

# MAGIC-USER SPELL REFERENCE SHEET

## LEVELS 1-3

Level One		Range	Duration	Magical Effect
		[feet]	[turns]	
1	Charm Person	120'	variable	Charms 1 humanoid, unless a Save is made. Time until new save is based on INT: 1 day if 18+ INT, 2d if 16-17, 7d if 12-15, 14d if 10-11, 21d if 7-9, 28d if 3-6
2	Dancing Lights	120'	2	Creates 1-6 lights equal to floating lanterns under control of caster's voice
3	Detect Magic	60'	2	Caster can detect magic in any person, place or object in range
4	Enlargement	30'	1+M	Increases size of living target by $\times 1.5$ , or non-living $\times 2$ , to a max of 12 ft/lvl
5	Hold Portal	10'	2d6	Locks a single door, gate or other portal for the duration
6	Light	120'	6+M	Lights a 15' radius equal to a torch for the duration, caster can end earlier
7	Magic Missile	150'	-	Fires 1 magic arrow (+1 hit/damage) per 5 levels with a range as long bow
8	Protection from Evil	0'	6	Caster gains +1 Saves, +1 AC vs evil attackers, & immunity to enchanted monsters
9	Read Languages	0'	2	Caster can decipher any language or code
10	Read Magic	0'	2	Caster to read and understand a scroll for future use
11	Shield	0'	2	Caster is protected with AC2 vs missiles, AC4 vs other attacks
12	Sleep	240'	4d4	Sleeps 2d8 creatures of 1HD, 2d6 of 2HD, 1d6 of 3HD or 1 of 4HD, no save!
13	T's Floating Disc	10'	6	Creates a disc that carries up to 500 lbs (5000 gp) & follows 6' behind caster
14	Ventriloquism	60'	2	Caster can project voice from any object or creature in range
Level Two				
1	Audible Glamer	240'	2	Creates sounds equivalent to up to 8 people per two levels
2	Continual Light	120'	$\infty$	Lights a 30' radius that lasts until dispelled
3	Darkness	120'	6	Darkness over 50' radius, prevents all vision, ended by Light or Dispel Magic
4	Detect Evil	60'	2	Caster can detect evil in any person or object in range
5	Detect Invisible	10' x lvl	6	Caster can see any invisible person or object in range
6	ESP	60'	12	Caster can detect the thoughts of creatures in range, thru 2' rock but not lead
7	Invisibility	240'	$\infty$	Turns a creature or item invisible, ends if the creature makes an attack
8	Knock	60'	-	Unlocks a locked or barred door, gate or chest
9	Levitate	20' x lvl	6+M	Target can move upward at 60'/turn
10	Locate Object	60' x lvl	2	Tells the caster with the direction of a well-known object within range
11	Magic Mouth	0'	$\infty$	Creates a magical mouth that speaks up to 25 words when triggered
12	Mirror Image	0'	6	Creates 1d4 (roll) mimicking duplicates of the caster that each last until hit
13	Phantasmal Forces	120'	$\infty$	Creates a silent illusion that lasts until touched or the caster is disturbed
14	Pyrotechnics	240'	6	Turns a fire into a fireworks display or thick smoke covering a 30' radius
15	Ray of Enfeeble	30'	M	Target must Save or lose 4 points strength & do 1/4 less damage
16	Strength	-	4d6	Target gains strength by class: Fighter 2d4 points, Cleric 1d4, Thief 1d6
17	Web	10'	4d6	10' x 10' x 20' web, normal man 2d4 turns to free, giant 2 rounds, fire 1 round
18	Wizard Lock	10'	$\infty$	As Hold Portal but permanent, can be passed by Knock or MU 3 levels higher
Level Three				
1	Clairaudience	60'	6	Caster can hear in range, through doors or 2' rock but not lead
2	Clairvoyance	60'	6	Caster can see in range, through doors or 2' rock but not lead
3	Dispel Magic	120'	1	Disrupts spells in 15' radius, % chance = level of caster / level of other caster
4	Explosive Runes	0'	$\infty$	Does 4d6 hp & destroys item, MU 2 levels higher can detect/removed: 50/75%
5	Fire Ball	240'	-	Burns all in a 20' radius of blast for 1d6 x level hp; Save vs Spells for 1/2
6	Fly	0'	4d6 + M	Caster can Fly at 120'/turn, DM rolls secretly for duration
7	Haste	240'	3	Up to 2d4 creatures double their move & attack twice, at beginning & end of round
8	Hold Person	120'	6+M	Save vs Spells or paralyzed, up to 4 targets, if only 1 save is at -2
9	Infravision	0'	1 day	Target can see in the dark as an elf or dwarf with a 60' range
10	Invisibility 10'	240'	$\infty$	As per Invisibility, but affects all within a 10' radius
11	Lightning Bolt	240'	-	Zaps all in 60' long, 7.5' wide path for 1d6 x level hp; Save vs Spells for 1/2
12	Monster Summon. I	10'	6	Summons 1st level monsters to fight for caster, 1d6 if <1 HD, 1d3 if ≥ 1 HD
13	Protection/Evil 10'	0'	12	As per Protection from Evil, but affects all in a 10' radius and duration is double
14	Protection/NLM	30'	12	Target immune to non-magical missiles, except from creatures with >1HD
15	Rope Trick	0'	6+M	Creates a secure space at end of a rope from 6-24' long for up to 4 persons
16	Slow	240'	3	Up to 2d4 creatures halve their move & attack once every other round
17	Suggestion	60'	1 week	Target must save vs spells or carry out an order of up to two sentences
18	Water Breathing	Touch	12	One person (caster or other) can breath underwater, no aid to swimming

# Pathfinder Wizard Guide Spell List

## **Earth Elemental**

## **Pathfinder Wizard Guide Spell List:**

Pathfinder Magic Unleashed Barrett Williams,ChatGPT,2025-01-02 Unlock the Mysteries of Magic with Pathfinder Magic Unleashed Dive into the enchanting world of Pathfinder with a comprehensive guide that unveils the secrets of magic from its ancient origins to its spellbinding manifestations on the battlefield Pathfinder Magic Unleashed invites you into a realm where the arcane arts shape destinies awaken powers and define heroes Begin your journey with an exploration of the essence of magic uncovering its storied lore and the diverse traditions that have shaped it Whether you're a novice spellcaster or a seasoned practitioner you'll gain insights into the mechanics of spellcasting along with the critical components that bring spells to life Discover the limitations and potentials of your magical prowess understanding the risks and rewards inherent in casting powers beyond comprehension Venture into the labyrinth of arcane schools mastering disciplines from the illusionary to the necromantic Discover the unique paths of wizards and the inherent abilities of sorcerers as they navigate power specialization and control Delve into the alchemy of magic where potions mutagens and bombs offer untold effects and strategies for adventurers Explore the creation and use of magical items unlocking the secrets behind crafting legendary artifacts and wielding wondrous items Connect with familiars and magical companions building bonds that enhance your journey through mystic realms Expand your arcane knowledge with spell research exploring vast libraries and learning from fellow spellcasters Traverse the realms beyond with planar magic mastering the art of summoning and binding On the battlefield wield combat magic to unleash spells of tremendous power and defend against adversaries with counterspells and protective wards Unearth the legends of high magic where myth and reality intertwine Pathfinder Magic Unleashed is your key to mastering the limitless possibilities of magic guiding you through every step of your magical journey Are you ready to unleash your power Advanced Class Guide Barrett Williams,ChatGPT,2024-12-26 Unlock the true potential of your Pathfinder characters with the Advanced Class Guide a comprehensive resource for leveling up your gameplay and deepening your role playing experience This indispensable eBook delves into the fascinating world of Prestige Classes offering nuanced insights and strategies for building unique powerful characters that stand out in any campaign Dive into an exploration of the Arcane Archer mastering the blend of magic and marksmanship to enhance your combat prowess Navigate the shadows with the cunning Assassin mastering the arts of stealth and deception while building a mysterious character that intrigues fellow adventurers Embrace your inner dragon with the Dragon Disciple awakening ancient powers and commanding respect with draconic abilities Extend your mastery over both the martial and magical realms as the Eldritch Knight or become the quintessential keeper of secrets as the enigmatic Loremaster Dance between divine and arcane with the Mystic Theurge perfectly blending spells for unparalleled versatility and support in your party Explore the shadowy depths of the Shadowdancer where light and darkness combine to create a dynamic and elusive force within your adventuring party For those who crave the thrill of the duel the Duelist is your path to excel in finesse and

combat Traverse worlds unseen with the Horizon Walker turning the very environment into your ally Embody the devotion of the Red Mantis Assassin wielding your skills with a divine purpose This guide not only provides essential requirements and tactical strategies for each class but also offers a deep dive into narrative integration teaching you how to craft compelling backstories and thematic adventure hooks that seamlessly integrate with your character's development Whether you're looking to maximize power through clever class combinations or elevate your storytelling Advanced Class Guide is your ultimate companion for achieving character greatness and enriching your Pathfinder journey Discover the endless possibilities and watch your character evolve into a true legend *Kingdoms of Legend: Knights of France* Jason

Rice,2011-08 *The Art of Pathfinder Character Creation* Barrett Williams,ChatGPT,2024-12-20 Discover the ultimate guide to mastering one of Pathfinder's most versatile and dynamic roles The Art of Pathfinder Character Creation Dive into the intricate world of clerics where divine magic and strategic prowess meet to create characters of unparalleled depth and power This comprehensive eBook leads you through each crucial step in crafting a cleric that not only thrives in battle but also enriches the narrative of your campaign Begin your journey by understanding the essence of a Pathfinder cleric Learn to wield divine power effectively by choosing the right deity and unlocking the true potential of your character through domains with significant impact Tailor your cleric's race to enhance their inherent abilities utilizing human versatility dwarven resilience or elven grace to create a compelling and robust character Immerse yourself in constructing an authentic backstory From birthplace to pivotal past adventures develop a character that resonates with intriguing narratives and a rich history Optimize ability scores balancing wisdom with strength and constitution ensuring your cleric excels in every situation Master the intricacies of cleric spells and prayers equipped with signature spells and strategic management for gameplay Select essential skills for survival roleplay and diplomacy ensuring your cleric is prepared for any challenge Equip your cleric with the right armor weapons and backpack essentials and augment their prowess with carefully chosen feats Explore the advantages and potential pitfalls of multi classing or take your skills to the next level with prestigious class paths Delve into roleplaying tactics for depth and authenticity navigating theological conflicts and enhancing inter party dynamics Confront combat challenges with advanced tactics from strategic positioning to offensive spells Ready to redefine your Pathfinder experience The Art of Pathfinder Character Creation is your key to unlocking a world of divine power thrilling adventures and endless possibilities Take your roleplaying journey to new heights **Personal Computing** ,1982 **The Publishers' Trade List Annual** ,1985 *Town Journal* ,1922 **British Books in Print** ,1980 *Wizards Handbook* Anton

Adams,Mina Adams,2002 *Wizards Handbook* Anton Adams,2002 **The Wizard's Book of Spells** Beatrice Phillipotts,2003-08-15 Published in time for the release of The Return Of The King the last of the Lord of the Rings trilogy Filled with captivating illustrations by award winner Robert Ingpen this beautifully bound guide makes a fabulous gift for all fans of the fantastic The secrets of the ancient sorcerers the practices of the medieval alchemists and the rituals of modern

magicians are found between the special padded covers of this beautifully produced book Inside readers discover how lucky talismans work and which tools to use for successful spell casting The most remarkable wizards who walked the earth from the evil sorceress Circe to the legendary Merlin are all captured in a superb text by Beatrice Phillpotts the author of Faery Paintings Mermaids and The Faery Companion

**Mythic Spell Compendium** Jason Nelson, Jonathan H. Keith, Mike D.

Welham, Amanda Hamon Kunz, 2015-05-18 The Mythic Spell Compendium brings you over 2000 mythic spells for your Pathfinder campaign This book is an encyclopedic tome of magic a comprehensive compilation of mythic versions for EVERY spell in the Pathfinder core rules and MORE These spells are not just an exercise in bigger numbers though you'll find those here as well but bring new and exciting dynamic and even cinematic options to your spellcasting character many with augmentable variations to expand their power to an even grander scale There are earth shaking magics here alongside inventive and occasionally amusing uses for lower level magics everything from the humblest of cantrips to the mightiest of miracles is covered between these pages Coupled with the core mythic spells in Pathfinder Roleplaying Game Mythic Adventures every spellcaster no matter how obscure their specialty will find page after page of amazing options If you are playing Pathfinder with the mythic rules you need to grab this book HOWEVER this book is an amazing resource for you even if you're NOT using the mythic rules The mythic rules are a terrific toolbox for making magic more mysterious and even better more interesting in a standard Pathfinder campaign From ancient cultures to secret cults alien races to eldritch secrets sacrificial sorcery to divine mysteries all are sources from which the forgotten or forbidden lore of mythic magic could spring to new life in your Pathfinder campaign The Mythic Spell Compendium includes over 2000 mythic spells including every spell from the Pathfinder Roleplaying Game Core Rulebook Pathfinder Roleplaying Advanced Player's Guide Pathfinder Roleplaying Game Advanced Race Guide Pathfinder Roleplaying Game Ultimate Combat and Pathfinder Roleplaying Game Ultimate Magic as well as hundreds more spells from official Pathfinder products designed for the campaign setting and companion books If it was not already published in Pathfinder Roleplaying Game Mythic Adventures you'll find it here All of them It also includes hundreds more spells from some of the leading 3rd party publishers for Pathfinder including over 700 spells from Deep Magic by Kobold Press and over 100 spells from the Gothic Campaign Compendium and other products from Legendary Games

*Wizards' Spell Book* Wizard Writer, 2019-11-02

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length of time is being dishonest with you as there is no way of knowing for sure Please be patient and give spells time to work It could be two hours two days two weeks or two months but that isn't up to you **[The Dimensional Spell-Casting Toolkit](#)** Nathan Coppedge,2015-07-23 This author attributes to himself a number of significant magical effects including effects as various as time travel catching paper in the air calling birds telekinetically balancing a knife on its point making pants stand mostly upright influencing small earthquakes and healing sore feet The book includes some samples of ancient magic that can be used to repair fishing nets attract different types of companions produce weather effects such as wind summoning and sometimes lightning when it is barely raining how to re animate one's own body at will and the powers of immortality and raise dead While the effects do not come automatically readers aspiring to be wizards or witches will be pleased with the range of spells and spell effects Words of Power present in this book and its level of instruction on all areas of magic **[Spellcrafting Wizard Training](#)** Earth Elemental,2020-11-08 A beautiful and practical guide by Earth Elemental working with the phases of the moon and this is the perfect beginner's guide to everyday rituals and spellcasting This magic journal is a holistic self care practice that uses the moon phases as a natural timekeeper each month beginning with a New Moon intention This reflective journal will guide you on the path of putting it into practice to achieve joy peace and purpose It includes Profiles of the 8 moon phases and how to work with their natural ebbs and flows Dozens of writing and reflection prompts Guidance on intention setting with real world examples and tips to get the most out of them Wellness and motivational affirmations A DIY yearly view of the moon cycles with fill in space to chart cycles according to your time zone Embrace your inner witch with this beginner's guide to practical magic and spellcasting If you have ever wondered about the mystical qualities that exist within you this is the perfect beginner's guide to everyday rituals and spellcasting **[Practical Magic for Beginners](#)** is a simple yet extensive reference that teaches you about conscious conjuring using a wide range of tools techniques disciplines and elements Whether you're interested in chakras astrology talismans dreams or anything in between you'll find what you're looking for Discover entry level remedies recipes and spells and learn about plant magic herbal cures for common ailments spiritual cleansing and more Make the perfect gift for anyone who loves the magical world of witchcraft and the moon Click the cover to reveal what's inside About this book 108 full pages magic world Name of spell caster and materials used Notes for your feelings effects after spellcasting Printed on high quality solid white paper **[Book of Lost Spells - 5th Edition](#)** Frog God Games,Necromancer Games,2018-05 Ask any wizard There's no such thing as too many spells This massive compendium of magical mayhem ought to satisfy even the most discerning necromancers and thaumaturgists and they aren't easy to please especially the necromancers Weighing in with a total of 708 spells the Book of Lost Spells is a vital resources for anyone wanting to add a bit more mystery to the magic of Fifth Edition **[Book of Lost Spells - Pathfinder](#)** Frog God Games,2018-05 Ask any wizard There's no such thing as too many spells This massive compendium of magical mayhem ought to satisfy even the most discerning necromancers and thaumaturgists and they aren't

easy to please especially the necromancers Weighing in with a total of 708 spells the Book of Lost Spells is a vital resources for anyone wanting to add a bit more mystery to the magic of the Pathfinder Role Playing Game **Book of Magic** Dale C McCoy, Jr,2022-08-31 The Collected Knowledge of a Hundred Spellcasters Bringing together all the spells from two dozen companion sources the Book of Magic Spell Codex Volume 2 has something for everyone These spells have been updated for clarity and expanded to cover classes introduced after their original publication Gathered together for the first time these spells will give your character the edge you ve been looking for Within these 96 pages the Book of Magic Spell Codex Volume 2 contains Over 180 spells for all 26 spellcasting classes From wizard to bloodrager cleric to paladin psychic to medium you ll find spells for your character here New short descriptions making it easy for you to discover and find that perfect spell

Artwork to make this feel like a true spellcaster s tome With this essential compendium your character will be prepared for the road ahead

**Spellbook and Guide of Ancient Witchcraft** Shadow Books,2018-08-27 A true spell book filled with over 330 ancient spells spanning over 180 pages with clear instructions for wielding magick the way our ancient ancestors understood it From cursing and curing to binding a lover right through to casting evil spells You can learn how ancient Witches would conjure prophetic dreams and omens as well as every other imaginable application of the supernatural arts This is a book of real ancient witchcraft is a real mesmerizing window granting us an accurate vision of their times and way of life Including some quite grotesque spells which call for the flesh of human corpses or the body parts of animals Of course any 21st century practitioner there are dozen non lethal safe and legal substitutions for any such spell ingredient

**The Witch and Wizard Training Guide** Sirona Knight,2001 For anyone who has ever wanted to cast a spell or make a magic potion this guide can show them how It contains positive spells for love money friendship and personal empowerment and also how to make magic wands cloaks altars and more Illustrations

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