

Dungeons & Dragons: Eye of the Beholder Spell List

by FatRatKnight

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Introduction

Spell List: The whole point of this guide. A listing of spells with quick details, and links if you need better description.

Recommended Spells: If you're just looking for quick advice on what spells to use.

Cleric & Wizard Features: It would help if you actually have someone who can cast these spells.

Spell Parameters: Some details to help read tables presented in this listing.

Spellcasting Items: Wizards and Clerics aren't the only ways to use spells. Rogues can, too!

Just go into the other sections already! If you're that interested in reading my intro, then enjoy it before following those links.

This particular game is less of a remake and more of a whole new product compared to the original Eye of the Beholder. Unlike the style it was before, this GBA title adopts Dungeons & Dragons, 3rd Edition rules and uses turn-based combat. Whatever the case may be, this game clearly had minimal effort placed into it, as it is plagued with a number of glitches, broken effects, and poorly balanced gameplay with little audiovisual appeal.

Well, this game does give me a bit of stuff to analyze, and it is also pretty good practice for my guide writing without embarrassing myself too much. I'm not sure what, exactly, is with my fascination in this game, but here are the results anyway. I hope that, if you do wish to brave this game despite its flaws, that the spells are no longer part of the frustrations you have to deal with, now that this guide is up. To navigate this maze of spells, where there are those that win entire battles on their own, and those that have no use or are outright painful to you alone trying to use them, a guide will definitely help.

I'll tell you this guide isn't simply hand waving guesses on what the spells do. I have dug very deeply into this game, decoded the data structures in there, and created a few scripts to assist in reading dice results as they happen, as the game itself doesn't tell you these things. Even with my analysis, I still find myself having to correct some detail at times, and what I present are to the best of my current knowledge. I have analyzed most spells and their exact uses, and my advice about them may be viewed with each spell's details. Click any spell you want, and I'll tell you how overpowered or useless it is. And what exactly is the area of effect? I have images!

GMs, please don't adopt the rules as seen in this game. You'd do things like make offensive Touch spells useless, allow Drow to fall asleep, have Charm Person and Hold Person work on non-persons, and make accuracy of spells based on the caster's Strength score. Hey, it's stuff I can make fun of! There is some benefit to all this analysis!

Cleric & Wizard Features

Well, if you're going to cast spells, you probably need a Cleric or a Wizard. Here's an overview on their capability.

Memorization slots		As your spell casters level up, they can cast higher level spells, they can cast more spells between camping, their spells become harder to resist, and they get a longer duration as well. Some spells get stronger effects from being a higher level character, as well. Your Fighters get none of this, and Rogues can only get sort of close by taking their scrolls and try their skill with Use Magic Device on them. If you're multiclassing, you get whatever each class is capable of at their levels.
	Wizard 0-1-2-3-4	
Lv1	3-1-_-_-	3-1-_-_-
Lv2	4-2-_-_-	4-2-_-_-
Lv3	4-2-1-_-	4-2-1-_-
Lv4	4-3-2-_-	5-3-2-_-
Lv5	4-3-2-1-_-	5-3-2-1-_-
Lv6	4-3-3-2-_-	5-3-3-2-_-
Lv7	4-4-3-2-1	6-4-3-2-1

A **Cleric** uses Wisdom to memorize more spells when they camp, as well as difficulty to resist their spells. As they hit the appropriate levels, they may memorize any spells available to that level Cleric, and are never restricted from any divine spell they're a high enough level to cast. Armor does not hinder their spell casting, and they will never fail to cast divine spells just because they're wearing plate mail. For the most part, what you're getting are healing spells and a few to support stats of allies. You can't gain levels in Cleric if Wisdom is 9 or less.

A **Wizard** uses Intelligence to memorize more spells when they camp, as well as difficulty to resist their spells. They do not have automatic access to all arcane spells as they reach appropriate levels, they must select two spells to add to their spellbook each time they level up, and any spells they didn't select, they can't memorize. If a Wizard wears most sorts of armor, casting an arcane spell may simply fail, the rate depending on the armor. On the plus side, they have access to spells that will tear enemies apart. Seriously, those spells are deadly! You can't gain levels in Wizard if Intelligence is 9 or less.

More spells can be memorized with a high Intelligence or Wisdom. The bonuses only apply if the character is a high enough level to cast such spells, but there is a notable difference between being able to cast the spell level once or twice when you first get access to it. A Wizard starting at level 1 will memorize only one 1st level spell with a low

Bonus memorization slots				
INT WIS	1st	2nd	3rd	4th

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 41. Web
 42. Blur
 43. Hand of Pronto (ID 2A)
 44. Ghoul Touch
 45. Scare
 46. Cat's Grace
 47. Knock
 48. Curse of Ill Fortunes
 49. Spell Shield
 50. Aganazzar's Scorcher
 51. Gedlee's Elec. Loop
 52. Snilloc's Snow. Swarm
 53. Eagle's Splendor
 54. Bestow Curse
 55. Blindness
 56. Deafness
 57. Cure Serious Wounds

Intelligence, but with at least 12 Intelligence, they can pick two. If you rolled the full 18 Intelligence when generating this Wizard, they can memorize up to three 1st level spells, which will make this Wizard feel very useful when you're only starting out. Note that 0th level spells will not get bonus memorization slots, although such spells aren't really important anyway.

As for spell casting in general, you select Prepare Spells under the Camp menu whenever you want to pick different spells, or after you level up to make use of your new slots. This does not actually give you access to the spell there and then, you have to camp after doing that. As you spend the memorized copies of each spell, you can simply camp again to restore your memorization list.

Bonus memorization slots				
INT WIS	1st	2nd	3rd	4th
10,11	-	-	-	-
12,13	+1	-	-	-
14,15	+1	+1	-	-
16,17	+1	+1	+1	-
18,19	+2	+1	+1	+1

Spellcasting Items

A full list of items in which you can cast spells with. They are limited to **Scrolls**, **Potions**, and **Wands**.

You need to be either a Wizard or a Cleric to use scrolls and wands, and limited to ones they can use. A character with Use Magic Device can use any scroll or wand, with a notable chance to fail, but only Rogues can learn that skill. Poor Fighters can't ever use either, although you can multiclass to give them access in some form. Potions are freely usable by anyone.

There are two shopping centers in the game. I will refer to them as "early shop" or "late shop", although the ones in particular are what I'd call the magic shops. You won't find these things sold by the weapons or armor merchants, if that helps. If an item doesn't have an associated shop, it will be impossible to get replacements if it is lost.

Scrolls

Scrolls are a way to access spells, and likely are the best way of doing so from items. Details:

- Uses the scroll from within inventory. Most scrolls generate with one use, but can be filled to ten with Scribe Scroll.
- Armor is ignored. Even a Wizard using a scroll won't ever fail in plate mail!
- Using a scroll has a different chance to fail.
 - For Clerics and Wizards, using a scroll above their level, they have a 5% chance to fail per level of difference.
 - For Rogues with Use Magic Device, the DC is 20 + scroll level. To keep even with an equivalent level Wizard, they would need 42 Charisma.
 - Without a Wizard or Cleric level, or without Use Magic Device, scrolls are entirely unusable.
- A Full-Round Action that gives adjacent enemies attacks of opportunity.
 - If taking damage, the scroll might fail, with Concentration helping to reduce this failure chance.
- Range and situations allowed are as normal for the spell.
- Spell effectiveness is based on the scroll's level.
- DC of spell is 10 + scroll's level + user's Wisdom modifier.

Scrolls are used from inventory. You must be at least level 1 Wizard for most scrolls, and level 1 Cleric for a few others. If the Wizard or Cleric levels are below the scroll's caster level, there is a 5% chance to fail per level of difference. A Rogue with at least 1 rank in Use Magic Device can also make an attempt with any scroll.

Perhaps the biggest thing for scrolls are that, once you have an existing scroll of the right spell, you can transfer memorized copies of the same spell to that scroll, if the caster has a certain Feat called Scribe Scroll. A single scroll can hold a maximum of 10 uses. Essentially, the strategy is to camp a few times to fill up scrolls you want to use, then go exploring with other spells memorized. You may later refill a scroll after using up some of its 10 shots, but a scroll will disappear if its last charge is used up, preventing further refills. Note that no matter who gives the scroll more uses, the spells added are always at the level of the scroll, not the caster.

Keep in mind Scribe Scroll can't actually create new scrolls, you need to find an existing scroll of a spell you want, then charge up that scroll with the help of the Feat and memorized copies of the same spell. Still, having items that can hold multiple shots of some spell (up to 10) and can be refilled on top of that is a major advantage.

For Use Magic Device, the difficulty is 20 + scroll's caster level. The easiest (and still useful) scroll would be Scri: Sleep, at a difficulty of 22, and the toughest is Scri: Cone of Cold, at 29. A level 1 Rogue with 4 ranks of Use Magic Device and 10 Charisma (+0) has 15% chance of using the Sleep scroll, to give an idea of difficulty. A level 7 Rogue with 10 ranks and 18 Charisma (+4) gets 65% chance to use the Sleep scroll. For reference, a level 1 Wizard has 95% chance to successfully use the Sleep scroll. It's difficult for Rogues to use scrolls, unless you use the **Specials Unequip Glitch** to boost their Charisma over 42.

A spell used from a scroll function identically to casting the spell normally, although at a caster level of the scroll itself rather than the user. They take a Full-Round Action, meaning you can't do anything in the same turn except move one step if you want to use a scroll. Like with casting spells, using one next to an enemy triggers attacks of opportunity, and if hit, Concentration is necessary to keep the spell going. The difficulty to resist the scroll's spell depends on the user's highest class level, along with Wisdom bonus. Wearing armor will never interfere with using scrolls.

Suggested Cleric scrolls: Scri: Cure Lt Wnd, Scri: Hold Person

Suggested Wizard scrolls: Scri: Sleep, Scri: Mage Armor, Scri: Eagle Splend, Scri: Cat's Grace, Scri: Light Bolt, Scri: Fireball

Scroll	Spell	Level	Effect	Where
Scri: Infl Mnr Wnd	Inflict Minor Wounds	Cleric 1	1 damage, Force	Floor 3; late shop
Scri: Cure Lt Wnd	Cure Light Wounds	Cleric 3	1d8+3 healing	Floor 2; both shops
Scri: Infl Lt Wnd	Inflict Light Wounds	Cleric 2	1d8+2 damage, Force	Floor 3; late shop
Scri: Hold Person	Hold Person	Cleric 5	Held, 3 Rounds	Floor 5; both shops
Scri: L. Restore	Lesser Restoration	Cleric 5	Removes your buffs	Both shops

- 58. Dispel Magic
- 59. Inflict Serious Wound
- 60. Hand of Pronto (ID 3B)
- 61. Negative Energy Pro.
- 62. Remove Blind/Deaf
- 63. Flame Arrow
- 64. Stinking Cloud
- 65. Hold Monster
- 66. Fireball
- 67. Lightning Bolt
- 68. Vampiric Touch
- 69. Cure Critical Wounds
- 70. Inflict Crit. Wound
- 71. Neutralize Poison
- 72. Poison
- 73. Restoration
- 74. Remove Curse
- 75. Stoneskin
- 76. Ice Storm
- 77. Hand of Pronto (ID 4C)
- 78. Enervation
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Scroll	Spell	Level	Effect	Where
Scrl: Acid Splsh	Acid Splash	Wizard 3	1d3 damage, Acid	Floor 7; late shop
Scrl: R. Frost	Ray of Frost	Wizard 3	1d3 damage, Cold	Floor 7; late shop
Scrl: Feather Fall	Feather Fall	Wizard 1	Nothing, useless scroll	Late shop
Scrl: Cause Fear	Cause Fear	Wizard 1	Shaken, 1 or 2 Rounds	Floor 3; late shop
Scrl: Sleep	Sleep	Wizard 2	Sleep, 10 Rounds, area	Floor 2
Scrl: Mage Armor	Mage Armor	Wizard 3	+4 AC, until camp	Floor 7; late shop
Scrl: Charm Prsn	Charm Person	Wizard 3	Charmed, until camp	Floor 7; late shop
Scrl: Aganzr Scor	Aganazzar's Scorcher	Wizard 2	1d8 damage, Fire, line	Late shop
Scrl: Blur	Blur	Wizard 3	+4 AC, 15 Rounds	Late shop
Scrl: Eagle Splend	Eagle's Splendor	Wizard 3	+1d4+1 Charisma, until camp	Late shop
Scrl: Web	Web	Wizard 4	Entangled, 10 Rounds	Floor 4
Scrl: Cat's Grace	Cat's Grace	Wizard 5	+1d4+1 Dexterity, until camp	Floor 5
Scrl: Acid Arrow	Melf's Acid Arrow	Wizard 5	2d4 damage, Acid	Floor 4; both shops
Scrl: Snow Storm	Snilloc's Snow. Swarm	Wizard 5	2d6 damage, Cold, area	Floor 4
Scrl: Dispel Magic	Dispel Magic	Wizard 5	Nothing, useless scroll	Late shop
Scrl: Light Bolt	Lightning Bolt	Wizard 5	5d6 damage, Shock, line	Floor 5; late shop
Scrl: Fireball	Fireball	Wizard 7	7d6 damage, Fire, area	Floor 6
Scrl: Flame Arrow	Flame Arrow	Wizard 7	4d6 damage, Fire	Floor 4
Scrl: Vamp. Touch	Vampiric Touch	Wizard 7	3d6 damage, Force	Floor 7
Scrl: Remove Curse	Remove Curse	Wizard 7	Nothing, useless scroll	Late shop
Scrl: Cone of Cold	Cone of Cold	Wizard 9	9d6 damage, Cold	Late shop
Scrl: Hold Monster	Hold Monster	Wizard 9	Held, 5 Rounds	Late shop

Potions

Potions also cast spells when used. They have a few advantages over scrolls, but are more expensive to buy.

- Uses the potion from within inventory. All potions are single-use.
- Potions are guaranteed to activate. Anyone can freely use potions regardless of class levels or skills.
- A Full-Round Action that gives adjacent enemies attacks of opportunity.
 - No Concentration check is necessary even when damaged. The potion will always do its work (if the user survives).
- All potions are Touch range. Potions also ignore the situation, always usable in or out of combat, regardless of which spell it invokes.
- Spell effectiveness is based on the potion's level.
- DC of spell is 10 + potion's level + user's Wisdom modifier, though this only matters for one potion when used in combat.

Potions are used from inventory. Anyone can use potions. A spell used from a potion functions similarly to the actual spell. Even if the source spell is combat-only, potions can be used out of combat. They take a Full-Round Action, meaning you can't do anything in the same turn except move one step if you want to use a potion. Using one next to an enemy triggers attacks of opportunity. Wearing armor will never interfere with using potions.

Potions are more expensive than similarly leveled scrolls, and you can't increase their charges like scrolls. The main reason to get potions is mostly so anyone can make use of them, although you could theoretically buy some instead of memorizing Bull's Strength to save on spell slots. You'll probably have the gold to spend anyway, but keep in mind the costs.

I wouldn't recommend potions, except possibly Potn: Cure Lt Wnd. With challenge parties, perhaps Potn: Bull's Str or Potn: Cat's Grace as well.

Potion	Spell	Lv	Effect	Where
Potn: Cure Lt Wnd	Cure Light Wounds	3	1d8+3 healing	Floors 1, 4, 6; both shops
Potn: Bull's Str	Bull's Strength	2	+1d4+1 Strength, until camp	Floor 5; late shop
Potn: Cat's Grace	Cat's Grace	2	+1d4+1 Dexterity, until camp	Late shop
Potn: L. Restore	Lesser Restoration	7	Removes your own buffs	Floor 4
Potn: Cure Ser Wnd	Cure Serious Wounds	3	3d6+3 healing	Floor 5; late shop
Potn: Pro Neg Enrg	Negative Energy Pro.	3	Stop EXP drain, 2 rounds	Late shop
Potn: R. Blind/Deaf	Remove Blind/Deaf	3	Nothing, useless potion	Late shop
Potn: Remove Curse	Remove Curse	3	Nothing, useless potion	Late shop
Potn: N. Poison	Neutralize Poison	7	Nothing, useless potion	Floor 4; both shops
Elixir of Life	Poison	3	-1d10 Constitution	Floor 5

Wands

A wand held in hand can be used, and they will cast a spell as well.

- Wand must be equipped in Hand, then use Fight command. Found, they have 1d8+9 charges (10-17). Bought, they only have 1 charge.
- Using a wand has some requirements, however.
 - A Wizard level is a must for Wizard wands, and a Cleric level is needed for Cleric wands. Just one level is enough for a guarantee.
 - Alternatively, a Rogue with Use Magic Device has a chance to use any wand, against DC 20.
 - Without either, you can't use that wand, even equipped in Hand.
- A Standard Action. It is safe to use around enemies.
- Range is as normal for the spell. Wands are only usable in combat (Wand: Knock is made useless by this).
- Spell effectiveness is based on the wand's level.
- DC of spell is 10 + wand's level + user's Wisdom modifier.

Wands must be equipped in hand to use. It doesn't matter which hand, and a weapon (one that's not two-handed) or shield could be in the other hand. Once equipped, select the Attack option, and the item shows up (yes, Attack, even if it's a purely defensive wand). If the character has 6 Base Attack Bonus (a multiclass Fighter), only Standard Attack would work; the Multiple Attack option does allow you to pick the wand, but won't let you pick targets.

A spell used from a wand function identically to casting the spell normally, although at a caster level of the wand itself rather than the user. The difficulty to resist the wand's spell depends on the user's highest class level, along with Wisdom bonus. They take a Standard Action, so you can move your full range or switch equipment while still using a wand in the same turn. Attacks of opportunity won't happen when using a wand. Wearing armor will never interfere with using wands.

I will advise against buying wands from stores. They are very expensive, and only have one charge when bought. That Wand of Fireball may look nice, until you realize it spews out flaming discomfort for 3d6 damage, vanishing after that one use, never to be seen again. Sad. The wands you do find have 10 to 17 charges, generated upon finding them, and are worth a fair amount when sold, even with 1 charge remaining. Wands held by characters that join you each have 6 charges in them.

Suggested wands: Blessed Wand, Wand of Aganazzar, Wand of Lightning

Wand	Spell	Level	Effect	Where
Blessed Wand	Bless	Cleric 4	+1 Attack, area	Floor 3
Wand: Faith Shield	Shield of Faith	Cleric 1	+2 AC, 5 rounds	Floor 7
Wand: Mgc Misl	Magic Missile	Wizard 5	1d4+1 damage	Floor 5
Wand of Aganazzar	Aganazzar's Scorcher	Wizard 4	2d8 damage, Fire, line	Floor 3
Wand of Lightning	Lightning Bolt	Wizard 5	5d6 damage, Shock, line	Floor 6
Wand of Fireball	Fireball	Wizard 3	3d6 damage, Fire, area	Late shop
Wand of Knock	Knock	Wizard 2	Nothing, useless wand	Late shop

Comparison

Casting a spell	Use Scroll	Use Potion	Use Wand
Uses memorize slots Replenish when camping	Scroll in item slot Scribe Scroll to refill	Potion in item slot Single use	Wand in Hand slot Limited, multi use
Wizard or Cleric usage Always succeed	Need right class Might fail if low level	Anyone can use Always succeed	Need right class Always succeed
Use Magic Device is not applicable	DC 20 + scroll level Moderate fail rate	Use Magic Device is not applicable	DC 20 Low fail rate
Armored Wizard may fail Cleric won't fail	Ignores armor	Ignores armor	Ignores armor
Standard Action	Full-Round Action	Full-Round Action	Standard Action
Provokes attacks Need Concentration if hit	Provokes attacks Need Concentration if hit	Provokes attacks Always succeed	Doesn't provoke
Intelligence if Wizard Wisdom if Cleric	Wisdom DC to resist	Wisdom DC to resist	Wisdom DC to resist
Depends on spell	Depends on spell	Use anywhere	Combat only

For sake of comparison.

Recommended Spells

Not every spell are equally useful in this game, whether due to a glitch or simply that the game wasn't designed to make the spell helpful. You can read the individual spells in this guide to figure out how useful each spell may be, exactly, but this isn't a fast process. This section is to help you quickly find spells I think are the most useful in this game. On the right are top suggested spells to memorize, as well as an index to jump to each subsection.

In each subsection, I rank the spells in 5 tiers. To put it one way, if the only spells you ever memorize and use are those I mark "Freaking Awesome", you will not face difficulties you can't handle. If the only spells you use are those I mark "Useless", your Wizard's greatest contribution to your party is swinging that dagger.

Wizard	
0th	Acid Splash
1st	Sleep Mage Armor Magic Missile
2nd	Cat's Grace Snilloc's Snow. Swarm
3rd	Fireball

0th Wizard suggestions

Not Worth Much	Acid Splash Electric Jolt Ray of Frost
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A Wizard begins with all three spells in their spellbook.

None of these spells are useful. They are more accurate than using ranged weapons, due to the fact these ignore enemy armor and cover from local walls or combatants in the way, leaving only their Dexterity and size. However, they all deal 1d3 damage, which is less than the 1d10 damage Heavy Crossbow your Wizard should have on standby. **Ray of Frost** deals no damage to skeletons, and is therefore slightly less useful than the other spells, but then Clerics can take of those anyway. **Acid Splash** is listed in the top table purely because it happened to be listed earlier than **Electric Jolt**.

4th	Stoneskin Ice Storm
Cleric	
0th	Cure Minor Wounds
1st	Cure Light Wounds Bless
2nd	Bull's Strength Cure Moderate Wounds
3rd	Cure Serious Wounds
4th	Cure Critical Wounds

1st Wizard suggestions

Freaking Awesome	Sleep Mage Armor
Rather Useful	Magic Missile
Somewhat Handy	Charm Person
Not Worth Much	True Strike Protection from Chaos Protection from Law Protection from Good Protection from Evil Feather Fall Ray of Enfeeblement
Useless	Spider Climb Cause Fear Detect Secret Door

A Wizard begins level 1 with **Sleep**, **Magic Missile**, and **Feather Fall** in their spellbook.

Sleep wreaks havoc against the frustrating Kobolds, and will make your early fights with them much, much simpler, as these sleeping bombs target entire groups. **Mage Armor** should be gotten at level 2, as it flatly gives +4 AC to anyone you want, lasting until the next time you camp, after which you've got your memorized spells back and can refresh it anyway. **Magic Missile** is your only 1st level damage spell, it does not miss, and it scales upward with every odd level on your Wizard.

None of the other spells are useful, except possibly **Charm Person**. It helps there's a scroll for it so you can charge it up then go back to memorizing **Magic Missile**, and it can be used to permanently disable an enemy that's too close to your party for **Sleep** to be safe. It's otherwise a weaker version of **Sleep**.

2nd Wizard suggestions

Freaking Awesome	Cat's Grace Snilloc's Snow. Swarm Eagle's Splendor
Rather Useful	Gedlee's Elec. Loop Aganazzar's Scorcher Web
Somewhat Handy	Bull's Strength Endurance Blur Ghoul Touch
Not Worth Much	Melf's Acid Arrow
Useless	Scare Knock

Wow. A lot of useful spells here. You might have trouble picking out the right spells with your limited spellbook slots.

Let's first talk about the damage spells:

- **Snilloc's Snow. Swarm** starts most useful, with 2d6 damage at level 3. It also has good range and radius to hit groups with.
- **Gedlee's Elec. Loop** has worse range and radius, but it's easier to avoid hitting your party, and Saves will not cut damage in half, due to a glitch.
- **Aganazzar's Scorcher** does more damage starting at level 4, and is also capable of hitting an early boss, unlike the above two. Worst range.

All these damage spells are fully capable of harming your party if you're not careful about their ranges, but the fact they do not miss, are capable of striking groups, and enemies can only halve the damage at best (without immunity) means these spells are reliable. The only other damage spell at this level is **Melf's Acid Arrow**, but the damage over time mechanic is broken, leaving a rather weak damage spell that can miss.

Time for utility. For boosting your party, **Cat's Grace** for boosting AC and Initiative (among other benefits), and **Eagle's Splendor** for making your Cleric even scarier with that Turn Undead, these two spells both have scrolls and a single casting lasts until you camp. Fill up the scrolls, camp one more time with other spells to memorize, and use the scrolls before you go out. Enjoy the party-wide boost. **Web** hits a group, halts them in place, and makes them less accurate, targeting the Reflex Save unlike the **Sleep** you're using since day one.

In case you don't have a Cleric, you'll want **Bull's Strength**. I'm not sure what you're doing with a party that has no Cleric, but if that's your choice, then you'd really want a way to boost Strength somehow. There's a few threats that **Endurance** can help mitigate by boosting Fortitude, but your Cleric also gets access to this spell without a spellbook slot.

If you know of a difficult battle ahead, you can cast **Blur** for another 4 AC for just that battle, though for some reason it has a chance to fail when cast in battle. For **Ghoul Touch**, the final boss just happens to have the miracles coming together to make it the most useful spell, including the fact you probably have a level 7 Wizard with **Stoneskin** by then, but is otherwise an unremarkable spell throughout the rest of the game.

3rd Wizard suggestions

Freaking Awesome	Fireball
Rather Useful	Lightning Bolt

Somewhat Handy	Stinking Cloud Hold Person
Not Worth Much	Flame Arrow
Useless	Vampiric Touch Dispel Magic

The one spell you really, really need from this level is **Fireball**. It is the most powerful damage spell you can get. It strikes a wide area, exactly one type of monster is immune, and deals an average of 17 or 18 damage at level 5, going up to 24 or 25 damage at level 7. The enemy Reflex Save can halve the damage, but flinging this against groups, there's still a good chance some of them will die outright. The fact you can find one scroll that operates at level 7 is delicious icing, Scribe Scroll that thing and you've got 10 shots in an inventory slot. Take good care of the one scroll you do get, however.

Other spells aren't nearly so important. **Lightning Bolt** deals as much damage as **Fireball**, is capable of hitting the one enemy type that is immune to fire, but strikes in a less useful line. You can buy multiple scrolls of **Lightning Bolt** if you wish, which operates at a weaker caster level 5, but this also means it's 10% more reliable for a Rogue with Use Magic Device. You can load up on a lot of these scrolls, which means a lot of reliable back-up ammo for your Wizards and somewhat unreliable but still useful ammo for your Rogues.

There is **Stinking Cloud**, targeting Fortitude Save to stop enemy action for a few turns, but be careful of its extremely wide radius potentially hitting your party. Then again, with **Fireball** around, killing off enemies will stop their actions permanently. You can also pick **Hold Person** for a single target paralysis, but it doesn't have new targets that **Sleep** doesn't cover already, so it's just there for something that takes a different slot. Again, **Fireball** might discourage that anyway for sharing the same slots.

All the other spells at this level aren't wonderful. If the status spells aren't good enough to hold on to, there's nothing saying you must pick four 3rd level spells at levels 5 and 6. Some of them can go to the rather useful 2nd level spells.

4th Wizard suggestions

Freaking Awesome	Stoneskin
Rather Useful	Ice Storm
Somewhat Handy	Fear
Useless	Enervation Remove Curse Bestow Curse

The best spell from here is **Stoneskin**. This basically lets you ignore AC by outright ignoring damage you take from physical attacks, which is far more per hit than it really should. Mind, with how enemy Attack bonuses are distributed, and the fact it isn't too difficult to get 28 AC, basically means the only one that might be hit more than 5% of the time is your Wizard. Regardless, the damage reduction will go a long way in making anyone feel just about invincible, and it does reduce the damage you'll take from the specials of the final boss.

The final attack spell to consider is **Ice Storm**. It deals less damage than **Fireball**, only putting out 5d6 where that flaming spell is dealing 7d6 by the time you get to this level. The damage can't be halved by a save, but other than taking a different spell slot, **Ice Storm** is not exactly an impressive damage spell. Take it if you want the option of having more damage bombs available, it does help that you can select two spells to fit in that spellbook at this level.

Lastly, if you're looking to stop enemies for a few turns, you could try **Fear**. It has a difficult to use range, but it can stop multiple enemies for a few rounds, more enemies than **Sleep** can do during the endgame, and can be used in tighter spots than **Stinking Cloud**. Considering there's only two spellbook slots to pick from these spells, you're probably fine just sticking with the other two spells I've mentioned. You can certainly rely on those more readily, but if you want to be fancy or something, at least **Fear** has some value if you decide to take it over one of the other two.

0th Cleric suggestions

Somewhat Handy	Cure Minor Wounds
Useless	Virtue Inflict Minor Wounds Resistance

Nothing much of use here. Using **Cure Minor Wounds** to convert these slots to 1 HP each when out of combat is the most you're going to get from this spell level.

Virtue gives 1 Temporary HP, but it's temporary unlike the cure, and it busies your Cleric on a combat turn for the sake of this 1 HP. **Inflict Minor Wounds** is a free pass to give enemies extra attacks against your Cleric. **Resistance** is bugged and does nothing. There's a reason I marked them Useless.

1st Cleric suggestions

Rather Useful	Cure Light Wounds Bless
Somewhat Handy	Shield of Faith Protection from Chaos Protection from Law Protection from Good Protection from Evil
Not Worth Much	Divine Favor Inflict Light Wounds Bane Doom
Useless	Remove Fear

Well, the obvious thing is **Cure Light Wounds** gives you back HP you've lost. It's nice, simple, and nothing too complicated. **Bless** doesn't really indicate what it does by name, but used in combat, your party will find 5% more attacks hitting. Small, but it is a helpful boost that lasts a while on everyone, as there are rather few ways to get better Attack bonuses, so take what you can get.

That's about the end of the Rather Useful ones, though. **Shield of Faith** and the various alignment protection spells only give 2 AC each, with **Shield of Faith** upgrading to +3 at level 6. Though, despite the names, the ones that are supposed to protect against specific alignments actually protect against everything. Just keep in mind you are spending a combat turn getting one up, and it'll only help for that one battle, but at least these five spells will stack with each other.

2nd Cleric suggestions

Freaking Awesome	Bull's Strength
Rather Useful	Cure Moderate Wound Endurance Hold Person
Somewhat Handy	Aid Inflict Mod. Wound
Not Worth Much	Curse of Ill Fortunes Remove Paralysis
Useless	Lesser Restoration Spell Shield

Bull's Strength. Memorize a few copies of that, then boost your party. Your Fighters and Clerics definitely need the extra hit chance and damage output. Everyone else could also use the melee power, at least to help battles end sooner if nothing else. Thing is, this spell lasts until you camp, so a single memorization slot on this spell will help you in every battle, not just one or two. That makes **Bull's Strength** a really good spell.

If you want to stay with the usual healing, **Cure Moderate Wound** isn't hard to guess, and is more reliable at getting back decent recovery than the lower level Cure Light Wounds. If you want the safety of Fortitude, **Endurance** is another spell that lasts until you camp, but it's not as consistently useful. Finally, the best offensive option against living targets the Cleric gets is **Hold Person**, stopping one enemy in place and allowing a follow-up physical attack (even at range with a Sling) to instantly kill, but be quick, it doesn't last long.

Aid is another way to get better Attack, for exactly one person in one battle, basically a poor man's **Bless**. Curiously, **Inflict Mod. Wound** is tagged with "Always hit", so if you can deal with the attack of opportunity, it is reliable in dealing some damage to a single enemy. Unfortunately, with so many other useful spells at this level, you may find it difficult finding the slots for these small stuff.

3rd Cleric suggestions

Rather Useful	Cure Serious Wounds
Somewhat Handy	Inflict Serious Wound
Useless	Negative Energy Pro. Remove Curse Remove Blind/Deaf Bestow Curse Blindness Deafness Dispel Magic

I won't blame you if you choose to stop at level 3 or 4 for your Cleric and multiclass to Fighter at that point, to take advantage of the Feats and second strike at level 7. The only spells that are Rather Useful at this point are curing spells. Even so, **Cure Serious Wounds** is weaker than expected for using smaller dice, 3d6 instead of 3d8. In the meantime, **Inflict Serious Wound** is an "Always hit" spell, and Clerics can generally withstand attacks of opportunity with their thick armor, so this spell might actually see use with the lack of other useful spells. Aside from these spells, a Cleric's main reason for staying Cleric is for the more effective Turn Undead.

To drive in the point, with the exception of **Negative Energy Pro.**, every one of the spells I marked Useless really are just that -- They have no effect on the game *at all*. Their effects are bugged and will never work, and the cures only remove the non-effects of the bugged spells. Technically, **Negative Energy Pro.** is capable of doing something, but it lasts so short, and the number of battles where enemies use Negative Energy can be counted on half of one hand, so while not *completely* useless, it is still *practically* useless.

4th Cleric suggestions

Rather Useful	Cure Critical Wounds
Not Worth Much	Inflict Crit. Wound
Useless	Restoration Poison Neutralize Poison

I've looked over every spell in detail. The only useful thing you can hope to gain is 4d8+7 healing from **Cure Critical Wounds**. Sad. It's still good healing, and a pure Cleric has the best chances with Turn Undead, but if you don't care enough for those, then you really should multiclass your Cleric into Fighter. 4 levels of Cleric and 3 levels of Fighter gets you a second physical attack, along with two extra Feats as well, and all you pay are the upper level spells and reliable Turn Undead. Oh, and a memorization slot from each of the lower level spells.

Again, the useless spells are useless. Well, they all do something. Just that you can't use **Restoration** to fix Negative Energy effects as it comes long after the two battles that use Negative Energy, and it also has a side effect of "curing" your stat buffs right out. Used on enemies, **Poison** doesn't do anything, but it reduces your own Constitution just fine. Finally, **Neutralize Poison** does a nice job of curing poison, if there existed any to be used against you in the first place. Hey, at least **Inflict Crit. Wound** is capable of dealing respectable damage, it's got problems that make it difficult on top of the potential to miss, but it's something.

Spell Parameters

As nice as I'd like everything to be self-explanatory, I simply have to take some shortcuts to keep things at a reasonable size. Here, you'll find full explanations behind the shortcuts so if a term confuses you, you will have a place to look for clarity. It is also a listing of what the game has available.

Spell list information

Level & Class	Duration	Range	Defenses	Usable	Effects
Spell name	Duration	Range Type Radius	Hit Flag Saves	Hostility Situation	Effects list

The above is seen in the **Spell List**.

Detailed spell information box

ID number	Range	Type	Hit Flag	Hostility	School
Levels known	Duration	Radius	Saves	Situation	Descriptor
Effects list					

I give each individual spell an information box like above.

ID number

Internal reference number for the spell, in hexadecimal. Unless you plan on coming up with cheat codes yourself, or some crazy complicated internal analysis like I've been doing, you won't be seeing this.

Levels known

Spell levels for each class. Note that spells learned by both classes don't necessarily have the same spell level.

Range

Spells have varying ranges. They are circular in reach, imposed on the game's square grid.

The five possible ranges are **Self**, **Touch**, **Short**, **Medium**, and **Long**.

Enemies are capable of casting spells just slightly further. In each of the four compass directions, they can reach one tile further than you can. Yes, this means their Touch spells can be done from just out of reach. Otherwise, the distinction rarely matters, but it's a detail that should be noted.

Self

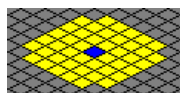
Can only target caster. Note that if the spell can be cast outside of combat, it can target anyone else there. Whether the spell would affect anyone else depends on the spell, such as **Bless** having a 30 feet Burst **radius** to affect all allies within that area.

Touch



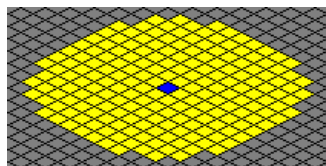
One square away, or less than 10 feet. If you plan to use this against an enemy, expect an attack of opportunity before the spell can hit. Most such attacking spells not only put the caster in more danger, but are less likely to work as the caster must succeed a Concentration check if they are hit, provided they withstand the attack with more than zero HP. No, this game doesn't implement having a touch spell on standby. No, this game doesn't implement casting on the defensive.

Short



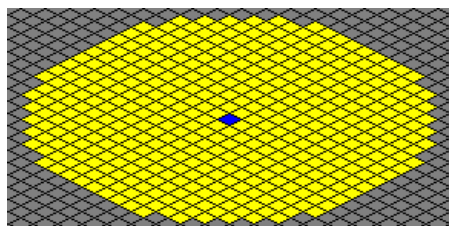
Three squares away, or less than 20 feet. The caster has to be somewhat close, but a safe distance is still anything more than one square away, preventing attacks of opportunity.

Medium



Seven squares away, or less than 40 feet. This range is pretty far for most purposes. Casters shouldn't have much trouble targeting anyone they wish with this range.

Long



Eleven squares away, or less than 60 feet. It is unlikely enemies would be out of range. Outside line of sight, maybe, but probably not range.

Duration

Every spell is marked with some time it exists. For some reason, the duration of each spell in this game is halved from what you would remember of the tabletop Dungeons & Dragons, but this is just one of many errors. If a spell is to last a number of steps, it will never run out in combat, no matter how many rounds pass.

Duration	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Rounds	1 Round	1 Round	2 Rounds	2 Rounds	3 Rounds	3 Rounds	4 Rounds
Minutes	5 Rounds	10 Rounds	15 Rounds	2 steps	2 steps	3 steps	3 steps
Hours	30 steps	Until camp	Until camp	Until camp	Until camp	Until Camp	Until camp

- **Instant:** The spell has no lasting effects, other than whatever change it applied. Usually these would be damage or healing spells, or those that remove ongoing effects.
- **Rounds:** Lasts for a rather short time, based on half of caster's level, rounded up. Best plan on this running out a little too quickly, it's almost useless before level 3. If cast outside of combat as permitted by the spell, it vanishes after one step, even if it goes into battle immediately. If you can use the menu and select Fight without taking a step, the spell will give some benefit for the start of combat.
- **Minutes:** Lasts for a decent amount of time in one combat, based on caster's level \times 5. If the caster is casting the spell as a level 4 or higher Cleric or Wizard, then the spell will never end so long as combat lasts. If such a spell can be cast outside combat, it will even exist after one step at level 4 or higher, and if you

trigger combat then, it will last forever in that combat. Before level 4, it's much like a Rounds duration spell, although a rather long one, and should be treated with the same caution as one when casting such spells outside combat.

- **Hours:** Guaranteed to last the entire combat, aside from whatever removes it. In fact, it will last 30 steps out of combat if cast by a level 1 caster, and will never end before you camp by someone level 2 or higher. The general strategy for any such beneficial spells out of combat is to use them the instant after you camp, so that it will benefit you in every combat you go to.
- **Permanent:** Should last forever, but doesn't. In fact, spells tagged with this simply fail outright. Don't worry about these, they'll never work because of glitches in the game.
- **Other duration values:** If there is a duration that doesn't fit the standard of the listed five above, I will report the duration without **bold** lettering. Note that while 5/Lv Rounds is very similar to Minutes duration, the difference starts at level 4, where Minutes switches modes to out-of-combat steps and becomes permanent for the duration of combat, while 5/Lv Rounds continues counting in Rounds, ending the instant combat does too, and never lasting even one step out of combat.

Type

The sort of way a spell delivers its effects.

- **(Unknown):** Not sure what to call this. It behaves like a Projectile spell, however. Generally shouldn't be in combat to start with.
- **Projectile:** In general, it is a single target spell. If there is a radius value, it generally means the spell could potentially affect multiple targets, selected individually, and the selection of your second and later targets will not be outside of this radius value from all selected targets.
- **Ray:** A single target spell. No practical known differences from Projectile.
- **Burst:** A spell that strikes an area, with a circular effect centered around where you target, reaching up to the spell's specified radius. The spell will not reach around walls, there needs to be a direct line without walls from where you target to whoever you want affected.
- **Spread:** Identical to Burst, striking a circular area centered around where you target. Apparently, it should snake around walls, but they block a Spread spell just like it does Burst.
- **Cone:** The spell's area of effect originates from the caster, directed toward where you aim, and always to the maximum of its radius, even if you target a closer distance. The cone also widens as it gets further from the caster, striking more targets to either side the farther away from the caster. Be aware that such spells will not bypass allies in the way, so try to find a clear spot.
- **Line:** The spell's area of effect originates from the caster, directed toward where you aim, and always to the maximum of its radius, even if you target a closer distance. All targets in the path of this line may be affected by this spell, including your allies, so try to find a clear spot.

Radius

How far the effect extends from the target or caster, depending on the type. If it is a Burst or Spread spell, an image like the one seen on the right will accompany the spell details, to provide a visual on exactly where the spell actually hits.



Hit Flag

A bit in the game that tells whether the spell can be dodged. The spell is classed either as "Always hit" or "Can miss".

- **Always hit:** The spell won't miss anyone targeted. Whether they resist depends on how the spell allows its **Saves**.
- **Can miss:** The spell can potentially miss. Whether it does depends on a few factors. If the attacker's roll is equal to or greater than the defender's "unarmored" AC, then the spell hits, and further checks are done. Otherwise, the spell misses, and the checks stop.

Calculation of "Can miss"

10 - **Defender's** base

```
Dexterity bonus
Size bonus (+1 if small, +0 if medium, -1 if large)
```

Enemy natural AC is ignored.

Armor worn is ignored.

Status modifiers to AC are ignored.

1d20 - **Attacker's** roll

```
Base Attack Bonus (Wizards have the lowest)
Strength bonus (Yes, Strength. Don't ask)
```

If the caster has Weapon Finesse, then best of Strength or Dexterity.

```
Size bonus (+1 if small, +0 if medium; there will not be large casters)
Status modifier (such as from Bless)
```

Weapons equipped with Attack bonuses are ignored.

If the attacker's roll is equal to or greater than the defense, the spell hits (if the spell also allows a save, that is determined in a later step). Regardless of any bonuses, a roll of 1 will always miss, and a roll of 20 will always hit, meaning you can't get better than 95% hit chance, or worse than 5%.

Saves

A Fortitude, Reflex, or Will Save can halve the damage of such a spell, or deny any effects it would have outright.

Difficulty to resist a spell

10 - **Attacker's** base

```
Intelligence bonus (Wizards or monsters)
Wisdom bonus (Clerics or using items)
Caster's level (of appropriate class), used item's level, or the monster's level
```

1d20 - **Defender's** roll

Base Save (class bonuses or monster's base)
Ability score modifier (Constitution, Dexterity, Wisdom)
Racial bonus (such as Shield Dwarf vs. spells)

Status modifiers are bugged, and are ignored (such as from **Spell Shield**)

If the defender's roll is equal to or greater than Attacker's difficulty to resist the spell, then the spell fails, and the defender is unaffected. Regardless of bonuses, a roll of 1 means the save fails, and a roll of 20 means the spell is blocked. In particular, the greatest difficulty your own spells can reach would be 21, from an 18 Intelligence/Wisdom (+4) and being level 7 on a single class. Monster DC is as low as 11 and as high as 18, excluding a boss's DC 23 at one point.

Types of Saves

- **Fortitude:** Based on the Fortitude Save, which Fighters and Clerics get more of than other classes, and is further boosted by Constitution. There are a few nasty effects, but they are uncommon. A few utility spells to use against enemies also fall under Fortitude, although enemies don't usually have significantly worse Fortitude than Will.
- **Reflex:** Based on the Reflex Save, which Rogues get more of than other classes, and is further boosted by Dexterity. Against the player, there aren't any notable threats that Reflex will save you from, aside from spider web. In general, your big damage spells target this save.
- **Will:** Based on the Will Save, which Clerics and Wizards get more of than other classes, and is further boosted by Wisdom. From start to finish, there are horrifying spells thrown at the player targeting this Save. As well, you probably also have horrifying spells to fling at enemies, especially **Sleep**.
- ... **Negate:** The save, if successful, will completely fail the spell. This last line of defense will stop any effects of the spell from taking place.
- ... **Half:** The save, if successful, reduces the incoming damage in half. It may not be an outright stop to the spell, but for you, it means you keep a few more HP, and for the enemy, it generally means they survive to see your second volley.
- **No Save:** If the spell hits the target, it works. No questions about it. Mostly just beneficial spells, although a few hostile spells don't allow a save if they hit.

Hostility

Internally, the game stores two flags. These words are my interpretation of these flags, and their four possible states. There are no known effects of these flags other than default targeting.

- **Hostile:** By default, the spell targets enemies. Your foes mostly look at only these spells and ignore the rest. The unfriendly flag is set, and the friendly flag is clear. Also, these sorts of spells usually allow a Save of some sort.
- **Beneficial:** By default, the spell targets a nearby party member. The friendly flag is set, while the unfriendly flag is clear. Usually, the spells don't have a Save associated.
- **Mixed:** Both friendly and unfriendly flags are set. I'm not sure what this is supposed to mean, exactly, but only a few spells are like this.
- **Neutral:** Both friendly and unfriendly flags are cleared. Again, what this means is anyone's guess, and again, only a few spells are in this state.

Situation

Internally, the game stores another two flags which determine when you can use the spell.

- **Combat:** A spell intended for use in combat. It will not be available to use outside of combat. The combat flag is set, the non-combat flag is cleared.
- **Anywhere:** The spell can be used anywhere, combat or not. Normally reserved for spells that do something helpful to your party members. Both the combat and non-combat flags are set.
- **Situational:** The spell should only show up at specific locations, such as at a locked door or at the bottom of a pit. Due to some glitch, the spell also shows up in combat, but you really should not expect results there. At the special locations, the spell will be made available to use. Both flags are cleared.

School

What school of magic. Note that while the game keeps track of which school the spell is in, there are no practical effects in this game. The various schools are:

- (0) Abjuration
- (1) Conjuraction
- (2) Divination
- (3) Enchantment
- (4) Evocation
- (5) Illusion
- (6) Necromancy
- (7) Transmutation

Descriptor

A secondary sort of identifier for the spell. There are a few practical effects, as any spell marked with Fear or Mind will have no effects against undead. Known

Descriptors used:

- (0)
- (1) Acid
- (2) Chaos
- (3) Cold
- (6) Electricity
- (7) Evil
- (8) Fear
- (9) Fire
- (A) Force
- (B) Good
- (C) Law
- (E) Mind

Effects List

Spells have a variety of effects. Sometimes more than one distinct effect. Each individual effect is given its own line, indicating its parameters.

- **Armor Class:** Adjusts chance to avoid physical attacks while the spell is in effect.
- **Attack Roll:** Adjust chance to hit with physical attacks and "Can miss" spells.

- **Damage:** Reduces target's HP. Has a type such as Blunt or Fire, which may be resisted.
- **Healing:** Restores HP to the target. Usually, this is something you cast on your allies.
- **Saving Throw:** Would adjust Fortitude, Reflex, or Will. Shame the effect appears broken, and does nothing.
- **Status:** A particular status effect. They have their own range of effects and consequences.
- **Weapon(?):** An unknown type of effect. It is not used in the game. Referred internally as "spellfx_weapon"
- **Ability:** Adjusts a stat, specifically one of Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma.
- **Action(?):** An unknown type of effect. It is not used in the game. Referred internally as "spellfx_action"
- **Skill:** Specific skill checks are affected.
- **Poison:** Reduces some stats like Strength.
- **Energy Drain:** "Negative Levels" effect. Only matters for you, as Experience is lost. None of the other penalties are implemented.
- **Suppress Spell:** A named spell will be removed from the effects list of the target.
- **Suppress Descriptor:** A particular spell descriptor will be prevented or removed.
- **Suppress Status:** A certain status will be prevented or removed. Prevention doesn't cure ongoing effects.
- **Damage Reduction:** Flatly reduces incoming physical damage.
- **Damage Type Reduction:** Flatly reduces incoming damage of a specified type, like Fire. Spells don't apply this.
- **Damage Type Modify:** Multiplies incoming damage of a specified type, like Cold. Spells don't apply this.
- **Temporary HP:** The target has extra HP. When the spell goes away, these are lost.
- **Suppress Effect:** A particular effect, such as those seen in this very list, is removed or prevented.

Spell List

Below is a list of spells, broken into Wizard spells first, then Cleric, and finally unavailable placeholders, broken further by spell level. The spells themselves are sorted in the order the game has them listed for that class and level.

Please check **Spell Parameters** for information on some terms. It may not be obvious what is meant by **Rounds** vs. 1~2 Rounds here, so **information on duration** is listed in there, along with anything else you may need.

0th level Wizard	Duration	Range	Defenses	Usable	Effects
Ray of Frost	Instant	Short	Can miss No Save	Hostile Combat	1d3 damage, cold
Acid Splash	Instant	Short	Can miss No Save	Hostile Combat	1d3 damage, acid
Electric Jolt	Instant	Short	Can miss No Save	Hostile Combat	1d3 damage, shock
1st level Wizard	Duration	Range	Defenses	Usable	Effects
Feather Fall	Instant	Self ?? 2 tiles	Always hit No Save	Beneficial Situational	Auto-use when falling
Cause Fear	1~2 Rounds	Short	Always hit Will Negate	Hostile Combat	Shaken status <i>Small Attack penalty</i>
Spider Climb	Instant	Touch	Always hit No Save	Beneficial Situational	Auto-use when falling Succeed in climbing up pits
Protection from Chaos	Minutes	Touch	Always hit No Save	Beneficial Combat	+2 AC <input type="text" value="2 Saves (doesn't work)"/>
Protection from Law	Minutes	Touch	Always hit No Save	Beneficial Combat	+2 AC <input type="text" value="2 Saves (doesn't work)"/>
Protection from Good	Minutes	Touch	Always hit No Save	Beneficial Combat	+2 AC <input type="text" value="2 Saves (doesn't work)"/>
Protection from Evil	Minutes	Touch	Always hit No Save	Beneficial Combat	+2 AC <input type="text" value="2 Saves (doesn't work)"/>
Mage Armor	Hours	Touch	Always hit No Save	Beneficial Anywhere	+4 AC
Detect Secret Door	Minutes	Self ?? 6 tiles	Always hit No Save	Beneficial Combat	For finding secret passages
True Strike	1 Round	Self	Always hit No Save	Beneficial Combat	+20 Attack
Charm Person	Hours	Short	Always hit Will Negate	Hostile Combat	Charmed status <i>Will not act</i>
Sleep	5/Lv Rounds	Medium Burst 3 tiles	Always hit Will Negate	Hostile Combat	Sleep status <i>Helpless, easy to kill</i>
Magic Missile	Instant	Medium ?? 2 tiles	Always hit No Save	Hostile Combat	1d4+1 damage, Force Extra targets per 2 levels

0th level Wizard	Duration	Range	Defenses	Usable	Effects
Ray of Enfeeblement	Minutes	Short	Can miss Fortitude Negate	Hostile Combat	-1d6 -1/2Lv Strength
2nd level Wizard	Duration	Range	Defenses	Usable	Effects
Bull's Strength	Hours	Touch	Always hit No Save	Beneficial Anywhere	+1d4+1 Strength
Endurance	Hours	Touch	Always hit No Save	Beneficial Anywhere	+1d4+1 Constitution
Melf's Acid Arrow	0.5 / 2Lv Rounds	Long	Can miss No Save	Hostile Combat	2d4 damage, acid
Web	5 / 2Lv Rounds	Medium Burst 4 tiles	Always hit Reflex Negate	Hostile Combat	-2 Attack Entangled status -4 Strength (glitched)
Blur	Minutes	Touch	Always hit Will Negate	Hostile Anywhere	+4 AC
Ghoul Touch	2~4 Rounds	Touch	Can miss Reflex Negate	Hostile Combat	Paralyzed status <i>Helpless, easy to kill</i>
Scare	Rounds	Medium Burst 3 tiles	Always hit Will Negate	Hostile Combat	Shaken status <i>Small Attack penalty</i>
Cat's Grace	Hours	Touch	Always hit No Save	Beneficial Anywhere	+1d4+1 Dexterity
Knock	Instant	Medium	Always hit No Save	Beneficial Situational	Opens locked things
Aganazzar's Scorcher	Instant	Short Line 3 tiles	Always hit Reflex Half	Hostile Combat	1d8/2Lv damage, fire
Gedlee's Elec. Loop	Instant	Short Burst 1 tile	Always hit No Save (glitch)	Hostile Combat	1d6/2Lv damage, shock
Snillloc's Snow. Swarm	Instant	Medium Burst 2 tiles	Always hit Reflex Half	Hostile Combat	1d6 + 1d6/3Lv damage, cold
Eagle's Splendor	Hours	Touch	Always hit No Save	Beneficial Anywhere	+1d4+1 Charisma
3rd level Wizard	Duration	Range	Defenses	Usable	Effects
Hold Person	Rounds	Medium	Always hit Will Negate	Hostile Combat	Held status <i>Helpless, easy to kill</i>
Dispel Magic	Instant	Medium	Always hit No Save	Neutral Combat	Bugged, does nothing
Flame Arrow	Instant	Medium ?? 3 tiles	Can miss Reflex Half	Hostile Combat	4d6 damage, fire
Stinking Cloud	Rounds	Medium Burst 6 tiles	Always hit Fortitude Negate	Hostile Combat	Nauseated status <i>Will not act</i>
Fireball	Instant	Long Burst 4 tiles	Always hit Reflex Half	Hostile Combat	1d6/Lv damage, fire
Lightning Bolt	Instant	Medium Line 6 tiles	Always hit Reflex Half	Hostile Combat	1d6/Lv damage, shock
Vampiric Touch	Instant	Touch	Can miss No Save	Hostile Combat	1d6/2Lv damage, force
4th level Wizard	Duration	Range	Defenses	Usable	Effects
Bestow Curse	Permanent (bugged)	Touch	Always hit Will Negate	Hostile Combat	-4 Attack -4 Saves (doesn't work)
Remove Curse	Instant	Touch	Always hit No Save	Beneficial Anywhere	Removes Bestow Curse
Stoneskin	5 / Lv Minutes	Touch	Always hit No Save	Beneficial Anywhere	10 points damage reduction
Ice Storm	Instant	Long Spread 4 tiles	Always hit No Save	Hostile Combat	3d6 damage, blunt 2d6 damage, cold
Enervation	Hours	Medium	Can miss No Save	Hostile Combat	1d4 Energy Drain
Fear	Rounds	Short Cone 4 tiles	Always hit Will Negate	Hostile Combat	Panicked status <i>Attempts to flee</i>
5th level Wizard	Duration	Range	Defenses	Usable	Effects
Cone of Cold	Instant	Short Cone 4 tiles	Always hit Reflex Half	Hostile Combat	1d6/Lv damage, cold

0th level Wizard	Duration	Range	Defenses	Usable	Effects
Hold Monster	Rounds	Medium	Always hit Will Negate	Hostile Combat	Held status <i>Helpless, easy to kill</i>
0th level Cleric	Duration	Range	Defenses	Usable	Effects
Cure Minor Wounds	Instant	Touch	Always hit No Save	Beneficial Anywhere	1 HP healed
Inflict Minor Wounds	Instant	Touch	Can miss Will Negate	Hostile Combat	1 damage, force
Resistance	5 Rounds	Touch	Always hit No Save	Beneficial Combat	+1 Saves (doesn't work)
Virtue	5 Rounds	Touch	Always hit No Save	Beneficial Combat	1 Temporary HP
1st level Cleric	Duration	Range	Defenses	Usable	Effects
Bane	Minutes	Self Burst 6 tiles	Always hit Will Negate	Hostile Combat	-1 Attack -1 Saves (Fear) (doesn't work)
Bless	Minutes	Self Burst 6 tiles	Always hit No Save	Beneficial Anywhere	+1 Attack 1 Saves (Fear) (doesn't work)
Cure Light Wounds	Instant	Touch	Always hit No Save	Beneficial Anywhere	1/Lv + 1d8 HP healed
Inflict Light Wounds	Instant	Touch	Can miss Will Half	Hostile Combat	1/Lv + 1d8 damage, force
Doom	Minutes	Medium	Always hit Will Negate	Hostile Combat	-2 Attack -2 Saves (doesn't work) -2 (various skills)
Protection from Chaos	Minutes	Touch	Always hit No Save	Beneficial Combat	+2 AC 2 Saves (doesn't work)
Protection from Law	Minutes	Touch	Always hit No Save	Beneficial Combat	+2 AC 2 Saves (doesn't work)
Protection from Good	Minutes	Touch	Always hit No Save	Beneficial Combat	+2 AC 2 Saves (doesn't work)
Protection from Evil	Minutes	Touch	Always hit No Save	Beneficial Combat	+2 AC 2 Saves (doesn't work)
Remove Fear	5 Minutes	Short ?? 6 tiles	Always hit No Save	Beneficial Combat	Removes Cause Fear 4 Saves (Fear) (doesn't work)
Shield of Faith	Minutes	Touch	Always hit No Save	Beneficial Combat	+1/6Lv + 2 AC
Divine Favor	5 Rounds	Self	Always hit No Save	Beneficial Anywhere	+1/3Lv Attack (min. 1)
2nd level Cleric	Duration	Range	Defenses	Usable	Effects
Aid	Minutes	Touch	Always hit No Save	Beneficial Anywhere	+1 Attack 1 Saves (Fear) (doesn't work) 1d8 Temp HP (glitched)
Bull's Strength	Hours	Touch	Always hit No Save	Beneficial Anywhere	+1d4+1 Strength
Cure Moderate Wound	Instant	Touch	Always hit No Save	Beneficial Anywhere	1/Lv + 2d8 HP healed
Endurance	Hours	Touch	Always hit No Save	Beneficial Anywhere	+1d4+1 Constitution
Hold Person	Rounds	Medium	Always hit Will Negate	Hostile Combat	Held status <i>Helpless, easy to kill</i>
Inflict Mod. Wound	Instant	Touch	Always hit Will Half	Hostile Combat	1/Lv + 2d8 damage, force
Lesser Restoration	Instant	Touch	Always hit No Save	Beneficial Anywhere	Remove Ability effects

0th level Wizard	Duration	Range	Defenses	Usable	Effects
Remove Paralysis	Instant	Short	Always hit No Save	Beneficial Anywhere	Removes Hold Person Remove Action effects (unused)
Curse of Ill Fortunes	Minutes	Medium	Always hit Will Negate	Hostile Combat	-3 Attack -3 Saves (doesn't work)
Spell Shield	Minutes	Touch	Always hit Will Negate	Mixed Anywhere	+3 Saves (doesn't work)
3rd level Cleric	Duration	Range	Defenses	Usable	Effects
Bestow Curse	Permanent (bugged)	Touch	Always hit Will Negate	Hostile Combat	-4 Attack -4 Saves (doesn't work)
Blindness	Permanent (bugged)	Medium	Always hit Fortitude Negate	Hostile Combat	Blinded status <i>Less accurate, and more</i>
Deafness	Permanent (bugged)	Medium	Always hit Fortitude Negate	Hostile Combat	Deafened status <i>Might fail spells, bad Initiative</i>
Cure Serious Wounds	Instant	Touch	Always hit No Save	Beneficial Anywhere	1/Lv + 3d6 healing
Dispel Magic	Instant	Medium	Always hit No Save	Neutral Combat	Bugged, does nothing
Inflict Serious Wound	Instant	Touch	Always hit Will Half	Hostile Combat	1/Lv + 3d6 damage, force
Negative Energy Pro.	Rounds	Touch	Always hit No Save	Beneficial Anywhere	Prevent Neg. Energy effects
Remove Blind/Deaf	Instant	Touch	Always hit No Save	Beneficial Anywhere	Removes Blindness Removes Deafness
Remove Curse	Instant	Touch	Always hit No Save	Beneficial Anywhere	Removes Bestow Curse
4th level Cleric	Duration	Range	Defenses	Usable	Effects
Cure Critical Wounds	Instant	Touch	Always hit No Save	Beneficial Anywhere	1/Lv + 4d8 healing
Inflict Crit. Wound	Instant	Touch	Can miss Will Half	Hostile Combat	1/Lv + 4d8 damage, force
Neutralize Poison	Instant	Touch	Always hit No Save	Beneficial Anywhere	Remove Poison effects
Poison	Instant	Touch	Can miss Fortitude Negate	Hostile Combat	Poison, -1d10 Constitution
Restoration	Instant	Touch	Always hit No Save	Beneficial Anywhere	Remove Ability effects Remove Energy Drain effects
5th level Cleric	Duration	Range	Defenses	Usable	Effects
Circle of Doom	Instant	Self Burst 4 tiles	Always hit Fortitude Half	Hostile Combat	1/Lv + 1d8 damage, force
Flame Strike	Instant	Medium Spread 2 tiles	Always hit Reflex Half	Hostile Combat	1d3/Lv damage, force 1d3/Lv damage, fire
Unused spells	Duration	Range	Defenses	Usable	Effects
Hand of Pronto (ID 1D)	Permanent	Touch	Always hit Fortitude Negate	Neutral Situational	No effects
Hand of Pronto (ID 2A)	0 Rounds	Touch	Always hit No Save	Beneficial Combat	No effects
Hand of Pronto (ID 3B)	Instant	Self ?? 6 tiles	Always hit No Save	Neutral Combat	Remove Hand of Pronto (ID 2A)
Hand of Pronto (ID 4C)	0 Rounds	Touch	Always hit No Save	Beneficial Combat	No effects

Cure Minor Wounds

ID:00	Touch	Projectile	Always hit	Beneficial	School: (1) Conjuration
0th Cleric	Instant		No Save	Anywhere	Descriptor: (0)
Healing: 1					

The target restores exactly one HP. There are much, much better things to be doing in combat when this HP is often lost several times what this spell restores. Unfortunately, in this game, you can't use the spell to stabilize dying characters, as they can't be targeted by anything other than the unreliable Heal skill. Too bad, that would give this spell a little more combat purpose.

Regardless, this spell is likely the best use of 0th level Cleric spells you can hope to get. Not much to do other than convert the slots to 1 HP each.

Inflict Minor Wounds

ID:01	Touch	Projectile	Can miss	Hostile	School: (6) Necromancy
0th Cleric	Instant		Will Negate	Combat	Descriptor: (0)
Damage: 1 (Force)					

Deals one damage. Well, it's touch range, so you need to be next to an enemy. This means attack of opportunity. If you dodge that, or succeed on Concentration if hit, you still need to hit the enemy. If you do, the Will Save is the last defense against this spell. Get past that, and you deal a fraction of the damage your trusty Morning Star could have dealt. Three separate defenses to beat, all to spend a turn dealing 1 damage. Sad. Why not just use said Morning Star, avoid having the enemy get an extra attack on you, and get past one defense instead of three?

Scrolls of this spell exist, at caster level 3. You are advised to sell them as soon as convenient. They can be bought, but there is no point in doing so.

Feather Fall

ID:02	Self	(Unknown)	Always hit	Beneficial	School: (7) Transmutation
1st Wizard	Instant	10 feet	No Save	Situational	Descriptor: (0)

It is one of the three 1st level spells that Wizards begin with in their spellbook.

Despite non-combat, it will show up in the combat list, but using it there will do nothing at all. However, just having it memorized means that if your whole party fails their Climb checks on the next pit you walk over, this memorized copy will be spent automatically as a backup and protect your party from 1d6 damage. You never have to select it yourself, other than dedicating a slot to it in the camp menu.

Climb will often succeed, as everyone in your party is checked with only one success needed, and your Fighters usually have nothing better to spend skill points on (your multiclassed Rogue/Fighters probably should also get Climb anyway). Feather Fall will rarely help, and it really is only protecting your party from an instance of 1d6 damage, do consider what other spells you're passing up with that 1st level spell slot.

Scrolls exist, and can be bought, but they are bugged. The game is specifically looking for a memorized copy of a spell, not an inventory item, and therefore the scroll will never activate. Shame, would be a way to ignore falls more times than you'd need to in a single inventory slot, but the scroll does nothing. Sad.

Resistance

ID:03	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
0th Cleric	5 Rounds		No Save	Combat	Descriptor: (0)
Saving Throws: +1 (bugged; ID 04)					

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1 to all saves on the target, supposedly. Unfortunately, Save modifiers from status is bugged, so the spell actually does nothing. Sad.
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This would have been a mildly helpful spell, as there are nasty effects that you want to see none of on you, and 5% better chances to avoid them ain't bad for a 0th level spell, considering your choices. Not as though you could have been able to tell anyway in the 5 rounds it would last, but the Saves bonus is bugged, and the spell is useless.

Virtue

ID:04	Touch	Projectile	Always hit	Beneficial	School: (7) Transmutation
0th Cleric	5 Rounds		No Save	Combat	Descriptor: (0)
Temporary HP: 1					

This temporarily gives you 1 HP. Unlike healing, this ignores maximum HP and you can have one more to work with. The problem here is that 1 HP really isn't much, and you have to spend a combat turn to get it. And it goes away after a while anyway. Sad.

I would advise **Cure Minor Wounds** instead, as you can use that one out of combat for HP that will stick.

Ray of Frost

ID:05	Short	Ray	Can miss	Hostile	School: (1) Conjuration
0th Wizard	Instant		No Save	Combat	Descriptor: (3) Cold
Damage: 1d3 (cold)					

Deals 1d3 damage, and skeletons are immune. Note that this deals less damage than a Sling (1d4), although the spell might be more accurate as it ignores enemy armor and stuff in the way. Because of an immunity, this spell is technically the worst 0th level spell for a Wizard, but practically, you wouldn't use any of them because your Heavy Crossbow hits harder. Actually, you'd be using better spells.

You can find or buy the spell (caster level 3), but your characters really should have something better than 1d3 damage. Don't keep any such scrolls.

Acid Splash

ID:06	Short	Projectile	Can miss	Hostile	School: (1) Conjuraton
0th Wizard	Instant		No Save	Combat	Descriptor: (1) Acid
Damage: 1d3 (acid)					

Deals 1d3 damage. Tempting to use this against a certain boss with frustrating AC, as it skips the natural monster AC, but for some reason, the damage reduction also applies to this spell, making it do nothing to this foe. This spell will damage anything else, but don't expect much with 3 maximum damage.

You may be able to later buy scrolls of these, or find one even later, but the fact it's caster level 3 doesn't really improve this spell at all. Don't bother keeping these scrolls.

Electric Jolt

ID:07	Short	Projectile	Can miss	Hostile	School: (1) Conjuraton
0th Wizard	Instant		No Save	Combat	Descriptor: (6) Electricity
Damage: 1d3 (shock)					

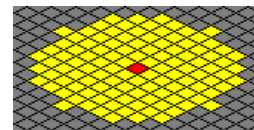
Deals 1d3 damage. A certain frustrating boss has shock resistance anyway. Everything else will be damaged just fine by this spell, if you actually hit them with it. Of course, I'm rather loose with my definition of "fine" when we're talking about 1 to 3 here, as the mighty Heavy Crossbow does a maximum of 10 damage from further away, something Wizards can also use. Then again, spells like this are probably more accurate as they ignore cover and armor, but a maximum of 3 damage isn't likely to decide battles.

Bane

ID:08	Self	Burst	Always hit	Hostile	School: (3) Enchantment
1st Cleric	Minutes	30 feet	Will Negate	Combat	Descriptor: (E) Mind
Attack roll: -1					
Saving Throw: -1 (bugged; ID 04) (vs. Fear descriptor)					

-1 Attack means enemies are 5% less likely to hit. The Saves are bugged, so no help there.

The targeting for this spell feels strange, as you must select the caster to use this hostile spell. Don't worry, it'll pass over your party and only target enemies within 6 squares.



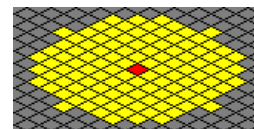
It does last a while, but you probably should be raising your own AC instead (like **Shield of Faith**) to make enemies miss someone 10% more often, without a chance it's resisted. There are other, more impressive 1st level spells to be looking at.

Bless

ID:09	Self	Burst	Always hit	Beneficial	School: (3) Enchantment
1st Cleric	Minutes	30 feet	No save	Anywhere	Descriptor: (E) Mind
Attack roll: +1					
Saving Throw: +1 (bugged; ID 04) (vs. Fear descriptor)					

+1 Attack means 5% better chance to hit. Saves are bugged, so you're only really getting the Attack bonus.

Used in combat, the spell will affect your party. Select the caster to use the spell, and it will spread to everyone else about 5 tiles or closer, skipping your enemies. Although it's only +5% chance to hit, the spell's duration and the fact it benefits your party means your Cleric's time was worth it, particularly as enemy AC can be frustrating at times with "miss" showing up all too frequently.



Outside of combat, the spell downgrades to a single-target, but you can select anyone. Keep in mind that, until you hit level 4, walking a single step gets rid of the spell, even if that step triggered combat. In this case, go back into the menu and select Fight from there, which would only be available if you're facing a monster group. After hitting level 4, setting up this spell ahead of time on a Fighter means you can engage in combat right around that next corner, as you have a buffer of one step where the spell continues to exist.

Whether it's worth spending a combat turn to affect the party, or save a turn and cast the spell on only one person just before combat, you'll have that choice available.

There is a wand that casts this spell, high enough level to last infinite turns in that one fight. The wand has limited uses and there's no way to replenish them, and it can only be used in combat. The Blessed Wand can also be sold for good money if you don't find a good enough reason to chance it in a Rogue's hands (Use Magic Device) or use it with a Cleric when the spell could simply be memorized, but using a wand avoids attacks of opportunity. Or just stash it on someone you leave behind for fear of losing such an irreplaceable item, you 100% collector.

Cause Fear

ID:0A	Short	Projectile	Always hit	Hostile	School: (6) Necromancy
1st Wizard	1-2 Rounds		Will Negate	Combat	Descriptor: (8) Fear
Status: Shaken					

The Shaken status will also apply a -2 Attack penalty. It also affects Saves, except not really due to glitches. It has no other effects of note.

Note that this spell makes a single enemy slightly less effective for a short time. By "slightly less effective", I mean it misses 10% more often. By "short time", I mean it fades away half the time before your Wizard can act again. Sad.

For comparison, there is **Sleep** and **Charm Person**, both on the same spell level. Both spells stop action outright, instead of merely reducing accuracy, and they are just as likely to work as this spell with a far longer duration. **Sleep** does even more stuff, on top of being a starter spell you begin the game with, but you should already have the point by now.

Scrolls of this spell exist, at caster level 1. I really don't recommend keeping any.

Cure Light Wounds

ID:0B	Touch	Projectile	Always hit	Beneficial	School: (1) Conjuraton
1st Cleric	Instant		No save	Anywhere	Descriptor: (0)
Healing: 1/Lv + 1d8					

Gives small, but useful healing. Note that unlike the Pen & Paper version, there is no +5 limit applied, so you are getting +7 at Cleric level 7. Since 1d8 is a rather wild range, the healing may not be as consistent as you'd like, but 2 to 9 HP healing at 1st level is still going to keep your Fighter up and going for a while longer. It later serves as a way to restore HP reasonably well outside of combat. The spell has easy expectations you can generally rely on.

Scrolls of this spell exists, and can be bought at the Golden Hammer Inn for rather cheap. It is a level 3 scroll, healing for 4 to 11 HP. If you did get Scribe Scroll, your Cleric can fill it up to 10 uses for free, just camp a few times until the scroll is maxed out. This can be used to free up memorization slots for spells like **Bless**, if you want to go that route. Note, however, that until your Cleric actually reaches level 3, there will be some small chance to fail to use the scroll. Your level 1 Cleric, with 10% chance, will fizzle the scroll charge.

Potions can also be bought. It's also level 3, and will also heal for 4 to 11 HP. It might make you slightly safer giving these to non-Clerics, but try to only use them if you can't get your Cleric to do any timely healing. Even if the cost per potion is low, having to replace them regularly will make it more difficult to afford other sorts of useful things.

Doom

ID:0C	Medium	Projectile	Always hit	Hostile	School: (3) Enchantment
1st Cleric	Minutes		Will Negate	Combat	Descriptor: (E) Mind
Attack Roll: -2 (unknown value: 01)					
Saving Throw: -2 (bugged; ID 04)					
Skill: -2 Concentration					
Skill: -2 Escape Artist					
Skill: -2 Spellcraft					
Skill: -2 Use Magic Device					

A rather lengthy list of effects. Despite this, you'd care only for the -2 Attack, which reduces chance to hit by 10%. Making a single foe less accurate is rarely as good as making them stop attacking sooner to begin with, and they do have a chance to resist it, unlike boosting an ally's AC with **Shield of Faith**.

The Saving Throw effect is bugged and does nothing, so it's not helping other spells land. As for skills, Concentration only matters for spell casters when hit by an attack of opportunity. Escape Artist only matters for being able to move after a spider web or the **Web** spell, but the minuses they apply stick anyway. Spellcraft is useless. Use Magic Device is for your Rogues using scrolls, but you're not casting this spell on your own guys.

I really suggest memorizing other spells. Boosting yourself is guaranteed, for the most part, but hindering enemies isn't. And the amount it hinders an enemy isn't anything like a Wizard's **Sleep**, so you're not even shifting the battle that much in your favor, and only on a single enemy. Sad.

There is a value set to 1 in the Attack Roll modifier. I can't identify its purpose.

Inflict Light Wounds

ID:0D	Touch	Projectile	Can miss	Hostile	School: (6) Necromancy
1st Cleric	Instant		Will Half	Combat	Descriptor: (0)
Damage: 1/Lv + 1d8 (Force)					

Deals damage to an enemy. Well, it's a touch spell, so your Cleric is probably taking an attack of opportunity. Aside from giving enemies extra attacks, this spell ends up dealing about as much damage as you could have dealt with your trusty Morning Star. Trying to use *Inflict Light Wounds* is generally more self-destructive than swinging said Morning Star, as again, in order to use this spell against enemies, you're giving them attacks of opportunity against your Cleric, however thick that armor may be. The spell can be avoided, much like the Morning Star, and enemies get one more chance to halve the damage, unlike the Morning Star.

On a side note, this spell, along with other *inflict wounds* spells, can damage undead. Why you'd have your Cleric cast it instead of using Turn Undead is another question entirely, but the inflict series of spells has no catch to invert their damage against certain targets. They simply do Force damage, whatever the same damage type as **Magic Missile**, and that's it.

There does exist scrolls you can buy. They are level 2 and can deal 3 to 10 damage. With the problems this spell is facing already, the scroll isn't going to do much better. I'd advise selling any you get.

Spider Climb

ID:0E	Touch	(Unknown)	Always hit	Beneficial	School: (7) Transmutation
1st Wizard	Instant		No save	Situational	Descriptor: (0)

The spell has no effects and will do nothing in combat. Its purpose is around pits and holes. If you're below a pit, you may select a memorized copy of the spell there. In addition, if you walk over a pit, your whole party fails their Climb checks, and no one has **Feather Fall** memorized, then this spell may be automatically used as a last resort to prevent 1d6 damage to your party.

Guarding against falls with Climb isn't entirely guaranteed even with maxed Climb ranks, but you always start with **Feather Fall** in the spellbook, you could memorize that instead of using up a spellbook slot for *Spider Climb*. For the purpose not covered by **Feather Fall**, climbing up pits, you typically have the Climb skill maxed on your Fighter (or possibly a multiclass Rogue/Fighter), who should also have a high Strength score. There are no pits that can't be climbed by such a character, so the other half of *Spider Climb* is wasted because of a skill you should always have. Sad.

Protection from Chaos

ID:0F	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
1st Cleric; 1st Wizard	Minutes		No save	Combat	Descriptor: (C) Law
Armor Class: +2 (Alignment ID 07)					
Saving Throw: +2 (bugged; ID 04) (Alignment ID 09)					

Protects a single character for one combat. Alignments aren't respected, so it's giving full protection against everything. I suppose combat is inherently chaotic?

You do get access to this spell (along with other protection from alignment spells) at a time where AC is appreciated. They'll also stack with other protection from alignment spells, although whether you'd dedicate the combat turns and memorization slots for this is another question. It would be nice if Saves effect actually worked, but you'll just have to deal with **Charm Person** on your natural Will Save.

Wizards have something better to do with their spellbook slots. Well, maybe they don't have better ideas after getting **Mage Armor**, but Clerics can also memorize this spell without dedicating spellbook slots. Just keep in mind you can't cast them out of combat, which means you can't get them up ahead of time before walking into a fight.

Protection from Law

ID:10	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
1st Cleric; 1st Wizard	Minutes		No save	Combat	Descriptor: (2) Chaos
Armor Class: +2 (Alignment ID 01)					
Saving Throw: +2 (bugged; ID 04) (Alignment ID 02)					

Protects a single ally for one combat. Alignments aren't respected, don't worry. This spell applies against all creatures equally.

Well, +2 AC means enemies are losing 10% off their hit rate, stacking with any other sort of protections you've got. +2 Saves means nothing at all, because the spell effect is bugged. It is decent AC that you can get from the start, but keep in mind you can't cast this spell ahead of time. Is it worth your Cleric's turn to protect someone else? Depends on the combat, probably.

Protection from Good

ID:11	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
1st Cleric; 1st Wizard	Minutes		No save	Combat	Descriptor: (7) Evil
Armor Class: +2 (Alignment ID 01)					
Saving Throw: +2 (bugged; ID 04) (Alignment ID 01)					

Protects a single ally for one combat. Not a single enemy is Good aligned, but that's alright. This game didn't properly implement targeting specific alignments, as I could tell that Kobold Archer was, indeed, missing more often than usual. The crossbow bolt clearly had good intentions.

Despite the single-mindedness being broken, you need to cast this spell in combat, taking a turn and a 1st level spell slot, to get this protection for one battle. But because this spell is different from other protection spells, they'll stack, if you're into making someone nearly invincible to physical attacks for exactly one fight at a time. Would have liked it if the Saving Throw wasn't bugged, there are nasty status effects to worry about.

Protection from Evil

ID:12	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
1st Cleric; 1st Wizard	Minutes		No save	Combat	Descriptor: (B) Good
Armor Class: +2 (Alignment ID 03)					
Saving Throw: +2 (bugged; ID 04) (Alignment ID 09)					

Protects one ally for one combat. Alignments aren't respected, so this spell helps against all attacks from anything. Case in point: I attacked my own guys, and cheating the dice so I know what was going on, the +2 AC was effective against my Chaotic Good character.

The Saving Throw is bugged, so no help there. If you have the time, you could stack other protection spells to laugh off pretty much any physical attack, but the main problem is the fact you're spending multiple 1st level spell slots and multiple combat turns doing so. But if you really need that 95% avoidance of physical attacks, that option is there, at least.

Remove Fear

ID:13	Short	Projectile	Always hit	Beneficial	School: (0) Abjuration
1st Cleric	5 Minutes	30 Feet	No save	Combat	Descriptor: (0)
Saving Throw: +4 (bugged; ID 04) (vs. Fear descriptor)					
Suppress Spell: Cause Fear [Removal]					

This spell can be cast on one target, plus one more every 4th level.

Remove Fear doesn't actually cure all fear effects, just from a specific spell. The suppression is also a prevention, so long as *Remove Fear* lasts, **Cause Fear** will never land. **Cause Fear** will fade after one or two rounds anyway, so there really isn't any point in curing that, and you only lose 10% of your accuracy while it lasts that rather short duration, so even preventing it isn't stopping anything you'll notice. Sad.

Saving Throws effects are bugged, by the way. By this, I mean it doesn't change anything in the game. It's there in the internals, it just isn't doing anything helpful.

Shield of Faith

ID:14	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
1st Cleric	Minutes		No save	Combat	Descriptor: (0)
Armor Class: 1/6Lv + 2					

A small boost to AC. It can't be cast outside of combat, so you need to spend a turn when in it to get the AC boost. For most of the game, it gives 2 AC for one combat, finally giving +3 by level 6. Of note, AC is much easier to stack to absurd amounts later in the game, so the upgrade to +3 really isn't that significant by then.

If you want to be silly with AC, *Shield of Faith* will stack with **Protection from Evil** and similar such spells, so your Cleric, given enough time and 1st level slots, can boost anyone's AC really high.

A wand casts this spell. At its caster level (1), it's only lasting 5 Rounds, and you get this wand so late. There's little point in bothering to use Wand: Faith Shield.

Cone of Cold

ID:15	Short	Cone	Always hit	Hostile	School: (4) Evocation
5th Wizard	Instant	20 Feet	Reflex Half	Combat	Descriptor: (3) Cold
Damage: 1d6/Lv (cold)					

As a 5th spell level, you can't ever get a character a high enough level to learn it, as you need a level 9 Wizard, and the game limits things to level 7. However, you can buy scrolls of this spell if you want access to it, although 900 gold per shot (with Appraise success) is still doing bad things to your wallet, and Scribe Scroll will give you no help here.

As the scroll operates at level 9, this spell is dealing 9d6 damage, or 9 to 54, biased around 31 or 32, to every enemy within the cone of effect. Well, they can make Reflex saves, so sometimes half that damage, but it'll still hurt things more than even your **Fireball** will. Just make sure no party members are between the scroll user and the enemy, or they're taking hits, too. The range is also more limiting than **Fireball**, making the scroll somewhat harder to use. Since it's a 9th level scroll, your top Wizards can't get better than 90% success rate using the scroll, and even a Rogue with 24 Charisma and 10 ranks of Use Magic Device is successful just 45% of the time, so keep in mind the chance of failure. You might want to just stick with **Fireball**, as it doesn't cost gold, won't fail on occasion, and it's really easy to smash the daylights out of entire groups with it.

Mage Armor

ID:16	Touch	Projectile	Always hit	Beneficial	School: (1) Conjuration
1st Wizard	Hours		No save	Anywhere	Descriptor: (A) Force
Armor Class: +4					

The first time your Wizard levels up, select *Mage Armor*. The next time you camp, memorize one or two copies of this spell. Cast this immediately on your Fighters or other front-line attackers, then explore. The duration means it'll last until the next time you camp, and when that happens, you'll have your memorized copies again and can refresh the spell. This game makes no distinction of enhancement types, so this armor bonus stacks with actual armor. Dear ye, your Fighters will become really tough to hit after this! Dropping 20% off the accuracy of all incoming attacks in every combat you go into from a single spell is extremely good.

Later on, you can buy these scrolls. Have your Wizard with Scribe Scroll fill one up completely, then prepare other spells (like **Magic Missile**), and camp once more. Once you're done camping, use your scroll charges on everyone in your party, then explore with everyone at +4 AC above their usual. This is as overpowered as it sounds.

Detect Secret Door

ID:17	Self	(Unknown)	Always hit	Beneficial	School: (2) Divination
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1st Wizard	Minutes	60 feet	No save	Combat	Descriptor: (0)
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For some reason, this spell is marked combat. Unsurprisingly, it does nothing when fighting stuff. Outside of combat, *Detect Secret Door* only shows up if you're standing at spots where there would be secret doors. Considering they're *secret* doors, you may have a tough time finding the right spot for this spell.

However, the only instances of secret doors to find with this spell are in the 6th floor. Additionally, such events are trivially bypassed by pressing A at those spots. Mind, in some cases with these glitchy secret doors, you actually have to be one step away, with a visible gap between yourself and this secret door, before pressing A would clear it. You would also need to be standing this far away for *Detect Secret Door* to show up as well. Since these secret doors would open right up just by pressing A, you really don't need this spell, and certainly not outside floor 6. Sad.

True Strike

ID:18	Self	(Unknown)	Always hit	Beneficial	School: (2) Divination
1st Wizard	1 Round		No save	Combat	Descriptor: (0)
Attack Roll: +20					

This spell gives the caster a phenomenal chance to hit by adding a full +20 to their Attack roll. Basically means 95% chance to hit. The big problem is duration, as by the time the Wizard gets to act again, the spell has already faded, and your next attack will probably miss anyway. The spell is of absolutely no help with ranged weapons because there's no way to use one in time.

Despite never working by the time your Wizard can do things again, it will be effective for all immediate attacks of opportunity the Wizard makes. This also depends on Initiative, and if the Wizard acted rather late in the round, that round will be over, the spell goes away, and enemies who acted sooner won't have to worry about your Wizard's accuracy. Still, if you gave the Wizard Combat Reflexes with decent Dexterity, and know how to do crazy positioning to get enemies to trigger your Wizard's attack of opportunity, then those enemies will be helping this spell get use. It can also be used as a poor man's counterspell by casting this then moving your Wizard next to an enemy spellcaster, almost certainly forcing a Concentration check, which is nice since the game has no counterspell mechanic implemented.

Then again, with all the tricks and uses I listed up there, think about who, exactly, is getting these accurate attacks. Wizards generally aren't known for having a high Strength score. Furthermore, to get attacks of opportunity, your Wizard also has to be in reach to make those in the first place, putting that low HP and thin AC into danger. It helps that unlike actual Touch range spells, you don't need to be next to an enemy to cast it, so this spell has a rather specific niche it can fill by setting the spell then moving where you need to. Unless you seriously know what you're doing, it is unlikely you can get the spell to work in your favor.

Charm Person

ID:19	Short	Projectile	Always hit	Hostile	School: (3) Enchantment
1st Wizard	Hours		Will Negate	Combat	Descriptor: (E) Mind
Status: Charmed					

The Charmed status simply makes the target take no action on each of their turns. If the only enemies remaining are Charmed, combat ends in your victory. The character will still make attacks of opportunity against enemies trying to move past or cast spells around them, but will otherwise stand there and let them attack all they like. This status will **not** go away when the character is attacked.

Moon Elf and Half-Elf are immune to *Charm Person*. Outside of the undead's immunity to Mind descriptor, nothing else is immune -- Even spiders can be affected by this spell.

The level 1 Wizard will start with **Sleep**, which can hit multiple enemies and gets all the same potential targets as *Charm Person*. This spell only targets one enemy at a time, and you need to select this spell on level up to get access to it. However, it's one main advantage over **Sleep** is that you don't risk hitting your party with the spell, so if the enemies are already swarming your Fighters, you won't have to worry about hitting them with *Charm Person*. The spell is also guaranteed to last the whole battle with its duration.

There are also a few enemies who would cast this spell on you, including early Kobold Adepts, and later another enemy will try it. A high Will Save will be needed to stop the spell. Your Moon Elf or Half-Elf will shrug off the spell 100% of the time, while a Shield Dwarf or a Cleric stands a better chance to resist it than most other characters. Once it does land on someone, there is nothing you can do to cure it that battle, and will have to deal with one fewer party member you can fight with. If your only standing party members are Charmed, you get to enjoy watching your enemies slowly chip them down for eternity waiting for them to finish the job. After winning combat, if you camp, the status will be cured. From Kobold Adepts, specifically, walking 30 steps out of battle will also cure it.

There is a scroll of this spell, and you can buy as many copies as you like. The scroll is caster level 3. If you don't want to dedicate your own Wizard's spellbook slot for this spell, you can recruit Knucklebone at the Golden Hammer Inn, and she has this spell and Scribe Scroll. You can have her fill up a scroll, then hand it off to your Wizard or perhaps a Rogue with Use Magic Device, then rely on the scroll for this spell.

Sleep

ID:1A	Medium	Burst	Always hit	Hostile	School: (3) Enchantment
1st Wizard	5/Lv Rounds	15 Feet	Will Negate	Combat	Descriptor: (E) Mind
Status: Sleep					

The spell rolls 2d4 for targeting, getting a range of 2 to 8, biased toward 5. This is how many HD (Hit Dice) of monsters this spell will affect. This HD value depends on the monster, but basically it's just the monster's level. Most of the Kobolds in the first two floors count as level zero, so this spell will always target the whole pack. Kobolds on the third floor are level one, giving some chance a few aren't even targeted. Spiders are level two.

When you start seeing red walls, those enemies are levels three or four. Once the spell is out of HD, the burst radius ends, and no further targets are affected. Note that even if the spell has 1 HD left, it'll still attempt to target a 2+ HD monster and apply the Will Save as if this was normal.



The Sleep status prevents affected targets from acting or making attacks of opportunity. Furthermore, if they are attacked physically (melee or ranged), they die, with no chance of missing regardless of AC. The Moon Elf and Half-Elf are immune to this status. Despite what they may be, enemy Drow (a dark elf) are not immune.

It is one of the three 1st level spells that Wizards begin with in their spellbook.

This is among the most powerful spells in the Wizard's arsenal. It's the next best thing to an outright instant-death spell, affecting entire groups of monsters. Not only are the affected monsters unable to do anything for a long time, but they also die from a Sling shot when you want to get rid of them. Its one drawback is that it can affect your own party if you target the spell too close, and you can't actually target open ground behind the enemies to get your team out of range. However powerful the spell is, you'd think it's locked away as a high level spell, but no, it's a 1st level Wizard spell you start the game with. Don't even have to walk one step or fight anything, just go into the camp menu and memorize. Holy snaps!

Considering how dangerously evasive and accurate the Kobolds you fight are, *Sleep* very quickly trivializes the large groups. The spell remains helpful later on, as there are several enemies who have a low Will Save. It just means the spell affects fewer of them from that HD mechanic, but the status is still crazy good then. The spell does nothing against undead, but that's why you have a Cleric who can attempt Turn Undead and deal with the unliving half of the enemies. Sleep can deal with a large number of the living half you fight.

Again, a caution about its radius. You can't target open ground to get your party out of range if the enemies close distance. If you picked Half-Elf or Moon Elf for your front line characters, they are completely immune, but otherwise, you are putting a risk at knocking your own guys asleep if they're within two or three tiles. If you don't mind playing with probability, maximizing your Will Save will reduce the chance. Usually, at start of combats, there is someone far enough away you can cast this on where no one on your party is at risk, but in case enemies get too close, it's good to be aware of the potential backfire.

There is exactly one *Sleep* scroll to find, at caster level 2. Too bad you can't buy them, so take care of the one scroll you do get. Having 10 shots of *Sleep* in an inventory slot should help to keep you safe if you choose to memorize other spells.

Magic Missile

ID:1B	Medium	Projectile	Always hit	Hostile	School: (4) Evocation
1st Wizard	Instant	10 feet	No save	Combat	Descriptor: (A) Force
Damage: 1d4+1 (Force)					

For every two full Wizard levels above 1st, you get an extra missile to target with. After you press A, it will look like the game basically ignored your command, but you've got another missile to distribute. That is, if you're at level 3 or higher. You have one missile for levels 1 and 2, two missiles for 3 and 4, three at 5 and 6, and finally get four at level 7. Presumably, whoever you target, you can't target some other enemy more than 2 squares away.

It is one of the three 1st level spells that Wizards begin with in their spellbook.

This is a spell you should get familiar with quickly, as when you start your Wizard, their default memorization slots are all on *Magic Missile*. Each shot does 2 to 5 damage, and are 100% guaranteed to hit. The first boss monster you come across is immune, for some reason, but otherwise the spell is an extremely reliable damage dealer, which even scales upward as you gain levels. Against your first Kobolds, it stands a good chance at defeating some of them in one shot.

Even though this spell is an excellent source of damage, and is every bit as useful as it sounds, it is not my recommended top spell to memorize. That would go to **Sleep**, which is capable of dealing with entire Kobold groups at once, instead of one Kobold at a time. Regardless, *Magic Missile* isn't going up against a Will Save, and won't accidentally hit your party, so against some higher threats like Kobold Adepts, this spell can more reliably chip them down than **Sleep**. There aren't useful 1st level spell choices other than *Magic Missile* for undead, but then that's why you also bring a Cleric who can wipe them out with Turn Undead.

You can find a wand that casts this spell, around halfway through the game. Unfortunately, despite being a caster level 5 wand, it's only shooting one missile at a time, so it's value is rather limited when it means 2 to 5 damage per turn. I would advise selling it, or if you're some sort of completionist, pack it away on someone you're leaving behind as a storage.

Ray of Enfeeblement

ID:1C	Short	Ray	Can miss	Hostile	School: (6) Necromancy
1st Wizard	Minutes		Fortitude Negate	Combat	Descriptor: (0)
Ability: -1/2Lv - 1d6 Strength					

Reduces the target's Strength. This should make them hit less often, and with less damage as well. However, the spell has two chances to fail, in that you have to first hit the target, and additionally get past their Fortitude Save as well. Undead are immune to Ability effects, so don't bother trying to weaken zombies. In any case, the effect itself isn't impressive, particularly as you should have a spell (**Sleep**) of the same level that has only one chance to fail per target, affects a group, and stops actions outright.

If you have an extremely weak party member, you can theoretically cast this on them and wrap that Strength score to 250+, although you still have the two chances to fail, and you can't cast this outside of battle. Since the spell is probably reducing 2 to 7 Strength the first moment you can get it, improving to 4 to 9 by level 6, even a hit isn't a guarantee you'll wrap that stat around. Not without an incredibly low Strength roll on character creation, where a 3 stat without racial adjustment happens one chance out of 1296.

Hand of Pronto (ID 1D)

ID:1D	Touch	Projectile	Always hit	Neutral	School: (5) Illusion
	Permanent		Fortitude Negate	Situational	Descriptor: (2) Chaos

A dummy spell. It's apparently some kind of chaotic permanent illusion spell that's can be resisted with sheer fortitude, but considering it has no attached effects, somehow casting it won't have any effect. It's merely a placeholder that didn't get used.

Aid

ID:1E	Touch	Projectile	Always hit	Beneficial	School: (3) Enchantment
2nd Cleric	Minutes		No Save	Anywhere	Descriptor: (E) Mind
Attack Roll: +1					
Saving Throw: +1 (bugged; ID 04) (vs. Fear descriptor)					
Temporary HP: 1d8					

Let's take stock:

- **Attack Roll:** Works fine. +5% chance to hit.
- **Saving Throw:** Bugged, does nothing.
- **Temporary HP:** Bugged, due to some strange fail in the game, and also does nothing.

The only thing you're really getting is +1 Attack. The only reason this is still useful is the fact it has a Minutes duration, lasting 15 rounds in combat at level 3, and infinite rounds at level 4 and above, only fading after your 2nd or 3rd step out of combat. It's basically **Bless**, except it only benefits one combatant when used in combat, and takes up a different spell slot.

Because they're different spells, *Aid* will stack with **Bless**, but for only one ally. Best use it just before entering combat. If you want the Attack bonus, you might want to look at **Bull's Strength** instead, as that spell will last combat after combat, instead of helping you for exactly one fight. There are many helpful 2nd level spells that this spell competes for memorization slots, so it may not be as useful to pick this spell.

Bull's Strength

ID:1F	Touch	Projectile	Always hit	Beneficial	School: (7) Transmutation
2nd Cleric; 2nd Wizard	Hours		No save	Anywhere	Descriptor: (0)
Ability: +1d4+1 Strength					

Boosts Strength by 2 to 5, lasting until you camp. Since it's the Strength score that determines damage dealt of some attacks, this spell is one of the few ways to boost your damage output. It is a great spell, as you can cast it up on your party right after camping and benefit in every combat from just a few memorized copies of this spell, getting through combats faster when your Fighters and Clerics can beat them up quicker. Despite this, it is probably not a good idea to spend your Wizard's spellbook slots on this spell, as your Cleric will be able to cast the spell when at a high enough level. If you're running a no-Cleric party (for a challenge...?), then yes, definitely get this spell on a Wizard.

You can buy potions that cast this spell. There might be a reason to have your Cleric memorize other spells if a fight is especially tough for some reason, or perhaps you decided on a no-Cleric party and didn't allow your Wizard to learn *Bull's Strength*, in which case buying a few potions and avoid camping for as long as you feel safe doing so is a potential strategy you can take. Of course, my advice would be to have your Cleric memorize as many copies as you need per camp.

A quick reminder on what Strength does for you:

- Damage dealt by melee attacks
- Attack bonus (chance to hit) with melee attacks (best of this or Dexterity w/ Weapon Finesse)
- Attack bonus for spells that "Can miss" (... don't ask)
- Skills improved: Climb

Cure Moderate Wound

ID:20	Touch	Projectile	Always hit	Beneficial	School: (1) Conjunction
2nd Cleric	Instant		No save	Anywhere	Descriptor: (0)
Healing: 1/Lv + 2d8					

Restores an average of 4.5 more HP than **Cure Light Wounds**. Because two dice are used, it is more reliable at recovering mid level HP (around 9, plus Cleric levels) than the lesser version. It is a useful healing spell, but the spell level it's on has a wide array of other useful spells. You may have trouble finding room for even this spell when the likes of **Bull's Strength** takes the same slots.

Divine Favor

ID:21	Self	Projectile	Always hit	Beneficial	School: (4) Evocation
1st Cleric	5 Rounds		No save	Anywhere	Descriptor: (0)
Attack roll: +1/3Lv (min. 1)					

1 Attack means 5% better chance to hit. It upgrades to +2 Attack (+10%) at level 6. However, the spell only targets caster, and for only 5 rounds at that.

Not really a good spell. If you cast this spell in combat, you are spending your Cleric's turn buffing their own Attack, and then you only have 4 rounds to make up for an attack you didn't do, which is very unlikely on 5% or even 10% bonus.

Despite the duration, you are able to cast this spell out of battle. One step, even if combat immediately begins, the spell is gone. In order for the spell to stick, you need to select Fight in the menu to trigger the battle, without taking a step, which generally means you must already be close enough to an enemy group and also facing them as well to confirm that Fight command is available. After really making sure of that, *Divine Favor* gets slightly more helpful, as not only did you save a combat turn, but you can cast it on other characters, as the Self range is ignored when out of combat. Probably the only way to get a positive gain from this spell.

If you need an Attack bonus, you might want to consider **Bless** instead, as it helps the party when cast in combat, and has a longer duration at level 2 or higher as well.

Endurance

ID:22	Touch	Projectile	Always hit	Beneficial	School: (7) Transmutation
2nd Cleric; 2nd Wizard	Hours		No save	Anywhere	Descriptor: (0)
Ability: +1d4+1 Constitution					

Boosts Constitution by 2 to 5, lasting until you camp. While Constitution does determine max HP, this temporary Constitution boost does not affect it. The only real benefits are to your Fortitude Save and to your Concentration checks if you like casting spells next to enemies. There are two distinct monster types that do have physical attacks with a secondary status they try to apply, and these status effects are on the level of **Hold Person**, so protecting against those (both target Fortitude) would help in the late game. The fact you can cast it after camping then forgetting about it means the only thing you pay is a memorized 2nd level spell slot, but then there are a lot of useful 2nd level spells to pick through.

Note that both Clerics and Wizards have access to this spell. You may want to leave it up to your Clerics for this spell, as they simply gain access to all spells of a level, unlike Wizards who need to select two spells per level into their spellbook.

A quick reminder on what Constitution does:

- HP per level (but this spell fades before the level up process, and max HP isn't retroactively adjusted by this spell)
- Fortitude Save
- Skills improved: Concentration

Hold Person

ID:23	Medium	Projectile	Always hit	Hostile	School: (3) Enchantment
2nd Cleric; 3rd Wizard	Rounds		Will Negate	Combat	Descriptor: (E) Mind
Status: Held					

Held status is nasty stuff. Much like what you've been doing with **Sleep** (or should have done), the affected is unable to act or deal attacks of opportunity, and additionally will die from the next physical attack. The area of effect and duration of this spell is far inferior to **Sleep**, but your Cleric doesn't have other access to overpowered status spells. Unfortunately, the 2nd spell level for Clerics is bloated with other useful spells, so it will be difficult to find memorization slots for a Cleric's *Hold Person*.

From the mid-game on, the horrible thing to watch out for is the fact enemies like to cast this spell on your party. If ever you kept seeing "miss, miss, miss, 4 damage, miss, miss" on your Fighters, then saw a mysterious spell that did a plus sign, then "what the snap, 53 damage and I die?!" all of a sudden, it's because the Held status made the physical attack deadly. You will want a high Will Save to make this less likely, as it doesn't matter what your HP or AC are once someone is Held. All that matters is a physical attack is made at all against a Held someone, and 100% of the time, that physical attack kills. A pure Fighter and multiclass Fighter/Rogue are most vulnerable to this. A Cleric and multiclass Fighter/Cleric are better protected. Iron Will helps, as does being a Shield Dwarf. Having good Wisdom also improves your chances. A Shield Dwarf Fighter/Cleric with Iron Will and good Wisdom is among the best defended front line party members you can have. Whatever the case, this one spell is the main threat against you later on, so you will want good Will Saves.

You can buy scrolls of *Hold Person* as early as the Golden Hammer Inn. A Cleric with Scribe Scroll can fill it up to the maximum of 10 shots, which is a great way to have access to this spell when otherwise your 2nd level spell slots are too busy elsewhere. As a level 3 scroll, it will last the immediate round plus the one after, so make sure someone can find time to finish off the enemy. Even a Sling will trigger the instant death with a 100% guarantee.

Inflict Mod. Wound

ID:24	Touch	Projectile	Always hit	Hostile	School: (6) Necromancy
2nd Cleric	Instant		Will Half	Combat	Descriptor: (0)
Damage: 1/Lv + 2d8 (Force)					

Deals damage to an adjacent enemy. Means its range allows said enemy to make an attack of opportunity before the spell actually lands, so you're taking extra attacks if you want to use this spell. Curiously, this spell is tagged with "Always hit", unlike its weaker cousins, so it bypasses AC calculations, making it more reliable at dealing damage than that Light Mace +1 you should have by now, if that attack of opportunity is either used on something else, missed the Cleric, or it hit while Concentration check succeeds. 2d8 damage plus one more point of damage per level is a fair amount, even Wizards don't have anything stronger right at the level this becomes available, though enemies get a chance to cut that in half with a Will Save.

Unfortunately, as a 2nd level spell, it competes with slots for more useful spells like **Bull's Strength**, so you may never pick this spell. Probably not a bad idea to ignore *Inflict Mod. Wound* as this spell helps exactly once, while **Bull's Strength** continues to give results combat after combat.

Note that this spell damages undead in this particular game, despite what you may think should happen, but you really should instead be trying Turn Undead in most cases involving undead.

Lesser Restoration

ID:25	Touch	Projectile	Always hit	Beneficial	School: (1) Conjunction
2nd Cleric	Instant		No Save	Anywhere	Descriptor: (0)
Suppress Effect: Ability [Removal]					

This spell is glitched. Well, okay. It does *exactly* what its effect states. Here's the full list of what you're actually "curing":

- **Ray of Enfeeblement**
- **Bull's Strength**
- **Cat's Grace**
- **Endurance**
- **Eagle's Splendor**

None of these spells are cast by any enemy. There do exist effects which damage your stats, but since they are not status spells, *Lesser Restoration* leaves those alone. There are attacks that reduce your Dexterity, and a few poison effects that damage various ability scores, yet this spell does nothing to restore damage from those. Sad.

Ignore this spell. *Lesser Restoration* has no value when the only thing it does is gets rid of spells you cast yourself, destroying the beneficial things you have no reason to remove, and you really shouldn't be casting **Ray of Enfeeblement** on yourself to begin with.

You can also buy scrolls of this spell. Considering how poorly implemented the spell is, anything more than none is too many scrolls. Don't buy any. You can find a potion also containing this spell. It appears shops are smart enough not to sell these.

Remove Paralysis

ID:26	Short	Projectile	Always hit	Beneficial	School: (1) Conjunction
2nd Cleric	Instant		No Save	Anywhere	Descriptor: (0)
Suppress Spell: Hold Person [Removal]					
Suppress Effect: Action [Removal]					

Specifically removes **Hold Person**, and only that spell. There is one other source of paralysis, but this spell has no effect on that. Mind, the Held status is absolutely nasty, and is the most likely thing to kill your party members starting mid-game. The Action effect technically exists, except there are no spells, specials, or status that uses it.

Remove Paralysis would be a useful spell to have, just in case a Fighter is hit with the one nasty status this spell cures, and there are a few enemies who do cast **Hold Person**. The main problem here is that it requires your Cleric to have a turn between the moments an enemy casts that nasty spell and a second enemy acts to take advantage of the guaranteed instant kill. If the Initiative lines up just right, then yes, you'll have a way to get out of the one-hit kill status. You'll just have a hard time getting a situation where the status exists long enough for your Cleric to then fix it.

Melf's Acid Arrow

ID:27	Long	Projectile	Can miss	Hostile	School: (1) Conjunction
2nd Wizard	0.5/3Lv + 0.5 Rounds		No save	Combat	Descriptor: (1) Acid
Damage: 2d4 (Acid)					

Deals damage to a single target, with an impressive range. The spell has a duration, but unfortunately the damage status does nothing, so your only benefit is the immediate damage. This means there's no scaling to the damage, and by the time it's available, your **Magic Missile** is doing more damage. The fact *Melf's Acid Arrow* can miss means it's not even as reliable in dealing that damage. There are better 2nd level damage spells to consider.

There is an early boss who will resist every damage spell in the 0th and 1st levels, for whatever reason. 2nd level spells are above this resistance, but he's immune to cold and shock damage, leaving only two choices. Unfortunately, he also has 14 unarmored AC, and unless you thought 16 Strength looked good on a Wizard, you're probably getting less than 50% chance to hit. Why Strength? **The reason is... strange**. If you're going to fling any spells at this boss, stick with **Aganazzar's Scorcher**.

You can buy scrolls of this spell. They are caster level 5. Do not expect more from these scrolls. Not even good replacements for your Rogue/Fighter's archery, as Use Magic Device doesn't have perfect success rate in most cases.

Web

ID:28	Medium	Burst	Always hit	Hostile	School: (1) Conjunction
2nd Wizard	5/2Lv Rounds	20 feet	Reflex Negate	Combat	Descriptor: (0)
Attack roll: -2					
Status: (6)Entangled					
Ability: -4 Strength (glitched)					

The Entangled status also applies -2 Attack and -4 Dexterity. The game is furthermore glitched into continuing status effects instead of magic effects for the -4 Strength up there, and it instead does something unknown, probably nothing. Overall, this should mean -4 Attack, -4 Dexterity, and the enemy is stuck in place for a while.



Be careful, it can hit your own guys, too, mind the 20 foot radius. Because this spell targets the Reflex Save, it can hit enemies that your **Sleep** spell would have trouble hitting, including the final boss. It can be worth having, as you can then stay out of range of the enemies and use your own ranged attacks, although there are a lot of other useful 2nd level spells.

Entangled will itself prevent movement. Every turn, everyone affected by Entangled will try Escape Artist checks, for free, to remove this status. Entangled might not last the full duration this spell allows because of these checks, but the side effects will remain for the whole duration regardless of Escape Artist, so the -4 Attack and -4 Dexterity will remain.

You can find a scroll of this spell, at caster level 4. It can be a way to deal status to enemies from an inventory slot rather than a memorization slot, in case you think you have better ideas on what other 2nd level spells to memorize. You can't replace the scroll, so if you do plan to use it, try to make sure the last remaining shot on the scroll doesn't get used up.

Blur

ID:29	Touch	Projectile	Always hit	Hostile	School: (5) Illusion
2nd Wizard	Minutes		Will Negate	Anywhere	Descriptor: (0)
Armor Class: +4					

Gives as much AC as **Mage Armor**. It also lasts much shorter, helping out in exactly one combat in most cases, so *Blur* is less valuable. Its only advantages being that it takes a different spell slot and the fact it stacks with **Mage Armor**. Still, if you're looking for near-invincibility, an extra +4 on top will certainly help get you close to that.

Note that it counts as a hostile spell with a Will Save. If you try to cast this on a party member on combat, it might fail because their willpower didn't want to let it happen. This is a problem as the effect of the spell is strictly beneficial, yet your Cleric is going to resist it often. You can cast this spell outside of combat, and if used there, it does bypass the save chance, so the spell can be guaranteed to work. Keep in mind that, as a Minutes duration spell, if you cast this spell at level 3, it will not even last a single step it takes to get into battle. If you can start it by going into the menu and selecting Fight there, without needing a single step, the spell sticks for 15 Rounds in that combat. At levels 4 or 5, you can walk one step and keep the spell, going up to two steps at levels 6 and 7, and this means you can walk the one step needed for battles right around corners. This will help to know if you want to start battles with someone at a higher AC.

There are also scrolls of *Blur* you can buy. As these are caster level 3, using one out of combat means you won't get that one step buffer, and since in-combat use is unreliable and takes a turn, it's probably only going to be useful in combats you can trigger by using the menu. Even so, 10 shots of *Blur* in an inventory slot means you're not spending memorized slots once you're done charging the scroll, leaving the choice of whether the spell is worth a spellbook slot to begin with. There are a lot of useful 2nd level spells.

Hand of Pronto (ID 2A)

ID:2A	Touch	Projectile	Always hit	Beneficial	School: (5) Illusion
	0 Rounds		No save	Combat	Descriptor: (0)

A dummy spell. It's apparently an illusion spell that sticks around for no length of time, and presumably helps an ally. You are free to come up with wild theories on what this was supposed to do (don't bother guessing **Blur**), but the *Hand of Pronto* is simply a placeholder that didn't get used.

Ghoul Touch

ID:2B	Touch	Projectile	Can miss	Hostile	School: (6) Necromancy
2nd Wizard	2-4 Rounds		Fortitude Negate	Combat	Descriptor: (0)
Status: Paralyzed					

Paralyzes a target, allowing a follow-up physical attack, even from a Sling, deal guaranteed instant death while they can't do a thing. Useful this may be, but this spell allows three chances to fail before it ever lands:

- Attack of opportunity: As a Touch spell, you must be next to an enemy while casting it.
- Can miss: The spell needs to actually hit if it's going to do anything.
- Fortitude Negate: Even if it hits, there's one last chance for an enemy to resist.

Blame how this game implements Touch spells. In most cases, it's not even worth trying, as you just put your Wizard into danger, probably sent an attack of opportunity to said Wizard, and still have a pretty strong chance this doesn't affect an enemy. If you can get past all that, yes, the status means the enemy is effectively dead, but you're running against a pretty bad chance just to stop a single foe.

Curiously, this spell works against undead, though it really shouldn't. Skeletons and Albrik are immune anyway because all 12 of their status slots are crammed with their specials, but it works against other undead, giving a target that **Sleep** won't work on. Further helping this spell is that all undead are given 0 Constitution, making Fortitude easy to bypass. This really shouldn't work, but it does. Of course, your Cleric can destroy most undead just fine, but at basically the very end of the game, you'll finally get something to use *Ghoul Touch* on...

Let's enumerate the final boss!

- Attack of opportunity? By then, you'll have **Stoneskin**, and can ignore it that way.
- Can miss? The final boss and his bodyguards all have low Dexterity and are large, with 9 unarmored AC. With just the +3 from Base Attack Bonus, your Wizard starts at 75% chance to hit. Another +4 would move this to 95%, if you want to hunt for bonuses like **Bull's Strength** or **Bless**.
- Fortitude? As a level 7 Wizard with 18 Intelligence, the final boss resists only 25% of the time, while his bodyguards resists with 5% chance.
- Could **Sleep** work instead? Not likely. The final boss has an insanely high Will Save, resisting with no less than 80% chance, while the undead bodyguards are flat-out immune.
- Hit points? It's going to take a few **Fireballs** from your Wizards and a beat down by your Fighters. The undead bodyguards could be hit with Turn Undead, but only just barely by a top level Cleric with very good Charisma. Once paralyzed, a single attack from a Sling is all that's needed to kill.

It's almost like the final boss was specifically designed around making *Ghoul Touch* work, having every one of these factors converge at once to make it useful. It's basically useless right up until that moment. If you want this 'magic bullet' for the endgame, pick it up as you get your Wizard to level 6, as you will not miss a 3rd level spellbook slot. Not level 7, as you'll probably want to have two 4th level spells, and you need **Stoneskin** as part of this 'magic bullet' you're looking for.

Scare

ID:2C	Medium	Burst	Always hit	Hostile	School: (6) Necromancy
2nd Wizard	Rounds	15 feet	Will Negate	Combat	Descriptor: (8) Fear
Status: Shaken					

The Shaken status gives -2 Attack and mildly affects Saving Throws, but changing Saves with spells are broken anyway.



The spell's effect is rather weak. It does strike groups, at least, so multiple monsters are 10% less accurate. Just that at level 3, the spell's only lasting 2 rounds, and even at level 7, that's only 4 rounds. It's probably better to cast **Blur** just before a fight so any attacks to that character you protected is 20% less accurate, for a much longer period of time. Since the Shaken status isn't doing a lot, that makes *Scare* a rather weak spell to bother spending on one of your precious spellbook slots.

Cat's Grace

ID:2D	Touch	Projectile	Always hit	Beneficial	School: (7) Transmutation
2nd Wizard	Hours		No save	Anywhere	Descriptor: (0)
Ability: +1d4+1 Dexterity					

Notice: This spell also removes any existing Ability effects. The internals don't indicate this, so some glitch in the game is treating this as a removal effect, in addition to giving Dexterity.

Gives 2 to 5 Dexterity, until you camp. As it has a number of useful effects, including Initiative, AC, hitting with ranged weapons, starting combat hidden, and those sorts of nice things, having a Wizard learn this means someone on your party will be more stylish. The AC stacks fine with **Mage Armor**, and both spells do last until camp. As Clerics can't learn this spell, you'll need a Wizard spending a spellbook slot for this spell, but it is worth it. Especially since there exists a scroll you can find, so Scribe Scroll, fill the scroll to 10 charges, then memorize other 2nd level spells and then you can have a squad of highly dexterous heroes. Just make sure that, before you cast **Bull's Strength**, **Endurance**, or **Eagle's Splendor**, that this spell is the first one on, or else some glitch happens and you lose these other spells when this one goes on. Also, don't lose the scroll.

There's also a potion you can buy. Unless you lost the scroll or never bothered learning *Cat's Grace* on a Wizard, you really should charge up the scroll and use that for free. If the scroll option isn't available, then getting potions might be preferable to having a Wizard use up memorization slots. Or have access to its effects at all if you didn't get a Wizard with this spell.

A reminder on what Dexterity does for you:

- Armor Class (helps avoid physical attacks)
- Reflex Save (slightly helpful)
- Initiative (turn order)
- Attack bonus (chance to hit) with ranged weapons
- Combat Reflexes (Feat), number of attacks of opportunity available per round
- Weapon Finesse (Feat), Attack bonus with melee weapons (best of STR or DEX, they don't stack); same with "can miss" spells
- Skills improved: Escape Artist, Hide, Open Lock, Tumble

Knock

ID:2E	Medium	Projectile	Always hit	Beneficial	School: (7) Transmutation
2nd Wizard	Instant		No save	Situational	Descriptor: (0)

There are 52 instances where this spell can be used. They are various locked doors and trapped chests you may want to open. Every one of these can be opened with Strength, Open Lock, or Disable Device, and you might not want to anyway because there is an upper limit to the Party Inventory. Opening too many of these means you can't get rid of the key items filling up the 16 slots. If that happens, you can't win the game. Sad. *Knock* might be useful if you know your way through the game and want to speedrun it, but Open Lock can already do the necessary tasks after a few tries. Otherwise, just rely on key items and your Rogue, as *Knock* does not let you access anything the other methods can't do, and you don't want to waste spellbook slots on frivolous things.

Despite being a non-combat spell, it'll show up in combat. Do not expect results casting this spell in combat.

You can buy a wand of this spell. Not only do you spend thousands on it, you can't even use it on doors this spell would work on, as wands are combat only. It's 3600 gold of distilled disappointment.

Curse of Ill Fortunes

ID:2F	Medium	Projectile	Always hit	Hostile	School: (7) Transmutation
2nd Cleric	Minutes		Will Negate	Combat	Descriptor: (0)
Attack Roll: -3					
Saving Throw: -3 (bugged; ID 04)					

This spell makes the target less likely to hit. At level 3, this lasts 15 Rounds, and higher levels means it lasts until combat is over (unlimited Rounds). A single enemy will lose 15% of their hit rate for what may as well be the entire battle. Saving Throws aren't affected, because the effect is bugged.

The big problem is that **Hold Person** exists, targets the same Will Save for identical chance to work, takes the same spell slot, and makes the target have 0% chance to hit because they can't act. Granted, *Curse of Ill Fortunes* lasts longer, but a follow-up physical attack (a Sling would work) on a Held target is guaranteed death, and that result is permanent. There are enemies who can be affected by this spell, but not **Hold Person**, although every one of them can instead be hit by Turn Undead. If you're considering this spell, you have a Cleric. *Curse of Ill Fortunes* itself may be mostly like giving yourself +3 AC against a specific enemy for one battle, but there is essentially a superior option available.

Spell Shield

ID:30	Touch	Projectile	Always hit	Mixed	School: (0) Abjuration
2nd Cleric	Minutes		Will Negate	Anywhere	Descriptor: (0)
Saving Throws: +3 (bugged; ID 04)					

The spell would like to grant 15% resistances. Unfortunately, Save modifiers from status is bugged, so the spell actually does nothing. Sad.

The spell itself is also marked as a hostile spell that can be negated by Will Save. This means casting it on an ally in combat might fail, but it'll always work if you cast it outside of any fights. Not that it matters, the spell isn't doing anything either way.

Aganazzar's Scorcher

ID:31	Short	Line	Always hit	Hostile	School: (4) Evocation
2nd Wizard	Instant	15 feet	Reflex Half	Combat	Descriptor: (9) Fire
Damage: 1d8/2Lv (Fire)					


Deals damage to targets in a line, starting from the caster. It's your only passable choice of spell damage against an early boss, as all your others will be resisted outright. Well, other than **Melf's Acid Arrow**, but that spell isn't likely to hit.

At level 3, when the spell first becomes available, it's only dealing 1 to 8 damage. It gets more reasonable at level 4, improving to 2 to 16 damage, with a decent bias toward 9. It's at full potential at level 6, with 3 to 24 damage, although by then you'll have better damage options. The spell's range is rather weak, generally difficult to get more than two enemies at a time, and party members in the way are going to get hit. Aside from the specific purpose of making your first boss fight a little easier, and the fact it has better damage dice than other spells of its level, that range makes *Aganazzar's Scorcher* more difficult than **Gedlee's Elec. Loop** or **Snilloc's Snow. Swarm**.

There are scrolls for this spell, at caster level 2. Since the scrolls only deal 1 to 8 damage, don't bother keeping them. You'll get better damage options elsewhere. You'll also get a wand from an early boss that does a nicer 2d8 damage, good for the spiders you're about to encounter, and the fact it doesn't provoke attacks of opportunity is a major help for this spell's range. It gets outclassed pretty quickly, and isn't much good past Floor 6, so just spend a few charges off the wand whenever it'll make things easier, then sell it. Or preserve it as part of your unique items collection or something.

Gedlee's Elec. Loop


ID:32	Short	Burst	Always hit	Hostile	School: (4) Evocation
2nd Wizard	Instant	6 feet	Reflex ???	Combat	Descriptor: (6) Electricity
Damage: 1d6/2Lv (Shock)					

Deals damage to a rather small area. A certain boss is immune, but otherwise the spell will harm pretty much anything. The range is fairly short, but you can usually hit three or four enemies, and it is relatively easy to place this spell without hitting your party. The Save used for this spell is glitched, and though it is flagged with using the Reflex Save, the result uses a strange ID number that has no effect, so unlike other spells, this one will always do full damage. 

At level 3, it's only dealing 1 to 6 damage. It's not a good spell to get that early, as the low numbers simply do not agree. At levels 4 and 5, it's a more respectable 2 to 12 damage, and it gets peak power at level 6, with 3 to 18 damage. With the Save being glitched, the damage will be pretty consistent. It won't work against an early boss and deals less damage than **Aganazzar's Scorcher**, and it doesn't hit as wide an area as **Snilloc's Snow. Swarm**, but at least *Gedlee's Elec. Loop* has some advantages that let it stand out compared to these other two spells.

Snilloc's Snow. Swarm

ID:33	Medium	Burst	Always hit	Hostile	School: (4) Evocation
2nd Wizard	Instant	10 feet	Reflex Half	Combat	Descriptor: (3) Cold
Damage: 1d6/3Lv + 1d6 (Cold)					

Deals damage to a group of enemies. It's range is good, and strikes a decent sized area, though do keep in mind whether the spell may hit your party. The cold damage will have no effect against skeletons, so rely on your Cleric's Turn Undead to deal with them. It is also useless against an early boss. 

At level 3, it does 2 to 12 damage, biased toward 7. It's a good damaging spell the instant it is available, unlike **Aganazzar's Scorcher** or **Gedlee's Elec. Loop**, but those spells catch up by level 4. Once at level 6, *Snilloc's Snow. Swarm* upgrades to its full potential at 3 to 18 damage. Among the 2nd level damage spells, this one is the easiest to use against enemy groups, and can often hit more of them. In comparison, **Aganazzar's Scorcher** has a difficult to use range, but deals the most damage and can also harm an early boss, while **Gedlee's Elec. Loop** is capable of hitting skeletons and will never get half damage thanks to its glitched Save stat, but has a short range and won't hit as many enemies as *Snilloc's Snow. Swarm*. Overall, I prefer *Snilloc's Snow. Swarm* because it's already doing good damage at level 3, and the range is better than the other spells.

This spell has a scroll, which works at caster level 5. Unfortunately, it's one level short of the next damage threshold, dealing only 2d6 damage, so the only practical thing level 5 has over level 3 is that the scroll is less likely to work with Use Magic Device, and Wizards less than level 5 might fail to use it. Sad. Still, until you can get the big scrolls for **Lightning Bolt** or **Fireball** up and going, this scroll might see some use.

Eagle's Splendor

ID:34	Touch	Projectile	Always hit	Beneficial	School: (7) Transmutation
2nd Wizard	Hours		No save	Anywhere	Descriptor: (0)
Ability: +1d4+1 Charisma					

Gives 2 to 5 Charisma, until you camp. For the most part, this means your Cleric does Turn Undead better, and your Rogue is more likely to get scrolls working. With dialog skills the only other effect, it is basically useless for Fighters and Wizards. By the time you get access to this spell, there are still plenty of nasty undead in the way, and having your Wizard provide a boost to your Cleric is certainly going to be of great help. Aside from that, Rogues become more useful if they have some spells in scroll form to use, which becomes more likely to work when Charisma is boosted. Scrolls of this spell exist, allowing the Wizard with Scribe Scroll get up to 10 charges in an inventory slot, then camp with other spells memorized, while still helping your Clerics and Rogues.

A reminder on what Charisma does:

- Cleric's Turn Undead: Improves chances on highest HD (level) allowed to work against tough undead
- Cleric's Turn Undead: Improves total number of HD (level) to defeat multiple undead
- Skills improved: Bluff, Diplomacy, Intimidate, Use Magic Device

Bestow Curse

ID:35	Touch	Projectile	Always hit	Hostile	School: (7) Transmutation
3rd Cleric; 4th Wizard	Permanent		Will Negate	Combat	Descriptor: (0)
Attack Roll: -4					
Saving Throw: -4 (ID 00)					

Whatever the intent was, the Permanent duration doesn't work, and the spell always fails as a result. This spell is useless.

The spell is supposed to make the target 20% less accurate forever, and its Saves uses ID 00 instead of the bugged ID 04, but it doesn't matter. The spell will never work because the Permanent duration wasn't tested. It would be cured by **Remove Curse**, but since it can't stick to begin with, the cure is useless, too. If Colstan Rhuul casts this spell, he's giving your guys a free attack of opportunity.

Blindness

ID:36	Medium	Projectile	Always hit	Hostile	School: (7) Transmutation
3rd Cleric	Permanent		Fortitude Negate	Combat	Descriptor: (0)
Status: Blinded					

Whatever the intent was, the Permanent duration doesn't work, and the spell always fails as a result. This spell is useless.

I don't know the details implemented in this game. Taking from other sources, Blinded *should* give -2 AC, disable Dexterity bonus to AC, reduce movement speed, always fail Spot (chances of -2 Initiative penalty), -4 to Search, Climb, and DEX skills, and your chance to hit is cut in half. That would be a rather sizeable package of effects, but... Uh, the spell doesn't work because they didn't handle the Permanent duration. Without cheating the status directly in, there's no way to know what it does.

Deafness

ID:37	Medium	Projectile	Always hit	Hostile	School: (7) Transmutation
3rd Cleric	Permanent		Fortitude Negate	Combat	Descriptor: (0)
Status: Deafened					

Whatever the intent was, the Permanent duration doesn't work, and the spell always fails as a result. This spell is useless.

If we're going by 3rd Edition Dungeons & Dragon rules, it *should* lower Initiative by 4, cause divine and arcane spells to fail 20% of the time, and Listen is guaranteed to fail (affects chances of -2 Initiative penalty in combat). But this GBA game has proven notorious for failing a number of basic implementations, like having this spell work at all. It isn't working because the Permanent duration was not given quality assurance.

Cure Serious Wounds

ID:38	Touch	Projectile	Always hit	Beneficial	School: (1) Conjuraton
3rd Cleric	Instant		No save	Anywhere	Descriptor: (0)
Healing: 1/Lv + 3d6					

At level 5, it's healing 8 to 23 HP, biased around 15 or 16, an average of 1.5 more HP than **Cure Moderate Wound**. It's not 4.5 because someone forgot the right dice to use and this spell only uses 6-sided dice instead of 8.

This is one of only two working 3rd level Cleric spells, so most if not all slots will be dedicated on *Cure Serious Wounds* anyway. You'll just wish there's more to do with your Cleric.

You may buy potions of this spell, for anyone to use. It's just really pricey for one shot, 600 gold if Appraise succeeded. The potion being level 3 means it recovers 3d6+3 HP, or 6 to 21 HP, biased around 13 or 14. I suppose if there's an emergency for getting back HP, and you can't wait for a Cleric, you might feel slightly safer with one of these. The problem is the cost. Regularly replacing these potions will leave your wallet empty pretty fast.

Dispel Magic

ID:39	Medium	Projectile	Always hit	Neutral	School: (0) Abjuration
3rd Cleric; 3rd Wizard	Instant		No Save	Combat	Descriptor: (0)
Suppress Descriptor: (0) [Removal]					
Suppress Descriptor: (8) Fear [Removal]					
Suppress Descriptor: (E) Mind [Removal]					

The spell is bugged. At least, I haven't had success removing **Cat's Grace** with it. Apparently, it should get rid of all sorts of magical effects, as a majority of them are blank descriptors, but it didn't get rid of a Descriptor (0) spell in my one test. Sad. Well, I'm open to further testing, but unless you want to do some testing yourself, I'd advise staying well away from a spell that did nothing in my tests.

There's a scroll you can buy. Classed as a Wizard's scroll, caster level 5. Do not keep a bugged spell in your inventory.

Inflict Serious Wound

ID:3A	Touch	Projectile	Always hit	Hostile	School: (6) Necromancy
3rd Cleric	Instant		Will Half	Combat	Descriptor: (0)
Damage: 1/Lv + 3d6 (Force)					

Deals damage to an adjacent enemy. At level 5, when it is first available, it's dealing 8 to 23, biased around 15 or 16, with a chance this can be halved from a Will Save.

Another Inflict spell tagged with "Always hit", so after dodging the attack of opportunity with your heavily armored Cleric, there's no other way for this spell to be fully stopped. Someone forgot which dice this spell actually use, so this particular variant is weaker than intended, only dealing 1.5 more damage on average than **Inflict Mod. Wound**, but aside from a cure spell, all the other 3rd level Cleric spells *do nothing*. An average of 15 or 16 is almost certainly more than your Light Mace +2 is going to do, and even if it is halved by the Will Save, it's not uselessly low. Alas, Wizards are flinging **Fireballs** at entire groups for 17 or 18 average at this point, and scales upward better with the last two level ups, so their offense is going to outclass just about anything your Cleric can hope to do.

Whatever logic this game is using, undead can be harmed by this spell. Not as though you'd care, just trash 'em with Turn Undead. In any case, with the lack of viable 3rd level Cleric spells, it's either this or **Cure Serious Wounds**, so you can experiment with this as an attacking spell. If, you know, you don't mind the attacks of opportunity that results from trying.

Hand of Pronto (ID 3B)

ID:3B	Self	Projectile	Always hit	Neutral	School: (4) Evocation
	Instant	30 Feet	No save	Combat	Descriptor: (0)
Remove spell: Hand of Pronto (ID 2A)					

A dummy spell. It specifically removes another dummy spell. I'm not sure what evocation spell would have the specific purpose of removing an illusion spell, so I leave it to my glorious readers to theorize what craziness this means. You're one of my readers, right? Well, start theorizing! Best part is you can't be proven wrong.

Negative Energy Pro.

ID:3C	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
3rd Cleric	Rounds		No Save	Anywhere	Descriptor: (0)
Suppress Effect: Negative Energy [Prevention]					

A "Negative Energy" effect is what causes your Experience to go down. It probably impacts your chance to hit or something, but I'm not entirely certain. I just know there aren't a lot of sources of these.

The only enemy with a Negative Energy attack is Albrik. Unless you like having dead party members, you will not have this spell for the first encounter. It might help in your second encounter, but your Wizard will probably spam **Fireballs** at Albrik, making for a rather short battle. Sad.

Mind, if Albrik chooses to use it, Vampire Slam will not miss, and there is no save against it, so someone unprotected is going to lose experience. Whether *Negative Energy Pro.* gets a chance to stop something before its 3 Rounds duration expires is another question. It can be cast outside battle, but it'll go away if you take one step, even directly into battle. Only way it sticks from outside battle is if you go into the menu and trigger the dialog from there rather than walking. If you're looking at the potion as an alternative, it operates at a curiously low caster level, and will protect for only 2 Rounds. After Albrik is trashed twice, this spell becomes entirely useless with nothing else it protects against.

Remove Blind/Deaf

ID:3D	Touch	Projectile	Always hit	Beneficial	School: (1) Conjuraton
3rd Cleric	Instant		No Save	Anywhere	Descriptor: (0)
Suppress Spell: Blindness [Removal]					
Suppress Spell: Deafness [Removal]					
Suppress Status: Blinded [Removal]					
Suppress Status: ??? (ID 02) [Removal]					

A rather specific cure for a rather specific problem. Actually, both **Blindness** and **Deafness** will never work, and there are no other sources of the status, so this cure will have nothing to do. Sad.

A note on the ??? ID 02: It is some kind of status, but not the same one caused by **Deafness**, which is ID 04. As no other spell actually applies ID 02, I can't really guess what status it is supposed to be.

A late shop sells potions of this spell. It's not worth the vial it's filling. I suppose you could buy it, but it's never actually going to do anything.

Flame Arrow

ID:3E	Medium	Projectile	Can miss	Hostile	School: (1) Conjuraton
3rd Wizard	Instant	15 Feet	Reflex Half	Combat	Descriptor: (9) Fire
Damage: 4d6 (Fire)					

In the internals, you can pick one target per 4 levels. Unfortunately, your maximum level is 7, so you will never get to send two *Flame Arrows*. Anyone here enjoying internal implementation that, due to a combination of other internals, never get utilized? No?

Deals 4-24 damage to a single target, biased around 14. Considering Wizards also learn **Fireball** at the same level, they don't have much reason to pick this spell. *Flame Arrow* deals less damage that doesn't scale with level, can miss outright, and only hits one enemy. The one advantage is the fact you won't have to worry about smashing your own party with it. The fact it can miss the enemy and leave not one scratch makes for an unreliable spell as well, and even a hit still has a chance to do only half damage.

A single scroll of this spell can be found. The only reason you'd want to keep it is because you can't buy any. The scroll is often an inferior option even when compared to your Fighter/Rogue's archery, as Use Magic Device has a pretty bad failure rate with this scroll on top of the miss chance.

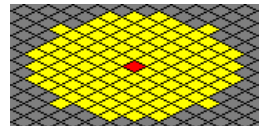
Stinking Cloud

ID:3F	Medium	Burst	Always hit	Hostile	School: (1) Conjuraton
3rd Wizard	Rounds	30 feet	Fortitude Negate	Combat	Descriptor: (0)
Status: Nauseated					

Nauseated prevents actions for a few turns. That's about it. 3 rounds at levels 5 and 6, and 4 rounds at level 7. Of note, undeads are specifically immune to Nauseated.

Careful targeting this thing, it has a huge radius of effect. There might not be room enough to avoid hitting your party. To avoid hitting the one casting this spell, you'll have to target about as far as that Medium range allows. Although it doesn't open instant death options like **Sleep**, the virtues of denying enemies turns on its own is still a good one. The fact *Stinking Cloud* goes against Fortitude Save means it can potentially cover for enemies with less of that instead of Will, but in practice, every enemy you would use this on doesn't have significantly worse Fortitude than Will. You can expect around 60% success rate per target by the time this spell is available.

Stinking Cloud is competing for the same slots as **Fireball**, which does terrific damage against groups of enemies. You may have difficulties finding reason to stun enemies for a few turns when outright destroying them is an option.



Hold Monster

ID:40	Medium	Projectile	Always hit	Hostile	School: (3) Enchantment
5th Wizard	Rounds		Will Negate	Combat	Descriptor: (E) Mind
Status: Held					

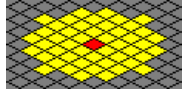
As a 5th level spell, your Wizard can't learn it. That requires a level 9 character, yet the game is limited to level 7. You can buy scrolls of this spell for 900 gold per use (with Appraise success), but there's no way you can use Scribe Scroll to fill them up for free.

This spell essentially mimics **Hold Person**, particularly as the game makes no distinction of whether the spell is humanoid exclusive, so the only thing you're getting is a rather pricey way of holding an enemy in place where you already have a cheaper method. As a level 9 scroll, your best Wizards will only succeed using it 90% of the time, not counting the Will Save it has to also succeed against. Rogues are worse off, at 10 ranks of Use Magic Device and 24 Charisma, this is a mere 45% success rate. Your Wizard probably doesn't have 18 Wisdom (you should be looking for 18 Intelligence), and using scrolls try Wisdom for some reason, so this scroll is often less reliable to use than casting **Hold Person**, or even **Sleep**.

Fireball

ID:41	Long	Burst	Always hit	Hostile	School: (4) Evocation
3rd Wizard	Instant	20 feet	Reflex Half	Combat	Descriptor: (9) Fire
Damage: 1d6/Lv (Fire)					

The moment your Wizard hits level 5, learn this snapping thing. It's 5-30 damage at first, with some bias toward the average of 17 or 18, which is already going to be fatal to a lot of things. It even scales with level, maxing out with 7-42 at level 7, centered around 24 or 25. Even if halved by Reflex, that's still painful! It hits entire groups with its burst radius. Endgame enemies may survive one casting, but a lot of them will die from two. Just be careful about the burst radius striking your party, you do not want that damage on yourself.



There is exactly one enemy type immune to fire damage, but that really shouldn't stop you from sticking this onto every Wizard you've got.

A scroll exists, but you can only find one of them. It is caster level 7, so it deals 7d6 damage whenever the scroll is used. Considering it's a unique and very useful scroll, make certain you use Scribe Scroll and fill it up to the maximum of 10 shots. If ever you use it with only one shot remaining, you lose the scroll, and any joys that go with it. Keep in mind that, until your Wizard hits level 7, there will be a small chance to fail using the scroll. A Rogue with 10 ranks of Use Magic Device and 24 Charisma has 55% success rate, but that might still be more than what Longbow +1 and Arrow +2 can do.

You can buy the Wand of Fireball. Just don't ever buy it. It costs many thousands of gold to get one, all you receive is one shot of 3d6 damage, and it disappears after that one shot, never to be seen again. Fastest way to lose your money on disappointment.

Lightning Bolt

ID:42	Medium	Line	Always hit	Hostile	School: (4) Evocation
3rd Wizard	Instant	30 feet	Reflex Half	Combat	Descriptor: (6) Electricity
Damage: 1d6/Lv (Shock)					

Deals generous damage to targets in a line. Since it strikes a line, be careful about party members in the way, especially with that damage output it can do. At best, it'll hit a few enemies from a Line rather than a Burst, but the range isn't all that bad. Just be aware it'll hit your party members directly in the way. It is capable of harming a fire-immune enemy (exactly one type of enemy), and is more damaging than any other spell you can pick, except **Fireball**.

The one problem *Lightning Bolt* has is that **Fireball** exists, which takes the same slots, deals equal damage, and has a superior type of range that makes it easier to strike down entire groups from behind your Fighters without putting them into danger. *Lightning Bolt* is still good, punching out an average around 24 or 25 damage at level 7, and the chances of it being halved shouldn't scare you away from it. It just isn't supremely overpowered. You should still get *Lightning Bolt* in your spellbook largely because there just aren't any 3rd level spells as good as **Fireball** except for **Fireball** itself, and it's not like you're doing much else with your other three slots for levels 5 and 6.

A mid-game enemy does cast *Lightning Bolt*, but because this enemy does so at level 2, it's only 2d6 damage, or 2-12 biased toward 7. It is not the terror of damage like it is in your hands. Besides, that enemy has **Hold Person**, and that spell is the real terror you should watch out for.

If it helps, you can buy as many scrolls of this spell as you like, unlike **Fireball** which you can find only one scroll of that spell. Scrolls of *Lightning Bolt* are caster level 5, so it's "only" dealing 5d6 damage, or 5-30 biased toward 17 or 18. They make nice ammo for any Rogues you've got, especially since you should have inventory space for multiple scrolls at 10 shots per, but keep in mind 10 ranks of Use Magic Device backed by a mere 16 Charisma is a 45% success rate, and the maximum without glitches is 24 Charisma, for 65% success rate. You'll want whatever you can get, including having **Eagle's Splendor**.

The Wand of Lightning also exists, and it does 5d6 damage as well. Considering it's not the cheap, easily stocked scrolls like above, I won't blame you if you never use it. The wand is easier to use than the scroll, but there's no way to recharge it. It needs to be equipped in Hand to be used, unlike scrolls, but it doesn't provoke attacks of opportunity, and a Rogue with Use Magic Device has 25% better success with it than the scrolls. It's mostly a waste in a Wizard's hands, as you could just use the scrolls with 100% success and can also recharge them, and the wand is really only any good if the Wizard is next to enemies. You could save it for use against the final boss, if you're the sort who's afraid to use up something you can't replace.

Vampiric Touch

ID:43	Touch	Projectile	Can miss	Hostile	School: (6) Necromancy
3rd Wizard	Instant		No Save	Combat	Descriptor: (0)
Damage: 1d6/2Lv (Force)					

Deals damage to an adjacent enemy. Considering it's doing half the damage of **Fireball** or **Lightning Bolt**, with none of the range or reliability, you are wasting your time and spellbook slots picking this spell. *Vampiric Touch* is also a Touch spell, and in this game, that means attacks of opportunity, and you still have to hit with this spell anyway. Since it's innately doing half damage, the fact it has no saves isn't an advantage over the more powerful spells. Whatever the design of this GBA game, the damage is on par with **Magic Missile** with far worse reliability. Sad.

Note that giving Light Mace +2 to a Wizard means 1d6+2 damage, plus Strength bonus. While it may not average out as high as the spell's top potential of 3d6 damage, swinging that mace doesn't provoke attacks of opportunity like this spell does.

There is a caster level 7 scroll to find. Its 3d6 damage isn't likely to be utilized due to the above problems. Even if you use a durable Fighter/Rogue, the failure rate with Use Magic Device compounds the low reliability of the spell, and it's probably better to just use that Longsword +3 you find.

Cure Critical Wounds

ID:44	Touch	Projectile	Always hit	Beneficial	School: (1) Conjuration
4th Cleric	Instant		No save	Anywhere	Descriptor: (0)
Healing: 1/Lv + 4d8					

Restores 11 to 39 HP, biased toward 25 (it will always be a level 7 Cleric if you're casting this).

This one spell is going to occupy the one or two 4th level slots you've got. I have analyzed the other 4th level Cleric spells and none of them have any value whatsoever in this game. This healing isn't bad, but together with the lack of undead starting with red walls until the very end, it makes you wish there was more to do with your level 7 Cleric.

Inflict Crit. Wound

ID:45	Touch	Projectile	Can miss	Hostile	School: (6) Necromancy
4th Cleric	Instant		Will Half	Combat	Descriptor: (0)
Damage: 1/Lv + 4d8 (Force)					

Deals damage to an adjacent enemy. Since it's tagged with "Can miss", you might not hit and end up wasting the spell. You're also probably taking an attack of opportunity for even trying, so the reliability is rather questionable. An average of 25 damage to a single target might be nice, but then your Wizard's Fireball is doing about that much at this point, and against large groups at that, with no chance to miss. This spell is less reliable than **Inflict Serious Wound** simply because of that "Always hit/Can miss" tag.

Inflict Crit. Wound works versus undead just fine, by some miracle of the game's logic. Not as though you'd have much left to face, but I suppose if you want to fool around, go ahead. Turn Undead has a rather minimal chance to work against the very final ones you face, and that's with rather high Charisma, so maybe this spell might help against those? The rest of your party should be doing damage just fine without this spell.

Neutralize Poison

ID:46	Touch	Projectile	Always hit	Beneficial	School: (1) Conjuraton
4th Cleric	Instant		No Save	Anywhere	Descriptor: (0)
Suppress effect: Poison [Removal]					

Don't point out I typed "Poison" as "Poision". Tell that to the game itself.

This spell removes an ongoing poison. This does not remove the ability score damage done. Note that the **Poison** spell is an Instant duration spell, so *Neutralize Poision* isn't helping there. There are actually several sources of poison, including an item, a few traps, the mentioned spell, and a few specials, yet none of them are dealt with by this spell because the item and spell are instant, the traps don't actually work, and the specials exist on equipment that aren't used against you. There is a "poison" that causes Sleep, but it's treated as a status and not a poison.

I've seen Drider Poison on an enemy in the internals, but I haven't seen it in action yet. It's also possible the game's AI does not allow its use, as some of its internal numbers are zero where other usable specials aren't. If so, *Neutralize Poision* cures literally nothing, as that's the last possible source of poison in the game. Sad.

Both sets of shops can sell a potion with this spell, and you can also find it sitting around to pick up. I wouldn't recommend the drink, the flavor is awful.

Poison

ID:47	Touch	Projectile	Can miss	Hostile	School: (6) Necromancy
4th Cleric	Instant		Fortitude Negate	Combat	Descriptor: (0)
Poison: 1d10 Constitution now, 1d10 Constitution later.					

The spell reduces the Constitution of the target. As an instant spell, there's no lingering poison, it just does its reduction and goes away. The spell reduces 1 to 10 Constitution and that's it.

Oh, and enemies aren't affected. Yes, you'll see the green plus sign of success, if you can get past the attack of opportunity, the dodge, and the Fortitude. Because all the enemy stats are safely in the Read-Only Memory, and the fact this spell doesn't leave any lingering status, they won't lose any Constitution. This means the only effective targets are your own party. Sad.

There is an item that casts exactly this spell, and when used out of combat, bypasses all the failure chances and reduces a party member's Constitution. Be careful with this, as this Constitution drop will affect HP you get as you level up (you can fix the Constitution talking to a healer, but not the effect on HP it had when you level up before fixing it). It's especially bad if you get an underflow with around 250 Constitution, as after you level up with HP somewhere between 128 to 255, the character will die from a single point of damage, and healers will not fix either the Constitution underflow or the HP overflow.

Restoration

ID:48	Touch	Projectile	Always hit	Beneficial	School: (1) Conjuraton
4th Cleric	Instant		No Save	Anywhere	Descriptor: (0)
Suppress Effect: Ability [Removal]					
Suppress Effect: Negative Energy [Removal]					

First, review **Lesser Restoration** for the first half of this spell's effects. The short of it is the Ability effects removal is bugged and you're only getting rid of your own buffs. Whoops.

Restoration also removes Negative Energy effects. The problem here is that you will not have a level 7 Cleric by the time you encounter Albrik 2. Not a single enemy after that battle has Negative Energy, so you can't cure anything with its secondary effect, as you simply won't get a chance to when it is still a problem. Even if you killed off three of your team and went with a solo Cleric to get to level 7 sooner, it still wouldn't fix the experience drop of such effects. Sad.

No matter how you look at it, *Restoration* is completely worthless. Don't bother memorizing it.

Remove Curse

ID:49	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
3rd Cleric; 4th Wizard	Instant		No Save	Anywhere	Descriptor: (0)
Suppress Spell: Bestow Curse [Removal]					

Here's the critical detail of **Bestow Curse**, the thing this spell cures: It always fails and never actually does anything. Sad.

Since the one thing *Remove Curse* cures is never going to work, that means there's nothing to ever cure. There is one enemy in the game who tries the spell, but it just gives you free attacks as the spell itself isn't working. The cure is meaningless, shame to say.

You can buy scrolls of *Remove Curse*. It is classed as a Wizard's level 7 scroll. You should not need the scroll, as the cure deals with what can't happen. You can also buy potions. It's great for wasting your cash twice as quickly.

Stoneskin

ID:4A	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
4th Wizard	5/Lv Minutes		No Save	Anywhere	Descriptor: (0)
Damage Reduction: 10 (+5 weaponry to bypass)					

Holy snaps, this spell is an incredibly powerful defensive spell. What is 10 damage reduction? Well, if you take damage, this status removes 10 points off of that. If the attack is reduced to zero or less damage, then the attack becomes ineffective. Most physical attacks from enemies don't even exceed 10 points of damage.

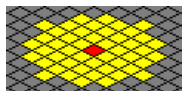
Once cast, the damage reduction this fancy spell gives will completely negate most physical attacks, making AC redundant, and even the damaging abilities of the very final enemies are reduced to something less terrifying. While the spell won't last until the next time you camp, it's still 35 steps coming from your level 7 Wizard, so if you don't mindlessly walk back and forth, it'll help in a few battles on one casting. Only problems are that you can readily get stupidly high AC on your Fighter to avoid 95% of all physical attacks anyway, and **Hold Person** remains a terror. Still, your Wizard can easily take hits protected by this, the one party member likely to be hit more than 5% of the time and lacks the HP to withstand those for long.

I suspect it takes a +5 weapon to ignore the reduction, much like how you need +1 weapons to cut past Albrik's damage reduction. Such +5 weaponry does not exist in this game. The 10 point reduction is solid.

Ice Storm

ID:4B	Long	Spread	Always hit	Hostile	School: (4) Evocation
4th Wizard	Instant	20 feet	No Save	Combat	Descriptor: (3) Cold
Damage: 3d6 (Blunt)					
Damage: 2d6 (Cold)					

Deals 5-30 damage to a group, biased around 17 or 18. Although it is a higher level spell, it does less damage than **Fireball** by the time you get it. *Ice Storm's* advantages here are that it takes a different slot, as well as the fact there's no save to cut the damage in half. In general, **Fireball** is more effective, but *Ice Storm* is more reliable. Just be careful not to catch your party in its radius, and you should be fine.



For some unknown reason, hitting your own party, you deal some pretty deadly bonus damage. I have no idea what triggers this, but I'm routinely taking more than 30 damage when the maximum of 5 dice of 6 sides each is 30.

Hand of Pronto (ID 4C)

ID:4C	Touch	Projectile	Always hit	Beneficial	School: (0) Abjuration
	0 Rounds		No save	Combat	Descriptor: (0)

A dummy spell. Apparently some kind of protective spell that doesn't last many rounds. Considering there's no attached effects, if you manage to cast it, nothing happens. Alright, bring on the theories on what this was supposed to do!

Enervation

ID:4D	Medium	Projectile	Can miss	Hostile	School: (6) Necromancy
4th Wizard	Hours		No Save	Combat	Descriptor: (0)
Energy Drain: 1d4					

Apparently gives 1d4 "negative levels." If you cast this on your own characters, they lose experience. On enemies, I don't know the implications. Attack, AC, and Saves aren't affected. Difficulty to resist spells aren't affected, either. Skills are completely intact. That's pretty much everything I can think of. So actually the spell does nothing against enemies. Sad. It's just one more spell that has zero practical value.

Fear

ID:4E	Short	Cone	Always hit	Hostile	School: (6) Necromancy
4th Wizard	Rounds	20 feet	Will Negate	Combat	Descriptor: (8) Fear
Status: Panicked					

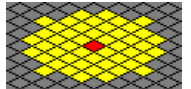
The Panicked status prevents action.

Well, it's a Cone spell to stop targets in place. The range is somewhat restrictive, however, as you need to get around your party or else they may be stuck for a few rounds as well. I suppose it's another way to get a group of enemies stuck, like what **Stinking Cloud** is also doing, but on a different Save. Its advantages over **Sleep** is that **Fear** may target more than two endgame enemies on one casting. With a level 7 Wizard, it's lasting 4 rounds, so it might give time to deal with them, but the endgame enemies you'd most love to stop (ones with **Hold Person**) have high Will Saves, making this risky to try. Stopping actions of multiple enemies is good, but the somewhat restrictive range might get in the way of realizing this spell's potential.

Circle of Doom

ID:4F	Self	Burst	Always hit	Hostile	School: (6) Necromancy
5th Cleric	Instant	20 feet	Fortitude Half	Combat	Descriptor: (0)
Damage: 1/Lv + 1d8 (Force)					

As a 5th level spell, it takes a level 9 Cleric to learn it, but unfortunately, the game limits levels to merely 7. Without a scroll, this means you'll never get access to this spell throughout the game.



Colstan Rhuul is the only enemy with this spell. I've never seen it used, as I suspect it's because he'd have to target himself with the spell to make it work, much like what you have to do with **Bane**, and therefore the enemy AI never considers it as they are looking to only target you. Even if he would use it, Colstan has a huge list of other spells he could choose, so it's fully possible it's just a matter of luck on my part. Note that if it is used, coming from Colstan, it would deal 11 to 18 damage, or halved at 5 to 9 on anyone successful with Fortitude. Painful, but you'll probably survive.

Flame Strike

ID:50	Medium	Spread	Always hit	Hostile	School: (4) Evocation
5th Cleric	Instant	10 feet	Reflex Half	Combat	Descriptor: (9) Fire
Damage: 1d3/Lv (Force)					
Damage: 1d3/Lv (Fire)					

This is a spell that only a level 9 Cleric can use, but the problem here is that you can't level past 7. There's also no scrolls, so you'll never gain access to this spell yourself.



Colstan Rhuul is the only enemy with this spell. I've never seen him use it, but if he does, at his level, it would deal 20 to 60 damage of pure terror, with a fairly strong bias toward 40, against most or all of your party at once. Your Reflex Save might halve this, but the damage is still scary high. Again, I never saw it used. Might be because of his huge spell list, so by the time he would use this spell, he's a steaming corpse upon a scorched stone floor. Whatever the case, he's a tough guy anyway, so go use your best stuff.

Appendix

This is just a container section, to hold odds and ends. Nothing useful to state in this paragraph, sorry.

1. **List of Terms** - Terminology and things like that. What are dice rolls?
2. **List of Spell Errors** - Just the errors involving casting spells. It's still lengthy.
3. **Specials Unequip Glitch** - A major error that allows one to raise stats a lot higher than intended.

List of Terms

A section on various details. Well, one detail for now. If I can think of more, I'll be sure to update.

1. **Dice Rolls (1d20, 3d6, etc.)** - The basis of randomness in this game.

Dice Rolls (1d20, 3d6, etc.)

As this particular GBA title is based on a tabletop game, the source of randomness comes from dice. From the Dungeons & Dragons this GBA title is based on, they use a shorthand, such as 3d6, to mean "roll 3 dice, each with 6 sides, and take the sum of their results." Each die had counting numbers, one for each face of the die, to give each roll a random range.

The six-sided dice had numbers 1 to 6 on it, so rolling three will give you three separate numbers, each within that range (the 3d6 mentioned earlier). Taking a sum of these three rolls will give you a minimum of 3, where all three ended up 1, and a maximum of 18, where all three ended up 6. Whenever there is a sum of two or more rolls, the result has a tendency to go toward the middle values. There's only one way for 3d6 to result in 3, but more ways for it to result in 4. You need 1,1,1 to get a 3, but 2,1,1; 1,2,1; and 1,1,2 all result in 4. There are even more permutations for 5, and so on until 10 and 11, then higher numbers, those farther away from the middle, start to become rare again. This bias toward middle numbers only happen with multiple dice -- Rolling only one means there's just one permutation for every result.

For most checks in this game, including attacks, resisting a spell, and skill checks, the 1d20 is used. With 20 numbers, there is a 5% chance each number is picked. Bonuses are used to adjust the number up or down, beyond the 1 to 20 range if it gets there. In general, this is compared against a number, such as your attack against the enemy's AC, to see if you succeed. In a special case, there will always be some chance to succeed or fail on attacks and resisting spells or other effects, so a roll of 1 is an automatic failure, while a 20 is an automatic success, regardless of bonuses. No matter how good your stats, you can't get rid of the last 5% chance to fail. As well, no matter your AC, you can't stop that last 5% chance the enemy can actually hit you. Note that skill checks (like climbing pits) aren't given this automatic 5% chance in either direction, so they become actual guarantees if high or low enough.

List of Spell Errors

If you're looking for major errors, they are in their own subsections.

Here is a list of known "minor" errors in the game, relating to spells. There's still a good chance I missed a few.

1. Some mechanics from the original Dungeons & Dragons 3rd Edition are absent, making **Touch** range spells much less viable. Such mechanics include casting a touch spell, then having its effect on standby until needed later, and casting on the defensive to avoid attacks of opportunity.
2. **Range**: Players have a range "less than" the spell's maximum, but monsters have a range "less than or equal to" the spell's maximum. Effectively, monsters can reach exactly one tile further in each of the compass points. This does mean a monster's Touch spell can reach two steps away.
3. **Duration**: Whatever the intention, the game ticks down rounds at double speed compared to the table top Dungeons & Dragons, 3rd edition you may know of. All spells last half as long as expected.
4. **Spell hit formula**: For some reason, the Attack roll of spells uses Strength as a bonus to hit. Furthermore, Weapon Finesse works, allowing for the better of either Strength or Dexterity to apply.
5. **Spell difficulty formula**: It should be Spell Level, not Caster Level, that determines part of the difficulty. Then again, nothing in the monster's listing of spells could indicate Spell Level.
6. Spells can't affect Saves directly. This makes **Resistance** and **Spell Shield** useless, as well as affecting a number of other spells.
7. Being helpless makes all incoming physical attacks kill, with 100% chance of doing so, regardless of any other situation. Yes, that 3 Dexterity fool you have with a Sling from maximum range, shooting past numerous combatants against a sleeping foe, will instantly kill said foe with no chance of the foe surviving with its 50 HP. I thought the "coup de grace" wasn't supposed to be this easy! This affects **Sleep**, **Hold Person**, **Ghoul Touch**, and **Hold Monster**.
8. Monsters have no limit to the amount of times they can cast the same spell. An example, Baneguards (the tough skeletons) are supposed to cast **Magic Missile** only once, but they have no trouble doing so round after round.
9. Situational spells like **Feather Fall**, **Spider Climb**, and **Detect Secret Door** are available to cast in combat. They have no effect in combat.
10. Permanent duration simply fails. This makes **Bestow Curse**, **Blindness**, and **Deafness** useless. As well, the spells whose only purpose is to cure them, **Remove Curse** and **Remove Blind/Deaf**, are also useless.
11. Undead are damaged by inflict spells. This affects **Inflict Minor Wounds**, **Inflict Light Wounds**, **Inflict Mod. Wound**, **Inflict Serious Wound**, and **Inflict Crit. Wound**.
12. Alignments are never respected. This affects **Protection from Chaos**, **Protection from Law**, **Protection from Good**, and **Protection from Evil**.
13. Nothing defines a "person" in the game, so spiders and other beasts are perfectly viable targets for **Charm Person** and **Hold Person**. Note that undead are actually immune, not because of a special identifier, but rather that they are immune to Mind spells.
14. **Feather Fall**: Nothing wrong with the spell itself (apart from combat availability), but its scroll is completely useless as the game never checks for an item.
15. **True Strike**: Fades before your Wizard's next turn, making immediate attacks of opportunity the only viable use of this spell.
16. **Lesser Restoration**: Does not fix stat damage. Furthermore, it removes beneficial effects like **Bull's Strength**.
17. **Ghoul Touch**: Works on undead.
18. **Cat's Grace**: For some reason, casting it removes other Ability effects. You may want to cast it before you try **Bull's Strength**, **Endurance**, or **Eagle's Splendor**.
19. **Dispel Magic**: I have not seen this working at all.
20. **Neutralize Poison**: Less a spell error and more of a spelling error. The fact it ends up not having anything to actually cure is more of a circumstance rather than an error.
21. **Poison**: Instant duration. It does not leave any sort of poison status. Furthermore, despite green plus of success, has no effect on monsters.
22. **Restoration**: Same problems as **Lesser Restoration**. Additionally, the experience loss isn't properly cured, even if you really work at the situation to get the spell where this would be relevant.

Specials Unequip Glitch

A curious glitch that's worth rehashing a few times. In essence, it is capable of giving you rather insane stats. Be warned that it is possible to have stats too high, and end up failing things you really shouldn't.

Setup

First, you need something from the table on the right. It is easier to work with Status Modify if you have one of these **weapons**, and you must have a **non-weapon** for Status Overflow. Either way, you can get insane stats. There are other weapons with specials, but these are monster weapons you can't get access to without cheating, so I have not listed them here. The Magical Cape is your first access to this glitching, found on the third floor. The Dagger of Venom is found in a secret alcove in the boss room on the same floor, the second moment you have access.

Second, you need Bull's Strength, Cat's Grace, Endurance, or Eagle's Splendor. At a stretch, you can also use Ray of Enfeeblement for *Status Modify*, although it requires a battle and isn't even guaranteed to work when you cast it.

Finally, if things aren't working out, either try camping again to clear things, or talk to a healer who will definitely remove every status currently on you, in case a permanent spell like Bestow Curse is causing problems.

Note about Banedead Claw: Start with this on a secret party. Beat the game, and without resetting, delete a file. Mortius will have it.

Note about Full Plate +1: There are two versions. The cheaper one has a cursed special, and can't be bought. The more expensive one would sell for 750 or 1125 gold, and this wouldn't work for this glitch.

Status Modify

1. Memorize your stat buff spells
2. Camp
3. Cast one of these spells on someone
4. Have that someone unequip an item with a special (it's alright if you don't have any equipped; just put it on and take it off again)
5. Camp

Weapons	Non-weapons
Dagger of Venom	Magical Cape
Mrgstar +2 Frost	Boots of Striding
Poison Blow-dart	Drow Boots
Drow Poison Dart	Cloak:Resistance
Banedead Claw	Ring:Fire Resist.
	Full Plate +1 (sells for 450 or 675)

At this point, the original spell sticks permanently, while reducing a different stat, also permanently. The amount you lose is equal to whatever you gained when you cast the spell. You can repeat the stat loss easily by repeating steps 4 & 5, to take advantage of an underflow should a stat skip past zero.

However, if after camping, you equip a non-weapon, or cast a new status spell, you break the glitch and most likely have to start back at step 2. Using a weapon lets you not have to worry about keeping something equipped before you go camping.

If you need to raise stats by this method, you are stuck with the side-effect of reducing another ability score. It is impossible to raise Dexterity through this method, except by the rather inconvenient Ray of Enfeeblement, but you can instead use an underflow to get it below zero and wrap it to over 250. You can continue reducing it as needed, to **avoid problems with a stat too high**. If a stat hits exactly zero, the character is dead in some strange way, but it also means your glitching stops there at a zero stat. If that happens, talk to a healer to reset the stat back to normal and retry the glitch, hopefully you miss the zero the second time around.

Spell	Original	Glitched
Bull's Strength	+2 to 5 Strength	Lose Dexterity
Cat's Grace	+2 to 5 Dexterity	Lose Dexterity
Endurance	+2 to 5 Constitution	Lose Strength
Eagle's Splendor	+2 to 5 Charisma	No change
Ray of Enfeeblement	-2 to 9 Strength	Gain Dexterity

Note, however, that this isn't the only purpose of *Status Modify*. It is, after all, modifying a status to do something else. Keep in mind it only modifies whatever status is in the first slot, so only the first spell cast on the character can be modified. Secondly, *Status Modify* doesn't actually refresh the duration, so the effect will disappear after one round or one step should you try to unequip something to restore an expired spell. Hours duration spells will be restored and actually stick around, as an exception.

The effects of the 37 spells with a non-Instant duration aren't fully explored, but **Cat's Grace**, when modified, will give silly amounts of AC (look at the player status and see for yourself), and **Endurance** will give tremendous Attack bonus to give near-guaranteed hits. The exact rolls made are 66d68+65, or essentially rolling sixty-six dice of sixty-eight sides each, plus a bonus. The average bonus is around +2342, in a game where +20 is enough to go from near-guaranteed failure to near-guaranteed success.

Status Overflow

1. Memorize your stat buff spells, and some other status spell, perhaps **Bless** or **Mage Armor**.
2. Camp
3. Cast this other status spell
4. Equip a non-weapon 11 times (it is safe to do it more times)
5. Cast all the stat buff spells on this character at once
6. Repeat from step 2

Probably the best way to build up your ability scores without the tricky underflow. There are also no side-effects, as you just filled up all 12 status slots, so the game has nowhere to put the resulting spells. It raises the stats, but then can't remind itself later to remove the boosts, so you keep them. For that matter, the game can't remind itself that it shouldn't allow multiple stat buffs at once, so nothing is stopping you from laying 3 **Bull's Strength** at once.

Weapons do not work, as they do not give any status to the character you're equipping. Only the non-weapons fill any slots.

In an unusual case, Ring: Fire Resist has two specials. Uniquely, this ring doesn't need a special already in place to fill up the slots, but if you do that, you must leave it equipped on the 11th (or later) re-equip, or else the 1st slot is blank and your stat buff just filled that. If you do cast a status spell first, you only need to equip this ring 6 times, and no need to worry about leaving it equipped when you go on to the spells.

Note that it is important that you do not walk one step between your equipment swaps and casting your stat boosting spells. This clears the item specials (another problem that basically makes most item specials useless), leaving open slots for your spells to fill. As well, it might look like a good idea to try other sorts of boosting spells while status slots are maxed out, like **Mage Armor**, but you will not see any increase in AC or any other stat. The only changes that will stick are spells that affect Ability scores.

Cautions

It's safe for most stats to be around 180. Constitution shouldn't be boosted too high before level 7, because of HP.

Be careful about your Constitution. If you level up with glitched Constitution, this affects your HP per level. The magic number for HP is 127, and if you go above that, the character will die in one hit, as they will start with a rather interesting negative HP when in combat. At least the character will survive a miss, but this is not a good situation to get into. You may still as yet rescue the character from uselessness as when HP goes above 255, it wraps its way back to zero and continues from there. It is probably safe for a level 1 Wizard to get 40 Constitution (+15 bonus), as maximum HP rolls across 6 levels will be +120, leaving some margin for whatever you started with. Other classes use larger dice for HP, and just in case you roll maximum for every Fighter level, around 28 Constitution (+9 bonus) is safe for a level 1 Fighter.

Also, for various skill checks, if the result is above 127 (that magic number again), the game treats this as a failure. With a stat of 250, the +120 bonus means a roll of 8+ (65% chance) is a failure. A stat of 180 (+85 bonus) should give a nice margin where you avoid exceeding 127 on occasion, as it should be nearly impossible to get +23 from other sources on top of the natural 20 of the d20 roll. In any case, +85 damage really should be one-hit killing a lot of stuff at a near-guarantee.

Closing

Included in this section are stuff about the guide, rather than stuff about the game. If this interests you, then I can probably be all egotistical about the fact you are more interested in stuff I did rather than the game itself! Considering the game, this probably isn't saying much anyway.

[Credits](#) [Contact](#) [Info](#) [Legal](#) [Version](#) [History](#)

Credits

Not much to report, it was mostly me just tinkering with the internals within the game. You are free to look at the message board on GameFAQs to see the bulk of the activity.

<http://www.d20srd.org/index.htm> Still, with how little information the game itself and the manual gives, it was helpful having texts of the source material the game is based off of. Yes, there are a lot of errors and differences within this GBA title, but having a clue what each spell, feat, or pretty much anything was supposed to do gave me something to look for.

Contact Info

The best (and largely only) way to contact me is through the GameFAQs Private Messaging system. Username is **FatRatKnight**.

My situation doesn't demand much E-mail use for the time being, and having my guides as the only reason to check regularly (particularly for rarely played games such as this one) will be rather discouraging in short order. I have reason to visit GameFAQs regularly, so any PMs there will likely be noticed within a day. Apologies for any difficulties.

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Version History

Look at every revision I had to do to this thing! Which shouldn't be hard, it's a rather short list at the moment.

v1.01

- **Cat's Grace**: Fixed description involving the scroll. Forgot it wasn't buyable.
- **Spellcasting Items > Scrolls**: Clarified that Scribe Scroll doesn't create scrolls, just fills existing scrolls. Still, it's a potent Feat.

v1.00

Initial release. Has every spell in the game listed, my recommendations, and some mechanics behind the spells.

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