

ARCANE MAGIC IN THE IRON KINGDOMS



THIS IS A LIST OF ALL OF THE ARCANE SPELLS that exist in Iron Kingdoms d20 (from privateer press, (c)2003).

Spells accessible to the Arcane Mechanic are noted first, the additional spells accessible to the wizard and sorcerer classes on top of that are noted later and those that are removed also noted for completeness.

This list is Pathfinder 1e ready, for a Dungeons and Dragons 3e (d20) list see the originl source books.

ARCANE MECHANIC SPELLS

CANTRIPS (0 LEVEL)

SRC	Sch	Spell	Notes
new	evo	Arc	close rng elec, d3 dmg
	none	Arcane Mark	
	nec	Bleed	reverse a stabilise or first aid and resume dying
	ench	Daze	4HD no action
	evo	Dancing Lights	
	div	Detect Magic	
	div	Detect Poison	
	evo	Flare	dazzle for -1 to hit
	illu	Ghost Sound	
	evo	Light	
	tran	Mage Hand	
	tran	Mending	1 object under 1lb/lvl regains d4 HP, may remove the broken condition
	tran	Message	
	tran	Open/ close	
	none	Prestidigitatation	
	div	Read Magic	
	abj	Resistance	+1 saves
	nec	Touch of Fatigue	

1ST LEVEL

SRC	Sch	Spell	Notes
	abj	Alarm	2h/lvl
IK	tran	Arcane Bullet	+2 dmg will negates. 1 bullet /2lvls for 1 min/lvl
APG	tran	Ant Haul	Carry x3
APG	tran	Break	unmend
	nec	Cause Fear	tgt flees d4 rnds, caster sv fort 16 or take 2 non lethal
	ench	Charm Person	
	ill	Colour Spray	KO, blind or stun
	div	Comprehend Languages	amk and wiz only
APG	tran	Crafter's Curse	-5 craft checks for ??

1ST LEVEL .. CONT

SRC	Sch	Spell	Notes
APG	tran	Crafter's Fortune	+5 next craft check
	div	Detect Secret Doors	
	div	Detect Undead	
	abj	Endure Elements	
	tran	Enlarge Person	
	tran	Erase	erase writing
	tran	Expeditious Retreat	+30'
	tran	Feather Fall	
APG	evo	Flare Burst	dazzle for -1 to hit all in 10' radius
	con	Greese	10'
APG	tran	Gravity Bow	projectile damage as next size category higher for 1min/lvl
	abj	Hold Portal	
	ench	Hypnotism	2d4 HD creatures
	div	Identify	spellcraft +10 for identifying but, does not work on artefacts
	tran	Jump	acrobatics bonus
	con	Mage Armour	+4 AC
	ill	Magic Aura	
	tran	Magic Weapon	+1 magic, not sorcerer
APG	ench	Memory Lapse	
	con	Mount	5% infernally marked or worse (p264 IK)
	con	Obscuring Mist	
	abj	Protection from X	+2AC, +2 save
	nec	Ray of Enfeeblement	1d6 str+ caster sv fort 16 or take 2 non lethal
	tran	Reduce Person	
IK	tran	Scramble	as lesser confusion but only affects constructs
APG	nec	Sculpt Corpse	1d6 str+ caster sv fort 16 or take 2 non lethal
	abj	Shield	+4 AC, incl. ballistics
	evo	Shocking Grasp	1d6/lvl max 5
	ill	Silent Image	
	ench	Sleep	4HD creatures
APG	tran	Touch of Gracelessness	Foe falls prone and loses -1d6+1 DEX per 2 caster levels
APG	tran	Touch of the Sea	Swim speed 30ft
	div	True Strike	
APG	ill	Vanish	as invisibility for 1rnd/level max 5
	ill	Ventriloquism	1min/lvl

2ND LEVEL

SRC	Sch	Spell	Notes
APG	tran	Accelerate	
		Poison	
	tran	Alter Self	
	abj	Arcane Lock	
	tran	Bear's Endurance	+4 CON for 1min/lvl
	nec	Blindness or Deafness	Fort(17) or caster takes 4 NL DMG
	ill	Blur	20% miss chance
	tran	Cat's Grace	+4 DEX for 1min/lvl
	nec	Command Undead	Fort(17) or caster takes 4 NL DMG
APG	div	Create Treasure Map	
IK	evo	Crush Construct	1d6/lvl dmg
	evo	Darkness	20' area
	tran	Darkvision	
	ench	Daze Monster	6HD creatures lose next turn then, are immune to Daze spells for 1 min (10 rnds)
IK	div	Detect Cortex	.. or Cerebral Matrix
	div	Detect Thoughts	
	tran	Eagle's Splendour	+4 CHA for 1min/lvl
APG	evo	Elemental Touch	electricity only for Arcane Mechanic
	nec	False Life	Gain d10+lvl (max+10) Temp HP. Fort(17) or caster takes 4 NL DMG
	tran	Fox's Cunning	+4 INT for 1min/lvl
	nec	Ghoul Touch	Fort(17) or caster takes 4 NL DMG
	con	Glitterdust	Blinds creatures and outlines invisible creatures
	ench	Hideous Laughter	
	ill	Hypnotic Pattern	Fascinates 2d4+lvl HD ceatures
	ill	Invisibility	1min/lvl or until interaction
	tran	Knock	
	tran	Levitate	
	div	Locate Object	
	ill	Magic Mouth	
	tran	Make Whole	1 object under 10cu'/lvl or a construct regains d6 HP/lvl (max 5d6), even restores magic properties but, not charges
	ill	Minor Image	As silent image but with sound
	ill	Mirror Image	creates a decoy of you
	ill	Misdirection	misleads divination
	abj	Obscure Object	
IK	evo	Overdrive	-4 atk +6 dmg in 1st rnd, -3/+5 in 2nd, etc. min -1/+1
	tran	Owl's Wisdom	+4 WIS for 1min/lvl

2ND LEVEL .. CONT

SRC	Sch	Spell	Notes
	ill	Phantom Trap	item looks trapped
	abj	Protection from Arrows	DR 10/magic vs ranged attacks. lasts 10/lvl dmg (max 100) or 1hr/lvl
	abj	Resist Energy	10 of declared energy type
	nec	Scare	Fort(17) or caster takes 4 NL DMG
	div	See Invisibility	
APG	div	Share Language	
IK	tran	Sieze Gears	Constructs may save
	nec	Spectral Hand	Touch spells 4th level or lower at range. Fort(17) or caster takes 4 NL DMG
	tran	Spider Climb	
IK	con	Summon Gorax	5% infernally marked or worse (p264 IK)
	con	Summon Monster II	may turn on caster, 5% infernally marked or worse (p264 IK), random; burrow mawg, eagle, steamling
IK	con	Summon Razorbats	5% infernally marked or worse (p264 IK)
	con	Summon Swarm	5% infernally marked or worse (p264 IK)
	ench	Touch of Idiocy	
	con	Web	20' area

3RD LEVEL

SRC	Sch	Spell	Notes
ACG	ill	Adjustable Disguise	As disguise self, but you can change the disguise as a swift action
	div	Arcane Sight	Magical auras become visible to you
ACG	div	Aura Sight	Alignment auras become visible to you
ACG	nec	Barrow Haze	Fort(18) or caster takes 6 NL DMG, Fog obscures the vision of others and extends the range of your hexes
	tran	Blink	You randomly vanish and reappear for 1 round per level, becoming invisible and incorporeal
APG	evo	Campfire Wall	Creates a shelter around a campfire
	div	Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level
ACG	evo	Contingent Action	Set the condition for triggering a target's readied standard, move, or swift action

3RD LEVEL .. CONT.

SRC	Sch	Spell	Notes
IK	nec	Corpse Binding	Fort(18) or caster takes 6 NL DMG, Binds an incorporeal undead to a corpse within range
	evo	Daylight	60-ft. radius of bright light
	ench	Deep Slumber	Puts 10 HD of creatures to sleep
ACG	tran	Disable Construct	Touch attack makes a construct helpless for 1 round/level
	abj	Dispel Magic	Cancels one magical spell or effect
	ill	Displacement	Attacks miss subject 50% of the time
APG	evo	Draconic Reservoir	Subject can absorb energy damage and enhance melee attacks with it
APG	evo	Elemental Aura	Creates an aura of energy around you
	abj	Explosive Runes	Deals 6d6 damage when read
	tran	Fly	Subject flies at speed of 60 ft
	tran	Gaseous Form	Subject becomes insubstantial and can fly slowly
	nec	Gentle Repose	Fort(18) or caster takes 6 NL DMG, Preserves one corpse
	nec	Halt Undead	Fort(18) or caster takes 6 NL DMG, Immobilizes undead for 1 round/level
	tran	Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves
	tran	Keen Edge	Doubles normal weapon's threat range
ACG	tran	Heart of the Metal	Enable weapons to overcome DR like adamantine, cold iron, or silver
	ench	Heroism	Gives +2 bonus on attack rolls, saves, skill checks
	ench	Hold Person	Paralyzes one humanoid for 1 round/level
	ill	Illusory Script	Only select creatures can read text
	ill	Invisibility Sphere	Makes everyone within 10 ft. invisible
	evo	Lightning Bolt	Electricity deals 1d6/level damage
	abj	Magic Circle against X	As protection spells, but 10' radius and 10 min/level (Chaos/Evil/Good/Law)
	tran	Magic Weapon, Greater	(not sorcerer) Weapon gains +1 bonus/four levels (max +5)
	ill	Major Image	As silent image, plus sound, smell and thermal effects
ACG	ench	Mindlocked Messenger	Target gains a message that can be given only to its intended recipient
	abj	Nondetection	Hides subject from divination, scrying
	con	Phantom Steed	5% infernally marked or worse (p264 IK), Magic horse appears for 1 hour/level
ACG	div	Pierce Disguise	See through low-level magical disguises

3RD LEVEL .. CONT.

SRC	Sch	Spell	Notes
	abj	Protection from Energy	Absorbs 12 points/level of damage from one kind of energy
	ench	Rage	Gives +2 to Str and Con, +1 on Will saves, -2 to AC
	nec	Ray of Exhaustion	Fort(18) or caster takes 6 NL DMG, Ray makes subject exhausted
IK	div	Reveal Souls	Souls appear as bobbing lights
	tran	Secret Page	Changes one page to hide its real content
APG	div	Seek Thoughts	Detects thinking creatures' thoughts
	con	Sepia Snake Sigil	Creates text symbol that immobilizes reader
ACG	abj	Shield Companion	As shield other, but affecting your companion creature
APG	tran	Shifting Sand	Creates difficult terrain and erases tracks, can carry along some creatures and objects
	tran	Slow	One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls
ACG	abj	Stunning Barrier, Greater	Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you
	ench	Suggestion	Compels a subject to follow stated course of action
	con	Summon Monster III	May turn on caster, 5% infernally marked or worse (p264 IK), random; Assassin Fly, Buzzard Beetle, Screecher
ACG	evo	Thunderstomp, Greater	Trip multiple creatures within range
	div	Tongues	Speak and understand any language
ACG	nec	Unliving Rage	Fort(18) or caster takes 6 NL DMG, As rage, except affecting only undead
APG	tran	Versatile Weapon	Weapon bypasses some DR
	tran	Water Breathing	Subjects can breathe underwater

WIZARD AND SORCEROR SPELLS

MORE CANTRIPS (0 LEVEL)

SRC	Sch Spell	Notes
	nec Disrupt Undead	d6 dmg
	evo Ray of Frost	d3 dmg
APG	evo Spark	ignite a flammable object

MORE 1ST LEVEL

SRC	Sch Spell	Notes
APG	tran Alter Winds	
	evo Burning Hands	1d4/lvl max 5d4
	nec Chill Touch	1d6/lvl maybe 1str, Fort(16) or caster takes 2 NL DMG
	ill Disguise Self	nor bard, nor wiz
APG	evo Hydraulic Push	a wave of water pushes a foe
	evo Magic Missile	1d4+1, lvl3,5,7,9
APG	tran Stone Fist	Unarmed strikes cause lethal damage for 1min/lvl

MORE 2ND LEVEL

SRC	Sch Spell	Notes
	con Acid Arrow	2d4 dmg, roll dmg again for each lvl 3, 6, 9, etc
APG	evo Burning Gaze	
	evo Continual Flame	
APG	evo Fire Breath	
	evo Flaming Sphere	
	con Fog Cloud	20' area
	evo Gust of Wind	
	tran Pyrotechnics	
	evo Scorching Ray	4d6 dmg ray, another at L+4, a third (max) at L+8
	evo Shatter	
APG	con Slipstream	
APG	con Stone Call	
	tran Whispering Wind	

MORE 3RD LEVEL

SRC	Sch Spell	Notes
ACG	evo Air Geyser	Blast of air deals 2d6 bludgeoning damage and knocks opponent upward
APG	con Aqueous Orb	Creates rolling sphere of water
	tran Beast Shape I	You take the form and some of the powers of a Small or Medium animal
APG	div Blood Biography	Learn about a creature with its blood
ACG	tran Blood Sentinel	Animate an animal sculpture to be your temporary familiar
APG	abj Cloak of Winds	Creates a screen of wind around you

MORE 3RD LEVEL

SRC	Sch Spell	Notes
	evo Fireball	1d6 damage per level, 20-ft. radius
	tran Flame Arrow	Arrows deal +1d6 fire damage
APG	evo Hydraulic Torrent	Creates torrent of water that bull rushes any creature in its path
ACG	con Nauseating Trail	Creature leaves a trail of stinking cloud squares
APG	evo Pain Strike	Inflicts 1d6 nonlethal damage 1 round/level
ACG	tran Polymorph Familiar	Give your familiar the shape of another animal
ACG	con Silver Darts	Cone of silver darts deals 1d6 piercing damage/level, less against armored targets
	con Sleet Storm	Hampers vision and movement
	con Stinking Cloud	Nauseating vapours, 1 round/level
APG	evo Twilight Knife	Floating knife attacks with you
	nec Vampiric Touch	Fort(18) or caster takes 6 NL DMG, Touch deals 1d6 damage per two levels, caster gains damage as temporary hp
ACG	ill Wall of Nausea	Creatures that pass through the wall are nauseated and might fall prone
	evo Wind Wall	Deflects arrows, smaller creatures, and gases

THESE SPELLS DO NOT EXIST

SPELLS NOT POSSIBLE IN THE IRON KINGDOMS

LVL	SRC	Sch	Spell	Notes
1	APG	con	Stumble Gap	a small hole trips creatures
1		con	Unseen Servant	
1		evo	Floating Disk	100lbs/lvl
1		tran	Animate Rope	
1	APG	tran	Dancing Lantern	
1	APG	tran	Expeditious Excavation	5ft cube of earth
2	APG	con	Arrow Eruption	
2	APG	con	Create Pit	
2	APG	con	Dust of Twilight	
2	APG	div	Elemental Speech	
2		tran	Rope Trick	
3		evo	Tiny Hut	Creates shelter for 10 creatures
3		tran	Shrink Item	Object shrinks to one-sixteenth size
3	ACG	tran	Anchored Step	Vines beneath your feet stabilize you but slow you down
3	APG	tran	Devolution	Target eidolon temporarily loses 1 evolution +1/five levels
3	APG	tran	Enter Image	Transfers your consciousness to an object bearing your likeness
3	APG	con	Spiked Pit	As create pit, but filled with spikes

air walk, antiplant shell, astral projection, changestaff, command plants, contact other plane, control plants, ethereal jaunt, etherealness, fabricate, greater shadow conjuration*, greater shadow evocation*, know direction, limited wish, mage's magnificent mansion, maze, phase door, plane shift, resurrection, secret chest, shades*, shadow conjuration*, shadow evocation*, shadow walk*, shambler, song of discord, speak with plants, summon instrument, teleport object, true resurrection, unseen servant, and wish.

Shadow magics like shadow evocation and shadow conjuration do exist, calling on the unholy powers of the realm of the Infernals. However, these spells are closely guarded secrets of the Infernals that have never been allowed to fall into the hands of mortals