turns
- **Casting Time:** 1
- **Area of Effect:** 1 creature
- **Saving Throw:** None

When this spell is cast, a magical barrier forms around the recipient and moves with <PRO_HIMHER>. The barrier has two effects: First, it bestows a +2 bonus to the recipient's Armor Class and Saving Throws against attacks from evil-aligned opponents; second, it grants a +2 bonus to saves vs. enchantment spells.

Notes: See Priest version

FARSEER (NEW)

(Divination)

• **Level:** 1

• **Range:** Touch

• **Duration:** 1 hour

• **Casting Time:** 2

• **Area of Effect:** 1 creature

• **Saving Throw:** None

The recipient of this spell gains extraordinary vision, able to see twice as far as before with clarity. Additionally, they gain a +2 bonus to THAC0 with ranged weapons.

Notes:

• **1st level cantrips:** Duration reduced to 3 rounds

• **METweaks:** Note that this spell will not increase visual range if the following component is installed: "Increase the visual range and movement speed of all creatures in the game (including party members) significantly"

HYPNOTISM (NEW)

(Enchantment/Charm)

- **Level:** 1
- **Range:** Visual range of the caster
- **Duration:** 1 round
- **Casting Time:** 1
- **Area of Effect:** Special
- **Saving Throw:** Neg.

This spell entrances up to 1d4 creatures, causing them to stand mystified for 1 round if they do not save vs. spell. Specifically, it affects the targeted enemy and up to 3 hostile creatures within 20 ft. of it. Hypnotized creatures stand where they are, and fail to notice creatures around them. Affected creatures shake off this effect if they are attacked.

Notes:

• **1st level cantrips:** Converted to a second level spell, unchanged

PROTECTIVE SHELL (NEW)

(Abjuration)

- **Level:** 1
- **Range:** 0
- **Duration:** 3 turns
- **Casting Time:** 6
- **Area of Effect:** The caster
- **Saving Throw:** None

This spell creates a thin magical shell that harmlessly absorbs the first physical strike that hits the caster.

Credit for this spell belongs to Subtledoctor (Modified with permission)

Notes:

REPRIEVE (NEW)

(Alteration)

• **Level:** 1

• **Range:** Visual range of the caster

• **Duration:** 1 round +1 round/2 levels

• **Target:** 1 Ally

• **Casting Time:** 1

• **Saving Throw:** None

This spell causes a single ally to vanish in a flash of light. After one round that ally will reappear at the location you were when you cast this spell.

Lasts for 1 round at first level, +1 round for every two levels after that (max 5 rounds at level 9).

Credit for this spell implementation belongs to Kjerom

Notes:

• **0 level cantrips:** Changed to a cantrip

• **1 level cantrips:** Range changed to 1 round

VANISH (NEW)

(Illusion/Phantasm)

- **Level:** 1
- **Range:** 0
- **Duration:** 1 round, +1 round per 2 levels
- **Casting Time:** 1
- **Area of Effect:** The caster
- **Saving Throw:** None

This spell turns the caster invisible and makes <PRO_HIMHER> undetectable by normal vision or infravision. The spell remains in effect for 1 round, +1 round per 2 levels after 1st, level (max 5 rounds at level 9), until it is magically broken or dispelled, or until the recipient talks to or attacks any creature. Thus, the invisible being can open doors, eat, climb stairs, etc., but if <PRO_HESHE> attacks or casts a spell, <PRO_HESHE> immediately becomes visible (although the invisibility enables <PRO_HIMHER> to attack first).

Notes:

• **1st level cantrips:** Duration reduced to 1 round if

1st level cantrips is installed

LEVEL 2

BOLT OF PARALYSIS (NEW)

(Evocation)

- **Level:** 2
- **Range:** 60 ft
- **Duration:** 1 round/level
- **Casting Time:** 1
- **Area of Effect:** 1 creature
- **Saving Throw:** Special

When the mage casts this spell, a bolt of pure energy lances at <PRO_HISHER> target, unerringly hitting them. If they do not successfully save vs. poison/death, they are paralyzed for 1 round per level.

Even if the target makes their save, they are instead slowed for the duration.

This spell does not affect undead or constructs, such as golems.

Notes:

LEVEL 3

IRON MIND (NEW)

(Abjuration)

Level: 3

Range: Touch

Duration: 1 hour

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

When the mage casts this spell, and touches a creature, that creature becomes immune to charm or fear effects for the next hour. Additionally, recipients gain a +2 bonus to save vs. spell for the duration.

This spell does not protect against domination affects (except though the bonus to save vs. spell).

Notes:

SOLVENT OF CORROSION (NEW)

(Conjuration)

Level: 3

Range: 10'

Duration: 3 rounds

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Special

This spell conjures a corrosive, acidic slime of horrid strength on one creature. The acid persists, burning the creature over 3 rounds. The first round, the creature suffers 1d3 points of acid damage per level (max 15d3). On the second round, the creature suffers 1d2 points of acid damage (max 15d2). On the third round, the creature suffers 1 point of damage per level (max 15).

Additionally, the target suffers a -2 penalty to attacks while the acid is in effect. The affected creature can save vs. poison/death to reduce the damage by 1/2 and to avoid the to hit penalty.

This spell is effective against constructs and other creatures normally resistant to magic.

Notes:

LEVEL 4

CHARM MONSTER (NEW)

(Enchantment/Charm)

Level: 4

Range: Visual range of the caster

Duration: 5 rounds

Casting Time: 1

Area of Effect: 1 person or monster

Saving Throw: Neg.

This spell affects any single person or monster it is cast upon. The term monster includes any non-undead, non-construct, non-extraplanar creature, such as an ogre or even a dragon. The target is allowed a Saving Throw vs. Spell to negate the effect (a person, as described by charm person, saves at -4). If the spell's recipient fails <PRO_HISHER> Saving Throw, <PRO_HESHE> 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 harm or attempts to harm the charmed creature by some overt action, or if a Dispel Magic spell is cast upon the charmed creature, the Charm spell is broken. If two or more Charms simultaneously affect a creature, the most recent Charm takes precedence. Note that the subject has full memory of the events that took place while he was charmed. Also note that you cannot have a charmed creature leave the area where he is charmed.

Notes:

Revised Charm: This spell is only installed if Revised Charm global revision is installed

MINDSIGHT (NEW)

(Divination)

Level: 4

Range: 0

Duration: 1 hour

Casting Time: 1

Area of Effect: the caster

Saving Throw: None

When this spell is cast, the caster is able to "see" and "hear" everything in <PRO_HISHER> immediate area, as though the environmental conditions are ideal for sight and sound, and <PRO_HESHE> can effectively "see" twice as far as before. <PRO_HESHE> needs no sensory organs for this detection, and, as such, effects that blind or deafen are effectively dispelled. Additionally, <PRO_HESHE> need not fear such effects as long as this spell is in place.

<PRO_HESHE> effectively gains infravision while this spell is in effect, and <PRO_HISHER> preternatural awareness of <PRO_HISHER> surroundings grants a -2 bonus to <PRO_HISHER> armor class.

This spell does not grant any special benefits against illusions.

Notes:

PHANTASMAL KILLER (NEW)

(Illusion/Phantasm)

Level: 4

Range: 50 ft.

Duration: Special

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Special

When this spell is cast, the caster creates the illusion of the most fearsome thing imaginable to the target, transforming the fears of their subconscious mind into something that the conscious mind can visualize—the most horrible beast. Only the target can see the phantasmal killer.

The phantasmal killer attacks, automatically 'hitting' the target, forcing them to make a Saving Throw vs. Spell. Success means that the illusion is disbelief and nothing happens. If the target fails, another Saving Throw, this time vs. Death, must be rolled. Success means that the victim will be in panic for 4 rounds and take 4d6 points of magic damage. Failing in this second test kills the victim instantly. This spell has no effect over constructs and undead.

—Credit for this spell belongs to Raduziel (used with permission) —

Notes:

LEVEL 5

SNILLOC'S MAJOR MISSILE (NEW)

(Evocation)

Level: 5

Range: Visual range of the caster

Duration: Instant

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

Major Missile is much like Magic Missile, creating a single missile of magical energy that darts forth from the wizard's fingertip and unerringly strike their target, which must be a creature of some sort. This missile inflicts $1d4+1$ points of damage, plus $1d4+1$ for every two levels thereafter, to a maximum of $15d4 +15$.

Notes:

USURP SHELL (NEW)

(Necromancy)

Level: 5

Range: 60 ft.

Duration: 1 turn

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Special

With this spell the caster attempts to bypass the targets mind, taking direct control of their body instead if they do not make a save vs. death -2. Unlike a dominate spell, this spell does not touch the mind, and can even be used to usurp the body of an undead creature, or any creature with biological anatomy.

If this spell is sucessful, the caster gains control of the targets body, allowing <PRO_HIMHER> to make the body attack or move as <PRO_HESHE> pleases. <PRO_HESHE> does not gain fine motor control of the tergets body, however, nor does <PRO_HESHE> gain control of the targets mind. Thus, <PRO_HESHE> cannot force the target to cast spells or use special abilities on <PRO_HISHER> behalf.

Additionally, the targets movements are jerky and predictable, and they move at 80% their normal speed and suffer a -2 to all attack rolls.

If the target resists the spell, they suffer $3d8$ points of magic damage.

Notes:

LEVEL 6

SIPHON VITALITY (NEW)

(Necromancy)

Level: 6

Range: 15 ft.

Duration: 1 hour

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

When the caster casts this spell and points to a creature within 15', that creature is drained for 1d8 points of magic damage per 3 levels (maximum 6d8 at 18th level). These Hit Points are added to the caster's total as a temporary bonus that lasts for 1 hour. The caster is also revitalized, gaining a +1 bonus to attack rolls, damage rolls, and moral. This spell has no effect on constructs or undead.

A caster cannot benefit from multiple castings of Siphon Vitality.

Notes:

DIVINE SPELLS

LEVEL 1

ABUNDANT AMMUNITION (NEW) [RANGER]

(Conjuration)

- **Level:** 1
- **Sphere:** Creation
- **Range:** 0
- **Duration:** 8 Hours
- **Casting Time:** 9
- **Area of Effect:** The Caster
- **Saving Throw:** None

This spell creates special ammunition in the caster's inventory. This spell can either create a stack of 20 bolts, arrows or bullets. These projectiles are somewhat better than standard ammunition. The ranger can create the following with this spell: All ammunition types strike as +1 weapons (though, they do not necessarily gain a +1 bonus to strike or damage).

- Hunting Arrows or Bolts: Targets struck gain the 'bleed' condition for up to 6 rounds if they do not save vs. wands. Bleeding targets suffer 1 point of slashing damage each round they are affected by bleed. If they receive any kind of cure effect, the bleed condition is removed.
- Weighted Bullets: Weighted bullets do an additional +4 points of blunt damage upon impact, are -1 to hit, and 30% knock down (save vs. Wand negates).
- Keen Arrows or Bolts: +1 to hit, 15% doing an additional die of damage to target.
- Balanced Bullets: +3 to hit
- Piercing Arrows or Bolts: +3 piercing damage.
- Eggshell Bullet: -2 to hit, save vs. poison or 6 points of poison damage, -1 to AC for 1 round.

Notes: Faiths and Powers: This spell is in the War Sphere if FnP is installed. **1st Level Cantrips:** This spell is converted to a 2nd level spell, with 2x the ammo if 1st level Cantrips is installed. **Ranger Only:** This spell is only available to the ranger (unless FnP is installed)

Hunting Arrows

This arrow is sharp and jagged, capable of causing grievous persistent wounds to targets. When this arrow strikes a target, they must save vs. wands or take 1 point of slashing damage/round for 6 rounds. This effect is removed if the target receives healing of any kind.

This arrow strikes as a +1 weapon.

- **STATISTICS:**

Damage: 1d6 (missile)
Special: Target takes 1 point of slashing damage/round (save vs. wand for none)
Duration: 6 rounds
Damage type: Missile
Launcher: Bow
Weight: 0

Hunting Bolts

This bolt is sharp and jagged, capable of causing grievous persistent wounds to targets. When this arrow strikes a target, they must save vs. wands or take 1 point of slashing damage/round for 6 rounds. This effect is removed if the target receives healing of any kind.

This bolt strikes as a +1 weapon.

- **STATISTICS:**

Damage: 1d8 (missile)
Special: Target takes 1 point of slashing damage/round (save vs. wand for none)
Duration: 6 rounds
Damage type: Missile
Launcher: Crossbow
Weight: 0

Weighted Bullets

This bullet seems normal, except that it is especially big and heavy--too heavy to launch accurately (imposing a -1 to hit penalty). However, it has a chance to knock the target senseless. When it does hit, it inflicts an additional 4 points of crushing damage to the target, and has a 30% chance to knock down the target for 3 seconds if they do not save vs. wands.

This bullet strikes as a +1 weapon.

- **STATISTICS:**

THAC0: -1

Damage: 1d4, +4 crushing damage

Special: 30% chance target knocks target down (save vs. wand negates)

Duration: 3 seconds

Damage type: Missile

Launcher: Sling

Weight: 0

Keen Arrows

This arrow is well crafted and accurate, and possesses a sharp point. Keen arrows are +1 to hit, and have a 15% chance of inflicting an additional 1d6 points of damage to struck targets.

This arrow strikes as a +1 weapon.

- **STATISTICS:**

THAC0: +1

Damage: 1d6

Special: 15% of doing an additional 1d6 missile damage.

Damage type: Missile

Launcher: Bow

Weight: 0

Keen Bolts

This bolt is well crafted and accurate, and possesses a sharp point. Keen bolts are +1 to hit, and have a 15% chance of inflicting an additional 1d8 points of damage to struck targets.

This bolt strikes as a +1 weapon.

- **STATISTICS: THAC0: +1 Damage: 1d8 Special:**

15% of doing an additional 1d8 missile damage. Damage type: Missile Launcher: Bow

Weight: 0

Balanced Bullets

This bullet is very well balanced and aerodynamic, making it especially accurate, granting a +3 to all attack roles.

This bullet strikes as a +1 weapon.

- **STATISTICS:**

THAC0: +3

Damage: 1d4

Damage type: Missile

Launcher: Sling

Weight: 0

Piercing Arrows

This arrow seems perfectly normal, if particularly sharp. However, when it hits its target, it pierces flesh with ease, doing substantial damage.

This arrow strikes as a +1 weapon.

- **STATISTICS:**

Damage: 1d6, +3 piercing damage

Damage type: Piercing

Launcher: Bow

Weight: 0

Piercing Bolt

This arrow seems perfectly normal, if particularly sharp. However, when it hits its target, it pierces flesh with ease, doing substantial damage.

This arrow strikes as a +1 weapon.

- **STATISTICS:**

Damage: 1d8, +3 piercing damage

Damage type: Piercing

Launcher: Crossbow

Weight: 0

Eggshell Bullet

This bullet looks more like an egg than a proper bullet, and it seems to contain some kind of powder. Indeed, it is designed to burst open at the slightest impact, coating the target with that powder. The bullet itself doesn't do much damage--targets take 1 point--but the target must save vs. poison or choke on the fumes, suffering 1 point of poison damage per second, and is penalized for -1 to AC for 6 seconds.

This bullet is not well balanced, and it is difficult to shoot accuracy. As such, it imposes a -2 penalty to hit.

This bullet strikes as a +1 weapon.

- **STATISTICS: THAC0: -2 Damage: 1 point**

Damage type: Missile Launcher: Sling Weight: 0

ANIMAL EYES (NEW) [DRUID/RANGER]

(Divination)

- **Level:** 1
- **Sphere:** Animal
- **Range:** Touch
- **Duration:** 1 Turn
- **Casting Time:** 6
- **Area of Effect:** The caster

When the caster completes this spell and touches an allied animal, <PRO_HESHE> gains the ability to see through that animal's eyes allowing <PRO_HIMHER> to see everything that that animal sees. Additionally, <PRO_HESHE> has greater influence over the creature, urging it to be more aggressive in its attacks, granting it a +1 critical threat rolls. While this spell is in effect, the caster's body is helpless, as <PRO_HESHE> is helpless, and blind.

Notes:

0 Level Cantrips: This spell is converted to an Orison without alteration if 0 level Cantrips is installed.

BINDING (NEW) [UNIVERSAL]

(Conjuration/Summoning)

- **Level:** 1
- **Sphere:** Creation
- **Range:** 35 ft.
- **Duration:** 1 round/3 levels
- **Casting Time:** 5
- **Area of Effect:** 1 creature
- **Saving Throw:** Neg.

This spell conjures a rope that wraps around a target creature if they do not save vs. breath. Affected creatures cannot move and are effectively held. Creatures are held for 1 round per 3 levels of the caster (max 7 rounds at 19th level). Huge or larger creatures are not affected by this spell.

Notes:

1st Level Cantrips: Duration stays at 1 round

BLESS WATER (NEW) [CLERIC/PALADIN]

(Alteration)

- **Level:** 1
- **Sphere:** Creation
- **Range:** 0
- **Duration:** 8 hours
- **Casting Time:** 9
- **Area of Effect:** The Caster
- **Saving Throw:** None

With this spell, the caster performs a short, but sacred ritual, creating holy water which <PRO_HESHE> can use <PRO_HIMHER>self or give to <PRO_HISHER> companions. Holy water is harmful against evil outsiders and undead creatures, and mildly beneficial to living creatures. Vials can be thrown or drunk, healing 1d4 points of damage to a living creature, or causing 2d4+2 magic damage to an undead creature or demonic outsider.

At 1st level, 1 vial is created. An extra vial is created every 2 levels after that.

- A thrown vial does no damage in itself, but breaks and affects the target creature (within 20 ft.) as below.
- Holy water dissipates after 8 hours if not used.

Notes:

Faiths and Powers: This spell is in the Benediction Sphere if Faiths and Powers is installed.

1st Level Cantrips: This spell is converted to an Second Level Spell if 1st level cantrips is installed, damage increases to 3d4 +3, and healing increases to 1d4+2.

Vial of Holy Water This is a vial of water that has been sanctified by a cleric.

When this delicate vial is thrown at a target, it breaks open, splashing them with holy water. Holy water acts like acid against undead and demonic entities, but is soothing to living creatures, healing them for minor damage.

STATISTICS:

Damage: 2d4+2 to Undead or Evil Outsiders
Special: Restores 1d4 Hit Points to living creatures.

GUIDANCE (NEW)

(Divination)

- **Level:** 1
- **Sphere:** Divination
- **Range:** Touch
- **Duration:** 1 minute
- **Target:** 1 Ally
- **Casting Time:** 1
- **Saving Throw:** None

This spell imbues the subject with a touch of divine guidance.

The recipient of this spell gains a +10% bonus to all thief skills for the duration of the spell.

Notes:

1st level cantrips: This spell is changed to a second level spell, and lasts for 1 minute per 3 levels if Level 1 cantrips is installed.

Faiths and Powers: This spell is in the Knowledge Sphere if Faiths and Powers is installed.

EEex: This spell gives the +10% bonus to added skills if EEex is installed.

CAMOUFLAGE (NEW) [DRUID/RANGER]

(Illusion)

- **Level:** 1
- **Sphere:** Elemental Earth
- **Range:** Personal
- **Duration:** Instant: 2 turns
- **Casting Time:** 0
- **Saving Throw:** None

This spell changes the coloration of the caster to match the surrounding environment, making <PRO_HIMHER> very difficult to see. When this spell is cast, the caster gains a +50% bonus to hide and move silently, and <PRO_HESHE> naturally blends in to the surrounding environment, allowing <PRO_HIMHER> to hide as a thief or ranger for the duration.

This bonus increases by +5% at 2nd level, and +5% per 2 levels after that, to a maximum of +75% at 10th level.

Notes:

1st level cantrips: Converted to a second level spell, with 5 turn duration, and a +20% bonus to stealth (max 95% at 10th level)

CASTIGATE (NEW) [CLERIC/PALADIN]

(Enchantment/Charm)

- **Level:** 1
- **Sphere:** Law
- **Range:** 40 ft.
- **Duration:** 1 round
- **Casting Time:** 1
- **Area of Effect:** 1 creature
- **Saving Throw:** Neg.

With this spell, you point at a single creature and rebuke them, filling them with terror for 1 round if they fail their save vs. spell.

Notes:

Faiths and Powers:

DIVINE WRATH (NEW) [CLERIC/PALADIN]

(Conjuration)

- **Level:** 1
- **Sphere:** Combat
- **Range:** Self
- **Duration:** 1 round/level (max 5)
- **Casting Time:** 0
- **Saving Throw:** None

This spell imbues the caster with pure force that <PRO_HESHE> can use against <PRO_HISHER> enemies. <PRO_HISHER> melee attacks inflict an additional 2d6 points of magic damage for 1 round per level (max 5 rounds).

Notes:

Faiths and Powers: This spell is called Hand of Carnage if Faiths and Powers is installed, and it is in the Destruction Sphere.

1st Level Cantrips: This spell is converted to an Second Level Spell if 1st level cantrips is installed, and damage is doubled (4d6).

DISRUPT UNDEAD (NEW) [CLERIC/PALADIN]

(Necromancy)

- **Level:** 1
- **Sphere:** Necromantic
- **Range:** Visual range of the caster
- **Casting Time:** 3
- **Area of Effect:** One Undead Creature
- **Saving Throw:** None

This spell disrupts the negative energy that sustains a target undead creature. Any undead targeted by this spell suffers $2d6+2$ points of magic damage, $+1d6+1$ per two levels (max $7d6+7$ at 11th level).

Notes:

0 Level Cantrips: This spell is converted to an Orison if Cantrips is installed, and damage starts at $1d6+1$, but otherwise increases as normal.

Faiths and Powers: This spell is in the Death Sphere if FnP is installed.

EYES OF THE DEAD (NEW) [CLERIC/PALADIN]

(Necromancy)

- **Level:** 1
- **Sphere:** Necromantic
- **Range:** Touch
- **Duration:** 1 Turn
- **Casting Time:** 6
- **Area of Effect:** The caster

When the caster completes this spell and touches an allied undead ally, <PRO_HESHE> gains the ability to see through that creature's eyes allowing <PRO_HIMHER> to see everything that it sees. Additionally, <PRO_HESHE> has greater influence over the creature, making it attack more effectively, granting it a +4 bonus to attack rolls.

While this spell is in effect, the caster's body is helpless, as <PRO_HESHE> is helpless, and blind.

Notes:

0 Level Cantrips: This spell is converted to an Orison without alteration if 0 level Cantrips is installed.

Faiths and Powers: This spell is in the Death Sphere if FnP is installed.

FROST FINGERS (NEW) [DRUID/RANGER]

(Invocation)

- **Level:** 1
- **Sphere:** Elemental Water
- **Range:** 0
- **Duration:** Instant
- **Casting Time:** 1
- **Area of Effect:** The caster
- **Saving Throw:** none

When the priest casts this spell, a jet of chilling frost shoots from <PRO_HISHER> fingertips. The priest's hands must be held so as to send forth a fanlike sheet of frost:

<PRO_HISHER> thumbs must touch each other and the fingers must be spread. The spell sends out frost jets of 5 ft. length in a horizontal arc of about 120 degrees in front of the caster. Any creature in the area receives $1d6$ points of cold damage, plus $1d6$ per two levels to a maximum of $5d6$ damage.

Notes:

1st level cantrips: Converted to a second level spell, doing double damage.

INVISIBILITY TO ANIMALS (NEW)

[DRUID/RANGER]

(Abjuration)

- **Level:** 1
- **Sphere:** Animal
- **Range:** Touch
- **Casting Time:** 4
- **Duration:** 1 Turn, +1 Turn/5 levels
- **Area of Effect:** 1 creature
- **Saving Throw:** None

This spell causes nearby animals to lose track of and ignore the warded creature for the duration of the spell. Note that unlike normal invisibility, the recipient of this spell can still attack animals without losing the invisibility.

Notes:

1st Level Cantrips: This spell is converted to an Second Level Spell if 1st level cantrips is installed, unchanged.

STORM BOW (NEW) [RANGER]

(Alteration)

- **Level:** 1
- **Sphere:** Weather
- **Range:** 0 ft.
- **Duration:** 1 minute +1 minute/2 levels
- **Casting Time:** 3
- **Area of Effect:** The caster
- **Saving Throw:** None

This spell charges projectiles fired by the caster with the power of storm, inflicting an additional 1d8 points of electrical damage per hit.

This spell lasts for 1 minute at first level, and increases by 1 minute per 2 additional levels (max 5 minutes at level 9).

Notes:

1st level cantrips: Converted to a second level spell, doing double damage if 1st level cantrips is installed. **Faiths and Powers:** This spell is in the Elemental Air Sphere if Faiths and Powers is installed. **Ranger Only:** This spell is only available to the ranger (unless FnP is installed, in which case it is available to any class that has access to the Elemental Air sphere)

INVISIBILITY TO UNDEAD (NEW)

[CLERIC/PALADIN]

(Abjuration)

- **Level:** 1
- **Sphere:** Necromantic
- **Range:** Touch
- **Casting Time:** 4
- **Duration:** 1 Turn
- **Area of Effect:** 1 creature
- **Saving Throw:** None

This spell causes nearby undead to lose track of and ignore the warded creature for the duration of the spell. This spell is effective against undead with 4 Hit Die or undead with Hit Die equal to the caster's level, whichever is higher. Note that unlike normal invisibility, the recipient of this spell can still attack undead creatures without losing the invisibility. Priests affected by this spell cannot turn undead.

Notes:

Faiths and Powers: This spell is in the Death Sphere if Faiths and Powers is installed.

1st Level Cantrips: This spell is converted to an Second Level Spell if 1st level cantrips is installed, and the spell is effective against all undead for the duration.

MAGIC WEAPON (NEW) [CLERIC/PALADIN]

(Enchantment/Charm)

- **Level:** 1
- **Sphere:** Combat
- **Range:** Personal
- **Duration:** Instant: 1 turn
- **Casting Time:** 1
- **Area of Effect:** The caster
- **Saving Throw:** None

Magic weapon gives the personal weapon of the caster a +1 enhancement bonus on attack and damage rolls.

Notes:

1st Level Cantrips: This spell is converted to a 2nd level spell with a duration of 1 hour if 1st level Cantrips is installed.

Faiths and Powers: This spell is in the War Sphere if FnP is installed.

LEVEL 2

ENTHRALL (NEW) [CLERIC/PALADIN]

(Enchantment/Charm)

- **Level:** 2
- **Sphere:** Charm
- **Range:** Visual range of the caster
- **Duration:** 1 round, +1 round/2 levels (max 5 rounds at level 9)
- **Casting Time:** 2
- **Area of Effect:** Special
- **Saving Throw:** Neg.

This spell entrances up to 1d4 creatures, causing them to stand mystified for 1 round per level of the priest if they do not save vs. spell (maximum 10 rounds). Specifically, it affects the targeted enemy and up to 3 hostile creatures within 20 ft. of it. Enthralled creatures stand where they are, and fail to notice creatures around them.

Affected creatures shake off this effect if they are attacked.

Notes:

Faiths and Powers: This spell is in the Thought Sphere if FnP is installed.

FORBIDDANCE (NEW) [CLERIC/PALADIN]

(Enchantment/Charm)

- **Level:** 2
- **Sphere:** Charm
- **Range:** Visual range of the caster
- **Duration:** 2 round
- **Casting Time:** 1
- **Area of Effect:** 1 creature
- **Saving Throw:** Special

This spell enables the priest to forbid another creature to move, by commanding them to "stop". A creature so commanded will stop in its tracks, and will be unable to move if they do not make a successful save vs. spells. Even if they do make their save, creatures find that they move at 1/2 speed as their legs resist their own will. At the end of the second round, the creature regains the use of its legs, and can move normally.

Notes:

Faiths and Powers: This spell is in the Thought Sphere if FnP is installed.

ICE BLADE (NEW) [UNIVERSAL]

(Evocation)

- **Level:** 2
- **Sphere:** Elemental Water
- **Range:** 0
- **Duration:** 2 Turns
- **Casting Time:** 4
- **Area of Effect:** The caster
- **Saving Throw:** None

With this spell, the caster causes a swirling sword-shaped formation of jagged ice shards to spring forth from <PRO_HISHER> hand. This blade-like ray is wielded as if proficient. If the caster successfully hits with the ice blade in melee combat, the creature struck suffers 1d8 points of cold damage, +1 point per level (to a maximum of 1d8+10). The blade is considered to be of +1 enchantment when determining what it can hit.

Notes:

PACIFY THE DEAD (NEW) [CLERIC/PALADIN]

(Alteration)

- **Level:** 2
- **Sphere:** Necromantic
- **Range:** Visual range of the caster
- **Duration:** 1 turn
- **Casting Time:** 3
- **Area of Effect:** one undead creature
- **Saving Throw:** None

Upon casting this spell, the priest causes one undead within range to be slowed. This effect negates Haste, but does not otherwise affect magically sped-up or slowed creatures. Slowed creatures suffer -4 penalties to attack and Armor Class.

Notes: Faiths and Powers: This spell is in the Death Sphere if FnP is installed. **1st level cantrips:** Changes to a 1st level spell, no change

SHATTER (NEW) [CLERIC/PALADIN]

(Transmutation)

- **Level:** 2
- **Sphere:** Combat
- **Range:** 25'
- **Duration:** Instant
- **Casting Time:** 9
- **Area of Effect:** One Creature
- **Saving Throw:** Polymorph 1/2

When the priest cast's this spell, <PRO_HESHE> creates a vibrating pulse that increases in intensity in a nearby creature or object that is especially destructive against inorganic, solid constructs like doors and golems. The first round, a living or undead creature takes 2d6 crushing damage unless they save vs. polymorph (in which case, they take half damage and the spell ends). Every round that they do not save, they suffer the amount of damage that they received in the last round, plus an additional 2d6 points of damage for a maximum of 4 rounds. Any round that they do save, they suffer 1/2 damage and the spell ends.

When cast on a door or locked container, it undermines the integrity of the object destroying all but the most sturdy or magically protected locks. Against constructs such as golems, and elementals it does double damage, and they cannot save to avoid its effects.

Notes:

Faiths and Powers: This spell is in the Destruction Sphere if FnP is installed.

SNILLOC'S SNOWBALL SWARM (IWDEE)

(Evocation)

- **Level:** 2
- **Range:** Visual range of the caster
- **Duration:** Instant
- **Casting Time:** 2
- **Area of Effect:** 30-ft. radius
- **Saving Throw:** 1/2

This spell causes a flurry of snowballs to erupt from a point within range. These snowballs will hit everything within the area of effect, doing 1d3 points of cold damage per level, up to a maximum of 8d3 points at level 8. Against fire-using or fire-dwelling creatures, it inflicts 1d6 points of cold damage per level, up to a maximum of 8d6 points at level 8.

Notes:

General: Set to Opposition School: Enchantment unless IWDEE style spells is installed (where it will be Conjurer as in IWDEE)

WATERY FIST (NEW) [DRUID/RANGER]

(Conjuration)

- **Level:** 2
- **Sphere:** Elemental Water
- **Range:** 60 Yards
- **Duration:** 1 round / 2 levels
- **Casting Time:** 5
- **Area of Effect:** 1 creature
- **Saving Throw:** None

Upon completion of this spell the caster calls into being a huge disembodied fist formed purely of water. This fist will remain in existence for 1 round per 2 caster levels, up to maximum of 5 rounds at level 9. The first will attack the chosen target once per round and cause cold damage as listed below:

- Caster level 3-4: 1d6 damage per round
- Caster level 5-8: 1d10 damage per round
- Caster level 9-12: 1d12 damage per round
- Caster level 13+: 2d8 damage per round

Credit for this spell belongs to Requiem & Mordeus (Used with permission)

LEVEL 3

CLOAK OF DARKNESS (NEW) [UNIVERSAL]

(Abjuration)

- **Level:** 3
- **Sphere:** Sun
- **Range:** Touch
- **Duration:** 1 Turn
- **Casting Time:** 6
- **Area of Effect:** 1 creature
- **Saving Throw:** None

This spell infuses the target with shadow, protecting them from both attacks and spells, while also protecting them from prying eyes. Targets gain a +1 bonus to AC per four levels (maximum of +5), +2 bonus to save vs. spells, and infravision for the duration of this spell.

Additionally, the recipient hides in shadows at 99%, and automatically blends into the shadows each round if they are not doing anything else.

Notes:

Faiths and Powers: This spell is in the Shadow Sphere if Faiths and Powers is installed.

ICELANCE (IWDEE)

(Evocation)

- **Level:** 3
- **Range:** Visual range of the caster
- **Duration:** Instant
- **Casting Time:** 3
- **Area of Effect:** 1 creature
- **Saving Throw:** Special

This spell fires a magical lance of ice at a target of the caster's choosing. It automatically hits, inflicting 5d6 points of cold damage and forcing the target to make a Save vs. Spell or be stunned for 3 rounds.

Notes:

General: Set to Opposition School: Enchantment unless IWDEE style spells is installed (where it will be Conjurer as in IWDEE)

SNARE (NEW) [DRUID/RANGER]

(Alteration)

- **Level:** 3
- **Sphere:** Plant
- **Range:** 20 ft.
- **Duration:** Permanent until triggered
- **Casting Time:** 6
- **Area of Effect:** 10-ft. radius
- **Saving Throw:** none

When the druid casts this spell, <PRO_HESHE> selects an area within range. The plant life in the area reconfigure to construct a deadly trap that does 1d8 points of piercing damage per level (max 10d8).

Much like a thief trap, this spell fails if cast in the presence of enemies.

Notes:

EMOTION: COURAGE (IWDEE)

(Enchantment/Charm)

- **Level:** 4
- **Range:** Visual range of the caster
- **Duration:** 1 hour
- **Casting Time:** 4
- **Area of Effect:** 15-ft. radius
- **Saving Throw:** None

This spell creates the emotion of courage within the area of effect. All creatures affected by the spell gain +1 to hit, +3 to their damage rolls, and +5 temporary Hit Points (which can put them above their maximum Hit Points). This spell nullifies all fear effects within the area of effect at the time of casting.

Notes:

General: Set to Opposition School: Invocation unless IWDEE style spells is installed (where it will be Necromancer as in IWDEE)

EMOTION: FEAR (IWDEE)

(Enchantment/Charm)

- **Level:** 4
- **Range:** Visual range of the caster
- **Duration:** 5 rounds
- **Casting Time:** 4
- **Area of Effect:** 15-ft. radius
- **Saving Throw:** Neg.

This spell creates the emotion of fear within the area of effect. All enemies who fail to save vs. Spell flee for 5 rounds.

Notes:

General: Set to Opposition School: Invocation unless IWDEE style spells is installed (where it will be Necromancer as in IWDEE)

EMOTION: HOPE (IWDEE)

(Enchantment/Charm)

- **Level:** 4
- **Range:** Visual range of the caster
- **Duration:** 1 hour
- **Casting Time:** 4
- **Area of Effect:** 15-ft. radius
- **Saving Throw:** None

This spell creates the emotion of hope within the area of effect. All creatures affected by the spell gain a morale boost and +2 on their Saving Throws, attack rolls, and damage rolls.

Notes:

General: Set to Opposition School: Invocation unless IWDEE style spells is installed (where it will be Necromancer as in IWDEE)

SHADOW MONSTERS (IWDEE)

(Illusion/Phantasm)

- **Level:** 4
- **Range:** Visual range of the caster
- **Duration:** 1 round/level
- **Casting Time:** 4
- **Area of Effect:** Special
- **Saving Throw:** None

This spell shapes material from the Demiplane of Shadow into illusory monsters. Up to six shadowy creatures can be summoned at once, but their total Hit Dice will normally not exceed the spellcaster's level.

Notes:

General: Set to Opposition School: Necromancy unless IWDEE style spells is installed (where it will be Abjurer as in IWDEE)

SHOUT (IWDEE)

(Invocation)

- **Level:** 4
- **Range:** 0
- **Duration:** Instant
- **Casting Time:** 1
- **Area of Effect:** 35-ft. cone with 15-deg. arc
- **Saving Throw:** Special

Shout grants the wizard tremendous vocal powers, allowing <PRO_HIMHER> to emit an earsplitting roar from <PRO_HISHER> mouth in a cone-shaped area of effect. Any creature within this area is deafened for 9 rounds and suffers 4d6 points of magic damage. A successful Save vs. Spell negates the deafness and reduces the damage by half.

Notes:

General: Set to Opposition School: Enchantment unless IWDEE style spells is installed (where it will be Conjuror as in IWDEE)

LEVEL 6

ANIMATE CLAY CONSTRUCT (NEW)

(Alteration)

- **Level:** 6
- **Sphere:** Creation
- **Range:** Visual range of the caster
- **Duration:** 1 turn
- **Casting Time:** 5
- **Area of Effect:** n/a
- **Saving Throw:** None.

Upon casting this spell, a mass of material is drawn from the environment, shaped into roughly humanoid form, and imbued with a modicum of sentience. The resulting construct is similar to a clay golem: able to follow rudimentary directions and attack the caster's foes, but lacking complex thought and reflection. After ten rounds, the magic holding the construct together fades, and the construct dissipates into dirt.

Notes:

SHADES (IWDEE)

(Illusion/Phantasm)

- **Level:** 6
- **Range:** Visual range of the caster
- **Duration:** 1 round/level
- **Casting Time:** 6
- **Area of Effect:** Special
- **Saving Throw:** None

Shades is similar to Shadow Monsters and Demi-Shadow Monsters—it allows the caster to shape material from the Demiplane of Shadow into illusionary creatures. These shadows are tougher than the shadows summoned by Shadow Monsters and Demi-Shadow Monsters, and they will obey the caster until the spell expires or they are slain.

Notes:

General: Set to Opposition School: Necromancy unless IWDEE style spells is installed (where it will be Abjurer as in IWDEE)

LEVEL 7

ACID STORM (IWDEE)

(Evocation)

- **Level:** 7
- **Range:** Visual range of the caster
- **Duration:** 1 round/level
- **Casting Time:** 7
- **Area of Effect:** 24-ft. radius
- **Saving Throw:** 1/2

This spell unleashes an acidic downpour on the area of effect, doing 1d4 points of acid damage each round for the first three rounds, 1d6 points for the next three rounds, and 1d8 points for each round thereafter. Moving out of the area of effect does not stop the damage. The acid adheres to the skin, and any creatures in the area of effect when Acid Storm is cast continue to suffer acid damage as long as the spell duration lasts. Creatures make a Save vs. Spell every round after they have been hit by the cloud. If successful, they only take half damage (for that round only).

Notes:

General: Set to Opposition School: Enchantment unless IWDEE style spells is installed (where it will be Conjurer as in IWDEE)

ANIMATE STONE CONSTRUCT (NEW)

(Alteration)

- **Level:** 7
- **Sphere:** Creation
- **Range:** Visual range of the caster
- **Duration:** 1 turn
- **Casting Time:** 5
- **Area of Effect:** n/a
- **Saving Throw:** None.

Upon casting this spell, a mass of rocky material is drawn from the environment, shaped into roughly humanoid form, and imbued with a modicum of sentience. The resulting construct is similar to a stone golem: able to follow rudimentary directions and attack the caster's foes, but lacking complex thought and reflection. After ten rounds, the magic holding the construct together fades, and the construct dissipates into rocks and gravel.

Notes:

General: Set to Opposition School: Enchantment unless IWDEE style spells is installed (where it will be Conjurer as in IWDEE)

CANTRIPS AND ORISONS

here are two mutually exclusive versions of cantrips that can be installed for both arcane and divine casters. All versions of cantrips are usable 'at will' meaning that the caster will always have something 'magical' to do in (or out of) combat. The two kinds of cantrips are 1st level cantrips or 0 level cantrips. If you install 1st level cantrips, all of your first level slots count as cantrips meaning that you can use your first level spells as often as you like, though some spells will be reduced in power or converted to a higher level for balance purposes. 0 level cantrips are prepared much like normal spells but are cast as innate abilities. Where there are cantrips with 1st and 0 level variants, the 0 level versions tend to be weaker. Note that arcane and divine cantrips are installed separately and you can have different versions of each (e.g. 0 level cantrips for wizards and 1st level cantrips for priests).

0 LEVEL CANTRIPS

CANTRIPS KNOWN/PREPARED BY LEVEL

	G.	D.	Class	Mage	Sp. Mage	Sorcerer	Disciple	Bard	Cleric	Druid	Shaman	Ranger	Paladin
1st	4/1	3+1/1+1	3/3	2/2	2/1	-/2	-/2	3/3	-	-			
2nd	-/2	-/2+1	4/4	3/3	-/2	-/3	-/3	4/4	-	-			
3rd	-/2	-/2+1	4/4	3/3	-/2	-/3	-/3	4/4	-	-			
4th	-/3	-/3+1	5/5	4/4	-/3	-/4	-/4	5/5	-	-			
5th	-/4	-/4+1	6/6	5/5	-/4	-/5	-/5	6/6	-	-			
6th	-/4	-/4+1	6/6	5/5	-/4	-/5	-/5	6/6	-	-			
7th	-/4	-/4+1	6/6	5/5	-/4	-/5	-/5	6/6	-	-			
8th	-/4	-/4+1	6/6	5/5	-/4	-/5	-/5	6/6	-	-			
9th	-/4	-/4+1	6/6	5/5	-/4	-/5	-/5	6/6	-	-			
10th	-/4	-/4+1	6/6	5/5	-/4	-/5	-/5	6/6	-	-			
11th	-/4	-/4+1	6/6	5/5	-/4	-/5	-/5	6/6	-	-			
12th	-/4	-/4+1	6/6	5/5	-/4	-/5	-/5	6/6	-	-			
13th	-/5	-/5+1	7/7	6/6	-/5	-/6	-/6	7/7	-	-			
14th	-/5	-/5+1	7/7	6/6	-/5	-/6	-/6	7/7	-	-			
15th	-/5	-/5+1	7/7	6/6	-/5	-/6	-/6	7/7	-	-			
16th	-/5	-/5+1	7/7	6/6	-/5	-/6	-/6	7/7	-	-			
17th	-/5	-/5+1	7/7	6/6	-/5	-/6	-/6	7/7	-	-			
18th	-/5	-/5+1	7/7	6/6	-/5	-/6	-/6	7/7	-	-			
19th	-/5	-/5+1	7/7	6/6	-/5	-/6	-/6	7/7	-	-			
20th	-/6	-/6+1	8/8	7/7	-/6	-/7	-/7	8/8	-	-			

Notes

- Mages: After 1st level, mages must learn cantrips the same way they learn other spells. They must find a scroll containing the cantrip which they learn as normal. Specialist mages must learn at least one cantrip of their favored school at first level. In addition, they can prepare an additional cantrip but that slot must be filled by a cantrip of their favored school.
- Clerics and Druids begin play knowing all cantrips (if FnP or DoF is installed, they know all cantrips belonging to spheres they have access to).
- Sorcerers and Shaman do not prepare cantrips. Rather, they can cast all cantrips that they know.

0 LEVEL ARCANE CANTRIP DESCRIPTIONS

0 LEVEL DIVINE ORISON DESCRIPTIONS

BENEDICTION

(Conjuration/Summoning)

- **Level:** Orison
- **Sphere:** All
- **Range:** 0
- **Duration:** Special
- **Casting Time:** 9
- **Area of Effect:** The caster
- **Saving Throw:** None

Upon casting this spell, the priest chants softly under <PRO_HISHER> breath. As long as <PRO_HESHE> continues to chant, <PRO_HESHE> receives a +1 to moral, THAC0 rolls, and damage, much like a bless spell. However, while <PRO_HESHE> can fight normally, <PRO_HESHE> cannot cast spells, nor turn undead while under the effects of Benediction.

Benediction has no effect if the priest is under the effects of bless, aid, or chant spell, and if <PRO_HESHE> is affected by one of these spells while under the effects of this Orison, Benediction is immediately dispelled.

Similarly, <PRO_HESHE> cannot cast Benediction if <PRO_HESHE> is under the influence of the Doom spell. Benediction cannot be used in conjunction with canticle or meditation.

Notes:

Faiths and Powers:

IWDEE Spells:

1ST LEVEL ARCANE CANTRIP DESCRIPTIONS

1ST LEVEL DIVINE CANTRIP DESCRIPTIONS

SPELL REVISIONS



This section describes different global revision spell components.

GLOBAL CHANGES

HEALING REVISION

This component changes heal and cause/inFLICT spells (if installed) to have varying effects depending on the target of the spell. Specifically, these spells heal or inflict wounds based on the maximum hit points of the target (plus a little extra). Spells work as follows:

CANTRIPS

Heal/Inflict Minor Wounds: 10% target's max hit points, +2 hit points (inflict save for 1/2 as normal).

Note: Only applicable if Cantrips is installed.

LEVEL 1

Cure/Inflict Light Wounds: 20% target's max hit points, +4 hit points (inflict save for 1/2 as normal).

LEVEL 2

Cure/Inflict Moderate Wounds: 30% target's max hit points, +6 hit points (inflict save for 1/2 as normal).

Note: Only applicable if CMW installed (or IWDEE).

Goodberry: Berries heal 10% of target's max hit points.

LEVEL 3

Cure/Inflict Medium Wounds: 40% target's max hit points, +8 hit points (inflict save for 1/2 as normal).

LEVEL 4

Cure/Inflict Serious Wounds: 50% target's max hit points, +10 hit points (inflict save for 1/2 as normal).

Neutralize Poison: 20% target's max hit points (in addition to normal cure).

LEVEL 5

Cure/Inflict Critical Wounds: 60% target's max hit points, +12 hit points (inflict save for 1/2 as normal)

Mass Cure: 25% target's max hit points, +6 hit points

LEVEL 6

LEVEL 7

Mist of Eldath: 60% target's max hit points

CHARM REVISION

This component revises charm spells, making charmed creatures friendly but uncontrollable (as with a dominate spell). Rather, when a charmed creature is in the middle of a fight between their former friends and a charming caster, they will 'stand there conflicted' helping neither side.

NEUTRAL SPELL NAMES

This component renames a number of spells to make them more 'neutral'. There are two different subcomponents: one that renames priest spells (generally to get rid of god names), and the other renames mage spells (generally to get rid of founder's names).

Mist of Eldath: Renamed to Cleansing Mist

IWDEE/BGEE STYLE SPELLS

OPPOSITION SCHOOLS

This subcomponent alters opposition schools to conform to IWDEE or BG(2)EE standards.

School	BG(2)EE Opposition	IWDEE Opposition
Conjuration	Divination	Divination/Evocation
Alteration	Abjuration	Abjuration
Enchantment	Evocation	Necromancy
Illusion	Necromancy	Abjuration/Necromancy
Abjuration	Necromancy	Illusion/Alteration
Divination	Conjuration	Evocation
Evocation	Enchantment	Conjuration/Enchantment
Necromancy	Illusion	Illusion/Alteration
Wild	All	All

20/30 LEVEL CAP

This subcomponent

MAGIC ITEM CREATION AND ADDITION



This component adds new magic items, and item creation.

Note: The added items are identical to those added by Spells and Magic and B_Kits. However, consumable magic items—in particular scrolls and wands—work slightly differently in these three mods. These mods are completely compatible, however, and any changes will be noted in the description.

