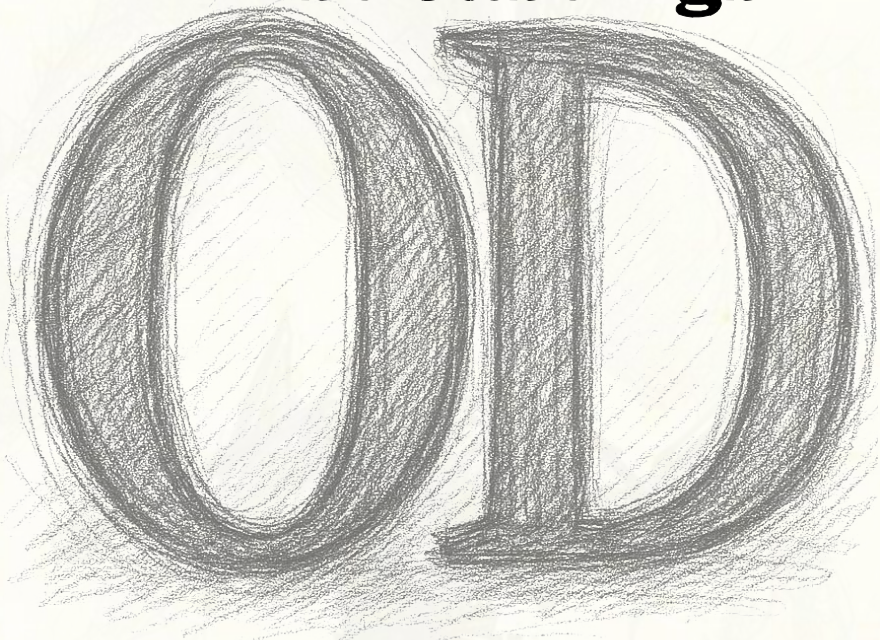

Open Dungeons
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Wizard Spells
First Castings

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Wizard Spells
First Castings



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Magic Stacking and Nature of Magic

Powerful magic spells and magic items cannot be stacked, not because it is volatile, but because it is the very nature of magic to dissipate under such circumstances. Like water heated to its boiling point, lesser enchantments simply evaporate when a greater one is present. Two smaller magics can build together, but when power grows past the threshold, the weaker effects fade away, leaving only the strongest enchantment behind.

Destination Stacking

No more than 2 magical effects (spells or items) can apply to the same destination. A destination is any single stat or value, such as AC, attack bonus, damage bonus, a specific Save Roll, a skill, an ability score, etc. All versions of the same thing count as the same destination. This limit also applies to area effects.

Spell and Magic Limitations

Within a destination, you can benefit from up to 2 modifiers, but only if each one is +2 or lower.

If any single modifier to that destination is +3 or higher, only that highest modifier applies and nothing else stacks with it for that destination.

This rule also applies to penalties, not just bonuses.

Examples of Stat Stacking

A spell +2 AC and an amulet +1 AC stack for a total of +3 AC. Two effects of +2 or lower to the same destination can stack.



A spell +3 AC and a ring +2 AC do not stack. You get only +3 AC total. The +3 effect suppresses the smaller one.

You cannot run a potion +2 AC, a spell +2 AC, magic armor +2 AC, and a magic sword +1 AC all to AC. That is 4 effects trying to reach the same destination. Only 2 may apply. If more than 2 effects would apply, the creature chooses which 2 apply. Max allowed is 2 magical effects per stat if none are +3 or higher.

A potion of +4 Constitution and a spell +3 Constitution do not give +7 Constitution. You take only +4 Constitution, since a modifier of +3 or higher blocks other stacking on that destination.

Magical Resistance vs. Immunity

These terms define how creatures interact with harmful magic. If you're Resistant to a damage type, you take half damage from that source. If you're Immune, you take no damage at all. Know the difference, it could save your life.

Magical Backlash

Magical Backlash occurs when a spell, magic item, enchanted zone, or specific rule explicitly says it can cause backlash.

When a target rolls a natural 20 on a Save Roll using 1d20, the save succeeds no matter the Target Number, and the magic fails completely against that target. Magical Backlash applies, the escape is so complete that the spell may twist, rebound, spill over, or accidentally affect the caster instead. The DN decides the exact result at that moment based on the spell and situation.

When you suffer Magical Backlash, you take a -1 penalty to your Constitution score (Backlash on CON doesn't stack). The duration depends on your class: Wizards recover after completing their morning studies, while Cler-ics must finish their morning meditation to clear the effect (see Character Builder).

Touch or Target Range

Includes Self: Any spell with a range of

"Touch" or "Target" can be cast on yourself. You're always within your own reach.

Trigger Spells

Some spells have a "Trigger" designation, meaning you can cast them as an instant reaction, interjecting them into the action as it unfolds.

Spell Interruption

If your spellcasting is interrupted, you lose that spell for the day. The magical energy dissipates, and you cannot cast that particular spell again until you've stuided or mediated.

Saving Rolls

When you cast a spell that allows a save, each target rolls once against that specific casting, no matter how many objects or effects the spell creates. One roll, one result.

Example: you cast Searing Lances - if you attack 1 target with all three lances of searing light, the target makes only 1 Save Roll

Magical Healing

Magical healing works differently from mundane medicine. Healing spells channel magical/divine/arcane energy directly into the target rather than accelerating biological processes. The magic bypasses natural recovery entirely. Wounds close through its power, not cell regeneration.

It may not function on creatures lacking life force, such as undead, constructs, or certain magical beings. It's fundamentally different from natural healing, which do rely on the body's own systems.

Combat Timing

In combat, 1 Round is about 5 seconds. 1 minute equal to about 12 Rounds. This conversion matters for spell durations, ritual casting, and any timed effects that bridge narrative and tactical play.

Turn and Round

A Round is when all in combat has had a Turn.

A Turn is what you do with your 5 seconds i.e. hide, attack, cast a spell, etc.

Day Cycles

A day runs from 6:00 AM to 5:59 AM the following morning. This defines when daily abilities reset, when spell preparation can occur, and when "per day" effects refresh.

Weary Condition

When you become Weary through exhaustion, forced marching, magical effects, etc. you suffer a -2 penalty to all Save Rolls. Rest and recovery remove this condition: a full nights rest of 6 or more hours.

Night Vision (True Night Sight): You see normally in natural darkness as if it were daylight. This works outdoors at night and in unlit areas underground. However, magical darkness still blocks your sight completely. Normal obstacles like fog, smoke, and solid barriers affect you as usual. If range for Night Vision is unknown, and is needed, DN uses 60 feet as a default.

Twilight Sight: Outdoors at night, you see in twilight, dusk, dawn, or under a clear full moon as though it were daytime. This ability doesn't function indoors, underground, or in total darkness. It requires some ambient lighting from twilight, dusk, dawn or full moon to work.

Dark Sense: In complete darkness, you have a 40% chance to sense that something is near within a 30-foot radius. You can attempt this once per hour, or whenever the DN calls for a check. Success gives you vague awareness, presence and rough direction only, not precise location, number, or identity. This

sense doesn't count as sight and doesn't automatically grant combat advantages unless the DN rules otherwise. It won't pierce walls or barriers.

Thermal Vision: You perceive heat contrasts, warm bodies, hot metal, cooling surfaces, even in total darkness. You can identify living creatures and recent tracks by temperature differences, but fine details, colors, text, and subtle features remain indistinct. Thick stone, metal, glass, heavy insulation, or uniform temperatures can block or confuse thermal vision. Magical darkness doesn't stop heat detection, but solid walls and barriers do. If range for Thermal Vision is unknown, and is needed, DN uses 60 feet as a default.

Vision Adjudication Notes: Magical darkness defeats even Night Vision and Twilight Sight, though Thermal Vision may still detect heat signatures and Dark Sense can ping presence within its rules. When multiple vision modes apply, use whichever gives the clearest result. Don't stack bonuses. Visual illusions fool Night Vision and Twilight Sight. Thermal Vision may see through heatless images. Dark Sense ignores purely visual tricks.

Lower Realm Creatures

Throughout this guide, references to "undead, demonic, infernal, fiends, and other creatures from the lower realms" all describe beings originating from or connected to dark planes of existence. These creatures can share similar vulnerabilities and resistances.

See DN Guide for further information about realms.

Magic and Spell Resistance

Magic Resistant and Spell Resistant are the same thing. These terms are interchangeable and refer to the same defensive property.

Wizard Spell Learning

Wizards can learn new magic by recording and studying scrolls, spellbooks, glyphs, and other magical writings. This allows wizards to expand their repertoire beyond the spells they gain through level advancement. This spell knowledge that is gained occurs in between adventures. Maybe up to several adventures, depending on complicated the spell is. DN discretion.

Spell Scaling

When a spell scales with your level, the new value for the increased effect overwrites the original stat bonus. The scaling replaces the base value entirely rather than adding to it.

Damage Type Descriptions

If you read fire damage, thunder damage, force damage, or similar descriptive terms in a spell, it's still physical damage and DR (Damage Reduction) applies. These words are used as descriptive flair and guidance for the DN to help narrate the effect. The damage type describes how the spell manifests, but mechanically it functions as physical damage unless stated otherwise.

Duration Per Level

When a spell lists duration as "plus X minutes per caster level," this refers to your current level, so adding from earlier levle advacement applies.

Example: A 3rd level spell, Arcane Refuge you obtain at 3rd level states: "Duration: 15 minutes, plus 5 minutes per caster level." So at 3rd level it automatically protects you for 30 minutes (15 minutes + 3rd level).

Mindless Undead and Mind Saves

Even though mindless undead like zombies or skeletons have no Intelligence or conscious thought, the Save Roll system in OD represents magical resistance or spiritual recoil, not mental reasoning. So a WIS Mind save isn't about thinking, it's about whether the magic "takes hold" of their animating essence.

Mindless undead do not think, but they may still roll WIS Mind saves when affected by magic targeting their animating essence or spiritual presence. This represents the strength of necromantic energy, not mental reasoning.

How to Read Spell Entries

Level

Indicates the minimum caster level required to learn and cast the spell.

Casting Time

Tells you how long it takes to cast the spell. “Turn” means the spell takes your full action during combat. Other spells might list “Instant” for immediate casting, which still uses up your full Turn unless specified otherwise.

Range

Describes how far away your target can be, else how far you can cast the spell. “Self” means you can only cast the spell on yourself. “Touch” means you must physically touch the target, and “Touch” includes self. Numerical ranges like “60 feet” tell you the maximum distance the spell can reach.

Cone attacks originates form caster. Reading “Self, 30-foot cone” means from caster, 30 feet in length and 30 feet wide at its furthest point.

Duration

Explains how long the spell’s effects last. “Instant” means the effect happens immediately and then ends. Time-based durations like “10 minutes” or “1 hour” tell you how long the magic persists.

Target

Specifies what or who the spell affects. This might be “Self,” “One creature,” “All creatures in cone,” or another descriptor that defines valid targets for the spell.

Save

Save means Save Roll. It indicates whether targets can resist the spell’s effects and what type of Save Roll they must make. “None” means no save is allowed. If you have any questions, please consult with your DN.

Effect

This section explains the mechanical benefits, damage dealt, conditions imposed, or other game effects the spell creates.

Scaling

Shows how the spell becomes more powerful as you gain levels - displaying you are becoming more skillsful at harnessing magic.

Special

Contains unique rules, limitations, or clarifications specific to that spell.


Level 1
Wizard Spells

Beguile

Level: 1
Casting Time: Turn
Range: 30 feet
Duration: 1 minute, plus 30 seconds per caster level
Target: One humanoid creature
Save: WIS Mind

Effect:
You weave threads of arcane persuasion into the air, causing your words to carry unnatural weight. The target must succeed on a WIS Mind save or become charmed by you for the duration. While charmed, the creature regards you as a trusted friend and ally, though it won't take actions that would obviously harm itself or its companions.

Scaling:
At 6th level, you can target two creatures simultaneously.

Special:
The charm ends if you or your companions attack the target or if it witnesses you harming its allies.

Glow Orb

Level: 1
Casting Time: Turn
Range: 60 feet
Duration: 10 minutes, plus 2 minutes per caster level
Target: One object or point in space
Save: None

Effect:
You conjure a sphere of soft, warm light that hovers at your chosen location. The orb sheds bright light in a 20-foot radius and dim light for an additional 20 feet. On your turn, you may move the orb up to 60 feet, and it follows simple mental commands.

Scaling:
At 3rd level, you can create two orbs with a single casting if you choose as different entities.
At 6th level, the orbs can shed different colors simultaneously, creating beautiful aurora effects.
At 9th level, you can create up to three orbs.

Special:
The orb can be any color you choose when casting.

Guided Arcana

Level: 1
Casting Time: Turn
Range: 120 feet
Duration: Instant
Target: One creature
Save: None

Effect:
You hurl a dart of pure magical force that automatically hits one creature you can see within range, dealing 1d4+1 force damage. No attack roll is made. No save is allowed.

Scaling:
Every level you create a new dart for another 1d4+1 damage.

Special:
The dart can target invisible creatures if you know their location.

Lethargic

Level: 1
Level: 1
Casting Time: Turn
Range: 90 feet
Duration: 1 minute, plus 30 seconds per caster level
Target: Wizard can select targets up to 1d4 creatures within range under 90 HP each
Save: WIS Mind

Effect:
You whisper ancient words of drowsiness that seep into the minds of your targets. Each creature must succeed on a WIS Mind save or fall into a magical slumber. Sleeping creatures are unconscious, but can be awakened by taking damage or being shaken vigorously.

Scaling:
At 3rd level, you can target up to 2d4 creatures.
At 6th level, sleeping creatures take 1d6 psychic damage if awakened by damage. Can affect creatures under 120 HP each.

Special:
The spell affects the creatures with the lowest current hit points first.
Mind effects ignore DR.

Mage Shielding

Level: 1
Casting Time: Turn
Range: Self
Duration: 1 hour, plus 10 minutes per caster level
Target: One creature
Save: None

Effect:
You weave a shimmering barrier of arcane energy around creature. While this spell is active, target gain a +2 bonus to your Armor Class. The barrier appears as a faint, translucent film that ripples when target moves.

Scaling:
At 4th level, the AC bonus increases to +3. If a single attack would reduce target below 5 HP, target may immediately teleport up to 30 feet to an unoccupied space target can see (once per casting). The barrier then ends.
At 6th level, the barrier also grants DR +2.

Special:
The barrier is invisible to others unless they can sense/detect/see magic.

Mage's Reach

Level: 1
Casting Time: Turn
Range: 90 feet
Duration: Concentration, up to 1 minute + 30 seconds per caster level
Target: One unattended object or willing creature
Save: None

Effect:
You extend an invisible thread of will that manifests as a faint shimmer in the air. Through it, your mind reaches out to touch the world - turning handles, lifting items, or brushing aside dust. The unseen force can lift or move up to 10 pounds, travel up to 20 feet per round, and perform simple actions such as opening a latch, pulling a lever, or picking up an item.

Scaling:
At 3rd level, you can move up to 25 pounds or perform more delicate tasks (e.g. pouring a vial, flipping a switch).
At 6th level, you can control up to three separate objects within range at once, each acting independently.
At 9th level, you can move up to 50 pounds per object, and your reach extends to 120 feet.

Special:
You can wield a light weapon or other one-handed item at range, using your Intelligence modifier for attack rolls instead of Strength. The faint shimmer cannot wield heavy weapons, activate intricate devices, or restrain unwilling creatures - its strength lies in finesse, not force.

Mistcall

Level: 1
Casting Time: Turn
Range: 60 feet
Duration: 10 minutes, plus 2 minutes per caster level
Target: Wall of fog up to 30 feet in length, 10 feet high, and 10 feet thick
Save: None

Effect:
You conjure a wall of drifting mist that forms where you point within range. The fog heavily obscures sight, unable to see throug it, and when in it creatures can see only 3 feet. Inside the mist muffles sound and diffuses light, dimming torches and lanterns to 3 feet too. Creatures inside or behind the fog gain +2 DEX Quick (for stealth/evasion).

Scaling:

At 4th level, wall may extend up to 40 feet in length and gain +3 DEX Quick.
At 6th level, wall can now be up to 60 feet in length, 20 feet high and 30 feet thick

Special:
A strong winds, heavy rains, and other extreme weather has no effect, through it passes through it.
If cast underwater, it instead creates a cloud of silt and bubbles that functions identically.

Moonlight Mark

Level: 1
Casting Time: Turn
Range: Touch
Duration: 24 hours, plus 2 hours per caster level
Target: One creature or object
Save: None

Effect:
You trace a faint silvery rune that gleams like reflected moonlight. The mark is invisible in daylight but glows softly in darkness. While the spell lasts, you always know the direction and approximate distance to the marked target. The mark cannot be removed by ordinary means, but can be dispelled and fades only when the duration ends.

Scaling:

At 3rd level, you may maintain up to three marks at once, presuming you cast 3 consecutive days.
At 6th level, once per day, you may perceive through one mark for 1 minute, seeing and hearing as if present.

Special:
The mark is visible to creatures with Night Vision or Thermal Vision.
If the marked target leaves your world or plane, the mark dims but continues to pull faintly toward the nearest path to it.

Mystic Bolt

Level: 1
Casting Time: Turn
Range: 90 feet
Duration: Instant
Target: One creature
Save: CON Tough (half damage on successful save)

Effect:
You unleash a crackling bolt of radiant energy that streaks toward your target. The bolt deals 1d8 radiant damage. On a failed save, the target sheds dim light in a 10-foot radius until the start of your next turn and cannot benefit from invisibility during that time. The energy crackles and hums as it flies, leaving a brief trail of sparkles in its wake.

Scaling:
At 3rd level, can strike up to two creatures within 30 feet of each other, both within the spell's range, dealing 2d8 damage each.
At 6th level, the bolt deals 4d8 damage per target.
At 9th level, the bolt deals 6d8 damage per target.

Special:
The bolt can be any color you choose, often reflecting your mood or magical affinity.

Rootbind

Level: 1
Casting Time: Turn
Range: 60 feet
Duration: 1 minute + 30 seconds per caster level
Target: One creature
Save: DEX Quick

Effect:
Roots, vines, or earthen tendrils surge from the ground, wrapping around a target's legs and anchoring them in place. The creature must succeed on a DEX Quick save or become re-strained. While restrained, the target cannot move and suffers a –2 penalty to attack rolls and DEX Quick saves.

Scaling:
At 3rd level, you may target up to two creatures within 30 feet of each other.
At 6th level, the roots deal 1d4 piercing damage initially to restrained creatures.
At 9th level, you may target up to three creatures, and the damage increases to 1d6 iniital piercing damage.

Special:
The bindings may be broken with a Strength check (DC 13 + your caster level).
This spell must originate from soil, stone, or natural ground; it has no effect on targets flying or standing on bare metal or glass.

Sense Arcana

Level: 1
Casting Time: Turn
Range: Self
Duration: 10 minutes, plus 2 minutes per caster level
Target: Self
Save: None

Effect:
Your eyes glow with faint arcane light as you attune to magical energies around you. You can sense the presence of magic within 30 feet. Magical items, spells, and enchanted creatures emit subtle auras you can discern with focus.

Scaling:
At 4th level, you can sense magic up to 60 feet away.
At 8th level, you can identify the general nature and strength of a magical effect in more detail, and with in 120 feet.

Special:
You sense the location of invisible magical creatures or objects that are invisible, but not their exact form.
1 foot of stone, metal, or wood blocks this sense completely.

Slipfield

Level: 1
Casting Time: Turn
Range: 60 feet
Duration: 1 minute, plus 30 seconds per caster level
Target: Surface up to 10 feet by 10 feet (100 sq feet)
Save: DEX Quick

Effect:
You distort the boundary of space along a chosen surface, creating a thin planar sheen where friction bends unnaturally. The area looks unchanged but feels slippery and treacherous. Any creature entering or starting its turn in the zone must succeed on a DEX Quick save or fall prone and continues slipping for 1d4 turns, if still in area affected, repeat, sliding a few feet in a random direction.

Scaling:
At 4th level, the affected area expands to a 15 feet by 15 feet (225 sq feet).
At 6th level, creatures that fail their save also take 1d8 bludgeoning damage from impact.
At 9th level, the area expands to a 20 feet by 20 feet square (400 sq feet), and creatures that fail their save also take 1d12 bludgeoning damage from impact.

Special:
The thin planar sheen may be anchored to floors, walls, or ceilings. When placed on vertical or inverted surfaces, the distortion causes creatures to slide or drift downward, ignoring normal friction.

Soft Descent

Level: 1
Casting Time: Turn/Instant
Range: 60 feet
Duration: 1 minute, plus 30 seconds per caster level
Target: One falling creature
Save: None

Effect:
You reach out with your mind to slow a creature's fall, wrapping them in a gentle cushion of magical force. The target's descent slows to a safe speed, and they take no damage from falling. The effect appears as a soft, golden glow surrounding the falling creature.

Scaling:
At 3rd level, you can affect up to three creatures simultaneously.
At 6th level, the spell can completely halt a fall, allowing the target to hover in place.
At 7th level, you can affect up to five creatures, and control their direction too.

Special:
The spell can be cast on yourself if you are falling.

Storm Pulse

Level: 1
Casting Time: Turn
Range: Self (15-foot radius)
Duration: Instant
Target: All creatures within radius
Save: DEX Quick - half damage on success

Effect:
A concussive surge of thunder erupts from your body, rippling outward in waves of pressure. Each creature — including allies — within 15 feet takes 1d6 damage on a failed DEX Quick save, or half damage on success. Those who fail are stunned for 1 round and then disoriented for 1d4 additional rounds, suffering –2 to attacks and -2 AC as they regain balance. The blast is accompanied by a deafening crack that echoes off stone and metal.

Scaling:
At 3rd level, damage increases to 3d6 damage.
At 6th level, the radius expands to 30 feet and damage increases to 5d6 damage.
At 9th level, damage increases to 8d6. Creatures that fail their save are pushed 10 feet outward and remain disoriented for 1d6 rounds.

Special:
Creatures (and allies) that fail the save are deafened for 2 rounds.
Objects of glass, crystal, or fragile stone within 10 feet may shatter at the DN's discretion.
Cover: Creatures fully behind solid stone, metal, are protected completely form concussive damage, no save throw necessary.

Tongue of Concord

Level: 1
Casting Time: Turn
Range: Self
Duration: 10 minutes, plus 2 minutes per caster level
Target: Self
Save: None

Effect:
You attune your mind to the root structure of language, allowing you to understand and speak any spoken tongue. Your words are rendered into the listener's language, though your voice keeps its own accent and inflection. The spell affects only natural or mortal languages, not ciphers, codes, or magically-concealed speech.

Scaling:
At 4th level, you can also comprehend written text in any language.
At 6th level, you can communicate telepathically with any creature that has a language within 60 feet.

Special:
The spell does not grant literacy in unknown scripts, nor can it decipher magical writings, scrolls, or runes containing active enchantments.

Ward of Deflection

Level: 1
Casting Time: Turn
Range: Self
Duration: 3 rounds
Target: Self
Save: None

Effect:
You conjure a shimmering field of force that turns aside incoming projectiles. For 3 rounds, the ward deflects any non-magical ranged attack each round that would otherwise hit you. The attack misses completely, its force sliding away in a ripple of light.

Scaling:
None.

Special:
The ward protects only against non-magical ranged attacks. It provides no protection against melee attacks, area effects, or attacks made within 5 feet. The barrier ripples like thin glass when struck, each deflected hit leaving a faint shimmer before fading.


LEVEL 2
WIZARD
SPELLS

Arcane Unseal

Level: 2
Casting Time: Turn
Range: 60 feet
Duration: Instant
Target: One object or magical barrier
Save: None

Effect:
You channel raw arcane force to shatter locks, force open doors and containers. You can break equal or lower-level magical seals. The effect is accompanied by a flash of fiery light and the sound of shattering crystal.

Scaling:
At 3rd level, you can affect magical barriers of equal level of magic power or lower.
At 6th level, you can affect three objects within 30 feet of each other.
At 9th level, you can affect magical barriers of any level, and the range extends to 120 feet.

Special:
The spell cannot open doors or containers that are held shut by physical force, such as barricades or heavy weights.

Binding Threads

Level: 2
Casting Time: Turn
Range: 60 feet
Duration: 1 minute, plus 30 seconds per caster level
Target: Area of tangled threads up to 30 feet across and 10 feet high
Save: DEX Quick

Effect:
You weave strands of sticky, translucent energy that splatter across walls, floors, and ceilings like a spider's web. The threads cling to every surface they touch, forming a tangled mass that obstructs passage. Any creature that enters or starts its turn within the affected area must succeed on a DEX Quick save or become restrained. The threads are nearly invisible, shimmering faintly when struck by light.

Scaling:
At 3rd level, the web can stretch up to 60 feet across.
At 6th level, restrained creatures take 1d4 acid damage when they first fail their save, but not again while held.
At 9th level, the web can reach 60 feet across and 20 feet high.

Special:
The threads can be burned away with fire, dealing 2d6 fire damage and 1d4 to any creature within 5 feet of the burning strands.

Doppelveil

Level: 2
Casting Time: Turn
Range: Self
Duration: 1 minute, plus 30 seconds per caster level
Target: Self
Save: None

Effect:
You create three illusory duplicates of yourself that move and act in perfect unison. To others, four identical versions of you appear, shifting subtly as they mirror your every motion. When you are targeted by an attack, roll a d4 to determine the target. On a roll of 1, the attack hits you. On a roll of 2–4, it strikes a duplicate instead, causing that image to vanish in a shimmer of distortion.

Scaling:
At 6th level, each duplicate can absorb two attacks before vanishing.

Special:
The duplicates are intangible illusions that mimic your gestures and movement perfectly but cannot interact with objects or creatures. They fade instantly if you are rendered invisible or teleport away.

Ember Orb

Level: 2
Casting Time: Turn
Range: 60 feet
Duration: Concentration, up to 1 minute, plus 30 seconds per caster level
Target: One point within range
Save: CON Tough (half damage on successful save)

Effect:
You conjure a sphere of crackling flame that hovers at your chosen location. The orb sheds bright light in a 20-foot radius and dim light for an additional 20 feet. On your turn, you may move the orb up to 30 feet. The orb must remain within 60 feet of you and cannot pass through solid barriers. When the orb is dismissed by the caster, any creature within 5 feet of it must succeed on a CON Tough save or take 2d4 fire damage, or half as much on a success. The orb affects allies and enemies alike and may ignite unattended flammable objects when dismissed. You may end this spell at any time, even before the duration expires, to dismiss the orb and trigger its burst of flame.

Scaling:
At 3rd level, the orb deals 3d4 fire damage and you may move it up to 60 feet on your turn.
At 6th level, the orb can split into two smaller orbs, each dealing 3d6 fire damage.
At 9th level, the orbs deal 4d6 fire damage each.

Special:
The orb can be extinguished by water or strong winds, DN’s discretion if conditions are suitable.

Firebranch

Level: 2
Casting Time: Turn
Range: Touch
Duration: 1 minute, plus 30 seconds per caster level
Target: One weapon you touch
Save: None

Effect:
You touch a weapon and ignite it in living flames that count as magical. The weapon deals an additional 1d6 fire damage on a hit and sheds bright light in a 20-foot radius. Undead, demonic, infernal, fiends and other creatures from the lower realms take additional +2 damage. The flames do not harm you or your equipment.

Scaling:
At 4th level, the fire damage increases to 2d6 and undead, demonic, infernal, fiends and other creatures from the lower realms take additional +3 damage.
At 6th level, the fire damage increases to 4d6.
At 9th level, the fire damage increases to 6d6, and the weapon can set creatures on fire for additional 1d6 damage per round for 3 rounds.

Special:
The enchantment persists on the weapon regardless of who wields it for the duration.

Mind Probe

Level: 2
Casting Time: Turn
Range: 30 feet
Duration: Concentration, up to 1 minute, plus 30 seconds per caster level
Target: One creature
Save: WIS Mind

Effect:
You extend your consciousness into the target's mind, attempting to read their surface thoughts and emotions. On a failed WIS Mind save, you can sense the creature's current emotional state and surface thoughts. With concentration, you can probe deeper to learn specific information the target is actively thinking about and possibly its knowledge of.

Scaling:
None

Special:
The target senses the mental intrusion only if it succeeds on the WIS Mind save (i.e. resists the spell).

Miststride

Level: 2
Casting Time: Turn
Range: 60 feet
Duration: Instant
Target: Self
Save: None

Effect:
You dissolve into mist and reform at a location you can see within 60 feet. The teleportation is accompanied by a brief swirl of silvery fog. You may bring along objects you are carrying. You cannot Miststride if arms are bound, or are bound by magic or magical restraints.

Scaling:
At 5th level, you can teleport up to 120 feet.
At 9th level, you can teleport up to 300 feet and bring up to two willing creatures.

Special:
You cannot teleport into solid objects or areas you cannot see.

Seal of Warding

Level: 2
Casting Time: Turn
Range: Touch
Duration: 1 hour, plus 10 minutes per caster level
Target: One door, window, or container
Save: CON Tough (half damage)

Effect:
You trace glowing runes that form a magical barrier over the target object. The seal prevents the object from being opened by normal means and sounds a soft chime within 30 feet if tampered with. Any creature that attempts to force the seal must make a CON Tough save, taking 2d6 force damage on a failed save (half as much on success) and is pushed back 10 feet. The seal triggers only when the warded object is forcibly opened or breached.

Scaling:
At 4th level, the seal also creates a magical lock that requires a specific gesture to open.

Special:
Only one Seal of Warding may be active on an object at a time. The runes remain faintly visible for 1 minute before fading from sight. Arcane Unseal can remove this seal without triggering the damage effect if successfully cast.

Searing Lances

Level: 2
Casting Time: Turn
Range: 120 feet
Duration: Instant
Target: Up to three creatures within range
Save: CON Tough (half damage on successful save)

Effect:
You create up to three lances of searing light that streak toward your targets. Each lance targets a creature within range and deals 1d6 fire damage (CON Tough save for half). The lances can target the same creature or different creatures, and they leave brief trails of golden and blue light in their wake.

Scaling:
At 6th level, each lance deals 1d10 fire damage.

Special:
At 8th level, you can combine all 3 lances to hit same target at once for 3d12 fire damage.

Silent Path

Level: 2
Casting Time: Turn
Range: Self
Duration: 10 minutes, plus 2 minutes per caster level
Target: Self
Save: None

Effect:
You become completely silent, your footsteps making no sound and your voice carrying no further than a whisper. Creatures cannot hear you unless you choose to make noise. The spell also muffles sounds 5 feet around you, softening nearby footsteps and rustling. Sounds you directly make are silenced, but noises caused by interacting with other objects still occur normally.

Scaling:
At 3rd level, the effect extends to one willing creature within 5 feet of you.
At 6th level, you can move at full speed without making any sound.
At 9th level, the effect extends to up to three willing creatures within 10 feet.

Special:
The spell does not prevent creatures from seeing you or detecting you through other senses. Zones of silence from multiple castings do not stack.

Veil of Obscurity

Level: 2
Casting Time: Turn
Range: Self
Duration: 10 minutes, plus 2 minutes per caster level
Target: Self
Save: None

Effect:
You become invisible to normal sight. While invisible, you cannot be seen by creatures that rely on normal vision. However, you can still be detected by other senses, such as hearing, smell, or magical detection, including Thermal Vision and Dark Sense (but not Night Vision). Items you wear or carry become invisible with you. The invisibility ends if you attack or cast a spell.

Scaling:
At 5th level, the duration lasts a maximum of 1 hour.
At 9th level, the duration extends to a maximum of 2 hours.

Special:
The invisibility does not hide your shadow, footprints, or other traces of your presence. Rain, dust, flour, or immersion can outline your shape at the DN’s discretion.

Windcall

Level: 2
Casting Time: Turn
Range: 60 feet
Duration: Concentration, up to 1 minute, plus 30 seconds per caster level
Target: 20-foot cube
Save: CON Tough (half damage on successful save)

Effect:
You summon a violent vortex of wind that fills the target area. The wind extinguishes flames, scatters debris, topples small trees, and makes ranged attacks impossible in or through the zone.
Each creature that begins its turn within the area takes 1d6 bludgeoning damage per caster level and must make a CON Tough save or be pushed 10 feet directly away from the vortex's center (away from you). Creatures that remain within will take continious damage and must repeat the save each turn they start inside the area.

Scaling:
At 4th level, the affected area expands to a 30-foot cube.
At 9th level, the affected area expands to a 40-foot cube

Special:
1d6 of damage per level of caster. The wind can propel sailing vessels or flying creatures. Overlapping Windcall zones do not stack their effects.



Arcane Refuge

Level: 3
Casting Time: Turn
Range: Self
Duration: 15 minutes, plus 5 minutes per caster level
Target: Self
Save: None

Effect:
You create a shimmering dome of pure arcane energy that surrounds you in a 30-foot radius. The dome is transparent from the inside but appears as a faint, iridescent barrier from the outside. While within the refuge, you gain a +2 bonus to your Armor Class and a +2 to your DR.

Scaling:
At 6th level, the refuge provides DR +3.
At 9th level, the AC bonus increases to +4, and the first hit that would reduce you to 0 HP instead leaves you at 1 HP.

Special:
The refuge can be entered and exited freely, but only you benefit from its protective effects.

Arcane Severance

Level: 3
Casting Time: Turn
Range: 60 feet
Duration: Instant
Target: One creature or object
Save: CON Tough (half damage on successful save)

Effect:
You unleash a blade of pure arcane force that slices through the target. The spell deals 4d6 damage and can cut through magical barriers or destroy enchanted objects. The blade appears as a thin, glowing line of energy that leaves a brief afterimage.

Scaling:
At 6th level, the damage increases to 8d6 force damage.
At 9th level, the damage increases to 6d10 force damage, and the blade can cut through any barrier.

Special:
The spell is particularly effective against constructs, animated objects, and magical barriers. Severing limbs or similar effects only occur when the Dungeon Narrator determines the target is particularly vulnerable.

Breath of the Deep

Level: 3
Casting Time: Turn
Range: Self, 30-foot cone
Duration: Instant
Target: All creatures in cone
Save: CON Tough (half damage on successful save)

Effect:
You exhale a powerful blast of pressurized water originating from your mouth that can knock creatures off their feet and cause severe damage. Each creature in the cone takes 3d8 bludgeoning damage and must succeed on a CON Tough save or be pushed back 15 feet and knocked prone for 1 round.

Scaling:
At 6th level, the damage increases to 4d8+6 bludgeoning damage, and range is now 60 feet.
At 9th level, the damage increases to 5d8+9 bludgeoning damage, and the blast can create a small tidal wave.

Special:
The spell requires you to have recently been in contact with water to cast i.e. touch a pail of water, sipped a flask of water, swam/swimming in water, etc.

Dreadwave

Level: 3
Casting Time: Turn
Range: Self, 60-foot cone
Duration: Instant
Target: All creatures in cone
Save: WIS Mind

Effect:
You unleash a wave of pure terror that ripples outward from your body. Each creature in the cone must succeed on a WIS Mind save or be frightened for 1 minute. Frightened creatures suffer a -2 penalty to attack rolls and Chance Rolls while they can see you, and they must use their movement to move away from you on their turn. Does not affect the undead, demonic, infernal, fiends and other creatures from the lower realms.

Scaling:
At 5th level, fightened creatures suffer a -4 penalty to attack rolls and Chance Rolls.
At 9th level, the cone expands to 120 feet, and frightened creatures take 2d6 psychic damage.

Special:
The wave appears as a ripple of dark energy that causes shadows to writhe and twist.
Does not affect the undead, demonic, infernal, fiends and other creatures from the lower realms.
Mind effects ignore DR.

Farseeing Eye

Level: 3
Casting Time: Turn
Range: 1 mile
Duration: Concentration, up to 5 minutes, plus 1 minutes per caster level
Target: One location within range
Save: None

Effect:
You create an invisible, floating eye at a location you can see or have visited before. You can see and hear through the eye as if you were present at that location. The eye can move up to 30 feet per round and can pass through walls and other barriers.

Scaling:
At 6th level, the eye can also transmit your voice to location for you, allowing two-way communication.

Special:
The eye is invisible to others unless they can sense or see magic.

Grand Illusion

Level: 3
Casting Time: Turn
Range: 60 feet
Duration: Concentration, up to 5 minutes, plus 2 minutes per caster level
Target: 30-foot cube
Save: WIS Mind

Effect:
You create a complex, realistic illusion that can include multiple creatures, objects, sounds, and even smells. The illusion is so convincing that creatures who fail their WIS Mind save believe it to be real and can interact with it physically. The illusion can move and change as you concentrate.

Scaling:
None

Special:
The illusion cannot deal physical damage, but creatures that fail WIS Mind save, could believe they are taking damage, may suffer psychological effects including a 1d2 initial damage (that 1d2 damage reinforces the belief in the illusion).
Illusion effects ignore DR.

Ocean Hand

Level: 3
Casting Time: Turn
Range: 60 feet
Duration: Concentration, up to 1 minute, plus 30 seconds per caster level
Target: One creature or object
Save: CON Tough (half damage on successful save)

Effect:
You summon a massive hand of water (4 times larger than a typical adult human hand) that rises from a nearby water source. The hand can grasp, push, or crush the target. The target takes 2d8 bludgeoning damage and must succeed on a CON Tough save or be restrained by the watery grip. At least 1 flask (1 pint of water, or water base substance like ale, tea, etc.) must be present within 30 feet of you when spell casting.

Scaling:
At 6th level, the damage is increased to 3d8 bludgeoning damage.
At 9th level, the damage increases to 4d8 bludgeoning damage.

Special:
The spell requires a water source within 30 feet to cast.

Pyroburst

Level: 3
Casting Time: Turn
Range: 150 feet
Duration: Instant
Target: 20-foot radius sphere centered on a point you can see
Save: DEX Quick (half damage on successful save)

Effect:
You create a massive explosion of fire that erupts at your chosen point. The blast deals 4d6 fire damage to all creatures in the area and ignites flammable objects. The explosion creates a bright flash and a deafening boom that can be heard for great distances (2 to 5 miles depending on conditions, DN discretion)

Scaling:
At 6th level, the damage increases to 6d6 fire damage.
At 9th level, the damage increases to 8d6 fire damage, and the explosion creates a firestorm that persists for 1 round.

Special:
Objects and structures in the area take damage normally; ignition alone doesn't cause collapse. The DN adjudicates any resulting structural failure. In heavy rain or underwater, Pyroburst deals half damage and cannot ignite materials. Worn or held items never ignite automatically.

Runesight

Level: 3
Casting Time: Turn
Range: Self (60 feet)
Duration: 10 minutes, plus 1 minute per caster level
Target: Self
Save: None

Effect:
You extend your perception into the lattice of written magic, allowing you to comprehend arcane scripts, sigils, and runes that would normally resist interpretation. You can read magical scrolls, glyphs, and enchanted inscriptions as though they were written in your own tongue, though you gain no ability to cast or activate what they describe.

Scaling:
At 6th level, you may also discern the spell's relative strength.

Special:
This spell does not enable casting from scrolls or other enchanted media, nor does it break magical protections designed to conceal text.

Skybound

Level: 3
Casting Time: Turn
Range: 60 feet
Duration: 10 minutes, plus 2 minutes per caster level
Target: One creature
Save: None

Effect:
You imbue the target with a surge of dimensional buoyancy, granting flight with perfect control. The creature gains a flying speed equal to its walking speed and may hover in place. A soft blue glow shimmers around the hands and feet as the air itself bears their weight.

Scaling:
None

Special:
The effect ignores ordinary weight limits, but the creature's own strength determines what it can carry or lift while airborne. Sudden gusts, heavy armor, or cramped ceilings may still impede movement at the DN's discretion.

Spellbreaker

Level: 3
Casting Time: Turn or Trigger (can interject as an instant reaction)
Range: 60 feet
Duration: Instant
Target: One spell or magical effect
Save: None

Effect:
You unleash a pulse of raw anti-magic that can unravel spells. When a creature you can see within range begins casting, you may immediately counter the spell, negating it. Alternatively, you can target and unravel one ongoing spell or magical effect within 60 feet. The effect appears as a ripple of dark energy that nullifies magic.

Scaling:
None

Special:
The spell cannot affect permanent magical items, artifacts, curses, or innate magical traits of creatures. When you cast this spell, you immediately take a -1 penalty to Constitution from Magical Backlash if you do not already have Magical Backlash. The Backlash lasts until you complete your wizard's morning meditation.

Stormcall

Level: 3
Casting Time: Turn
Range: 300 feet
Duration: Concentration, up to 1d6 rounds
Target: 60-foot radius
Save: DEX Quick (half damage on successful save)

Effect:
You summon a localized storm that fills the target area with crackling lightning, booming thunder, and torrential rain. The downpour creates ankle-deep water and mud, reducing visibility and making footing treacherous. Any creature that starts its turn in the area or enters it during their turn takes 2d6 lightning damage and must succeed on a DEX Quick save or be deafened for 3 rounds. The area is considered difficult terrain (half movement) for the duration of the storm.

Scaling:
At 6th level, the damage increases to 3d6 lightning damage per round.
At 9th level, the damage increases to 4d6 lightning damage per round.

Special:
The storm can extinguish fires and provide cover from ranged attacks.
Any ranged attack originating from within or passing through the storm area is negated.

Sunlight Bloom

Level: 3
Casting Time: Turn
Range: Self (30-foot radius)
Duration: Turn
Target: All creatures within radius
Save: CON Tough (half damage on successful save)

Effect:
You channel pure sunlight, creating a brilliant burst of radiant energy that fills the area around you. Each hostile creature in range takes 2d10 radiant force damage. Undead, demonic, infernal, fiends, and other creatures from the lower realms take double damage. The light also dispels magical darkness within the area.

Scaling:
At 6th level, the damage increases to 3d10 radiant damage.
At 9th level, the damage increases to 5d10 radiant damage.

Special:
The spell creates a beautiful display of golden light that resembles a miniature sun.

Wild Summons of Spectral Hound

Level: 3
Casting Time: Turn
Range: 60 feet
Duration: 30 minutes
Target: One point within range
Save: None

Effect:
You call a translucent hound from the aether to aid you in battle. It appears in an unoccupied space you can see within range and follows your mental commands. The hound acts on your initiative, taking it turn immediately after you each round. The summoned creature has 16 HP, AC 14, DR 2, +2 to hit, deals 1d6 bite damage, and has Save Roll TN of 15. It disappears when the spell ends or HP is depleted.

Scaling:
At 6th level, you can summon a stronger creature with 30 HP, +4 to hit, deals 1d8+2 damage, and has Save Roll TN of 12.

Special:
The summoned creature is friendly to you and your companions.
You issue a free mental command on your turn. If none is given, it defends you and attacks the nearest hostile.
You can have it guard your rear, stand watch, etc.
Once cast and mental order given, you can leave the creature from view.

Winter's Veil

Level: 3
Casting Time: Turn
Range: Self (20-foot radius)
Duration: 10 minutes, plus 2 minutes per caster level
Target: All creatures within radius
Save: CON Tough (half damage on successful save)

Effect:
You create a swirling vortex of ice and snow that surrounds you. The area becomes heavily obscured and difficult terrain for all creatures (excluding caster). Any creature that starts its turn in the area takes 2d6 cold damage and must succeed on a CON Tough save or take full damage and be slowed for 3 rounds (half damage and no slow on a successful save). Allies are affected by this spell. Ranged attacks are negated.

Scaling:
At 6th level, the damage increases to 3d8 cold damage, and the area expands to 30 feet.
At 9th level, the damage increases to 3d12 cold damage, and creatures that fail their save are frozen in place for 1 round.

Special:
The spell can extinguish fires and provide protection from heat-based attacks.