

Unser System

D20-System, klassen- und stufenbasiert. Auf Basis D&D 3.5.

Welche Iron Heroes Elemente übernommen werden, kann erst nach Erfahrung mit dieser Variante entschieden werden.

Klassen: profane Klassen (Kämpfer, Schurke, ...) auch mit ein wenig unterstützenden magischen Fähigkeiten. Vollwertige Zauberklassen.

Kein Druiden, keine „unfähigen“ Klassen (Barde, Alchemist, Mönch).

Kampfsystem einfach, keine komplizierten Regeln, kein mehrfaches Würfeln pro Aktion. Keine umfangreiche Buchführung von Boni und Mali durch temporäre kleine Effekte über mehrere Runden.

Pro Runde kann jeder 3 Aktionen ausführen, Standard- und Bewegungsaktionen in beliebiger Kombination.

Nicht jeder soll in einer Runde irgendetwas tun, nur dann, wenn es eine sinnvolle Auswirkung hat; Zeit sparen, Kämpfe beschleunigen.

Zauberklassen sollen den Kämpfern das Kämpfen überlassen und mit ihrer Magie wirken und nicht mit Polymorph o. ä. selbst zu Kämpfern werden.

Heilung: nicht während eines Kampfes, im Kampf höchstens durch Heilzauber.

Heilung nach dem Kampf nicht so übertrieben, dass jeder durch ein bisschen Verbinden und ein paar magische Pilze wieder in Minuten voll fit wird.

Hitpoints: Aufteilen in „Ausdauerpunkte“ (z. B. die ersten 50%) und „Lebenspunkte“ (die restlichen). Lebenspunkte idealerweise auf Trefferzonen verteilen. Trefferzonenkonzept muss gut ausgewogen werden.

Die Ausdauer kann nach einem Kampf relativ schnell wiederhergestellt werden.

Verlust von Lebenspunkten kann nur durch richtige Medizin oder mächtige Magie geheilt werden.

Magie eher selten, aber verlässlich.

Eingeschränkte Zauberlisten. Kein Fliegen, kein Teleport, kein Polymorph.

Die Auswirkungen von Zaubern sollen sichtbar und spürbar sein, keine kleinen Plusse o. ä.

Magische Gegenstände nicht einfach kaufen oder herstellen. Beschaffung soll, bis auf wenige Standarddinge wie Heiltränke, schwierig sein. Eingeschränkte Verfügbarkeit.

Keine „billigen“ Gegenstände mit geringer, kaum relevanter Wirkung.

Magische Gegenstände sollen erstrebenswert sein, für das Spiel entscheidend, mit „Charakter“ und erinnerungswürdig.

XP ob pro Begegnung oder storybasiert nach Entscheidung des DM.

Level Aufstiege seltener, aber wenn, dann deutliche Fortschritte.

Setting weniger barbarisch.

Soziale Fertigkeiten müssen wichtig sein, CHA und INT sind keine „Dump Stats“, auch jeder Kämpfer muss mit vernünftiger Aussicht auf Erfolg verhandeln können.

Organisatorisch: am Tisch, PC nur zur Unterstützung.

Maximal 4 bis 5 Stunden pro Session.

Heilung

Natürliche Heilung

Lebenspunkte: wie in den D&D 3.5 [Originalregeln](#).

Ausdauerpunkte: wenn du 10 Minuten ruhst, erhältst du 1 Trefferwürfel plus deinen Konstitutionsbonus Ausdauerpunkte zurück (Minimum 1 AP).

Wenn sich jemand während der Ruhepause mit Heilkunde SG 15 zehn Minuten um dich kümmert, verdoppelt sich die Erholung (2 TW + 2x KO-Bonus) einmal, d.h. dies kann nicht mehrfach pro Ruhepause angewandt werden. Wird der SG 15 nicht erreicht, erhältst du gar keine AP zurück; bei einer gewürfelten 1 erleidest du stattdessen 1W8 LP Schaden.

Wenn du eine ganze Nacht (mindestens 8 Stunden) schläfst, erhältst du immer alle verlorenen Ausdauerpunkte zurück.

Magische Heilung

Heilzauber bringen zunächst LP zurück, überzählige Punkte bringen 1:1 AP zurück.

Heilung im Kampf

Nur wenn sich der Verletzte und der Heiler aus dem Kampf zurückziehen, d.h. weder durch Nah- noch Fernkampfangriffe bedroht sind, kann während eines Kampfes geheilt werden.

Zauberlisten

Im Folgenden sind die D&D Zauberlisten aufgeführt und Zauber, die nicht unseren Bedingungen entsprechen, rot markiert.

Kleriker Zauber

0-Level Cleric Spells (Orisons)

- **Create Water:** Creates 2 gallons/level of pure water.
- **Cure Minor Wounds:** Cures 1 point of damage.
- **Detect Magic:** Detects spells and magic items within 60 ft.
- **Detect Poison:** Detects poison in one creature or object.
- **Guidance:** +1 on one attack roll, saving throw, or skill check.
- **Inflct Minor Wounds:** Touch attack, 1 point of damage.
- **Light:** Object shines like a torch.
- **Mending:** Makes minor repairs on an object.
- **Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- **Read Magic:** Read scrolls and spellbooks.
- **Resistance:** Subject gains +1 on saving throws.
- **Virtue:** Subject gains 1 temporary hp.

1st-Level Cleric Spells

- **Bane:** Enemies take -1 on attack rolls and saves against fear.
- **Bless:** Allies gain +1 on attack rolls and saves against fear.
- **Bless Water**^M: Makes holy water.
- **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- **Command:** One subject obeys selected command for 1 round.
- **Comprehend Languages:** You understand all spoken and written languages.
- **Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
- **Curse Water**^M: Makes unholy water.
- **Deathwatch:** Reveals how near death subjects within 30 ft. are.
- **Detect Chaos/Evil/Good/Law:** Reveals creatures, spells, or objects of selected alignment.
- **Detect Undead:** Reveals undead within 60 ft.

- **Divine Favor:** You gain +1 per three levels on attack and damage rolls.
- **Doom:** One subject takes -2 on attack rolls, saves, and checks.
- **Endure Elements:** Exist comfortably in hot or cold environments.
- **Entropic Shield:** Ranged attacks against you have 20% miss chance.
- **Hide from Undead:** Undead can't perceive one subject/level.
- **Infllict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- **Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage.
- **Magic Weapon:** Weapon gains +1 bonus.
- **Obscuring Mist:** Fog surrounds you.
- **Protection from Chaos/Evil/Good/Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- **Sanctuary:** Opponents can't attack you, and you can't attack.
- **Shield of Faith:** Aura grants +2 or higher deflection bonus.
- **Summon Monster I:** Calls extraplanar creature to fight for you.

2nd-Level Cleric Spells

- **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- **Align Weapon:** Weapon becomes good, evil, lawful, or chaotic.
- **Augury**^{M F}: Learns whether an action will be good or bad.
- **Bear's Endurance:** Subject gains +4 to Con for 1 min./level.
- **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- **Calm Emotions:** Calms creatures, negating emotion effects.
- **Consecrate**^M: Fills area with positive energy, making undead weaker.
- **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
- **Darkness:** 20-ft. radius of supernatural shadow.
- **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
- **Delay Poison:** Stops poison from harming subject for 1 hour/level.
- **Desecrate**^M: Fills area with negative energy, making undead stronger.
- **Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.
- **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- **Find Traps:** Notice traps as a rogue does.
- **Gentle Repose:** Preserves one corpse.
- **Hold Person:** Paralyzes one humanoid for 1 round/level.
- **Infllict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).
- **Make Whole:** Repairs an object.
- **Owl's Wisdom:** Subject gains +4 to Wis for 1 min./level.
- **Remove Paralysis:** Frees one or more creatures from paralysis or slow effect.
- **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- **Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.
- **Shatter:** Sonic vibration damages objects or crystalline creatures.
- **Shield Other**^F: You take half of subject's damage.
- **Silence:** Negates sound in 20-ft. radius.
- **Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
- **Spiritual Weapon:** Magic weapon attacks on its own.
- **Status:** Monitors condition, position of allies.
- **Summon Monster II:** Calls extraplanar creature to fight for you.
- **Undetectable Alignment:** Conceals alignment for 24 hours.
- **Zone of Truth:** Subjects within range cannot lie.

3rd-Level Cleric Spells

- **Animate Dead**^M: Creates undead skeletons and zombies.
- **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- **Blindness/Deafness:** Makes subject blinded or deafened.

- **Contagion:** Infects subject with chosen disease.
- **Continual Flame**^M: Makes a permanent, heatless torch.
- **Create Food and Water:** Feeds three humans (or one horse)/level.
- **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
- **Daylight:** 60-ft. radius of bright light.
- **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
- **Dispel Magic:** Cancels spells and magical effects.
- **Glyph of Warding**^M: Inscription harms those who pass it.
- **Helping Hand:** Ghostly hand leads subject to you.
- **Inflict Serious Wounds:** Touch attack, 3d8 damage +1/level (max +15).
- **Invisibility Purge:** Dispel invisibility within 5 ft./level.
- **Locate Object:** Senses direction toward object (specific or type).
- **Magic Circle against Chaos/Evil/Good/Law:** As protection spells, but 10-ft. radius and 10 min./level.
- **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
- **Meld into Stone:** You and your gear merge with stone.
- **Obscure Object:** Masks object against scrying.
- **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
- **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
- **Remove Blindness/Deafness:** Cures normal or magical conditions.
- **Remove Curse:** Frees object or person from curse.
- **Remove Disease:** Cures all diseases affecting subject.
- **Searing Light:** Ray deals 1d8/two levels damage, more against undead.
- **Speak with Dead:** Corpse answers one question/two levels.
- **Stone Shape:** Sculpts stone into any shape.
- **Summon Monster III:** Calls extraplanar creature to fight for you.
- **Water Breathing:** Subjects can breathe underwater.
- **Water Walk:** Subject treads on water as if solid.
- **Wind Wall:** Deflects arrows, smaller creatures, and gases.

4th-Level Cleric Spells

- **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- **Control Water:** Raises or lowers bodies of water.
- **Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).
- **Death Ward:** Grants immunity to death spells and negative energy effects.
- **Dimensional Anchor:** Bars extradimensional movement.
- **Discern Lies:** Reveals deliberate falsehoods.
- **Dismissal:** Forces a creature to return to native plane.
- **Divination**^M: Provides useful advice for specific proposed actions.
- **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
- **Freedom of Movement:** Subject moves normally despite impediments.
- **Giant Vermin:** Turns centipedes, scorpions, or spiders into *giant vermin*.
- **Imbue with Spell Ability:** Transfer spells to subject.
- **Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
- **Magic Weapon, Greater:** +1 bonus/four levels (max +5).
- **Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.
- **Planar Ally, Lesser**^X: Exchange services with a 6 HD extraplanar creature.
- **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- **Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
- **Restoration**^M: Restores level and ability score drains.
- **Sending:** Delivers short message anywhere, instantly.
- **Spell Immunity:** Subject is immune to one spell per four levels.
- **Summon Monster IV:** Calls extraplanar creature to fight for you.
- **Tongues:** Speak any language.

5th-Level Cleric Spells

- **Atonement**^{F X}: Removes burden of misdeeds from subject.
- **Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.
- **Command, Greater**: As *command*, but affects one subject/level.
- **Commune**^X: Deity answers one yes-or-no question/level.
- **Cure Light Wounds, Mass**: Cures 1d8 damage +1/level for many creatures.
- **Dispel Chaos/Evil/Good/Law**: +4 bonus against attacks.
- **Disrupting Weapon**: Melee weapon destroys undead.
- **Flame Strike**: Smite foes with divine fire (1d6/level damage).
- **Hallow**^M: Designates location as holy.
- **Inflict Light Wounds, Mass**: Deals 1d8 damage +1/level to many creatures.
- **Insect Plague**: Locust swarms attack creatures.
- **Mark of Justice**: Designates action that will trigger curse on subject.
- **Plane Shift**^F: As many as eight subjects travel to another plane.
- **Raise Dead**^M: Restores life to subject who died as long as one day/level ago.
- **Righteous Might**: Your size increases, and you gain combat bonuses.
- **Scrying**^F: Spies on subject from a distance.
- **Slay Living**: Touch attack kills subject.
- **Spell Resistance**: Subject gains SR 12 + level.
- **Summon Monster V**: Calls extraplanar creature to fight for you.
- **Symbol of Pain**^M: Triggered rune wracks nearby creatures with pain.
- **Symbol of Sleep**^M: Triggered rune puts nearby creatures into catatonic slumber.
- **True Seeing**^M: Lets you see all things as they really are.
- **Unhallow**^M: Designates location as unholy.
- **Wall of Stone**: Creates a stone wall that can be shaped.

Hexenmeister / Magier Zauber

0-Level Sorcerer/Wizard Spells (Cantrips)

Abjur

- **Resistance**: Subject gains +1 on saving throws.

Conj

- **Acid Splash**: Orb deals 1d3 acid damage.

Div

- **Detect Poison**: Detects poison in one creature or small object.
- **Detect Magic**: Detects spells and magic items within 60 ft.
- **Read Magic**: Read scrolls and spellbooks.

Ench

- **Daze**: Humanoid creature of 4 HD or less loses next action.

Evoc

- **Dancing Lights**: Creates torches or other lights.
- **Flare**: Dazzles one creature (-1 on attack rolls).
- **Light**: Object shines like a torch.
- **Ray of Frost**: Ray deals 1d3 cold damage.

Illus

- **Ghost Sound**: Figment sounds.

Necro

- **Disrupt Undead**: Deals 1d6 damage to one undead.
- **Touch of Fatigue**: Touch attack fatigues target.

Trans

- **Mage Hand**: 5-pound telekinesis.
- **Mending**: Makes minor repairs on an object.
- **Message**: Whispered conversation at distance.
- **Open/Close**: Opens or closes small or light things.

Univ

- **Arcane Mark**: Inscribes a personal rune (visible or invisible).
- **Prestidigitation**: Performs minor tricks.

1st-Level Sorcerer/Wizard Spells

Abjur

- **Alarm**: Wards an area for 2 hours/level.
- **Endure Elements**: Exist comfortably in hot or cold environments.
- **Hold Portal**: Holds door shut.
- **Protection from Chaos/Evil/Good/Law**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- **Shield**: Invisible disc gives +4 to AC, blocks magic missiles.

Conj

- **Grease**: Makes 10-ft. square or one object slippery.
- **Mage Armor**: Gives subject +4 armor bonus.
- **Mount**: Summons riding horse for 2 hours/level.
- **Obscuring Mist**: Fog surrounds you.
- **Summon Monster I**: Calls extraplanar creature to fight for you.
- **Unseen Servant**: Invisible force obeys your commands.

Div

- **Comprehend Languages**: You understand all spoken and written languages.
- **Detect Secret Doors**: Reveals hidden doors within 60 ft.
- **Detect Undead**: Reveals undead within 60 ft.
- **Identify**^M: Determines properties of magic item.
- **True Strike**: +20 on your next attack roll.

Ench

- **Charm Person**: Makes one person your friend.
- **Hypnotism**: Fascinates 2d4 HD of creatures.
- **Sleep**: Puts 4 HD of creatures into magical slumber.

Evoc

- **Burning Hands**: 1d4/level fire damage (max 5d4).
- **Floating Disk**: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
- **Magic Missile**: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
- **Shocking Grasp**: Touch delivers 1d6/level electricity damage (max 5d6).

Illus

- **Color Spray**: Knocks unconscious, blinds, and/or stuns weak creatures.
- **Disguise Self**: Changes your appearance.
- **Magic Aura**: Alters object's magic aura.
- **Silent Image**: Creates minor illusion of your design.

- **Ventriloquism**: Throws voice for 1 min./level.

Necro

- **Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.
- **Chill Touch**: One touch/level deals 1d6 damage and possibly 1 Str damage.
- **Ray of Enfeeblement**: Ray deals 1d6 +1 per two levels Str damage.

Trans

- **Animate Rope**: Makes a rope move at your command.
- **Enlarge Person**: Humanoid creature doubles in size.
- **Erase**: Mundane or magical writing vanishes.
- **Expeditious Retreat**: Your speed increases by 30 ft.
- **Feather Fall**: Objects or creatures fall slowly.
- **Jump**: Subject gets bonus on Jump checks.
- **Magic Weapon**: Weapon gains +1 bonus.
- **Reduce Person**: Humanoid creature halves in size.

2nd-Level Sorcerer/Wizard Spells

Abjur

- **Arcane Lock** ^M: Magically locks a portal or chest.
- **Obscure Object**: Masks object against scrying.
- **Protection from Arrows**: Subject immune to most ranged attacks.
- **Resist Energy**: Ignores first 10 (or more) points of damage/attack from specified energy type.

Conj

- **Acid Arrow**: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- **Fog Cloud**: Fog obscures vision.
- **Glitterdust**: Blinds creatures, outlines invisible creatures.
- **Summon Monster II**: Calls extraplanar creature to fight for you.
- **Summon Swarm**: Summons swarm of bats, rats, or spiders.
- **Web**: Fills 20-ft.-radius spread with sticky spiderwebs.

Div

- **Detect Thoughts**: Allows “listening” to surface thoughts.
- **Locate Object**: Senses direction toward object (specific or type).
- **See Invisibility**: Reveals invisible creatures or objects.

Ench

- **Daze Monster**: Living creature of 6 HD or less loses next action.
- **Hideous Laughter**: Subject loses actions for 1 round/level.
- **Touch of Idiocy**: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evoc

- **Continual Flame** ^M: Makes a permanent, heatless torch.
- **Darkness**: 20-ft. radius of supernatural shadow.
- **Flaming Sphere**: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
- **Gust of Wind**: Blows away or knocks down smaller creatures.
- **Scorching Ray**: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
- **Shatter**: Sonic vibration damages objects or crystalline creatures.

Illus

- **Blur**: Attacks miss subject 20% of the time.
- **Hypnotic Pattern**: Fascinates (2d4 + level) HD of creatures.
- **Invisibility**: Subject is invisible for 1 min./level or until it attacks.

- **Magic Mouth** ^M: Speaks once when triggered.
- **Minor Image**: As *silent image*, plus some sound.
- **Mirror Image**: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
- **Misdirection**: Misleads divinations for one creature or object.
- **Phantom Trap** ^M: Makes item seem trapped.

Necro

- **Blindness/Deafness**: Makes subject blinded or deafened.
- **Command Undead**: Undead creature obeys your commands.
- **False Life**: Gain 1d10 temporary hp +1/level (max +10).
- **Ghoul Touch**: Paralyzes one subject, which exudes stench that makes those nearby sickened.
- **Scare**: Panics creatures of less than 6 HD.
- **Spectral Hand**: Creates disembodied glowing hand to deliver touch attacks.

Trans

- **Alter Self**: Assume form of a similar creature.
- **Bear's Endurance**: Subject gains +4 to Con for 1 min./level.
- **Bull's Strength**: Subject gains +4 to Str for 1 min./level.
- **Cat's Grace**: Subject gains +4 to Dex for 1 min./level.
- **Darkvision**: See 60 ft. in total darkness.
- **Eagle's Splendor**: Subject gains +4 to Cha for 1 min./level.
- **Fox's Cunning**: Subject gains +4 Int for 1 min./level.
- **Knock**: Opens locked or magically sealed door.
- **Levitate**: Subject moves up and down at your direction.
- **Owl's Wisdom**: Subject gains +4 to Wis for 1 min./level.
- **Pyrotechnics**: Turns fire into blinding light or choking smoke.
- **Rope Trick**: As many as eight creatures hide in extradimensional space.
- **Spider Climb**: Grants ability to walk on walls and ceilings.
- **Whispering Wind**: Sends a short message 1 mile/level.

3rd-Level Sorcerer/Wizard Spells

Abjur

- **Dispel Magic**: Cancels magical spells and effects.
- **Explosive Runes**: Deals 6d6 damage when read.
- **Magic Circle against Chaos/Evil/Good/Law**: As protection spells, but 10-ft. radius and 10 min./level.
- **Nondetection** ^M: Hides subject from divination, scrying.
- **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.

Conj

- **Phantom Steed**: Magic horse appears for 1 hour/level.
- **Sepia Snake Sigil** ^M: Creates text symbol that immobilizes reader.
- **Sleet Storm**: Hampers vision and movement.
- **Stinking Cloud**: Nauseating vapors, 1 round/level.
- **Summon Monster III**: Calls extraplanar creature to fight for you.

Div

- **Arcane Sight**: Magical auras become visible to you.
- **Clairaudience/Clairvoyance**: Hear or see at a distance for 1 min./level.
- **Tongues**: Speak any language.

Ench

- **Deep Slumber**: Puts 10 HD of creatures to sleep.
- **Heroism**: Gives +2 bonus on attack rolls, saves, skill checks.

- **Hold Person**: Paralyzes one [humanoid](#) for 1 round/level.
- **Rage**: Subjects gains +2 to Str and Con, +1 on [Will saves](#), -2 to AC.
- **Suggestion**: Compels subject to follow stated course of action.

Evoc

- **Daylight**: 60-ft. radius of bright light.
- **Fireball**: 1d6 damage per level, 20-ft. radius.
- **Lightning Bolt**: Electricity deals 1d6/level damage.
- **Tiny Hut**: Creates shelter for ten creatures.
- **Wind Wall**: Deflects arrows, smaller creatures, and gases.

Illus

- **Displacement**: Attacks miss subject 50%.
- **Illusory Script** ^M: Only intended reader can decipher.
- **Invisibility Sphere**: Makes everyone within 10 ft. [invisible](#).
- **Major Image**: As [silent image](#), plus sound, smell and thermal effects.

Necro

- **Gentle Repose**: Preserves one corpse.
- **Halt Undead**: Immobilizes undead for 1 round/level.
- **Ray of Exhaustion**: Ray makes subject [exhausted](#).
- **Vampiric Touch**: Touch deals 1d6/two levels damage; caster gains damage as hp.

Trans

- **Blink**: You randomly vanish and reappear for 1 round/level.
- **Flame Arrow**: Arrows deal +1d6 fire damage.
- **Fly**: Subject flies at speed of 60 ft.
- **Gaseous Form**: Subject becomes insubstantial and can fly slowly.
- **Haste**: One creature/level moves faster, +1 on [attack rolls](#), AC, and [Reflex saves](#).
- **Keen Edge**: Doubles normal weapon's threat range.
- **Magic Weapon, Greater**: +1/four levels (max +5).
- **Secret Page**: Changes one page to hide its real content.
- **Shrink Item**: Object shrinks to one-sixteenth size.
- **Slow**: One subject/level takes only one action/round, -1 to AC, [reflex saves](#), and [attack rolls](#).
- **Water Breathing**: Subjects can breathe underwater.

4th-Level Sorcerer/Wizard Spells

Abjur

- **Dimensional Anchor**: Bars extradimensional movement.
- **Fire Trap** ^M: Opened object deals 1d4 damage +1/level.
- **Globe of Invulnerability, Lesser**: Stops 1st- through 3rd-level spell effects.
- **Remove Curse**: Frees object or person from curse.
- **Stoneskin** ^M: Ignore 10 points of damage per attack.

Conj

- **Black Tentacles**: Tentacles [grapple](#) all within 20 ft. spread.
- **Dimension Door**: Teleports you short distance.
- **Minor Creation**: Creates one cloth or wood object.
- **Secure Shelter**: Creates sturdy cottage.
- **Solid Fog**: Blocks vision and slows movement.
- **Summon Monster IV**: Calls extraplanar creature to fight for you.

Div

- **Arcane Eye**: Invisible floating eye moves 30 ft./round.

- **Detect Scrying**: Alerts you of magical eavesdropping.
- **Locate Creature**: Indicates direction to familiar creature.
- **Scrying**^E: Spies on subject from a distance.

Ench

- **Charm Monster**: Makes monster believe it is your ally.
- **Confusion**: Subjects behave oddly for 1 round/level.
- **Crushing Despair**: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- **Geas, Lesser**: Commands subject of 7 HD or less.

Evoc

- **Fire Shield**: Creatures attacking you take fire damage; you're protected from heat or cold.
- **Ice Storm**: Hail deals 5d6 damage in cylinder 40 ft. across.
- **Resilient Sphere**: Force globe protects but traps one subject.
- **Shout**: Deafens all within cone and deals 5d6 sonic damage.
- **Wall of Fire**: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
- **Wall of Ice**: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Illus

- **Hallucinatory Terrain**: Makes one type of terrain appear like another (field into forest, or the like).
- **Illusory Wall**: Wall, floor, or ceiling looks real, but anything can pass through.
- **Invisibility, Greater**: As invisibility, but subject can attack and stay invisible.
- **Phantasmal Killer**: Fearsome illusion kills subject or deals 3d6 damage.
- **Rainbow Pattern**: Lights fascinate 24 HD of creatures.
- **Shadow Conjuration**: Mimics conjuration below 4th level, but only 20% real.

Necro

- **Animate Dead**^M: Creates undead skeletons and zombies.
- **Bestow Curse**: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- **Contagion**: Infects subject with chosen disease.
- **Enervation**: Subject gains 1d4 negative levels.
- **Fear**: Subjects within cone flee for 1 round/level.

Trans

- **Enlarge Person, Mass**: Enlarges several creatures.
- **Mnemonic Enhancer**^E: Wizard only. Prepares extra spells or retains one just cast.
- **Polymorph**: Gives one willing subject a new form.
- **Reduce Person, Mass**: Reduces several creatures.
- **Stone Shape**: Sculpts stone into any shape.

5th-Level Sorcerer/Wizard Spells

Abjur

- **Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.
- **Dismissal**: Forces a creature to return to native plane.
- **Mage's Private Sanctum**: Prevents anyone from viewing or scrying an area for 24 hours.

Conj

- **Cloudkill**: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
- **Mage's Faithful Hound**: Phantom dog can guard, attack.

- **Major Creation**: As *minor creation*, plus stone and metal.
- **Planar Binding, Lesser**: Traps extraplanar creature of 6 HD or less until it performs a task.
- **Secret Chest**^E: Hides expensive chest on Ethereal Plane; you retrieve it at will.
- **Summon Monster V**: Calls extraplanar creature to fight for you.
- **Teleport**: Instantly transports you as far as 100 miles/level.
- **Wall of Stone**: Creates a stone wall that can be shaped.

Div

- **Contact Other Plane**: Lets you ask question of extraplanar entity.
- **Prying Eyes**: 1d4 +1/level floating eyes scout for you.
- **Telepathic Bond**: Link lets allies communicate.

Ench

- **Dominate Person**: Controls *humanoid* telepathically.
- **Feeblemind**: Subject's Int and Cha drop to 1.
- **Hold Monster**: As *hold person*, but any creature.
- **Mind Fog**: Subjects in fog get -10 to Wis and Will checks.
- **Symbol of Sleep**^M: Triggered rune puts nearby creatures into catatonic slumber.

Evoc

- **Cone of Cold**: 1d6/level cold damage.
- **Interposing Hand**: Hand provides *cover* against one opponent.
- **Sending**: Delivers short message anywhere, instantly.
- **Wall of Force**: Wall is immune to damage.

Illus

- **Dream**: Sends message to anyone sleeping.
- **False Vision**^M: Fools scrying with an illusion.
- **Mirage Arcana**: As *hallucinatory terrain*, plus structures.
- **Nightmare**: Sends vision dealing 1d10 damage, *fatigue*.
- **Persistent Image**: As *major image*, but no concentration required.
- **Seeming**: Changes appearance of one person per two levels.
- **Shadow Evocation**: Mimics evocation below 5th level, but only 20% real.

Necro

- **Blight**: Withers one plant or deals 1d6/level damage to plant creature.
- **Magic Jar**^E: Enables possession of another creature.
- **Symbol of Pain**^M: Triggered rune wracks nearby creatures with pain.
- **Waves of Fatigue**: Several targets become *fatigued*.

Trans

- **Animal Growth**: One animal/two levels doubles in size.
- **Baleful Polymorph**: Transforms subject into harmless animal.
- **Fabricate**: Transforms raw materials into finished items.
- **Overland Flight**: You fly at a speed of 40 ft. and can hustle over long distances.
- **Passwall**: Creates passage through wood or stone wall.
- **Telekinesis**: Moves object, attacks creature, or hurls object or creature.
- **Transmute Mud to Rock**: Transforms two 10-ft. cubes per level.
- **Transmute Rock to Mud**: Transforms two 10-ft. cubes per level.

Univ

- **Permanency**^X: Makes certain spells permanent.