



PELLS FROM



BALDUR'S



GATE

*Presented by
Lord Rumfish*



LEGALESE

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Design: Mark “Lord Rumfish” Burton.

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FOREWORD

I believe the earliest imaginings of humans included dreaming of another world. At first, it might have been the world beyond the next hilltop, or the next island just out of sight on the horizon. Then there were realms where gods lived, or fey folk, or the dead. At some point, we began imagining alternate Earths, or worlds wholly unlike Earth. These worlds provide us many things, including entertainment, a safe space to play “What if...?”, and a lens to examine our own world through the scrutiny of a false one.

I am no historian of Toril and Faerun, but some parts I have delved deeper into. I grew up playing the original Baldur's Gate games, and now I am enjoying the revival they are experiencing. There is a new product out on Dungeon Masters Guild from James Ohlen, the lead designer of BG1 and 2, “Heroes of Baldur's Gate”, and elsewhere in the world Baldur's Gate 3 has been announced as a video game to arrive in the next couple years (I have no affiliation or royalties from these titles). The Drizzt novels were a phenomenon when they first arrived, and people who are not gamers at all are still familiar with the Forgotten Realms, Abeir-Toril, and Faerun at least a little bit. I myself was inspired to write an epic poem called “Veraka's Saga” using the style of “Sir Gawain and the Green Knight” based around my character's journey through the Baldur's Gate saga. It remains unfinished, yet I am still proud of it.

All of this is to say that Faerun (which is a continent, not the whole world of Toril) is a common experience that many of us share, and something which adds meaning to our lives, whether in a big way or a small way. It is a little painful, then, to watch it change between different editions of Dungeons and Dragons since we are so fond of it. The Faerun I write about in “Veraka's Saga” comes from 2nd edition D&D where the rules are quite different, 3rd edition brought its own host of changes, and after the Spellplague in 4th edition we saw yet again a dramatically altered world. Painful as change may be though, it is not only necessary, it is inevitable. The universe (or multiverse) is not static, and heavy elements like gold would not exist if supernovas and dying galaxies had not paved the way.

For spells, we have witnessed many changes, some slight, some dramatic, to the way magic works in Faerun. 5th edition has brought us concentration spells to pare down complexity and give us hard choices, as well as a potential way to disrupt some magic without having magic yourself. Advantage and disadvantage take the place of a complex system of floating modifiers. So too are lost some details that the game perhaps is better off for missing, yet added their own unique flavor, such as the Charisma requirements 2nd edition enchanters had, and sometimes used when two casters battled with opposing charm spells on the same target. We, as always, adapt and grow.

I must thank Mom and Dad again, because it is what I do, and because it is a good thing to do. Special thanks this time to my friend Bob, who has a great love of the Forgotten Realms and Baldur's Gate, and to Mary, who let me borrow her original Drizzt trilogy so I could read them.

Mary, we will be entering our own new world soon by bringing a child into this one. I do not know what trials and wonders are in store, but I look forward to each and every one. I love you, always.

As for Gabriel, Corbin, Ian, and Marlow: try not to get lost finding your way in this world.

EXCERPT FROM "VERAKA'S SAGA", CANTO VI, STANZAS 1 AND 2

They found fitful rest, for few could yet sleep,
Instead relaxing and reclining or rubbing sore muscles.
Some nodded off with naps, others nattered good-natured,
But Veraka stalked over to Xan, seeking to study.
At his questioning gaze, she requested, "May I query:
I was wondering if you would mind walking me through
More mysteries of magic? I'm most eager for mentoring."
Xan studied her for a heartbeat, his words hesitating,
Taking in the travel-worn jester, her troubling attractiveness:
The riveting red hair that rode just past her shoulders,
The red and blue harlequin of her outrageous pantaloons
Peeking out from a pair of pretentious red boots
And concealed somewhat by a strangely sober chain hauberk
Which she wore unwearied while they wandered the wilds.
Beneath hauberk and padding, she wore red-and-blue tights
That matched the mad outfit made manifest from beneath;
This showed her supple curves and no slight amount of skin
When she was at rest, or while performing wacky wiles.
His gaze followed her fair skin, flowing along her fetching neck
To fall for a moment on her full, flirtatious lips
Before being brought by her high cheekbones and long nose
To eyes as green as any elf's, entrancing and alluring,
Bright as the first buds of spring after a bleak bitter winter.
He realized he was staring when her countenance grew wry,
As he had not heard her follow-up question to him.
Embarrassed, the blushing Greycloak blurted,
"Um, what?"
"I said, is that okay?"
"Of course! Please, have a seat.
Enchantments start today."
Xan wished he could retreat.

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"No doubt you know some necromancy from the nutjob Xzar,
And I have helped you to have illusions since he has no access.
Enchantment and charm, I fear, is a far more fickle art,
Requiring subtlety rarely seen in rudimentary spells.
While the wizardry required to work the symbols seems wieldy,
You will find finer control a vexing feat fraught with failure.
However hard and hopeless it seems though, take heart:
I do not doubt you can develop adept control more directly
Than most poor apprentices who bungle pitifully for power."
"Why is that?" Veraka wondered, though she was well-pleased.
"Despite the difficulties you'll endure delving deeper,
One cannot mistake the merit of your magnificent magnetism.
Not any churl can be an enchanter, the charm spells we cherish
Are governed by our guile: gods-gifted charisma.
Though true control takes talent and untold training,
You may gain a rough grasp good enough for mental grapples
Not unlike a new novice of mighty sinews and nimbleness
Whose aptitude puts them plainly past parity with their peers."
"Not unlike being a bard: our charisma is brought to bear
In singing spellsongs, these are more than simple sounds.
As a jester in particular, I pit my persuasion against willpower,
Forcing my foes to feel fierce and confusing emotions,"
Veraka noted, and noticed Xan nodded in agreement.
"Truly, you may take to it in a more timely manner
Than many students of spellcraft in solemn, silent study.
I caution you, of course, not to get cocky,
Practice patiently to avoid all the pertinent perils. Now, let's
begin."
She studied spells with Xan
For hours passing quiet.
As nightfall then began,
Xzar raised ruckus and riot.

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SPELL LISTS

BARD SPELLS

CANTRIPS

Elminster's Reconfiguration
Necrotic Blast
Ulraunt's Speed Reading
Volo's Vendibles

1st LEVEL

Constitution Conversion
Devour Enchantment
Eldoth's Elegant Entanglement
Gromph's Ruse
Nalia's Aid
Xan's Charm Reversal

2nd LEVEL

Baeloth's Babbling Brook
Replenish
Resistance Roulette
Silence the Simpletons
Xan's Dread
Xzar's Mocking Dead

3rd LEVEL

Aerie's Allied Assault
False Facts
Garrick's Grand Gala
Vajra's Renewal
Voghlin's Vim
Xan's Doubt

4th LEVEL

Quayle's Brain Duel
Xan's Hopelessness

5th LEVEL

Concise Convalescence
Haer'Dalis's Darkblades

6th LEVEL

Veraka's Laugh Riot

7th LEVEL

Shadowtale Turnip
Ulkoomi's Brief Omniscience

8th LEVEL

Imoen's Reverse Interrogation

9th LEVEL

Revelation

CLERIC SPELLS

CANTRIPS

Grubdoubling
Necrotic Blast
Ulraunt's Speed Reading
(Knowledge Domain)
Verve

1st LEVEL

Clangeddin's Will (deity-specific)
Constitution Conversion
Devour Enchantment
Eldoth's Elegant Entanglement
(known as "Love's Embrace",
clerics of Sune, Hanali)
Nalia's Aid
TiAx's Titanic Triumph

2nd LEVEL

Replenish
Resistance Roulette
Tempus Wills It (deity-specific)
Xzar's Mocking Dead

3rd LEVEL

Cloak of Shar (deity-specific)
False Facts (Trickery Domain)
Vajra's Renewal

4th LEVEL

Divine Champion
Quayle's Brain Duel (deity-
specific, Baravar Cloakshadow)

5th LEVEL

Concise Convalescence

6th LEVEL

Reduce to Bones

7th LEVEL

Ulkoomi's Brief Omniscience

8th LEVEL

Taint of the Slayer (deity-
specific, Bhaal)

9th LEVEL

Revelation

DRUID SPELLS

CANTRIPS

Grubdoubling
Necrotic Blast
Poisonous Grasp
Verve

1st LEVEL

Constitution Conversion
Devour Enchantment
Insidious Venom
Jaheira's Thornshield
Nalia's Aid
Thorny Flora

2nd LEVEL

Death-Seeking Missile
Replenish

3rd LEVEL

Pack of Critters
Vajra's Renewal
Voghlin's Vim

4th LEVEL

Ligneous Grasp

5th LEVEL

Concise Convalescence

6th LEVEL

Deadfall

7th LEVEL

Shadowtale Turnip

8th LEVEL

Mice to Mammoths

9th LEVEL

Revelation

SPELLS FROM BALDUR'S GATE

PALADIN SPELLS

1st LEVEL

Clangeddin's Will (deity-specific)
Constitution Conversion
Nalia's Aid
Poisonous Smite (evil only)
Protecting Smite

2nd LEVEL

Mageslayer Strike
Replenish
Tempus Wills It (deity-specific)

3rd LEVEL

Dispelling Smite
Vajra's Renewal

4th LEVEL

Divine Champion

5th LEVEL

Concise Convalescence

RANGER SPELLS

1st LEVEL

Constitution Conversion
Go for the Eyes
Insidious Venom
Nalia's Aid
Thorny Flora
Vendetta Arrow

2nd LEVEL

Mageslayer Strike
Replenish

3rd LEVEL

Trick Shot
Vajra's Renewal

4th LEVEL

Ligneous Grasp

5th LEVEL

Concise Convalescence

SORCERER SPELLS

CANTRIPS

Death by a Thousand Blasts
Elminster's Reconfiguration
Poisonous Grasp
Volo's Vendibles

1st LEVEL

Angry Tentacle
Devour Enchantment
Eldoth's Elegant Entanglement
Gromph's Ruse
Manshoon's Malleable Missile
Nalia's Aid
Ulkoormi's Unexpected Heal
Xan's Charm Reversal

2nd LEVEL

Baeloth's Babbling Brook
Death-Seeking Missile
Resistance Roulette
Silence the Simpletons
Xan's Dread
Xzar's Mocking Dead

3rd LEVEL

Aerie's Allied Assault
Garrick's Grand Gala
Neera's Noisome Bolt
Ulkoormi's Death Burst
Vajra's Renewal
Xan's Doubt

4th LEVEL

Cythandria's Starfire
Dynaheir's Fireblast
Ulkoormi's Aether Burn
Xan's Hopelessness

5th LEVEL

Aether Cascade
Davaeorn's Dimensional Discharge
Spellplague Blast

6th LEVEL

Edwin's Efficacious Ensign
Irenicus's Iron Tentacles

7th LEVEL

Shadowtale Turnip
Ulkoormi's Brief Omniscience

8th LEVEL

Imoen's Reverse Interrogation
Taint of the Slayer

9th LEVEL

Greater Aether Cascade
Irenicus's Death Ray

WARLOCK SPELLS

CANTRIPS

Death by a Thousand Blasts
Poisonous Grasp
Ulraunt's Speed Reading
Volo's Vendibles

1st LEVEL

Angry Tentacle
Constitution Conversion
Devour Enchantment
Ulkoormi's Unexpected Heal

2nd LEVEL

Death-Seeking Missile
Resistance Roulette
Silence the Simpletons
Xan's Dread
Xzar's Mocking Dead

3rd LEVEL

False Facts
Ulkoormi's Death Burst
Voghlin's Vim
Xan's Doubt

4th LEVEL

Cythandria's Starfire
Xan's Hopelessness

5th LEVEL

Davaeorn's Dimensional Discharge
Haer'Dalis's Darkblades
Spellplague Blast

6th LEVEL

Irenicus's Iron Tentacles

7th LEVEL

Ulkoormi's Brief Omniscience

8th LEVEL

Taint of the Slayer

9th LEVEL

Irenicus's Death Ray

WIZARD SPELLS

CANTRIPS

Death by a Thousand Blasts
Elminster's Reconfiguration
Poisonous Grasp
Ulraunt's Speed Reading
Volo's Vendibles

SPELLS FROM BALDUR'S GATE

1st LEVEL

Angry Tentacle
Devour Enchantment
Eldoth's Elegant Entanglement
Gromph's Ruse
Manshoon's Malleable Missile
Nalia's Aid
Ulkoomi's Unexpected Heal
Xan's Charm Reversal

2nd LEVEL

Baeloth's Babbling Brook
Death-Seeking Missile
Resistance Roulette
Silence the Simpletons
Xan's Dread
Xzar's Mocking Dead

3rd LEVEL

Aerie's Allied Assault
Garrick's Grand Gala
Neera's Noisome Bolt
Ulkoomi's Death Burst
Vajra's Renewal
Xan's Doubt

4th LEVEL

Cythandria's Starfire
Dynaheir's Fireblast
Quayle's Brain Duel
Ulkoomi's Aether Burn
Xan's Hopelessness

5th LEVEL

Davaeorn's Dimensional
Discharge
Specialist's Counterspell
Spellplague Blast

6th LEVEL

Edwin's Efficacious Ensign
Irenicus's Iron Tentacles

7th LEVEL

Shadowtale Turnip
Ulkoomi's Brief Omniscience

8th LEVEL

Imoen's Reverse Interrogation
Taint of the Slayer

9th LEVEL

Irenicus's Death Ray

SPELLS BY SAVING THROW:

STRENGTH (2)

Irenicus's Iron Tentacles
Ligneous Grasp

DEXTERITY (7)

Cythandria's Starfire
Davaeorn's Dimensional Discharge
Deadfall
Dynaheir's Fireblast
Haer'Dalis's Darkblades
Thorny Flora
Vendetta Arrow

CONSTITUTION (8)

Angry Tentacle
Death-Seeking Missile
Insidious Venom
Irenicus's Death Ray
Neera's Noisome Bolt
Poisonous Smite
Tiax's Titanic Triumph
Ulkoomi's Death Burst

INTELLIGENCE (6)

Cythandria's Starfire
Garrick's Grand Gala
Gromph's Ruse
Quayle's Brain Duel
Shadowtale Turnip
Silence the Simpletons

WISDOM (12)

Eldoth's Elegant Entanglement
Imoen's Reverse Interrogation
Mice to Mammoths
Reduce to Bones
Resistance Roulette
Revelation
Spellplague Blast
Ulkoomi's Aether Burn
Volo's Vendibles
Xan's Doubt
Xan's Dread
Xan's Hopelessness

CHARISMA (7)

Baeloth's Babbling Brook
Taint of the Slayer
Veraka's Laugh Riot
Xan's Charm Reversal
Xan's Doubt
Xan's Dread
Xan's Hopelessness

SPELLS (73 TOTAL)

AERIE'S ALLIED ASSAULT

3rd level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose up to 3 willing targets within the spell's range, which can include yourself. Each of those targets may either cast a cantrip that they know, or a 1st level spell they know using a 1st level spell slot. Doing so does not require an action, it happens as part of this spell.

The spells cast this way must have a casting time no greater than 1 action.

This spell was developed by the female avariel cleric/mage Aerie as a means of assisting her spellcasting allies in a fight while also bringing her considerable abilities to bear.

"We can overcome this if we work together. Edwin, Anomen, p-please stop bickering and focus on what's in front of us!"

- Aerie

AETHER CASCADE

5th level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell triggers a chaotic flux in the flow of the aether, allowing you to cast multiple lower-level spells simultaneously. You cast a 2nd level spell, a 1st level spell, and a cantrip as part of the action used to cast this spell, without expending any additional spell slots.

The spells cast this way must be spells you know that are on your spell list, must have a casting time no greater than 1 action, and you still cannot concentrate on more than one spell at a time. The spells are cast as if using the lowest spell slot possible.

ANGRY TENTACLE

1st level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a 1-inch piece of tentacle)

Duration: 1 minute

You motion towards a creature while incanting foul words of Deep Speech, after which a tentacle erupts from their body. The target must make a Constitution save, and on a failure, they grow a tentacle from their body that they cannot control.

At the beginning of the target's turn, the tentacle attacks an adjacent creature that is hostile to you. If no hostile creatures are in reach, the tentacle attacks the creature it is growing on. When the tentacle attacks, make a melee spell attack roll, and on a hit the tentacle deals 1d6 bludgeoning damage. The tentacle counts as a magic weapon.

At the end of each of the target's turns, it makes a Constitution save, and on a success the spell ends. The target or one of its allies can also spend an action to use a slashing weapon to attempt to deal 10 damage to the target to slice off the tentacle (roll damage as normal), which ends the spell early. Any such attack wounds the target.

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BAELOTH'S BABBLING BROOK

2nd level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You access the language centers in the target's mind to overwhelm them with a pressing urge. One target creature within range that is capable of speech and knows at least one language must make a Charisma save or begin babbling a nonstop stream of words that all begin with the same letter or sound (you may specify the letter

or sound). The creature is incapacitated for the duration. At the end of each of its turns, the target can make another Charisma save. On a success, the spell ends on the target.

If the target failed its first save, you may choose another target within 30 feet of that creature. It must make a Charisma save or be affected as above. If it fails, you may choose another target within 30 feet of that creature to make a Charisma save, repeating this process until a creature succeeds on its Charisma save or there are no targets you wish to choose left within range.

This spell was developed by the male drow sorcerer Baeloth the Entertainer, who has a great fondness for alliteration. He was most well-known for the Black Pits fighting arena, but when he lost everything he escaped to the surface and adventured in the Baldur's Gate region, including during the time of the siege of Dragonspear Castle.

"Baleful brigands, begin babbling blithely!"

- Baeloth Barrityl

CLANGEDDIN'S WILL

1st level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (broken shards from a weapon you purchased or crafted)

Duration: Concentration, up to 1 minute

A willing creature is imbued with the staid willpower of Clangeddin Silverbeard, dwarven deity of war and honor. Until the spell ends, the creature gains temporary hit points at the start of each of its turns (or starting immediately, if you are the target). Initially the creature gains 1 temporary hit point, then 2 the following round, then 3, increasing by 1 every round of the

SPELLS FROM BALDUR'S GATE

duration. When the spell ends, the target loses any remaining temporary hit points from this spell.

Additionally, once during the duration the target may choose to gain advantage on a single save.

It is not certain if this spell was developed by the dwarven fighter/cleric Yeslick of the drowned Orothiar clan, but it was certainly made famous by him in the Baldur's Gate region and elsewhere.

"By the will of Clangeddin, hold fast! There is strength yet to be tapped within you."

- Yeslick Orothiar

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may target an additional creature for every slot level above 1st. If you use a spell slot of 6th level or higher, double the number of temporary hit points this spell grants (2, 4, 6, etc.).

CLOAK OF SHAR

3rd level abjuration

Casting Time: 1 action

Range: Self

Components: S

Duration: 24 hours

You draw upon the power of the Shadow Weave, making your magic more difficult to identify and counteract.

For the duration, your spells are drawing upon the power of the Shadow Weave through Shar rather than Mystra. Any creature attempting to identify your spells has difficulty, making any relevant checks with disadvantage.

Furthermore, when one of your spells would be counterspelled or dispelled, you can expend this spell to force the caster to make a counterspell or dispel check with disadvantage, even if they normally would not have to roll (for example, *Counterspell* would normally counter any spell of equal or lower spell slot level, but this spell would force the caster to roll a counterspell check with disadvantage).

Identifying, countering, and dispelling this spell also have the difficulties mentioned above.

This spell was developed by Viconia DeVir, a drow cleric who converted to worshipping Shar and adventured (and misadventured) on the surface world in the regions of Baldur's Gate and Amn. Rumor has it she dwells on the surface even now.

"Shar gives me power. What was it Beshaba gave you, rivvil? Weakness?"

- Viconia DeVir



SPELLS FROM BALDUR'S GATE

CONCISE CONVALESCENCE

5th level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You speed up the target's metabolic processes to help them heal themselves. The target creature may spend any number of hit dice, regaining hit points as usual. Even an unconscious creature can be healed in this way.

CONSTITUTION CONVERSION

1st level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell allows the target creature to suffer levels of exhaustion in order to replenish hit dice. The target chooses how many levels of exhaustion to suffer (but not enough to kill it) and gains the same number of hit dice if any have been spent.

The target may choose which hit dice to restore if it has different types of hit dice. The creature cannot gain more than its maximum hit dice.

CYTHANDRIA'S STARFIRE

4th level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 minutes

You create a visual spectacle of radiant damage in a 20-foot radius burst within range. The stars of the night sky seem to appear and lance down

beams throughout the area in several different colors, creating a beautiful and impressive attack. Creatures in the area must make Dexterity saves, and on a failure take 5d6 radiant damage. On a success, a creature takes half damage.

Any creature that witnesses this attack must make an Intelligence save or be awed and impressed by the display. You gain advantage on social checks against affected creatures, and those creatures are more likely to agree to stop fighting and hear what you have to say (any disadvantage to social checks that would have been imposed by combat is removed).

This spell was researched by the half-elf wizard Cythandria who was active in Baldur's Gate during the Bhaalspawn saga. She became Sarevok's lover after she seduced him away from Tamoko. She may have perished at the Iron Throne headquarters, though this is disputed by some historical accounts.

"Power is being able to manipulate those greater than you and cow those lesser than you. Nothing more, nothing less."

- Cythandria

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you deal 1d6 additional radiant damage for every slot level above 4th.

DAVAEORN'S DIMENSIONAL DISCHARGE

5th level conjuration

Casting Time: 1 action

Range: 100 feet (line)

Components: V, S

Duration: Instantaneous

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You send forth a line of lightning and simultaneously get into a more advantageous position. Before or after creating the line, you can teleport up to 60 feet to any unoccupied location you can see. You may only bring willing creatures or objects with you up to your maximum encumbrance.

The line you create can be up to 100 feet long, and if the line strikes a solid surface such as a wall or a large tree you may have the line change direction once from that point, but only once. Treat the directional change as being a second line of lightning with its own damage and save, but both lines cannot exceed a total of 100 feet in length.

Creatures in the line's path must make a Dexterity save, or two saves if they are in the path of both lines. On a failure, a creature takes 5d6 lightning damage, or half as much on a success.

During the Bhaalspawn saga in the Baldur's Gate region, Davaeorn was a powerful male human wizard who controlled the operations of the Cloakwood Iron Mine, formerly the home of the Orothiar dwarf clan. He was a powerful servant of the villain Sarevok.

"Power is taken from the hands of the weak and held by the hands of the cunning."
- Davaeorn

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you deal 1d6 additional lightning damage for every slot level above 5th.

DEADFALL

6th level conjuration

Casting Time: 1 minute

Range: Sight

Components: S, M (a piece of bark from a fallen tree)

Duration: Concentration, up to 24 hours

You create a trap within your line of sight in an unoccupied square, which appears to be a standing dead tree or other native vegetation. The tree counts as blocking terrain in a cylinder 5 feet in diameter by 40 feet tall. Creatures approaching within 60 feet of the trap may attempt a Wisdom (Perception) check against your spell save DC to determine that the tree is unstable, and magic is at work. If you place the trap in an area with dense vegetation such as a forest, creatures have disadvantage on this check.

When one or more creatures venture into an area 5 feet wide by 40 feet long that you've designated adjacent to the trap, the tree falls and creatures in the area must make Dexterity saves. Creatures take 12d6 bludgeoning



damage on a failure and are knocked prone. Creatures take half damage on a success and are not knocked prone. The area becomes difficult terrain from the splintered log.

This spell was developed by the human druid Cernd in the regions around Amn during the time of the Bhaalspawn events. It was used pragmatically to protect druid groves and dangerous campsites in his adventures, and sometimes to set a trap for his enemies.

"The strength of nature does not end in death: it is but a pause in an endless cycle. To those ogres, however, it might seem like a stop."
- Cernd

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you create an additional deadfall trap for every slot level above 6th.

DEATH BY A THOUSAND BLASTS

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

This spell creates two tiny blasts of magical force, which you can direct to different targets. Each missile strikes its target unerringly for 1 force damage.

The missiles are treated the same way as blasts from the *Magic Missile* spell are, so a *Shield* spell will stop them for example.

This spell creates two additional missiles when you reach 5th level (4 missiles total), 11th level (6 missiles total), and 17th level (8 missiles total).

DEATH-SEEKING MISSILE

2nd level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You send forth a fist-sized black orb that seeks out its own target. The missile seeks out a hostile creature with the lowest hit points among available targets. If two or more creatures are tied, it chooses randomly.

A target struck by the missile must make a Constitution save. It takes 3d10 necrotic damage on a failure, or half as much on a success.

If you cannot perceive the target yourself, the missile can find any creature whose Stealth result is equal to or lower than your spell save DC. It can also find targets hidden by magic of equal or lower level than this spell, such as *Fog Cloud* or *Invisibility*.

If the missile cannot find a hostile target in the area, it harmlessly dissipates.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you deal 1d10 additional necrotic damage for every slot level above 2nd.

DEVOUR ENCHANTMENT

1st level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell absorbs the energy of a magic item, converting it into spell slots. The item is nonmagical afterwards and might be destroyed depending on the item's nature. This spell

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cannot absorb an artifact, no matter how minor, it cannot absorb an intelligent item, and it cannot absorb an expendable magic item to any benefit (the item is destroyed but no spell slots are gained).

A common magic item yields 1 level of spell slot, uncommon yields 2 levels of spell slots, rare yields 4 levels of spell slots, very rare yields 6 levels of spell slots, and legendary yields 9 levels of spell slots.

You can choose how these spell slots are allotted, for example you could use 6 levels of spell slots to create a 6th level spell slot, or two 3rd level spell slots. The spell slots last until you finish a long rest.

DISPELLING SMITE

3rd level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 2d10 force damage.

Additionally, the creature or object struck is dispelled. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

This spell was developed by Sir Keldorn Firecam, a veteran paladin of Torm and inquisitor with the Most Noble Order of the Radiant Heart.

"Magic cannot shield your wicked heart!"

- Sir Keldorn Firecam

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you deal an additional 1d10 force damage and you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used for every slot level above 3rd.

DIVINE CHAMPION

4th level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: 10 minutes

You transform yourself into a champion of your deity, gaining increased fighting prowess and physical ability. You gain advantage on all Strength, Dexterity, and Constitution checks, you gain 20 temporary hit points, and when you roll weapon damage, you may roll twice and take the better of the two results. These temporary hit points disappear when the spell ends, if any remain.

This spell might have been developed by the human fighter/cleric Anomen Delryn, a well-known member of the Order of the Radiant Heart, or it might simply have been made famous by him in the regions around Amn.

"Like unto a bolt from the heavens, I shall strike you down swift, jackanapes!"

- Anomen Delryn

DYNAHEIR'S FIREBLAST

4th level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You create a blast of fire damage in a 40-foot radius burst within range. Creatures in the area must make Dexterity saves, and on a failure take 7d6 fire damage. On a success, a creature takes half damage.

"Sometimes the size DOES count!"

- Minsc

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you deal 1d6 additional fire damage for every slot level above 4th.

EDWIN'S EFFICACIOUS ENSIGN

6th level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a gauntlet or helmet)

Duration: 1 hour

You quickly conjure up a sturdy servant to guard a chokepoint, cover an escape, or give your allies an edge in battle. You summon forth a suit of **animated armor** (MM p.19) in an unoccupied space within range. It disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the creature, which has its own turns. It follows your telepathic commands precisely, giving you full control of the creature. If you are unable to issue commands, it will defend itself from attacks but takes no other actions. It gains the following trait:

- ***Magic Weapons.*** This creature's weapon attacks are magical.



This spell was developed by Edwin Odesseiron, a human Red Wizard of Thay. While some companions considered him to be insufferable, there is no doubt he earned his position among the Red Wizards as a potent conjurer.

"Power is a constant ascension, an endless upward climb riddled with simians who would cast you down and take your place (take care, Odesseiron, don't tell the monkeys too much)."

- Edwin Odesseiron

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the conjured creature gains 20 additional hit points for every slot level above 6th.

ELDOTH'S ELEGANT ENTANGLEMENT

1st level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You attempt to lure a target humanoid creature into feelings of passion and attraction. Make a melee spell attack against the target. If you hit, the target must make a Wisdom save, with disadvantage if you got a critical hit, but with advantage if you or your companions are fighting it. On a successful save, the target suffers no effects.

On a failure, the target is charmed by you until the spell ends or you or your companions do anything harmful to it, and it has feelings of attraction and passion towards you. It treats you as a friend and potential paramour, though this does not mean it will necessarily abandon its principles or commitments immediately (further social checks may be required).

When the spell ends, the creature does not know it was charmed by you.

This spell was developed by the human bard Eldoth Kron, a nigh-universally hated adventurer in the Baldur's Gate region during the iron crisis and Bhaalspawn events. Eldoth was a scheming bard who had a knack for manipulating the emotions of others while always looking out for himself. He had a well-deserved reputation as a womanizer, a misogynist, and a jerk.

Curiously, clerics of love deities like Sune or Hanali Celanil have a similar magic they employ under the name "Love's Embrace", so Eldoth may have converted this magic from the divine, or Mystra may have made his spell accessible once it became part of the Weave.

"You see Xan, you're not the only one who can sling an enchantment, and I do it without being so utterly dull and tedious."

- Eldoth Kron



ELMINSTER'S RECONFIGURATION

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You break down one of your higher-level spell slots, turning it into lower-level ones. You create spell slots that add up to the total of the higher-level spell slot you used, for example a 9th-level spell slot could become a 6th level spell slot and a 3rd level spell slot, or four 2nd level spell slots and one 1st level spell slot.

This spell can affect an additional spell slot to break down when you reach 5th level (two spell slots reconfigured), 11th level (three spell slots reconfigured), and 17th level (four spell slots reconfigured).

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Elminster Aumar, the Sage of Shadowdale, hardly needs an introduction to anyone familiar with Faerun. He occupies a role not dissimilar from major wizards of other settings, such as Gandalf or Merlin. He wears red often, though not in the style of the Red Wizards of Thay, has long white hair and a beard, and almost always smokes a pipe.

"Thou might find power to be best redistributed rather than concentrated, though many of my fellow wizards take exception to this notion."

- Elminster Aumar

FALSE FACTS

3rd level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 hour

Until the spell ends, creatures disbelieve what you say, even if it is the truth, and magic that would determine if you are telling the truth indicates that you are lying. Creatures who try to discern the truth of your words can make Wisdom (Insight) checks with disadvantage against your spell save DC or your Charisma (Deception) check, whichever is higher. On a failure, they always assume you to be lying.

If you say something obviously true ("The sky is blue! Daggers are pointy!"), if the creature believes you are lying it may assume that you, personally, believe the sky is not blue or daggers are not pointy (and then possibly think you are crazy).

This spell was developed by the gnome cleric/rogue Glint Gardnersonson, a worshipper of Baravar Cloakshadow who was active during the siege of Dragonspear Castle north of Baldur's Gate. Interestingly, any cleric with the Trickery domain may learn this spell.

"You wouldn't know the truth if it snuck up behind you and backstabbed you with a Dagger of Venom! Just like my friend Safana is about to do there. Yep. I can't BELIEVE you didn't turn around for that!"

- Glint Gardnersonson

GARRICK'S GRAND GALA

3rd level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of tin)

Duration: 8 hours

You create the image of open-air tents, tables laden with food, entertainers, servers, revelers, and similar phenomena that is no larger than a 60-foot cube. The image appears at a spot within range and lasts for the duration. The image is mostly visual but is accompanied by harmless wafts of the smell of food and drink, and the faint sounds of music and revelry.

You can use your bonus action to duplicate the effects of the *prestidigitation* spell anywhere within the cube, and with no restriction to the number of concurrent effects (normally you are limited to 3). The image's movements appear natural for the image, such as tent curtains gently flapping in the breeze or jugglers wandering through the crowd.

This spell can lightly obscure an area with gauzy curtains but not block sight except at the pavilion roofs, nor can the illusory creatures hold a true conversation (an illusory reveler might say "Hm!" in response to anything said, but anything more sounds like gibberish). Creatures in the image never appear threatening or hostile.

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Physical interaction with the image reveals it to be an illusion, because things can pass through it (if you create a banquet table, you need to supply the food). A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence save. If a creature discerns the illusion for what it is, the creature can see through the image.

This spell was created by the human bard Garrick, who often found himself in strange locations while adventuring where the trappings for a celebration could not be found.

"Come one and all to Garrick's Grand Gala, a spectacle for the senses, a victory for variety!"

- Garrick

GO FOR THE EYES

1st level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (hair from a wolverine, badger, or giant space hamster)

Duration: 1 minute

A target familiar or animal companion within range gains the ability to fight on its own, becoming ferocious like an Ice Dragon berserker or even a miniature giant space hamster. The familiar or animal companion gains 10 temporary hit points, resistance to bludgeoning, piercing, and slashing damage, and may independently move and attack on its action.

If the creature does not possess an innate attack form, it may make a natural weapon attack it is considered proficient with using either Strength or Dexterity, whichever is better, dealing 1d4 slashing damage plus its Strength or Dexterity modifier.

Once during the duration, the creature may attempt a special blinding attack using one of its regular attacks. This attack is made with advantage, and if it hits, in addition to dealing normal damage the creature struck is blinded until the end of its next turn.

Minsc (the legendary human ranger and Ice Dragon berserker from Rasheman) vehemently denies researching this spell, claiming that Boo is the one who developed it. It is almost a believable claim, considering how unlikely Minsc would be as a spell researcher.

"Minsc, I don't think that's a g- well, thou hast surprised me, Boo is strangely effective!"

- Dynaheir

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the target gains 10 additional temporary hit points for every slot level above 1st.

GREATER AETHER CASCADE

9th level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell triggers a substantial chaotic flux in the flow of the aether, allowing you to cast multiple lower-level spells simultaneously. You cast a 3rd level spell, a 2nd level spell, a 1st level spell, and a cantrip as part of the action used to cast this spell, without expending any additional spell slots.

The spells cast this way must be spells you know that are on your spell list, must have a casting time no greater than 1 action, and you still cannot concentrate on more than one spell at a time. The spells are cast as if using the lowest spell slot possible.

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GROMPH'S RUSE

1st level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You assault a creature's mind in more ways than one, hoping to draw a *Counterspell* from your foe.

A target creature within range must make an Intelligence save, and on a failure takes 2d8 psychic damage, or half as much on a success.

This spell appears to be a different spell when other creatures attempt to identify it, making it likely to draw a *Counterspell*. Creatures attempting to identify this spell must make an Intelligence (Arcana) check with a DC equal to your spell save DC, and on a failure, they believe it to be another spell you specify.

This spell was developed by the drow Gromph Baenre, Archmage of Menzoberranzan, in his efforts to always have a trick up his sleeve against other archmages.

"What a counterspell you have! I'm impressed, rivvil."

- Gromph Baenre

GRUBDOUBLING

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

This spell instantly doubles the food touched into twice as much food. You can only target up to 1 pound of food at a time. The touched food

grows larger in size until it weighs twice as much. The food spoils after 24 hours if it is not eaten.

You may only have three instances of this spell active at a time, and you cannot target the same unit of food more than once.

This spell may have an additional instance active when you reach 5th level (4 instances total), 11th level (5 instances total), and 17th level (6 instances total).

This spell was developed by M'Khiin of the Grubdoubler tribe, a female goblin shaman who wished to escape from the constant violence of her society. She was active in the region north of Baldur's Gate during the siege of Dragonspear Castle.

"Here, eat. They don't call us Grubdoubler clan for nothing."

- M'Khiin Grubdoubler



HAER'DALIS'S DARKBLADES

5th level illusion

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

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A field of shadowy blades appears around you and moves with you for the duration. Any creature that successfully strikes you with a melee attack must make a Dexterity save or be slashed by one of the blades, taking 3d8 necrotic damage.

A creature with truesight can determine that only two of the blades you've created have a quasi-reality to them.

This spell was developed by the tiefling blade (an archetype of bard) Haer'Dalis, who hailed from the planar metropolis Sigil but found himself on the Prime Material plane near Amn. While there is some speculation that he may have been inspired by the appearance of the Lady of Pain when creating this spell, Haer'Dalis quickly denied this, saying, "Oh no, the Lady will brook no worship nor even accolades. I would dare not!"

"Aerie my dove, we are beset! Keep the sparkle in your eye but set a spell to those perfect lips."
- Haer'Dalis

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you deal an additional 1d8 necrotic damage for every slot level above 5th.

IMOEN'S REVERSE INTERROGATION

8th level divination

Casting Time: No action

Range: Unlimited

Components: None

Duration: 24 hours

You lure your interrogator into a false sense of security, ready to jump into their mind even as they think they have you helpless.

You may only cast this spell while you are suffering from one of the following conditions: grappled, incapacitated, paralyzed, or restrained. You cannot cast this spell if you are under the effects of a *Mind Blank*.

You may cast this spell when you are targeted by an effect that deals psychic damage, any effect that would sense your emotions or read your thoughts, divination spells, or an effect that causes the charmed condition. It takes effect as if you had used a reaction to cast it.

This spell is impossible to identify being cast and it is immune to *Counterspell*; even *Detect Magic* does not sense this spell.

Several effects afflict the foe who triggered the casting condition above:

- First, if they are under the effects of *Mind Blank*, that effect is dispelled without their knowledge, and appears to be intact until proven otherwise.
- Second, you enter the target's mind and may probe for information while they remain completely unaware. You may pose one question immediately, and another question every minute for the first 10 minutes. Each question is answered truthfully and in detail, each response taking up to 1 minute to explain. You can also review a 1-minute section of the target's memory as if you were reliving it, instead of a question.
- Third, after the first 10 minutes have passed the target must make a Wisdom save with disadvantage. On a success, this spell ends. On a failure, you may immediately pose another question, followed by another question every 10 minutes for the next 50 minutes. Each of these questions is expounded upon and delivered like a short story if there

is enough detail to merit it. You can also review a 10-minute section of the target's memory as if you were reliving it, instead of a question.

- Fourth, after the first hour of the duration has passed, the target must make a Wisdom save. On a success, this spell ends. On a failure, you may immediately pose another question, followed by another question every hour for the next 23 hours. Each of these questions is answered in exhaustive detail, like reading a novella or a ledger. You can also review a 1-hour section of the target's memory as if you were reliving it, instead of a question.

This spell was developed by the human rogue/mage Imoen, who grew up with the Bhaalspawn from Candlekeep and later discovered she was a Bhaalspawn herself. She was captured by mages at least twice, once by Jon Irenicus, and again by the Cowled Wizards when she was taken to Spellhold.

"Took me a long time to figure out how to turn being captured into an advantage. I'm ready for the next baffleheaded archmage that comes along thinkin' he can do as he pleases!"

- Imoen

INSIDIOUS VENOM

1st level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You launch a venomous spine towards a creature, hoping to inject it with a slow but lethal toxin. The target must make a Constitution save, on a success the creature is

poisoned until the end of your next turn, and then the spell ends. If it fails, it is poisoned for the duration.

If you concentrate for the full duration and the creature remains poisoned the entire time, when the spell ends the creature takes 3d12 poison damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may target an additional creature and you deal 1d12 additional poison damage for every slot level above 1st.

IRENICUS'S DEATH RAY

9th level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

A green ray shoots from your palm towards a creature within range unerringly. The creature targeted by this dark magic must make five Constitution saves. Tally the number of failures to determine the spell's ultimate effect by cumulatively adding up the effects below:

- **1 Failure:** The target takes 10d10 force damage. If this damage reduces the target to 0 HP or less, it is disintegrated, leaving nothing behind.
- **2 Failures:** The target takes another 10d10 force damage. If this damage reduces the target to 0 HP or less, it is disintegrated, leaving nothing behind.
- **3 Failures:** The target is petrified.
- **4 Failures:** The target dies, crumbling into a pile of broken rock.
- **5 Failures:** The crumbled rock disintegrates afterward, leaving nothing behind.

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This incredibly deadly spell was invented by the elven archmage Jon Irenicus, who commanded many more spells of hideous strength and efficiency. He leaves behind a failed legacy of vengeance and attempted apotheosis.

"Life is power. You live, you effect change in the world. Fleeting power, however, is meaningless. A life ending in death is power wasted. Take power and life when it is offered or suffer the consequences of your cowardice and die forgotten."

- Jon Irenicus

IRENICUS'S IRON TENTACLES

6th level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny wrought iron sculpture shaped like a tentacle)

Duration: Instantaneous

You conjure up otherworldly tentacles formed of iron to wrap around your target foe, holding it in place and potentially crushing it. A target creature within range that you can see must make five Strength saves. Tally the number of failures to determine the spell's ultimate effect by cumulatively adding up the effects below:

- *1 Failure:* The target is grappled.
- *2 Failures:* The target is also restrained.
- *3 Failures:* The target is also stunned.
- *4 Failures:* The target is also paralyzed.
- *5 Failures:* The target takes 20d10 magical bludgeoning damage (this effect only happens when the spell is initially cast).

At the end of the target's turn every round, it must make a Strength save. If it succeeds, it reduces the conditions it is suffering from by

one step. For instance, a creature paralyzed by this spell that succeeded a Strength save at the end of its turn would only be grappled, restrained, and stunned afterwards.

"You can break any barrier with a combination of strength and unyielding ambition. You HAVE the strength; prove to me you have the desire."

- Jon Irenicus

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you can target an additional creature for every slot level above 6th.



JAHEIRA'S THORNSHIELD

1st level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a thorn from a honey locust tree and a wooden shield)

Duration: 1 minute

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The wood of a shield you are holding is imbued with nature's power. For the duration, the shield gains a +1 bonus to the Armor Class it grants, and you can make bash attacks with it using your bonus action.

You can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using the shield, and the shield's damage becomes 1d4 bludgeoning damage. The shield also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the shield.

The half-elven fighter/druid Jaheira developed this spell to further enhance her combat options. She was noteworthy for usually fighting in humanoid form rather than animal form, and for her commanding stubbornness.

"Khalid, keep the zombies at bay! I will handle these skeletons."

- Jaheira

LIGNEOUS GRASP

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a twig from a willow)

Duration: 1 minute

You strike a creature in melee, and that creature is slowly encased in a plant. Make a melee spell attack against a creature. On a hit, you deal 5d10 acid damage, and then that creature must make a Strength save. On a successful save, there is no further effect.

On a failed save, it is restrained as woody tendrils twist around it and take root. A creature restrained by this spell must make another Strength save at the end of each of its turns. If it successfully saves against this spell

five times, the spell ends. If it fails its saves five times, it is encased inside a sturdy plant and subjected to the petrified condition for the duration, except it is also rooted in place and may die if uprooted. The successes and failures don't need to be consecutive; keep track of both until the target collects five of a kind.

If the creature or plant it is inside of is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If this spell is not dispelled for the entire possible duration, the creature is trapped inside the plant (petrified) until the effect is removed.

The human shadow druid Faldorn created this spell as a direct translation of her belief in the conflict between folk and nature.

"You should return to nature. I'll assist."

- Faldorn

MAGESLAYER STRIKE

2nd level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, you deal an additional 1d10 psychic damage.

Additionally, the creature struck has the lowest-level spell or psionics affecting it removed. If two or more effects are tied for lowest level, you choose which one is removed. If the removed effect used a higher-level spell slot than the spell slot used to cast this spell, you take 1d6 force damage for every level of difference (for example, if you used a 2nd level

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spell slot and removed an 8th level spell slot's effect, you would take 6d6 force damage).

The human ranger (of the stalker archetype) Valygar Corthala fervently denied researching this spell, even denying that it is a spell at all: he claimed it is just "harnessing my hatred for the curse of magic".

"This is the cold harvest magic reaps."

- Valygar Corthala

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d10 psychic damage for every slot level above 2nd.

MANSHOON'S MALLEABLE MISSILE

1st level evocation

Casting Time: 1 action

Range: 200 feet

Components: V, S

Duration: Instantaneous

You create a blast of force damage, which decreases in power as the range gets further away from you.

If you use this spell at touch range, you make a melee spell attack against a target. If you hit, you deal 3d8 force damage.

If you use this spell at 10 to 60 feet of range, you make a ranged spell attack against a target. If you hit, you deal 3d6 force damage.

If you use this spell at 65 to 200 feet of range, you make a ranged spell attack against a target. If you hit, you deal 3d4 force damage.

The villain Manshoon developed this versatile spell, although it is uncertain which one researched it, as there are many clones of him.

"Power comes in many forms, just like this spell. If you cannot adapt, you will die... like many of my clone brethren."

- Manshoon (version unknown)

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you deal additional force damage (1d8 at touch, 1d6 at middle range, 1d4 at long range) for every slot level above 1st.

MICE TO MAMMOTHS

8th level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bit of fur and the tip of an antler)

Duration: Concentration, up to 10 minutes

This spell transforms a beast that you can see within range into a new beast form. An unwilling beast must make a Wisdom save to avoid the effect. The spell has no effect on a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast of challenge rating 8 or lower. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

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The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

At Higher Levels: When you cast this spell using a spell slot of 9th level, you may target an additional beast to transform.



NALIA'S AID

1st level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 12 hours

The target of this spell gains +5 feet of movement speed, +10 pounds of carrying capacity, and gains advantage on any check or save made to resist exhaustion from hard work.

This spell was developed by the human rogue/wizard Nalia de'Arnise to assist the poor with their workdays.

"You poor soul, let me lighten that burden."

- Nalia de'Arnise

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may target an additional creature for every slot level above 1st.

NECROTIC BLAST

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a pulsating piece of black energy towards a target. Make a ranged spell attack roll. If you hit, the target takes 1d8 necrotic damage.

This spell's necrotic damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

NEERA'S NOISOME BOLT

3rd level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You hurl a crackling, booming orb of sonic energy towards a foe, which causes a distortion in the air. The sound of the bolt can be heard clearly up to 600 feet away. The target creature or object must make a Constitution save or take

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5d12 thunder damage on a failure. On a success, the target takes half damage.

If the target rolls a save and the d20 rolled an odd number, the bolt streaks over to another target within range. The secondary target must make a Constitution save or be affected like the first target. This process continues until a target does not roll a save (such as an object), or until a save comes up as an even number.

If a target rolls a save and the d20 came up with an even number, you take half of the damage the target took (for example, if it succeeded on its save, you will take one-quarter of the original damage).

This spell was accidentally discovered by Neera, a half elven sorceress with a wild magic origin. She was active around Baldur's Gate and Amn during the time of the Bhaalspawn saga.

"So, I woke up this morning and I discovered I can do thunder damage. Yay me, I guess?!"
- Neera

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you deal 1d12 additional thunder damage for every slot level above 3rd.

PACK OF CRITTERS

3rd level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Your magic turns others into minor beasts. Choose up to six willing creatures that you can see within range. You transform each target into the form of a Medium or smaller beast with a challenge rating of 0.

The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choose a different form for each target.

A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores.

The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

This spell was developed by the human druid Cernd in the regions around Amn during the time of the Bhaalspawn events. He hoped that by showing how useful transformations could be, he might convince others of the benefits of nature and of shapeshifting.

"Just as the butterfly emerges from the cocoon, so too these caterpillars you call bodies may take on many other helpful, beautiful forms."
- Cernd

POISONOUS GRASP

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell secretes a powerful poison that magically transfers with your touch. You must make a melee spell attack against a creature within your reach. If you hit, the target takes 2d4 poison damage. If the target is afflicted with the poisoned condition, the target takes an additional 1d4 poison damage.

This spell's base poison damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4). The additional poison damage inflicted when the target is poisoned also increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

POISONOUS SMITE

1st level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d4 poison damage.

Additionally, after your attack hits, the creature struck must make a Constitution save or become poisoned for the duration and take 1d4 poison damage at the beginning of their turn each round.

This spell was used famously by the half-orc blackguard Dorn Il-Khan to interrupt spellcaster concentration and slowly kill his foes as he

pursued his deadly vendetta in the regions around Baldur's Gate. This spell is only available to evil paladins, such as those who pursue the Oath of Conquest, the Oath of Treachery, or the Oathbreaker class archetypes.

"The first blow cripples. Let us see if you are worthy of a second!"

- Dorn Il-Khan

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d4 poison damage both initially and every round for every slot level above 1st.

PROTECTING SMITE

1st level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage.

Additionally, after your attack hits, an allied creature within your melee weapon's reach gains a +2 bonus to AC and all saves until this spell ends.

While this spell might or might not have been invented by the paladin Ajantis Ilvastarr, it was made famous by him as a favorite smite of Helmites with the Most Noble Order of the Radiant Heart.

"Helm grants you aid, my friend!"

- Ajantis Ilvastarr

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d6 psychic damage and the bonus to an ally's AC and saves increases by 1 for every slot level above 1st.

QUAYLE'S BRAIN DUEL

4th level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A target creature of your choice must roll a contest of Intelligence saves with you as you assault its mind with spelling problems, mathematical formulae, visual and auditory stimuli, and irrelevant trivia. If the target fails, it takes 10d8 psychic damage. If the target fails by 10 or more, it is also stunned until the end of its next turn.

If you fail the contest, you take 1d8 psychic damage. If you fail by 10 or more, you are also stunned until the end of your next turn.

This spell was developed by the gnomish cleric/illusionist Quayle, who later ran a circus and became a mentor to the avariel cleric/mage Aerie. Before he met Aerie, Quayle considered himself of superior intellect to practically all others and while he had a desire to teach, he had not yet mastered empathy.

Quayle worshipped Baravar Cloakshadow, and clerics of that faith can learn this spell.

"Dueling a cleric who is also an illusionist is not an intelligent thing to do, it's REALLY STUPID."

- Quayle

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you deal an additional 1d8 psychic damage if the target failed the contest for every slot level above 4th.

REDUCE TO BONES

6th level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: 24 hours

You attack the flesh and soul of a target creature, necrotizing soft tissue and warping its spirit. The target creature must make a Wisdom save or take 8d12 necrotic damage, or half damage on a success.

Then, if the target has 25 hit points or less, the creature dies. If the dead creature had a skeletal structure, it reanimates immediately into a **skeleton** under your precise telepathic control for 24 hours. After 24 hours, you lose control of the skeleton and it becomes hostile to all non-undead creatures.

You may reassert control over the skeleton with the *Animate Dead* spell.

This spell was created by the human cleric Tamoko, who came from the nation of Kozakura in the region of Kara-Tur. She was best known for being the lover of Sarevok Anchev, the Bhaalspawn villain who nearly brought the Baldur's Gate region to a ruinous war with Amn. Her love of Sarevok ended up putting her at cross-purposes with his plans.

"Stay your blades. If you will listen, I would tell you of the man Sarevok Anchev, not the villain you think you know him as."

- Tamoko

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you deal 1d12 additional necrotic damage for every slot level above 6th.

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REPLENISH

2nd level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and replenish the spent reserves of its body. If the target has spent any of its hit dice, it regains up to 3 spent hit dice. The target may choose which hit dice to restore if it has different types of hit dice. The creature cannot gain more than its maximum hit dice.

An individual creature can only be affected by this spell once in a 24-hour time period.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you restore 1 additional hit die for every slot level above 2nd.

RESISTANCE ROULETTE

2nd level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

This spell wards a target with chaotic energy, making them both sturdy and vulnerable at the same time. One target creature within range may make a Wisdom save if they are unwilling, and on a success are not affected.

An affected creature gains vulnerability to one damage type, and resistance to two damage types. Roll d20s on the table below as follows: roll for vulnerability first, then roll twice more for resistances. Reroll if you get a resistance that matches the vulnerability or the other resistance (a resistance cannot be chosen that would match in this way).

Die Result:	Damage Type:
1	Acid
2	Bludgeoning
3	Cold
4	Fire
5	Force
6	Lightning
7	Necrotic
8	Piercing
9	Poison
10	Psychic
11	Radiant
12	Slashing
13	Thunder
14-15	Target Character's Choice
16-17	Spellcaster's Choice
18-20	Storyteller / GM's Choice

REVELATION

9th level divination

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: 1 minute

You cause a target creature to ground itself and see things as they truly are, brought back to its true self. If the target has 200 hit points or less, it is automatically affected. If it has more than 200 hit points, it may make a Wisdom save to resist.

If the target is affected, the following effects occur:

- All enchantments, illusions, and transmutations affecting the target are dispelled.
- The creature returns to its normal form, if it has been polymorphed or otherwise shapeshifted. It cannot assume any other forms for the duration.
- Cursed objects that function by enchantment, illusion, or transmutation

SPELLS FROM BALDUR'S GATE

principles, or that change the creature's form, have their curse removed and the item drops to the ground.

- The target gains truesight out to 120 feet for the duration.
- The target gains advantage on Insight, Investigation, and Perception checks for the duration.
- At the DM/Storyteller's option, the target may have a sudden flash of insight into a situation affecting it, or even a brief revelatory vision.

SHADOWTALE TURNIP

7th level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of a turnip)

Duration: Concentration, up to 1 hour

You create a quasi-real turnip formed from the Plane of Shadow, then throw it at a creature or drop it in a 5-foot square. Make a ranged spell attack if you throw it, and if this attack hits the creature takes 7d12 psychic damage. If the attack misses, determine a nearby 5-foot square that the shadow turnip lands in. Throwing the turnip again has no further effect other than to move it to a new 5-foot square.

Then the turnip lands in whatever 5-foot square it was thrown to or dropped in. Any creature other than you that begins its turn in that square or moves through it notices that words are carved into the shadow turnip. If the creature knows at least one language, it must make an Intelligence save not to pick up the turnip and begin reading it. The shadow turnip holds an amusing rambling story, often involving gnomes and turnips. A creature who fails is stunned for the duration as it reads the story. A stunned creature makes a new Intelligence save at the end of its turn every

round, and on a success, they are no longer stunned and drop the turnip 5 feet away in an adjacent square of their choice.

Any other creature aside from you who comes over to inspect the turnip must immediately make the same Intelligence save if it knows a language or be stunned as well.

This spell was created by the gnome illusionist/rogue Jan Jansen, whose endless amusing stories often had much the same effect as this spell.

"Did I ever tell you about my cousin Darla? She was a bright girl, which is not to say she was all that smart, but she miscast a Light spell and it made her a permanent beacon. Unfortunately, she shown so brightly that it was causing her family's turnip patch to wilt, so Darla had to leave the village. She decided it might be best to turn the Underdark into the Underbright, so down she went into the depths. She was quite successful for a while, the drow couldn't stand to look at her and their Darkness spells would get countered, vampires and wraiths had an even worse time. Darla ran into some real trouble when she came across a mind flayer wearing tinted glasses, but that turned out to be an unexpected boon..."

- Jan Jansen



SILENCE THE SIMPLETONS

2nd level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Creatures within a 20-foot-radius burst must make Intelligence saves if they have an Intelligence score of 11 or lower. On a failure, they are silenced. Creatures with an Intelligence score of 12 or higher are unaffected.

For the duration, no sound can be created within or pass through an area occupied by affected creatures. Affected creatures are immune to thunder damage and deafened. Casting a spell that includes a verbal component is impossible for an affected creature.

This spell was developed by Edwin Odesseiron, a human Red Wizard of Thay, in his efforts to quiet unruly folk. Much to his chagrin, he discovered that many people he considered annoying were not “simpletons.”

“Will I never be rid of that ridiculous oaf Minsc and his unwashed rodent?! (Now at least I can ignore him for a time.)”

- Edwin Odesseiron

SPECIALIST'S COUNTERSPELL

5th level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. This spell gives you a

better chance of countering a spell if you can identify it or guess its origin. You can make an Arcana check (DC 10 + spell level) to identify the spell being cast. If you identify it correctly, you will know its school (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation).

Name a school of magic, then make an ability check using your spellcasting ability. You have advantage on the check if you named the right school of magic for the target spell, or disadvantage if you named the wrong school. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

SPELLPLAGUE BLAST

~~Daily~~ ~~Wizard Attack 9~~

5th level evocation

Casting Time: ~~Standard Action~~ 1 action

Range: ~~Close Blast 10~~ 60 feet (cone)

Components: ~~Arcane, Evocation, Force, Implement~~ V, S, M (any object that was altered by the blue fire of the Spellplague)

Duration: Instantaneous

You create a devastating blast of blue fire, drawing upon the lingering power of the Spellplague and the corruption of the Far Realm. Creatures within the 60-foot cone must make ~~Will~~ Wisdom saving throws or take 6d10 force damage, lose 1d6 ~~healing surges~~ hit dice of their choice, and lose the ability to use ~~at-will non-martial powers~~ cantrips.

Creatures who succeed on their save take half of the force damage and suffer no other effects.

At the end of its turn each round, an affected creature must make a Wisdom saving throw, and on a success, it gains access to its cantrips again.

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You will not earn any friends casting this spell. Any intelligent creature familiar with Abeir or Toril that succeeds on a DC 15 Intelligence (Arcana or History) check will recognize the blue fire as the Spellplague. Most creatures that recognize it will turn hostile, but reactions vary.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you deal an additional 1d10 force damage for every slot level above 5th.

TAINT OF THE SLAYER

8th level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a holy symbol of Bhaal, or a weapon used to murder someone)

Duration: 1 hour

For the duration of this spell, whenever a giant or humanoid creature drops to 0 hit points within 60 feet of you, it must make a Charisma save or die and immediately raise as a **shadow** under your telepathic control. The creature cannot be raised or resurrected while this shadow exists. Any shadow raised this way acts on initiative count 12 and uses your melee spell attack modifier instead of its usual attack modifier.

If you become incapacitated for longer than 1 round and are unable to give the shadows instructions, they will not attack you or your allies but will begin attacking any other creatures in the area.

The shadows disappear at the end of the spell's duration, but new shadows may be generated from the *Strength Drain* special ability of the shadows. You have no control over any shadows created this way.

This spell was developed by Amelyssan the Blackhearted, a human high priestess of Bhaal who sought to gain Bhaal's power for herself and achieve apotheosis by absorbing the essence of all the other Bhaalspawn.

"Power is not a birthright; it exists to be claimed by those who are ambitious and strong, and I am the strongest and the most ambitious."

- Amelyssan the Blackhearted

TEMPUS WILLS IT

2nd level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the splinters of an enemy's broken weapon)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice gain the blessing of Tempus, god of war. Whenever a target makes a successful attack roll to deal damage, the target can roll a d4 and add the number rolled to the damage, or 2d4 on a critical hit.

Additionally, targets have advantage on saves to avoid becoming frightened.

This spell was developed by Branwen, a female human priest from the Norheim Isles. Branwen rebelled against her people's traditional gender roles in becoming a priest, but Tempus did not seem to mind.

"Tempus favors the bold! Strike true and be fearless, strong warriors!"

- Branwen

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you may target an additional creature for every slot level above 2nd.

THORNY FLORA

1st level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell creates a gargantuan thorny plant outdoors, such as a honey locust tree or a cactus, which can be used to hamper and harm your foes. You cause a thorny plant to grow suddenly out of a square of dirt, sand, or similar material, in an area where it has access to the sky. The plant fills a 5-foot column up to a height of 35 feet with blocking terrain from a central trunk, and 10 feet up is a 25-foot cube centered on the trunk: hindering terrain from the upper branches. Normally this only interferes with flying creatures, but creatures of huge or gargantuan size may be subject to hindering terrain from the branches.

A creature that touches the trunk (including from forced movement) or that enters the hindering terrain of the branches must make a Dexterity save. On a failure, the creature takes 2d4 piercing damage from the thorns. A 5-foot section can be attacked: dealing at least 25 points of slashing or fire damage destroys one 5-foot cube of hindering terrain, and dealing at least 150 points of damage other than psychic damage can destroy a 5-foot section of blocking terrain, which may cause the plant to fall in a random direction. Being in the path of the falling plant forces a Dexterity save for touching the plant, and those crushed beneath the trunk take an additional 2d6 bludgeoning damage if they fail the save.

If you succeed on a DC 15 Wisdom (Survival) check when you cast this spell, the plant can provide food for up to three creatures for one day.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional plant for every two slot levels above 1st.



TIAX'S TITANIC TRIUMPH

1st level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause necrotic power to surge from behind a creature, striking them with potentially great effect. The target creature must make a Constitution save, taking half damage on a success.

The target takes 1d12 necrotic damage. If you rolled 12 damage, add another 1d12 necrotic damage. Repeat this process until the die comes up with a number other than 12.

This spell was developed by the mad gnomish cleric/rogue Tiax, a worshipper of Cyric. Tiax believed he would rule the world and become a god, though no one took him seriously. His current whereabouts are unknown.

"Only Tiax could invent a spell that can kill gods, because TIAX RULES ALL!"

- Tiax

TRICK SHOT

3rd level divination

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your next shot defies probability as it ricochets around corners and performs other nigh-impossible feats. The next time you make a ranged weapon attack during this spell's duration, you may ignore any cover the target has, even total cover, and your shot will somehow target the correct area where an invisible or hidden target lurks, including if you are blinded or the target has heavy obscurement. You must be aware that the target is there in some way to make the shot, and if you are wrong, the spell and the shot are wasted.

You make an unmodified ranged weapon attack roll which cannot benefit from advantage nor suffer from disadvantage. If the attack hits, it deals an additional 1d8 force damage.

This spell was developed by the female human archer (an archetype of ranger) Captain Schael Corwin of the Flaming Fist. Corwin (as she preferred to be called) was directly involved in the siege of Dragonspear Castle north of Baldur's Gate.

"Barricades and smoke are not bad defensive strategies, but never underestimate a skilled commander and a determined army."

- Captain Schael Corwin

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, increase the force damage by 1d8 for every slot level above 3rd.

ULKOOMI'S AETHER BURN

4th level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You channel your magic into an unexpectedly powerful blast, leaving you with few or no spell slots afterward. A target creature within range must make a Wisdom save. On a success it takes half damage, on a failure it takes 1d6 force damage per 2 levels of spell slots spent (for example, four 1st level spell slots plus one 4th level spell slot are 8 total spell slots and would deal 4d6 force damage).

If you spend all your spell slots, the force damage dice increase to d8s.

ULKOOMI'S BRIEF OMNISCIENCE

7th level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You gain insight into everything you attempt for 1 minute. For the next minute, you gain advantage on up to 10 attacks, checks, or saves.

After the initial duration expires, you gain disadvantage on all attacks, checks, and saves for a minimum of 24 hours.

If you do not make at least 10 attacks, checks, or saves during that 24 hours, this disadvantage lingers until it has affected 10 rolls.

ULKOOMI'S DEATH BURST

3rd level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You create an explosion of necrotic energy, and you can power it further with your own life force. Creatures within a 20-foot radius around a point of your choice must make Constitution saves, taking 5d6 necrotic damage on a failure or half damage on a success.

When you cast this spell, you may choose to take damage in increments of 10 to deal an additional 1d4 necrotic damage with this spell for every 10 damage taken. The damage you take cannot be resisted or reduced.

If you take enough damage to go unconscious, every additional damage increment you take (if it doesn't kill you outright) gives you a failed death save.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you deal an additional 1d6 necrotic damage for every slot level above 3rd.

ULKOOMI'S UNEXPECTED HEAL

1st level necromancy

Casting Time: 1 reaction, which you take when you or a creature in range is wounded

Range: 60 feet

Components: V, S

Duration: Instantaneous

You rapidly speed up the target's metabolic processes to grant them a measure of healing, losing some efficiency in the process. The target creature that was just wounded may spend any number of hit dice, regaining 2 hit points for

each one spent rather than the normal amount. Even an unconscious creature can be healed in this way.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, each hit die heals an additional 1 HP for every two slot levels above 1st (3 HP at 3rd, 4 HP at 5th, 5 HP at 7th, 6 HP at 9th).

ULRAUNT'S SPEED READING

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 24 hours

This magic allows you to touch a book and instantly read its contents. For the duration of the spell, you have perfect recall of everything within the tome, including what the handwriting or print type looks like, any artwork, etc., and automatically succeed on Intelligence checks related to remembering anything about the book.

At the Storyteller's discretion, you may be able to target a scroll or a 10 by 10-foot section of wall rather than a book.

This spell does not function on magical text, artwork, symbols, or other magical or psychic phenomena, such as magic scrolls or spellbooks.

After the duration expires, you remember the book but imperfectly, and must make Intelligence checks as normal to recall things from it or about it.

If you absorb the contents of more than four books within a 24-hour timeframe, you will forget the oldest book for each additional book you absorb.

SPILLS FROM BALDUR'S GATE



You may target and concentrate on two books when you reach 5th level, three books at 11th level, and four books at 17th level.

This spell was developed by Ulraunt, Keeper of the Tomes, a proud and haughty male human diviner (wizard) who used to oversee Candlekeep during the Bhaalspawn events.

Clerics with the Knowledge Domain may also learn this spell.

"Power lies in knowledge and preparation."
- Ulraunt

VAJRA'S RENEWAL

3rd level abjuration (ritual)

Casting Time: 50 minutes

Range: Self

Components: V, S, M (a piece of aloe plant)

Duration: 8 hours

This spell was developed by Blackstaff Vajra Safahr as a means of recovering resources over a long, grueling day. You recover one spent 1st level spell slot (if any), one spent hit die (if any), and you reduce the penalties from exhaustion by one level for the duration. You still die if you reach six levels of exhaustion.

The spell slot and hit die last until you finish a long rest, but the exhaustion penalty reduction can be dispelled.

Multiple instances of this spell can recover spell slots and hit dice repeatedly, but you can only reduce exhaustion penalties by one step.

This ritual spell was developed by the new Blackstaff of Waterdeep, Vajra Safahr. It has proven useful and made its way down the coast to Baldur's Gate.

"True power lies not in the work of a single moment, but in a lifetime spent in service."
- Blackstaff Vajra Safahr

VENDETTA ARROW

1st level evocation

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 24 hours

You magically imbue a single piece of ammunition, such as an arrow, bolt, or sling stone, to strike with deadly effect against a particular foe.

You name a creature type (aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, humanoid, monstrosity, ooze, plant, or undead), you may name a species of creatures within that type (for example, if you chose giant, you might name half-ogres as a species), and you may name an individual creature of that species (for example, if you named half-ogres, you could choose the half-ogre Tazok).

If the enchanted ammunition strikes a creature of the chosen type, it deals an additional 3d6 force damage. If it strikes a creature of a chosen species within that type, it instead deals an additional 4d6 force damage.

If you shoot the ammunition at a chosen individual creature of that species, it instead deals an additional 5d6 force damage and the creature must make a Dexterity save or be blinded until the beginning of your next turn.

You may only have one instance of this spell active at a time. Casting it again causes the first piece of ammunition to lose its enchantment.

This spell was developed by the elven ranger Kivan, who stalked the woodlands of the Baldur's Gate region seeking vengeance against those who had tortured him and slain his love.

"May this arrow find your accursed eye, Tazok, to avenge my lost Deheriana."

- Kivan

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you deal 1d6 additional force damage for every slot level above 1st.

VERAKA'S LAUGH RIOT

6th level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 1 minute

You sow a macabre blend of humor and violence into a group of creatures within a 30-foot radius area within range. Creatures in the area must make Charisma saves, and on a success, they laugh uproariously until the end of your next turn but can otherwise act normally. Laughing creatures cannot speak or use verbal components of spells.

On a failure, an affected creature not only begins laughing for the duration, but cannot distinguish friend from foe, regarding all creatures it can see as enemies until the spell ends. At the end of each of its turns, an affected creature can make a new save, ending the effect on a success.

Affected creatures must make a melee or ranged weapon attack during their turn every round. Creatures that can only make melee attacks will move towards the closest creature they can see.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an

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opportunity attack from the affected creature, the creature must make that attack if it is able to. If no other creature is within sight or within range, an affected creature will attack the nearest object instead.

Although some doubtful tales hold that Abdel Adrian was the fabled Bhaalspawn from Candlekeep, many other adventurers claimed this title as well, though they were of somewhat dubious reputation. If the stories are to be believed, Veraka Cursebringer was a capricious and dark human jester (a type of bard) during that time who made the claim of Bhaal's essence. Most doubted her claim as she was, frankly, a jester, yet Toril is not a stranger to its twin world Abeir, and perhaps even divergent timestreams may explain the possibility of a singular origin between various Bhaalspawn.

"Gird your loins, layabouts, and let's have a laugh!"

- Veraka Cursebringer

VERVE

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 10 minutes

You bolster a target creature within range, increasing its energy and ability to perform exhausting tasks. For the duration, the target gains advantage on all Constitution checks.

You may only have one instance of this spell active at a time.

This spell's number of active instances increases by 1 when you reach 5th level (2 spells active), 11th level (3 spells active), and 17th level (4 spells active).

VOGHILN'S VIM

3rd level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

You conjure a tankard with a pint of cold dark ale within, which appears in a willing creature's hand or on any level surface. The ale counts as 1 pound of food but contributes no water to the creature drinking it.

The first creature to taste the ale gains advantage on all Strength checks for the duration but must make a Constitution check. On a success there are no ill effects, but on a failure the creature suffers disadvantage on all Intelligence and Wisdom checks for the duration as it becomes inebriated. Creatures immune to the poisoned condition are unaffected.

This spell was created by the male human skald (a type of bard) Voghiln, called Voghiln the Mighty or Voghiln the Vast. He traveled the Sword Coast during the siege of Dragonspear Castle north of Baldur's Gate.

*"This is good, ja?
A fine cold ale, an
inspiring tale, and
friends enough to
hear it!"*

- Voghiln



VOLO'S VENDIBLES

Enchantment cantrip

Casting Time: 1 reaction, which you take when a final price has been negotiated

Range: 30 feet

Components: S, M (a wooden nickel)

Duration: Instantaneous

A target creature you are selling items or services to must make a Wisdom save, or they will add in an extra 1 copper piece to the final sale value they have agreed to, as long as they were willing to pay at least 1 cp to begin with. If the creature has no more money to cover the added cost, the spell fails.

Whether it succeeds or fails the save, the same creature cannot be affected by this spell again for 24 hours. The target is unaware it was manipulated by magic, believing it to be its own idea to toss an extra copper in.

This spell's number of copper coins added to the deal increases by 1 when you reach 5th level (2 cp), 11th level (3 cp), and 17th level (4 cp).

This cantrip was developed by the wandering human scholar and author Volothamp Geddarm, although he did not want this spell to become attached to his name.

"Why friend, surely you can see the added value this book has due to the underlining. That's authentic dragon fire scorching the cover, and it's signed by the author, no less!"

- Volothamp Geddarm

XAN'S CHARM REVERSAL

1st level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S, M (a crooked nail)

Duration: 1 minute

You reverse the effects of the charmed condition on a creature, causing it to hate the one it was charmed by. A target creature under the effect of the charmed condition must make a Charisma save. On a success, there is no effect. This spell also has no effect on a target that isn't charmed.

On a failure, the charmed condition ends, and the target becomes hostile towards any entities it had been charmed by for the duration. Once the duration expires, the hostility may fade but the target is aware of the creature who attempted to charm it.

When the spell ends, the creature does not know it was affected by you.

This spell is one of several researched by Xan, an elven enchanter and a Greycloak of Evereska. He is best remembered for adventuring in the Baldur's Gate region during the iron crisis and Bhaalspawn events. Xan is perpetually gloomy and melancholy even now as an archmage, yet he has had a long and storied adventuring career.

"How curious, Eldoth! Skie seems to hate you even more than I do now."

- Xan

XAN'S DOUBT

3rd level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You channel crippling doubt and a sense of doom into your foe, assaulting its mind and possibly rendering it paralyzed. A target creature must make a Charisma save, taking 4d12 psychic damage on a failure or half as much on a success.

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If the damage you rolled totaled 17 or less and the creature failed its save, that creature is paralyzed.

The creature makes a Wisdom save at the end of each of its turns, ending the effect on a success.

"There is little we can hope to accomplish. We do not know if our cause is just, if we have brought the correct tools for the job, or if we are even going the right way."

- Xan

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you deal an additional 1d12 psychic damage and the damage threshold for becoming paralyzed increases by 5 for every slot level above 3rd.

XAN'S DREAD

2nd level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You channel a sense of doom and foreboding into your foes, assaulting their minds and possibly rendering them frightened. Up to three creatures must make Charisma saves, taking 1d12 psychic damage on a failure or half as much on a success.

If the damage you rolled totaled 4 or less and a creature failed its save, those creatures become frightened of you.

Creatures affected this way make a Wisdom save at the end of each of their turns, ending the effect on a success.

"This tavern has a sense of doom about it."

- Xan, standing before Ye Olde Inn in Baldur's Gate

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you may target an additional creature, deal an additional 1d12 psychic damage, and the damage threshold for becoming frightened increases by 5 for every slot level above 2nd.



XAN'S HOPELESSNESS

4th level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You channel an overwhelming melancholy and sense of doom into your foes, assaulting their minds and possibly rendering them into an unconscious-like state. Hostile creatures within a 30-foot radius must make Charisma saves, taking 3d12 psychic damage on a failure or half as much on a success.

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If the damage you rolled totaled 13 or less and a creature failed its save, those creatures act as if they were unconscious due to overwhelming hopelessness, even if they are normally immune to the unconscious condition. The only exception is that they are technically aware of their environment, but while affected they no longer care.

Creatures affected this way make a Wisdom save at the end of each of their turns, ending the effect on a success (at which point they are only prone instead of unconscious).

"It is pointless to continue. Let us lie down here to await whatever calamity shall claim our pitiful lives."

- Xan

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you deal an additional 1d12 psychic damage and the damage threshold for hopelessness increases by 5 for every slot level above 4th.

XZAR'S MOCKING DEAD

2nd level necromancy

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (burning dung)

Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse or undead creature of your choice within range, allowing it to speak. If it no longer has a mouth, it will speak with a spectral mouth. The spell fails if the corpse or undead creature was the target of this spell within the last 10 days. The spell also has no effect on undead creatures that were already capable of speaking.

Until the spell ends, the corpse or undead creature can converse. The corpse or undead creature knows only what it knew in life, including the languages it knew. However, the corpse or undead creature is hostile to you and your allies, and it expresses this through various social mockeries depending on the nature of the creature. An intelligent corpse might demonstrate sarcasm, a less intelligent undead creature might directly mock what you say, a dead bard might even sing or make up limericks. An undead creature does not necessarily physically attack you unless it was already inclined to do so.

While this spell is generally considered less useful than *Speak with Dead*, it has fewer limitations (the target might be able to react to new information, for instance). Someone skilled at Insight checks might be able to read between the punch lines and the lies to gain some knowledge.

This spell was developed by the mad male human necromancer Xzar, who journeyed in the Baldur's Gate and Amnish regions during the time of the Bhaalspawn saga. He was known for his own pointless rambling and mocking quips when he wasn't in his right mind, yet he was an effective agent of the Zhentarim.

"I knew a mad cleric named Bassilus who was always talking to his undead, even though they didn't talk back. You wouldn't BELIEVE how much fun I had with his minions!"

- Xzar

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, add one hour to the duration for every slot level above 2nd.