

Wizard Spells v4.1b

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| AC = Armor Class | DC to save = 10 + Spell Level + INT Bonus + Feats | |
| Dmg = Damage | Ex. Fireball DC = 10 + 3 (3rd lvl) + 4 (INT Bonus) + 1 (Spell Focus) = 18 Total | |
| Rds = Rounds | (RT) Ranged Touch Spells = d20 + DEX Bonus vs Target's Touch AC | |
| Atk = Attack | pts = points (SR) = Spell Resistance [D20 + caster level to beat] | |
| negates = no effect | Lvl = Level 1/2 = half dmg if successful +1/+1 = +1 to both Attack AND Damage | |
| 0 Level Spells | | |
| Spell Name | Effect | Range |
| Acid Splash (SR) | Shoots a stream of acid at target, dealing 1d4 acid dmg. | 50ft (RT) |
| Arcane Mark | You can make an invisible mark of up to 6 letters on any object forever (or 1 month on a living creature). This does not harm the object/creature. | Touch |
| Dancing Lights | You create 4 floating lights that move as you desire but must remain within 10ft of each other. They move up to 100ft per round. | 100ft |
| Daze | Target loses attack ability for 1 round. WILL save negates | Touch |
| Detect Magic | Detects all spells and magic within a 60ft cone. | 60ft Cone |
| Disrupt Undead (SR) | A ray of positive energy deals 1d6 damage to an undead creature. | 50ft (RT) |
| Drench | Soaks a target with water, extinguishing flames smaller than a campfire automatically. | 25ft |
| Flare (SR) | Dazzles 1 creature (-1 atk). FORT save negates | Sight |
| Light | Object shines like a torch within 20ft of caster for 1 hour/lvl. | Touch |
| Mage Hand | Ability to move objects up to 5 lbs using your mind. | 25ft |
| Mending | Makes minor repairs (5hp) on a non-magical object. | Touch |
| Message | You can whisper and receive messages from creatures you target. 10 minutes/lvl | 100ft |
| Open/Close | You can open or close small or light things up to 30 lbs (ex. doors, chests, etc.) | 30ft |
| Prestidigitation | Performs minor tricks for 1 hour. | 10ft |
| Ray of Frost (SR) | Fires a small beam of cold at target, dealing 1d4 cold dmg. | 50ft (RT) |
| Resistance | Touched subject gains +1 <u>resistance</u> bonus to all saving throws for 1 minute. | Touch |
| 1st Level Spells | | |
| Spell Name | Effect | Range |
| Abundant Ammunition | When cast on an ally, any ammunition/arrows (but NO magical/special materials) spent is automatically replaced. Lasts 1 minute/lvl. | Touch |
| Abjuring Step | This spell allows you to take TWO 5ft steps each round and still cast spells without taking an Attack of Opportunity. This spell disappears once you make an attack, cast a harmful spell, or move more than 5ft. Lasts 1 round/lvl or until used. | Self |
| Air Bubble | Creates a small pocket of air around the target head/object for 1 minute/lvl. | Touch |
| Alarm | Guards a 20ft radius area for 2 hours/lvl. | 50ft |
| Animate Rope | Makes a rope move at your command for 1rd/lvl | Touch |
| Anticipate Peril | Anyone affected by this gains your level (max +5) to their next initiative roll. Lasts 1 minute/lvl or until activated. | Touch |
| Blurred Movement | Gives enemies a 20% miss chance to hit you when they take attacks of opportunity. Lasts 1 turn. | Self |
| Bungle (SR) | Target takes a -20 atk on its next atk. Enemies higher than lvl 10 are unaffected. | 25ft |
| Burning Disarm(SR) | This spell causes a metal object/weapon to instantly become red hot. The wielder may attempt a REF save to drop the object and take no damage, otherwise they take 1d4/lvl Fire damage (max 5d4). If done underwater, this spell does only 1/2 damage. The heat goes away immediately afterwards. | 30ft |

| 1st Level Spells | | |
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| Spell Name | Effect | Range |
| Burning Hands (SR) | Your hands blow a 15ft cone of fire outward. Deals 1d4 fire dmg/lvl (max 5d4). REF save 1/2 dmg. | 20ft Cone |
| Cause Fear | Causes a single target to flee in fear of you for 1d4 rounds. WILL save negates | 50ft |
| Charm Person (SR) | This spell makes a humanoid treat you as its trusted friend/ally. It does NOT enable you to control the target, but you can make a CHA check to convince it to do things it normally wouldn't. Any threat by you or your ally breaks it out of its charms. Lasts 1 hour/lvl. WILL save negates. | 30ft |
| Chill Touch (SR) | A touch from your hand deals 1d6 of negative energy to each target you touch. The touched creature also takes 1 pt of STR dmg unless it makes a FORT save. You can touch up to one target per lvl. Undead must make a WILL save or flee for 1d4 rds. | Touch |
| Color Spray | Affects all 5th level and below creatures in a 20ft cone. WILL save negates. Upon failure - Unconscious + stunned for 1d4 rounds. Above 5th level, stunned for 1 round upon failure. | Cone |
| Comprehend Languages | You understand all spoken and written languages for 10 minutes/lvl. You do NOT know how to speak or write it yourself however. | Self |
| Corrosive Touch (SR) | A successful melee touch attack deals 1d4 acid dmg / lvl (max 5d4 dmg) | Touch |
| Detect Secret Doors | Detects all secret doors within a 60ft cone. | 60ft Cone |
| Detect Undead | Reveals undead creatures within a 60ft cone. | Self |
| Disguise Other | You can make yourself or another creature look different. This includes all clothes, armor, weapons, etc. You cannot change your race however. Lasts 10 min/lvl. | Touch |
| Ear Piercing Scream (SR) | You unleash a powerful scream that affects 1 target. They are dazed and take 1d6 / 2 lvls (max 5d6). FORT save negates the daze and 1/2 the dmg. | 25ft |
| Enlarge Person (SR) | This causes a humanoid creature to double in size and multiplying its weight by 8. The target gains +1 Atk, +1 Dmg, and Reach of 10ft, but -1 AC, -1 Atk (on ranged weapons). Does not stack. Lasts 1 min/lvl. | 25ft |
| Expeditious Retreat | Your base speed increases by 30ft for 1 round/level. | Touch |
| Feather Fall | You can make an affected creature fall slowly. Lasts 1 round/lvl or until landing. | 25ft |
| Gentle Breeze | A light wind blows against the target from the direction of your choice. This helps to blow away harmful gases and vapors, giving the target a +2 circumstance bonus to saves against inhaled poisons/spells. Lasts 1 hour. | 30ft |
| Glue Seal | You can cover up to 5 sq ft of space in a layer of sticky glue. Those touching it must make a REF save to avoid being entangled. Once entangled, you can break free by doing a CMB or Escape Artist vs the DC. Lasts 1 min/lvl. | 25ft |
| Gravity Bow | This spell increases the weight and density of the arrows/bolts you fire, causing them to do more damage than normal. If anyone else uses the bow you cast this spell on, they deal normal damage. Lasts 1 minute/lvl. (1d8 -> 2d6, 1d10 -> 2d8, 1d12 -> 3d6). Please ask Mr. King if your damage is not listed. | Self |
| Grease | Makes a 2x2 area slippery with grease. REF save negates. Also adds +10 to one's Escape Artist check if cast on a person. Be creative on how you use it! | 100ft |
| Heightened Awareness | This spell gives you +2 <u>competence</u> bonus to Perception and to all Knowledges. If this spell is active when you have to roll initiative, you can instantly dismiss it to gain a +4 initiative bonus. Lasts 10 minutes/lvl. | Self |
| Itching Curse (SR) | You curse the target with a horrible itch. Unless the target scratches as a Move Action , it takes a -1 to attack, saving throws, skills, and ability checks. Lasts 1 hour/lvl. WILL save negates. | 30ft |
| Jump (SR) | You gain +10 <u>enhancement</u> bonus to <i>Acrobatics</i> when trying to jump. It increases to +20 @ lvl 5, +30 @ lvl 9. Lasts 1 minute/lvl. | Touch |
| Lesser Orb of Acid (SR) | You throw a small orb of acid at the target, dealing 1d8/2 levels (max 5d8) | 50ft (RT) |
| Lesser Orb of Cold (SR) | You throw a small orb of ice at the target, dealing 1d8/2 levels (max 5d8) | 50ft (RT) |
| Lesser Orb of Electricity (SR) | You throw a small lightning bolt at the target, dealing 1d8/2 levels (max 5d8) | 50ft (RT) |
| Lesser Orb of Fire (SR) | You throw a small fireball at the target, dealing 1d8/2 levels (max 5d8) | 50ft (RT) |

| 1st Level Spells | | |
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| Spell Name | Effect | Range |
| Lesser Orb of Sound (SR) | You throw a small sonic orb at the target, dealing 1d8/2 levels (max 5d8) | 50ft (RT) |
| Liberating Command | If the target is bound, grappled, or somehow restrained, they may make an <i>Escape Artist</i> check as an Immediate Action . They gains a bonus of 2x your level. | 30ft |
| Lock Gaze (SR) | You force a target to look at you and ONLY you for the spell length. While staring at you all other allies gain concealment (50% miss chance) from the target's attacks. If the target leaves your line of sight, it's blinded for 1 round and the spell ends. If you leave the target's sight, nothing happens and the spell ends. WILL save negates. Lasts 1 round/lvl. | 30ft |
| Long Arm | Your arms temporarily grow in length, giving you reach of 10ft. Lasts 1 min/lvl. | Self |
| Mage Armor | An invisible force surrounds you, giving you +4 Armor AC. Lasts 1 hr/lvl | Touch |
| Magic Missile (SR) | You fire 1 missile/2 lvls at targets of your choosing. Each missile deals 1d4+1 dmg. | 100ft |
| Magic Weapon | Weapon gains a +1/+1 <u>enhancement</u> bonus for 1 minute/lvl as if it were magically enchanted. If it already has a +1 bonus, this does NOT stack. | Touch |
| Moment of Greatness | All allies within 50ft of you who have a <u>morale bonus</u> will have the bonus doubled on one roll. Lasts 1 minute/lvl. Once the bonus is used, the spell ends. | Self |
| Mount | You summon a light horse or pony to ride on. Lasts 2 hours/lvl. | 25ft |
| Mudball | You throw a sticky ball of mud at the target's face as a ranged touch attack. If it hits, the target is blinded. Each round the target can try a REF save to shake off the mud or wipe it off as a Standard Action . | 30ft (RT) |
| Protection from Evil | Touched subject gains +2 <u>deflection</u> bonus to AC & +2 <u>resistance</u> bonus to all saves VS evil creatures for 1 minute/lvl. | Touch |
| Ray of Enfeeblement (SR) | A ray shoots out, draining an enemy target of 1d6 + 1 (per 2 lvls, max 5) of STR. Their STR cannot go below 1 however. FORT save 1/2 dmg. Lasts 1 round/lvl. | 30ft (RT) |
| See Alignment | Pick a single alignment (lawful good, neutral evil, chaotic evil, etc.). Creatures of that alignment will glow with a ghostly radiance while in your vision. Only you can see this. Lasts 1 round / lvl. | Self |
| Shield | Gain +4 Shield AC, blocks magic missile for 1 min/lvl (does not stack) | Self |
| Shocking Grasp (SR) | Deals 1d6/lvl (max 5d6) electricity dmg upon a successful touch attack. +3 atk if target is wearing metal armor. | Touch |
| Shock Shield | An electric disk protects you, negating Magic Missile and gives a+2 Shield AC bonus. This also affects incorporeals/ghosts. As a free action, you can dismiss the shield, dealing 1d6 dmg to all creatures within 5ft, including you. REF save = 1/2 dmg. Lasts 1 min/lvl. | Self |
| Sleep (SR) | You can make a creature of up to level 4 fall asleep. WILL save negates. They sleep for 1 min. Waking up a creature is a standard action. | 100ft |
| Snowball | You conjure a ball of packed ice and snow that you can throw as a Ranged Touch Attack. This snowball deals 1d6 cold damage/lvl (max 5d6). The target must make a FORT save or be staggered for 1 round. | 40ft (RT) |
| Technomancy | Works just like Detect Magic, except detects technological objects. | 60ft Cone |
| Touch of Gracelessness (SR) | On a successful touch, the target loses 1d6+ 1/lvl (max 5) DEX. If the target moves faster than 1/2 speed, it falls down. FORT save reduces DEX drain by 1/2 and ignores movement penalty. | Touch |
| True Strike | Gain +20 atk for 1 round. | Touch |
| Vanish | The spell works just like <i>Invisibility</i> , except it only lasts 1 round/lvl (max 5). | Touch |
| Wave Shield | A rush of water forms a shield. This shield gives you DR and Fire Resistance equal to 1/2 your level (minimum 1). Once the spell has been used, it goes away. Lasts 1 min. | Self |
| Web Bolt | You shoot a ball of webbing at the target. If it fails its REF save, it's entangled in the web. This spell has no effect on a target that's not standing on/near a surface that can support the web. REF save negates. Lasts 1 min/lvl. | 30ft (RT) |
| Windy Escape | As an Immediate Action , you turn into vapor, giving you DR 10 vs all except magic. You are also immune to any poison, sneak attacks, or critical hits. You may NOT use this ability against an attack of opportunity. | Self |

| 2nd Level Spells | | |
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| Spell Name | Effect | Range |
| Acid Arrow (SR) | You fire a bolt of acid, dealing 3d6 + 1/lvl acid dmg. REF save 1/2 dmg. | 50ft (RT) |
| Adoration | This spell gives the target a +2 on Diplomacy checks for 1 minute/lvl. | 30ft |
| Agressive Thundercloud (SR) | You create a crackling, spherical storm cloud that flies in whichever direction you point. It has a fly speed of 20ft/round and if it enters a space occupied by a creature, it deals 3d6 pts of electricity dmg (REF save negates). Lasts 1 round/lvl. | 100ft |
| Arcane Disruption (SR) | Target must make a concentration check (DC = 10 + 1/2 its lvl) on all arcane spells cast. Spell-like abilities are not affected. WILL save negates, lasts 1 round per lvl. | 30ft |
| Arcane Lock | You can cast this upon a door, chest, portal, etc. and magically lock it. You can pass by your own lock without affecting it. If the object has a lock, this increases the DC by 10 to unlock it. If it does not have a lock, this spell creates one with a DC 20 Lockpick. This spell is PERMANENT. | Touch |
| Badger's Ferocity | By concentrating, you can make 1 weapon / 3 lvls Keen (increases critical threat range). You choose which weapons to be affected though only 1 weapon per ally. If the weapon goes beyond your spell range, it ends. Lasts until you stop concentrating. | 30ft |
| Bear's Endurance | Gain +4 CON for 1 min/lvl | Touch |
| Blindness/Deafness (SR) | You cause a taret to be permanently blinded or deafened. FORT save negates | 100ft |
| Blur | Touched subject's outline appears blurred and gains a 20% miss chance for 1 min/lvl. True Seeing negates this. | Touch |
| Bullet Ward | You toss up to a max of 4 adamantine bullets into the air. These bullets intercept and stop firearm attacks coming at you, thus increasing your AC against that attack by 10. This uses up one of the bullets. The spell ends after 10 min/lvl or until the bullets are used up. | Self |
| Bull's Strength | Gain +4 STR for 1 min/lvl | Touch |
| Burning Gaze (SR) | You give the target the "Death Stare", making them take 1d6 fire dmg. FORT save negates. Targets take dmg must make REF save else they catch on fire. Lasts 1 round per level. This is NOT a gaze attack. | Self |
| Cat's Grace | Gain +4 DEX for 1 min/lvl | Touch |
| Darkvision | See up to 60ft in total darkness. Lasts 1 hour/lvl. | Touch |
| Darkness | This spell creates a 20ft radius spread of darkness. Only spells higher in level can overcome darkness. Lasts 1 min/lvl. | 25ft |
| Defoliate (SR) | You throw a tiny ball of negative energy, destroying plant life either in a 60ft line or a 10ft radius spread. This will remove the cover and/or concealment provided by trees and other such growth. If you hit a plant creature, you must succeed on a Ranged Touch Attack and it deals 2d8 dmg. | 30ft (RT) |
| Diminish Resistance (SR) | You can weaken a target's resistance against one energy type you choose by 5. (@ lvl 8 = -10, @ lvl 13 = -15, @ lvl 18 = -20). FORT save negates. Lasts 1 round/lvl. | 100ft |
| Eagle's Splendor | Gain +4 CHA for 1 min/lvl | Touch |
| Elemental Speech | This spell allows you to talk with elemental creatures. You choose which elemental type you wish to speak with. Lasts 1 minute/lvl. | Self |
| Embrace Destiny | Upon casting this spell, roll a d20 and save the result. The next time you make a d20 roll, you can use this number INSTEAD of rolling. You may NOT use this roll to replace a d20 that has been rolled already. Lasts 1 round / lvl. | Self |
| Escaping Ward | When you are attacked and missed by a creature larger than you, as an Immediate Action , you can move 5ft away from it. (@lvl 10 = 10ft, @ lvl 15 = 15ft, @ lvl 20 = 20ft). This does NOT provoke an enemy attack. Lasts 1 round/lvl. | Self |
| Fireburst (SR) | An explosion of fire bursts from within you, dealing 1d8/lvl (max 5d8) fire dmg to those in a 1 square radius around you. REFLEX save ½ dmg | Self |
| Fire Sneeze (SR) | This spell causes you to sneeze phlegm (boogers) of fire. Once you cast this spell, you MUST sneeze each round as a <u>standard action</u> . You can take NO other <u>standard action</u> as long as this spell is in effect. Each sneeze produces a 10ft long cone of fire. All creatures caught in it take 2d6 fire dmg, REF save = 1/2 dmg. Lasts 1 round per 2 levels. Requires hot peppers soaked in oil. | Self |
| Fox's Cunning | Gain +4 INT for 1 min/lvl | Touch |

| 2nd Level Spells | | |
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| Spell Name | Effect | Range |
| Glide | You take no damage from falls and you can move up to 5ft horizontally for every 1 foot you fall. You cannot use this spell to gain height, but to move in other directions as you fall. The spell ends as soon as your feet touch the ground. If it ends while you're still in the air, you fall the remaining distance like normal. Lasts 1 minute/lvl. | Self |
| Glitterdust | A cloud of rainbow particles covers everyone/thing in a 10ft radius, blinding them and making them look sparkly for 1rd/lvl. WILL save negates blind. | 100ft |
| Hidden Presence (SR) | You prevent the target from being aware of your presence. Targets can't see, hear, smell, feel, or taste you. Blindsight, blindsight, scent, or tremorsense do not work either, nor do detect spells. As long as you do not make any attacks or change the environment you remain hidden from their awareness. WILL save negates. Lasts 1 minute/lvl. You can affect up to 1 creature per 3 levels. | 25ft |
| Hideous Laughter (SR) | This spell causes a subject to fall to the ground in uncontrollable laughter. The subject gets a 2nd save the next round, otherwise it laughs for the spell's duration of 1 round/lvl. Enemy's with an INT of <2 are not affected, enemy's who are a different type than the caster get +4 since the humor doesn't "translate" well. WILL save ignores. | 25ft |
| Invisibility | Target is made invisible for 1 min/lvl. +40 Stealth if not moving, +20 for moving characters. Spell wears off once you make a hostile action. | Touch |
| Lock Gaze (SR) | You force a target to look at you and ONLY you for the spell length. While staring at you all other allies gain concealment (50% miss chance) from the target's attacks. If the target leaves your line of sight, it's blinded for 1 round and the spell ends. If you leave the target's sight, nothing happens and the spell ends. WILL save negates. Lasts 1 round/lvl. | 30ft |
| Magic Mouth | This spell allows you to record a message up to 25 words which will be delivered over a period of 10 minutes once a specific event (that you choose) happens. The spell stays on the object permanently until it is triggered. | Touch |
| Mirror Image | This spell creates 1d4+1 (per 3 levels) images of you. These images copy your exact actions. When you are hit by an attack (not area effect) roll randomly to see if you or an image gets hit. Once hit, an image disappears. lasts 1 minute/Lvl. | Self |
| Owl's Wisdom | Gain +4 WIS for 1 min/lvl. | Touch |
| Protection from Evil, Communal | Same as <i>Protection from Evil</i> , except you can divide the duration in 1 minute intervals among those touched. | Touch |
| Protection from Arrows | Target gains DR 10 vs ranged attacks for 1 min/lvl. | Touch |
| Resist Energy | Ignore 10 or more points of dmg per attack from an energy type (acid, cold, electricity, fire, sonic). Each time target takes dmg, the first 10 points are ignored. @ lvl 2, absorb 10 points. @ lvl 7, absorb 20 points, @ lvl 11, absorb 30 points. Lasts 10 minutes/lvl. | Touch |
| Returning Weapon | For 1 minute/lvl, the targets weapon, after being thrown, will fly back to the user's hands right before the target's NEXT turn. | 30ft |
| Scorching Ray (SR) | You fire 1 ray of fire +1 ray/4 lvls (max 3 rays @ lvl 12). Each ray requires a RT to hit and deals 4d6 points of fire dmg. Rays may be fired at any target(s) of choice. | 40ft (RT) |
| See Invisibility | Reveals invisible creatures/objects to the user for 1 min/lvl. | Touch |
| Silent Table | You protect a 10ft area against anyone trying listen in on you. Their Perception DC gets increased by 20. This spell has no effect on the creatures inside the area. Lasts 1 minute/lvl. | 30ft |
| Sonic Scream (SR) | Up to 3 times during this spell, you can emit a powerful cone of sound as a <u>Standard Action</u> . 1st cone deals 4d4 sonic dmg to all in a 15ft cone, 2nd cone deals 2d4 sonic dmg, 3rd cone deals 1d4 sonic dmg. REF save 1/2 dmg. Until you dismiss or use all 3 cones, you cannot use your voice for any magic related purposes and cannot speak quieter than a shout. | Self |

| 2nd Level Spells | | |
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| Spell Name | Effect | Range |
| Spider Climb | Gain the ability to climb up walls and ceilings (may not run while climbing). Lasts 1 min/lvl. | Touch |
| Stone Call | A rain of dirt, gravel, and small pebbles fills a 20ft radius area, dealing 2d6 bludgeoning dmg to every creature in the area on the 1st round. The rest of the time the area is considered difficult terrain. Lasts 1 round/lvl. | 100ft |
| Web | You fill an area of 20ft radius spread with webs. REF save to avoid getting entangled in the webs. Webs are very vulnerable to fire however and are easily burned away. Lasts 10 min. | 100ft |
| 3rd Level Spells | | |
| Spell Name | Effect | Range |
| Air Geyser (SR) | You blast a target into the air, dealing 2d6 dmg and flying up 5 x your level ft. Afterwards, it falls to the ground taking falling dmg. REF save negates flying through the air and only 1/2 dmg. | 25ft |
| Ape Walk | Whoever you touch gains the ability to climb at a speed at 30ft and a +8 <u>racial</u> bonus on all Climb checks. Lasts 10 minutes/lvl. | Touch |
| Blast Barrier (SR) | You create a 10ft high, 20ft long, 1ft thick wall of earth, mud, snow, sand, gravel, etc to pop up where you desire. This wall provides total cover to even large sized creatures too. The wall has up to 5hp/lvl. In order to keep the wall together, you must concentrate. If the wall runs out of HP or you stop concentrating, it explodes, dealing 2d6 slashing dmg AND 1d6 sonic dmg / 3 lvls (2d6 @ lvl 6, 3d6 @ lvl 9, 4d6@ lvl 12, 5d6@ lvl 15) to all that are next to the wall. REF save for 1/2 dmg. Lasts 1 round per 2 levels at most. | 30ft |
| Cloak of Winds | A strong howling wind surrounds a creature, making all ranged attacks against the target suffer a -4 penalty. Tiny or smaller creatures need a FORT save or else they are blown back by the winds. Lasts 1 min/lvl. | 30ft |
| Daylight | You touch an object when you cast this spell and it sheds bright light in a 60ft radius. This spell counters/dispels any darkness spell of equal or lower level. Lasts 10 min. | Touch |
| Deep Slumber (SR) | Works just like Sleep, except you can affect any creature of up to lvl 10. | 25ft |
| Deflect Blame (SR) | As an Immediate Action , you can cast this spell after YOU attack a creature, causing that creature to believe someone else threatening it was responsible for the attack. WILL save negates. | 30ft |
| Dispel Magic | Use this spell to end one ongoing spell that has been cast. Make a dispel check (1d20 + lvl VS 11 + enemy lvl). If successful, the spell ends. | 100ft |
| Displacement | Touched subject gains a 50% miss chance for 1 round/lvl. True Seeing negates this. | Touch |
| Find Fault (SR) | You instantly make a knowledge roll of 20 + lvl vs the monster. Additionally you gain a +5 to your next attack against the creature. | 100ft |
| Fireball (SR) | Shoots forth an explosive fireball, dealing 1d6/lvl (max 10d6) fire dmg to a 4x4 area. REF save 1/2 dmg. | 400ft |
| Flaming Projectiles | This allows you to turn ammunition into fiery projectiles. Each piece of ammo deals an extra 1d6 fire dmg. Lasts 10 min. Does NOT stack with fire enchantment. | 25ft |
| Fly | Subject can fly at 60ft/round (40ft w/ medium or heavy armor). Lasts 1 min/lvl. | Touch |
| Force Punch (SR) | With a successful melee Touch Attack, you deal 1d4 force dmg / lvl (max 10d4) to the target. It is also pushed 5ft per 2 caster levels. Large size = -5ft, Huge size = -10ft, Gargantuan = -15ft, Colossal = -20ft. FORT save negates movement, but not damage. | Touch |
| Gentle Repose | Preserves a corpse so that they do not decay. Also works on body parts. Lasts 1 day/lvl. | Touch |
| Haste | 2 targets gain +1 atk, +1 AC, +30 ft movement, +1 extra attack at full BAB bonus for 1rd/lvl. This spell also counters Slow status effect. | 20ft |
| Heroism | Target gains a <u>morale</u> bonus of +2 atk, +2 saves, +2 all skills for 10 minute/lvl. | Touch |

| 3rd Level Spells | | |
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| Spell Name | Effect | Range |
| Hold Person (SR) | The subject becomes paralyzed and freezes in place for 1 round/lvl. Each round, it may attempt a saving throw to break free. WILL save negates. | 100ft |
| Invisibility Sphere | Works just like Invisibility, except this affects ALL creatures in a 10ft radius around the caster. The invisibility sphere moves with the caster. | Touch |
| Keen Edge | Doubles the critical threat range of a bladed weapon for 1 min. Ex. 20 = 19-20, 19-20 = 18-20, 18-20 = 15-20. Does NOT stack. | Touch |
| Lightning Bolt (SR) | Shoots a bolt of lightning, penetrating everything in a straight line from the caster to the nearest wall. Deals 1d6/lvl (max 10d6) electricity dmg. REF save 1/2 dmg. | 100ft |
| Locate Weakness | You can sense your foes' weak points, giving you extra dmg when rolling critical hits. Whenever you score a critical hit, roll your damage dice TWICE and take the better result. Lasts 1 min/lvl. | Self |
| Magic Weapon, Greater | Works just like <i>Magic Weapon</i> , except your weapon gains +1 atk & +1 dmg per 4 caster levels (+1 @ lvl 1, +2 @ lvl 5, +3 @ lvl 9, +4 @ lvl 13, +5 @ lvl 17). You can also affect as many as 50 arrows/bolts/bullets. Lasts 1 hour/lvl. | 30ft |
| Missile Storm, Lesser (SR) | You fire 1 Magic Missile/lvl at targets of your choosing. Each missile deals 1d6 dmg (max 10 missiles) | 100ft |
| Protection from Energy | Grants an energy (acid, cold, fire, electricity, or sonic) shield of 12 points/lvl to a max of 120 points. Lasts 1 min/lvl or until spent. | Touch |
| Rage | Each creature (1 per 3 lvls) gains +1 hit & dmg, +1 HP/lvl, +1 WILL, -2 AC for 1 round/caster lvl. The effect is the same as the Barbarian effect minus the fatigue. | 30ft |
| Resist Energy, Communal | This spell works just like <i>Resist Energy</i> , except you can divide the duration of the spell among all allies touched in 10 min intervals. | Touch |
| Seek Thoughts | Similar to <i>Detect Thoughts</i> , this spell allows you to scan for answers to simple questions (i.e. Where is the hidden lair of the orcs?). WILL save prevents you from scanning their thoughts. Lasts 1 minute/lvl. | 40ft radius around you |
| Sheet Lightning (SR) | All targets in a 20ft radius spread take 1 electricity dmg. If they fail the FORT save, they are dazed for 1 round. Anyone wearing metal armor has -2 to their save. FORT save negates daze condition, but not damage. | 100ft |
| Shrink Item | You can shrink one non-magical item to 1/16 of its size (about 1/4000 the original volume and mass). You can change it back by simply saying the magic word or tossing it onto the ground, which ends the spell. Lasts 1 day/lvl. | Touch |
| Silver Darts (SR) | A cone of silver darts shoots from your hand, dealing 1d6 piercing damage per lvl (max 10d6). Any creature with more than +4 Armor Bonus or +4 Natural AC Bonus takes 50% less dmg. REF save 1/2 dmg. | 15ft Cone |
| Slow (SR) | An affected creature acts as if staggered. | 30ft |
| Stinking Cloud | Creates a 20ft radius cloud that if caught in, stinks so bad that targets can only perform a move action. FORT save negates. Lasts 1 rd/lvl. | 100ft |
| Suggestion (SR) | You can influence the actions of a target (limited to 1-2 sentences). The suggestion must be reasonable. Doing something that the creature would not normally do negates the spell. Lasts 1 hour/lvl or until the task is completed. WILL save negates. | 30ft |
| Tongues | You are able to speak and understand the language of any intelligent creature. Lasts 10 minutes/lvl. | Touch |
| Trial of Fire & Acid | The touched creature is engulfed in burning acid, taking 1d6 fire + 1d6 acid dmg every round for 1 rd / lvl. FORT save 1/2 dmg. | Touch |
| Water Breathing | Touched creature(s) can breathe underwater freely. You may divide the duration among all creatures touched. Lasts 1hr/lvl. | Touch |
| Wind Wall | An invisible curtain of wind appears in a 3x3 area. This wind can blow away arrows and bolts automatically, while any other ranged weapon has a 30% miss chance. Large sized projectiles are unaffected. Any breath, gas weapons, or gas forms cannot pass through the wall. Lasts 1 round/lvl. | 100ft |
| Vampiric Touch (SR) | You absorb 1d6/lvl (max 10d6) of temporary HP. Cannot absorb more HP than the subject has. Temporary HP lasts 1hr or until used. | Touch |

| 4th Level Spells | | |
|---------------------------------------|--|------------|
| Spell Name | Effect | Range |
| Acid Pit | You create a 10ft x 10ft pit with a depth of 30ft. REF save avoids falling in. The acid at the bottom deals an additional 2d6 dmg each turn. Requires a DC 30 to climb out. Lasts 1 round / lvl. | 100ft |
| Aggressive Thundercloud, Greater (SR) | A spherical storm cloud flies at 20ft/round. If it enters the space of an enemy, it deals 6d6 dmg. REF save negates. The cloud moves to where you want it to move. Lasts 1 round/lvl. | 100ft |
| Arcane Eye | You create an invisible magic eye that sends you visual information. It travels at 20ft/rd. Solid barriers block its path, but it can squeeze into holes as small as 1 inch. lasts 1 min and requires you to concentrate to control the eye. | 200ft |
| Ball Lightning (SR) | You create 2 globes of lightning that fly in whichever direction you point, you get 3 globes @ lvl 11, 4 globes @ lvl 15, 5 globes @ lvl 19. They fly at 20ft/round. If it enters the space of a creature, it deals 3d6 electric dmg. REF save negates the dmg. Anyone wearing metal armor have a -4 penalty. It takes a <u>move action</u> to direct all the globes, otherwise they just sit there. Lasts 1 round/lvl, the globes disappear if they go beyond the range of the spell. | 100ft |
| Bloody Arrows | When cast on an ally, if he/she deals ranged damage, it also causes 1 point of bleed damage. This bleed damage stacks with each extra hit (max 5 bleed). The spell lasts 1 round/lvl. The creature that's bleeding takes extra dmg until it is healed or bandaged up. | 30ft |
| Boneshatter (SR) | The target's bones shiver and splinter, dealing 1d6/lvl (max 15d6) plus the target is Exhausted for 1 minute/lvl. FORT save ½ dmg and target is fatigued instead of exhausted. Enemies made out of bone or similar materials take an extra 50% dmg. | 30ft |
| Burst of Speed | Until the end of your turn, you gain extra +20ft speed (or +10ft for Medium/Heavy armor). All your movements do NOT allow of Attacks of Opportunity. This spell only takes a Swift Action to cast. | Self |
| Charm Monster (SR) | This spell makes a creature treat you as its trusted friend/ally. It does NOT enable you to control the monster, but you can make a CHA check to convince it to do things it normally wouldn't. Any threat by you or your ally breaks it out of its charms. Lasts 1 hour/lvl. WILL save negates. | 30ft |
| Confusion (SR) | All creatures in a 20ft radius are confused for 1rd/lvl. WILL save negates. 0-20 = Act normally, 26-50 = Babble incoherently and do nothing, 51-75 = Attack self for 1d8 + STR Bonus, 76-100 = Attack nearest creature. | 50ft |
| Dimensional Anchor (SR) | Upon a successful ranged touch attack, the creature is unable to use any form of extradimensional travel (i.e. blink, dimension door, etherealness, gate, maze, teleport, etc) | 100ft (RT) |
| Dimension Door | You plus one willing participant step through a door and teleport to any location within range. After appearing you may not perform any other actions that turn. Should the space be occupied, anyone using the door takes 3d6 dmg and moves to the nearest available spot. | 400ft |
| Enlarge Person, Mass | Works just like Enlarge Person, except you can target 1 humanoid/lvl, but they cannot be more than 25ft apart. | 25ft |
| Fear (SR) | A 30ft invisible cone of terror causes each living creature to become panicked for 1 round/lvl. WILL save negates. | 30ft |
| Fire Shield (SR) | Creatures striking you take 1d6 + 1/lvl fire dmg while you take 50% less fire OR cold dmg depending on whether or not you choose cold or warm flames to protect you. Lasts 1 round/lvl. | Self |
| Ice Storm (SR) | A hailstorm deals 3d6 bludgeoning dmg + 2d6 cold dmg to a 20ft radius area. | 400ft |
| Invisibility, Greater | This works just like <i>Invisibility</i> , except you do NOT come out of invisibility when you attack or cast an offensive spell. Lasts 1 round/lvl. | Touch |
| Lesser Globe of Invulnerability | Stops all 1st through 3rd lvl spells for 1rd/lvl. Dispel Magic will bring down this spell. | Self |
| Remove Curse | This spell removes a curse from an object or creature. | Touch |

| 4th Level Spells | | |
|----------------------------------|---|------------|
| Spell Name | Effect | Range |
| Phantasmal Killer (SR) | A fearful image flies towards the target. Target must succeed on a WILL save to disbelieve the image. Should it fail, target must then make a FORT save or die. A successful FORT save, target still takes 3d6 dmg. If target makes a successful WILL save and has telepathy, Phantasmal Killer is reflected back to its caster who must then make the saves. The Phantasmal Killer does not reflect back a 2nd time. | 100ft |
| Protection from Energy, Communal | This spell works just like <i>Protection from Energy</i> , except you can divide the duration of the spell among all allies touched in 10 min intervals. | Touch |
| Scry (SR) | You can observe a creature from any distance once you've touched it. WILL save negates the spell. If it carries an object you've cast the spell on, it does not get to make the WILL save, assuming it doesn't know the item is in its possession. Lasts 1 min/lvl. | Touch |
| Shocking Image (SR) | This spell works like <i>Mirror Image</i> , except the illusionary doubles create an electric shock when destroyed. An enemy that uses a melee attack to destroy an image takes 2d6 dmg. If the SR check fails, the target cannot take anymore dmg from this spell. Lasts 1 minute/lvl. | Self |
| Shout (SR) | A 30ft cone of sonic energy erupts from your mouth, dealing 5d6 sonic dmg. FORT save ½ dmg. Failure = deaf for 2rds (-2 atk) | 30ft |
| Stoneskin | You gain DR 10/adamantine, ignoring the first 10 pts of dmg. Once the spell has prevented a total of 10 pts / lvl (max 150hp), it is dismissed. | Touch |
| Tongues, Communal | Works just like <i>Tongues</i> , except you divide the duration among all that you touch. | Touch |
| Volcanic Storm (SR) | Chunks of hot volcanic rock pound down when this spell is cast, dealing 3d6 bludgeoning dmg and 2d6 fire damage to every creature in a 20ft radius spread. | 400ft |
| Wall of Fire (SR) | You create a wall of fire 20ft long/lvl or a circle with a 5ft radius/2 levels. Creatures that are from 10ft-20ft from the wall take 1d4 fire damage, creatures 5ft-10ft take 2d4 fire damage. Creatures that pass through the fire or have the fire spawned on them, take 2d6 +1/lvl (max +20) of fire damage. The wall deals 2x damage to undead creatures. This spell lasts as long as the caster can concentrate + 1rd/lvl. | 100ft |
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| 5th Level Spells | | |
| Spell Name | Effect | Range |
| Acidic Spray (SR) | A spray of acid erupts from your hands, dealing 1d6 acid dmg / level (max 15d6) to all in a 60ft line. The acid continues to burn for 1d6 dmg per 2 lvls (max 7d6) to anyone who failed the REF save. REF save 1/2 dmg and negates the burn. Creatures who fail, may make another REF save each turn to get rid of the acid. | 60ft line |
| Bigby's Interposing Hand (SR) | A gigantic magical hand appears between you and your opponent. This hand moves to stay in between the two of you no matter where you or your opponent moves to. It provides cover (+4 AC) against that opponent. Nothing can fool the hand. The hand's HP = your full HP with an AC 20. Disintegrate or a successful Dispel Magic destroys the hand. Lasts 1 round/lvl. | 100ft (RT) |
| Blight (SR) | Withers a single plant of any size. The affected plant takes 1d6 pts/lvl (max 15d6) dmg. FORT save 1/2 dmg. A plant that isn't an intelligent creature automatically dies. | Touch |
| Break Enchantment | This spell frees victims from enchantments, transmutation, and curses. You'll need to make a caster level check (d20+lvl, max +15) vs (11+ enemy lvl). If the spell is something that cannot be dispelled by <i>Dispel Magic</i> or <i>Stone to Flesh</i> , then this spell only works if the original spell is 5th level or lower. | 30ft |
| Cacophonous Burst (SR) | Hits a 20ft radius area for 1d6/lvl (max 15d6) sonic dmg. FORT save ½ dmg | 100ft |
| Charm Person, Mass | This spell works just like <i>Charm Person</i> , except you affect all within 30ft. Lasts 1 hour/lvl | Self |
| Cone of Cold | A 50ft cone of cold shoots forth, dealing 1d6/lvl (max 15d6) cold dmg. REF save 1/2 dmg. | 50ft Cone |
| Constricting Coils (SR) | You "hold" the target, as if wrapped by a giant snake. The target takes 1d6+6 bludgeoning damage each round it fails its save. WILL save negates both damage and paralyzing effects. | 70ft |

| 5th Level Spells | | |
|--------------------------|--|--------------|
| Spell Name | Effect | Range |
| Dismissal | Force summoned creatures back to where they came. WILL save negates. | 50ft |
| Dominate Person (SR) | You can control the actions of any humanoid creature by using the powers of your mind. The affected person gets to roll an extra WILL save +2 if you try to command it to do something against its nature. Lasts 1 round/lvl. | 25ft |
| Glass Doppelganger | This spell forms a glass copy of you with ¼ HP. Glass form has DR 10 to all elements, slashing, and piercing weapons. Takes double dmg from bludgeoning and sonic dmg. Has NO spells, lasts for 1rd/lvl. | Self |
| Glimpse of Truth | The spell works like <i>True Seeing</i> , but only lasts 1 round. <i>True Seeing</i> allows you to see all things as they actually are. You can see invisible creatures, see through blur, displacement, darkness, etc. It doesn't allow you to see through objects though. | Self |
| Grand Destiny | Target gains a +4 bonus that they can apply before rolling any attack, caster level check, saving throw, or skill. The spell ends once the bonus has been applied twice. @ lvl 12, it can be applied 3 times. @ lvl 15, 4 times. Lasts 10 minutes/lvl or until used. | 100ft |
| Great Balls of Fire (SR) | Balls of flame appear, 1/lvl and do 1d6/lvl (max 15d6) fire dmg to targets of your choosing, maximum of 1 ball per target. REFLEX save ½ dmg | 100ft (RT) |
| Greater Fireburst (SR) | A more powerful burst of fire explodes from within you, dealing 1d8/lvl (max 15d8) fire dmg in a 2 square radius around you. REFLEX save ½ dmg | Self |
| Hold Monster (SR) | Works just like Hold Person, except it will affect monsters and creatures now too. | 100ft |
| Lightning Arc (SR) | You make an arc of lightning between 2 targets no more than 60ft apart, dealing 1d6 electricity dmg / lvl (max 15d6) to both targets and anyone caught in the middle of the line. REF save 1/2 dmg. | 400ft |
| Permanency | You can make certain spells permanent, there is a level requirement and heavy gold cost. See https://www.d20pfsrd.com/magic/all-spells/p/permanency for details. | Touch |
| Polymorph (SR) | You can change the subject into a small or tiny size animal of your choosing. If the form is fatal (ex. Shark polymorphed to a sheep) the subject gets a +4 bonus to its save. FORT save negates. Should the spell succeed, a WILL save must be taken to see if the subject keeps its spellcasting abilities. BAB, saves, HP all remain unchanged. Lasts 1 min/lvl. | 30ft |
| Stoneskin, Communal | Works just like Stoneskin, except you can divide the time among all that you touch. | Touch |
| Telepathic Bond | You form a telepathic bond between allies, no more than 25ft apart from one another. You can now communicate telepathically with each other. Lasts 10 min/lvl. | 25ft |
| Teleport | This spell teleports you to a chosen location, up to 100 miles/lvl. You may not travel between planets/planes. You can bring 1 extra creature per 3 levels. You must know where you are teleporting to and have a clear image of the location. | Self & Touch |
| Tempest Hammer (SR) | Taking one full round to cast, you may call down a 3x3 area, 30ft tall vertical column of winds. Targets suffer 3d8 bludgeoning dmg and are subject to a bull rush attack. REF save ½ dmg, but are still subject to the bull rush. Bull Rush = d20 + 8 + caster lvl + spell lvl + INT/WIS bonus (whichever is higher). This can be done 1x/rd for 1 round/lvl. If you are outdoors or attacking an air elemental, the spell deals 3d12 pts of dmg instead. | 100ft |
| Transmute Mud ↔ Rock | This spell permanently transforms normal mud/stone into the other. Any creature caught in the area is allowed a REF save to escape. This spell changes two 10ft cubes/lvl of mud/rock. | 100ft |
| Wall of Force | You create a wall of pure force, up to 5ft / lvl. It has a DR 30 and HP = 20hp x lvl. Gaze attacks go through, but most other attacks cannot. It is immune to Dispel Magic, but not Mage's Disjunction or Disintegrate, which automatically destroys it. Lasts 1 round/lvl. | 25ft |
| Wall of Stone | You can create a wall made out of stone. The wall is 1 inch thick and 5ft wide (width is per lvl, so a 20th lvl caster can create 100ft wide wall). The wall can be destroyed by <i>Disintegrate</i> . Each section of the wall has a Hardness DR 8 and 15 HP per inch. Walls can be stacked on top of each other to increase the thickness. | 100ft |
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| 6th Level Spells | | |
|-------------------------|---|-----------|
| Spell Name | Effect | Range |
| Acid Fog | Creates a 20ft radius cloud of fog that deals 2d6/round of acid dmg to any creature that stays within. Lasts 1 round/lvl. | 100ft |
| Anti-Magic Field | An invisible barrier surrounds and moves with you. All magical spells, items, and beings (excluding golems) do not function while in the field (including yours!!). A magical weapon, while losing its bonus, will still function as a masterwork weapon. Summoned creatures with SR get an SR check to see if they temporarily disappear while in the field. Lasts 10 min. | Self |
| Battlemind Link | You and 1 ally link minds and gain the following bonuses. (1) Initiative: You both roll normally, but take the higher of the two. (2) Attack: If you both attack the same target, both roll normally and take the higher result. This applies to ranged attacks too. (3) Spells: If you both attack the same target, it has a -2 on its saving throw. Lasts 1 min/lvl. | 25ft |
| Bear's Endurance, Mass | All allies in sight gain +4 CON for 1 min/lvl | Sight |
| Bigby's Forceful Hand | A giant hand pushes 1 target using a CMB = lvl + 9 check. If the target hits a wall, it gets knocked down. FORT negates. | 50ft (RT) |
| Bull's Strength, Mass | All allies in sight gain +4 STR for 1 min/lvl | Sight |
| Cat's Grace, Mass | All allies in sight gain +4 DEX for 1 min/lvl | Sight |
| Chains of Fire (SR) | A bolt of fire hits 1 target for 1d6/lvl fire dmg (max 20d6), the bolt then fires at all other nearby targets within 30ft (1bolt/lvl). REF save ½ dmg. | 100ft |
| Chain Lightning (SR) | A bolt of lightning hits 1 target for 1d6/lvl electricity dmg (max 20d6), the bolt then fires at all other nearby targets within 30ft (1 bolt/lvl). REF save ½ dmg. | 100ft |
| Circle of Death (SR) | A 40ft radius circle of death appears, killing 1d4 lvls of creatures/caster level (ex. A lvl 16 Caster would roll 16d4, and killing a level 7 creature would take away 7 lvls from the 16d4) WILL save negates. This spell is ineffective against lvl 9 creatures and above. | 100ft |
| Cold Ice Strike (SR) | As a Swift Action , you create a flurry of ice slivers, dealing 1d6 / lvl (max 15d6) of cold damage in a 30ft line. REF save ½ dmg. | 30ft (RT) |
| Contagious Flame (SR) | You fire 3 beams of fire (4 @ lvl 15, 5 @ lvl 19). Each beam deals 4d6 fire dmg, the beams may be fired the same or different targets, no more than 30ft apart. For 2 more rounds afterwards, creatures hit by the beam have another beam shoot out from inside them, targeting an enemy of your choice up to 30ft away. | 30ft (RT) |
| Dimensional Blade | This turns your weapon into a 2D object, allowing your melee attacks to be considered melee TOUCH attacks. Force effects (<i>Mage Armor, Shield, etc.</i>) still apply. This spell lasts 1 round, and is cast as a Swift Action . | Self |
| Dispel Magic, Greater | Works just like Dispel Magic, except you can end 1 spell per 4 levels. You can also use this to affect everything within a 20ft radius burst. Lastly, this spell will also work as <i>Remove Curse</i> . | 100ft |
| Disintegrate (SR) | A powerful ray shoots out dealing 2d6/lvl of death dmg. FORT save still deals 5d6 dmg. When used against an object, it destroys up to 10 cubic ft of matter. It will also destroy things made out of force (i.e. Forceful Hand, Wall of Force, etc). | 50ft (RT) |
| Eagle's Splendor, Mass | All allies in sight gain +4 CHA for 1 min/lvl | Self |
| Elemental Assessor (SR) | You fire a ray of elemental energy, dealing 2d6 acid, 2d6 cold, 2d6 electricity, and 2d6 fire dmg at one target. The energy that does the most dmg will also stay, dealing another 4d6 dmg each round for 1d4 rounds. | 25ft (RT) |
| Flesh to Stone (SR) | The subject, along with all its gear, are turned to stone. It's not dead, but not quite alive either. FORT save negates. | 100ft |
| Fluid Form | Your body takes on a slick, oily appearance. You can squeeze into any place that water can fit into. You also gain DR 10 vs all but slashing, and you gain Reach of 10ft. You can also swim at 60ft/round and can breathe both water and air. You are treated as a water subtype while the spell is in effect. Lasts 1 min/lvl. | Self |
| Fox's Cunning, Mass | All allies in sight gain +4 INT for 1 min/lvl | Self |
| Freezing Sphere (SR) | This globe of cold explodes in a 40ft radius burst when thrown, dealing 1d6/lvl (max 15d6) pts of cold dmg. You can hold the sphere for 1 round/lvl. REF save 1/2 dmg. | 400ft |



| 6th Level Spells | | |
|-----------------------------|---|-----------|
| Spell Name | Effect | Range |
| Globe of Invulnerability | Stops all 1st through 4th level spells for 1rd/lvl. Dispel Magic will bring down this spell. | Self |
| Heroism, Greater | Functions just like <i>Heroism</i> , except the ally gain +4 <u>moral</u> bonus on attack, saves, skills, immunity to fear, and gain temporary HP = your level (max +20). Lasts 1 min/lvl. | Touch |
| Hellfire Ray (SR) | You fire 1 ray per 4 levels (1 @ lvl 11, 2 @ lvl 15, 3 @ lvl 19). Each ray requires a Ranged Touch and deals 1d6 damage per level (max 15d6). Half the damage is fire, the other half is unholy fire. No saving throw, but any creature killed must make a WILL save or be doomed to Hell. Anyone trying to bring the creature back to life must make a check of D20 + lvl VS 10 + creature lvl. | 30ft (RT) |
| Greater Stoneskin | You gain DR 20 vs all but adamantine and it absorbs 10HP/lvl (max 150HP) for 1 min/lvl. | Self |
| Legend Lore | You gain +10 to all knowledges for 1 min | Touch |
| Mage's Decree | You can speak a short message (25 words or less) and send it to all creatures fitting a visual requirement (ex. all humans wearing a flower, or all boys/girls, etc. Good creatures, or fighters is NOT a visual). The message will go 1 mile/lvl. | Self |
| Mage's Lucubration (Memory) | You can cast this spell to immediately cast a lvl 5 spell or lower. | Self |
| Missile Storm, Greater (SR) | You fire 1 Magic Missile/lvl at targets of your choice. Each missile deals 2d6 dmg (Max 15 missiles). | 100ft |
| Owl's Wisdom, Mass | All allies in sight gain +4 WIS for 1 min/lvl | Sight |
| Repulsion (SR) | An invisible field surrounds you and prevents creatures from approaching you. When you cast this spell, you must decide how big the field will be at 5ft radius per level. WILL save negates the effect. If you move towards a creature who has failed the save, they do NOT get pushed back. This spell does not prevent enemies from using spells/ranged weapons against you. Lasts 1 round/lvl. Requires 2 Guard Dog statues (500gp) to cast. | Self |
| Sabotage Construct (SR) | This spell works just like <i>Confusion</i> , except it only affects constructs. WILL save = confused for only 1 round. Lasts 1 round/lvl. | Touch |
| Sirocco (SR) | A blast of furnace-hot air fires downward, dealing 4d6 fire damage +1/lvl to all creatures in a 20ft radius area & 60ft high, knocking them prone. FORT save for ½ damage and ignores falling prone. Any creature who takes damage from this becomes fatigued, water type creatures take 2x damage. | 100ft |
| Stone-to-flesh | Restores a petrified creature back to flesh. | Touch |
| Suggestion, Mass (SR) | This spell functions just like <i>Suggestion</i> , but it affects all creatures within a 30ft radius. | 100ft |
| Superior Resistance | Target gains +6 to all saves for 1 min/lvl. | Touch |
| Symbol of Distraction (SR) | You can draw a symbol on any solid surface. You also designate how it will be triggered. When set off, all creatures within 60ft become fascinated and move towards the symbol. If a creature's view of the symbol is completely blocked, it is freed from the symbol's effect. WILL save negates. Takes 10 minutes to cast. Requires 5,000gp of mercury, phosphorus, diamond, and opal dust. | 60ft |
| Telepathy | You can mentally communicate with any other creature within 100ft. You can talk to multiple ones at the same time, though it's rather difficult, like talking with multiple people at once. Lasts 1 min/lvl. | Self |
| True Seeing | This allows you to see ALL secrets and hidden objects/creatures within 120ft. It does NOT allow you to see through walls or use it to see through another spell/crystal ball. Lasts 1 minute/lvl. | Touch |

| 7th Level Spells | | |
|-----------------------------|---|-----------|
| Spell Name | Effect | Range |
| Arcane Cannon (SR) | You manifest a magical cannon. On your turn you can move the cannon (up to 20ft) and/or aim it. It takes a standard action to load. The cannon has a range of 50ft. When firing, it deals a Ranged Touch attack. Lasts 1rd/lvl. Atk Bonus = caster lvl + INT/CHA bonus + 1 per 4 lvls. On a hit, it deals 4d10 dmg. Critical on a natural 20 and has a x4 multiplier. | Self |
| Banishment (SR) | This spell works like <i>Dismissal</i> , except you can affect up to 2 levels of monsters for each level you have. Affects all creatures within a 30ft area. WILL save negates | 30ft |
| Bigby's Grasping Hand (SR) | This spell work just like Bigby's Interposing Hand, except it can also grapple one opponent you choose. It gets one grapple attack per round. CMB = Your level + 11. | 100ft |
| Caustic Eruption | Acid erupts bursts from you in all directions up to 30ft away, dealing 1d6 acid dmg/lvl (max 20d6). On your next turn, creatures who failed their initial save, take an additional 1d6 acid dmg/ 2 lvls (max 10d6). This lasts up to 2 extra rounds. REF save 1/2 dmg. | 30ft |
| Delayed Blast Fireball (SR) | This spell works just like <i>Fireball</i> , except it deals 1d6 fire dmg (max 20d6) and you can choose to detonate it up to 5 rounds after the spell is cast. You must choose the delay before the spell is cast and it cannot be changed. | 400ft |
| Energy Immunity | You become immune to 1 type of energy of your choosing for 1 round / lvl (fire, cold, electricity, acid, sonic, positive, negative). | Touch |
| Finger of Death (SR) | This spell causes 10 dmg / lvl. FORT save for 3d6 + lvl dmg instead. | 25ft |
| Firebrand | You choose a number of allies, no two can be more than 30ft apart. Each target gains +1d6 fire dmg on their weapon (STACKS). A target can also fire a beam of fire at a target within 30ft as a <u>swift action</u> . This ray requires a Ranged Touch attack and deals 6d6 fire dmg. Once they use the beam, the spell ends for them. Lasts 1 round/lvl. | 30ft |
| Fly, Mass | This spell works just like Fly, except it targets all creatures within 30ft and lasts 10min/lvl. | 30ft |
| Hold Person, Mass (SR) | This spell works just like <i>Hold Person</i> , except you can target any number of humanoids, no more than 30ft apart. | 100ft |
| Invisibility, Mass | This spell works just like <i>Invisibility</i> , except you affect all within 30ft. | 100ft |
| Joyful Rapture (SR) | All allies are freed from any harmful emotional effects (GM discussion needed). Also cures 1d4 INT, WIS, or CHA dmg to all allies in a 60ft radius burst. | Self |
| Ki Shout (SR) | You unleash a sudden blast of sonic energy that strikes your opponent, dealing 1d6 sonic dmg (max 20d6) and they are stunned for 1 round. FORT save 1/2 dmg and negates the stun. | 30ft |
| Power Word Blind (SR) | You utter a single word, causing one creature to become blind based on its current HP < 50HP = Permanent, 51-100 HP = 1d4+1 min, 101-200 = 1d4+1 rds, 200+ HP = no effect | 40ft |
| Prismatic Spray (SR) | This spell shoots out multicolored lights in a 60ft cone. Each beam has a different power. Roll for each creature. 1. Red = 20 fire dmg REF save = 1/2 2. Orange = 40 acid dmg REF save = 1/2 3. Yellow = 80 electricity dmg REF save = 1/2 4. Green = Poison (1x/round) Initial effect is DEATH. After 1st FORT save, -1 CON/round. After 2nd FORT save, poison is cured. 5. Blue = Flesh to Stone FORT negates 6. Indigo = Insane WILL negates 7. Violet = Sent to another plane WILL negates 8. Struck by 2 rays, roll 2 more times, ignore any 8's. | 60ft cone |
| Project Image | You create a semi-real illusionary version of yourself. The image looks, sounds, and smells like you but isn't real. It copies your actions until you direct it to act differently (<u>Move Action</u>). You can see/hear through its eyes/ears, but while doing so, you are blinded/deafened. Also, any spell you cast, whose range is touch or greater, can be cast through the image and not you. You must maintain line of sight/effect to your image at all times else it disappears. WILL save disbelieves the image. Lasts 1 round/lvl. | 100ft |

| 7th Level Spells | | |
|----------------------------|---|--------------|
| Spell Name | Effect | Range |
| Resonating Word (SR) | You speak a terrible word of power against the target and it lasts 3 rounds. (1) Target takes 5d6 sonic dmg and staggered for 1 round. FORT save = 1/2 dmg, negates staggered. (2) Target takes 5d6 sonic dmg and stunned 1 round. FORT save 1/2 dmg, negates stun. (3) Target takes 10d6 dmg and stun 1d4+1 rounds. FORT save 1/2 dmg, negates stun. Lasts 3 rounds only. | 100ft |
| Reverse Gravity | This spell reverses gravity in a 10ft cube/lvl. All affected creatures and objects fall as if the world had been reversed and take normal fall dmg. If there is something nearby to grab onto, creatures can attempt a REF save to hold onto it when the spell hits. Does not affect flying/levitating creatures. Lasts 1 round/lvl. | 100ft |
| Scouring Winds (SR) | This spell brings forth a windstorm of stinging sand that blocks all vision. All creatures in a 20ft radius area take 3d6 piercing damage every round they are in the area. In addition, you can move the storm 30ft/round as a Move Action . The area is also considered a windstorm, meaning all ranged attacks are impossible. If they succeed in an SR check, they are unaffected by the winds and sand, but are still unable to see in the area. | 100ft |
| Shadow Shield | A shadow forms around you, granting you +5 AC, DR10, and immunity to all death magic, and negative energy dmg. Lasts for 1rd/lvl | Self |
| Temporary Resurrection | You can bring a body that's been dead for less than 48 hours back to life. This lasts 24 hours, afterwards the body dies again. During the time the target is alive, it gains 1 permanent negative level (which goes away when it dies or is truly brought back to life). Can only be used once per body. REQUIRES 500gp of DIAMOND DUST. | Touch |
| 8th Level Spells | | |
| Spell Name | Effect | Range |
| Bigby's Clenched Fist (SR) | The spell works just like <i>Bigby's Interposing Hand</i> , except it can also push/attack an opponent. It has a movement of 60ft/round. It's attack bonus = Level + INT/WIS/CHA (best one) +10. It deals 1d8+11 dmg. Each creature hit must make a FORT save or be stunned for 1 round. | 100ft |
| Charm Monster, Mass | Works just like <i>Charm Monster</i> , except it affects all monsters whose combined level do not exceed 2x your level, or one creature (no level limit). | 30ft |
| Death Clutch (SR) | This spell causes the target to have a massive heart attack. A target with < 200 HP remaining that fails a FORT save is reduced your negative CON. It is staggered for 1 turn before dying. A target with > 200 HP that fails a FORT save is staggered for 1 min and takes 1d4 CON dmg and 1d4 CON bleed dmg. A successful FORT save causes the target to be staggered for 1 round from the power of the spell. Targets that die from this spell require the spell <i>Regeneration</i> cast upon them in order to reconstruct their heart (unless it's <i>Resurrection</i> or <i>True Resurrection</i>). | 30ft |
| Discern Location | This is the most powerful spell when it comes to locating creatures/objects. Nothing short of <i>Mind Blank</i> or the direct intervention by a god can keep you from learning the exact location of a single creature/object. To find a creature, you must have something that once belonged to it. To find an object, you must have touched it at least once. | See Mr. King |
| Dimensional Lock (SR) | You create a barrier in a 20ft radius spread that blocks all forms of extradimensional travel. These include <i>Astral Projection</i> , <i>Blink</i> , <i>Dimension Door</i> , <i>Ethereal Jaunt</i> , <i>Etherealness</i> , <i>Gate</i> , <i>Maze</i> , <i>Plane Shift</i> , <i>Shadow Walk</i> , <i>Teleport</i> , and similar spell-like abilities. This spell does NOT interfere with creatures already in another plane when cast. Lasts 1 day/lvl. | 100ft |
| Frightful Aspect | You become a large-sized version of yourself. You gain +3 hit, +3 dmg, +2 FORT saves, +2/lvl temporary HP, +6 Natural AC, DR 10 vs all except magic, and SR of 10 + 1/2 your lvl. You also emit a 30ft aura, anyone caught in it must make a WILL save or be feared for 1d4 rounds. Lasts 1 minute/lvl. | Self |

| 8th Level Spells | | |
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| Spell Name | Effect | Range |
| Incendiary Cloud | This spell creates a cloud that has a 20ft radius spread and 20ft high. Everything inside this cloud takes 6d6 fire dmg each round. REF save 1/2 dmg each round. In addition, the smoke prevents anyone from seeing into the cloud. This cloud moves away from you at 10ft/round. As a Full Round Action , you can make the cloud move up to 60ft/round. Lasts 1 round/lvl. | 100ft |
| Iron Body | This spell transforms your body into living iron. You gain 15 DR against all but things made of adamantine. You're immune to blind, critical hits, ability score dmg, deafness, disease, drowning, electricity, poison, stun. You only take 1/2 dmg from acid and fire. You gain +3 Hit & Dmg, -3 Ranged Hit & AC and move at 1/2 speed. You cannot drink any liquids. You are vulnerable to all special attacks that affect iron golems however. Lasts 1min/lvl. | Self |
| Irresistable Dance (SR) | The target feels the urge to dance and begins to do so, complete with foot shuffling and tapping. The target can do nothing but dance in place. They have a -4 AC, -10 REF save, and ignores the armor bonus of shields. The dancing target provokes free attacks on each round too. WILL save reduces the duration to 1 round. Lasts 1d4+1 rounds. | Touch |
| Maze (SR) | You banish the subject into an extra-dimensional labyrinth. Each turn, the target can try a DC 20 Intelligence check to escape the maze as a full round action. If the target fails the save, they are freed after 10 minutes. The target can escape the maze by using the spell <i>Plane Shift</i> . | 30ft |
| Mind Blank (SR) | The target is protected from all devices/spells that gather information about the target. This spell also gives the target a +8 resistance bonus on saves VS mind affecting spells and effects. This spell even defeats <i>Limited Wish</i> , <i>Miracle</i> , and <i>Wish</i> . Lasts 24 hours. | 30ft |
| Lum's Stormbolts (SR) | Lightning spills forth from your body in all directions in a 30ft radius spread. The bolts do NOT harm natural vegetation or creatures you wish to exclude. All others take 1d8 electricity dmg / level (max 20d8) and are stunned for 1 round. FORT save 1/2 dmg and negates stun. | 30ft |
| Orb of the Void (SR) | You create a small orb of negative energy. As a move action, you can move the orb up to 30ft in any direction. If it stops in the space of a creature, that creature gains 1 negative level. FORT save negates. An undead creature that encounters the orb gains 2d4 x 5 HP for 1 hour. Lasts 1 round / lvl. | 30ft |
| Polar Ray (SR) | A blue-white ray of freezing air and ice shoots from your hand. A successful ranged touch attack deals 1d6 cold dmg/lvl (max 25d6) and 1d4 points of DEX drain. | 100ft (RT) |
| Power Word Stun (SR) | By uttering a single word of power, it causes a creature of your choice to become stunned, whether they can hear the word or not. HP < 50HP = 4d4 rounds, 51-100 HP = 2d4 rounds, 101-150 = 1d4 rounds, 151+ HP = no effect | 40ft |
| Shout, Greater (SR) | This spell works like <i>Shout</i> , except it deals 10d6 sonic dmg (20d6 vs crystalline/brittle/glass/etc). It also causes enemies to be stunned for 1 round and deaf for 4d6 rounds. FORT save 1/2 dmg, negates stun, and 1/2 the duration of being deaf. | 30ft |
| Sunburst (SR) | This causes a globe of searing bright light to explode silently from a location. All creatures in an 80ft radius burst are blinded and take 6d6 dmg. Any creature who is vulnerable to sunlight or unnatural takes 2x dmg! REF save 1/2 dmg and negates blindness. Any undead creature caught in this globe take 1d6 dmg / lvl (max 25d6). REF save 1/2 dmg. If an undead is specifically weak to sunlight and fails its save, it is destroyed. The ultraviolet light also damages fungi, mold, oozes, and slimes as if they were undead creatures. Lastly it will dispel any darkness spells that are lower than 9th level in its area. | 400ft |
| Symbol of Death (SR) | Places a symbol in plain view on any surface, any creature that activates it according to how you choose (stepping, reading, touching, etc.) causes the symbol to explode, killing everyone in a 60ft radius with less than 150hp. Anything that covers the symbol will stop it from triggering. Once triggered, the spell will continue to affect the area for 10 minute/lvl. WILL negates. DC = 30. 10 minute casting time. Requires 5,000gp in diamond dust | Touch |

| 8th Level Spells | | |
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| Spell Name | Effect | Range |
| Symbol of Insanity (SR) | Places a symbol in plain view on any surface, any creature that activates it according to how you choose (stepping, reading, touching, etc.) causes the symbol to explode, causing everyone within 60ft to go permanently insane. Anything that covers the symbol will stop it from triggering. Once triggered, the spell will continue to affect the area for 10 minute/lvl. WILL negates. DC = 30. 10 minute casting time. Requires 5,000gp in diamond dust | Touch |
| Temporal Stasis (SR) | On a successful Melee Touch Attack, you place the creature in a state of suspended animation. This lasts until the magic is removed by <i>Dispel Magic</i> or <i>Freedom</i> , otherwise, it lasts forever. FORT save negates. | Touch |
| 9th Level Spells | | |
| Spell Name | Effect | Range |
| Bigby's Crushing Hand (SR) | A giant magical hand appears and grabs the target. It's CMB = Level + 13. Once the target is grabbed, the hand deals 2d6+12 dmg on each successful grapple check against an opponent. Lasts 1 round/lvl. | 100ft |
| Clashing Rocks | You create 2 colossal sized (6x6) masses of rock, dirt, and stone and slam them together against a single target. The rocks appear up to 30ft away from the target on opposite sides and crush together. The rocks deal 20d6 bludgeoning dmg and the target is knocked prone. REF save 1/2 dmg and ignores being knocked prone. Any creature in the path of the rocks take 10d6 dmg and is knocked prone as well, REF save 1/2 dmg and ignores prone. | 400ft |
| Dominate Monster (SR) | This spell allows you to control the actions of any creature. WILL save negates. Lasts 1 day/lvl. | 30ft |
| Energy Drain (SR) | You point your finger and fire a black ray at a target, draining them of 2d4 levels. After 24 hours, the target must make a FORT save for EACH negative level. Any undead creature struck gains 2d4 x 5 HP for 1 hour. | 30ft (RT) |
| Etherealness (SR) | All allies are transported to the ghost plane. None can be targeted or attacked until someone performs a hostile action, unless they have <i>Ghost Touch</i> , or are able to teleport there themselves. Lasts 1 minute/lvl. | Touch |
| Foresight | This gives you a powerful 6th sense. You cannot be surprised anymore, and the spell gives you +2 <u>insight</u> bonus to your AC & REF saves. If you cast this spell on someone else, it allows you to receive warnings about that creature as well, allowing you to see into their future for a brief moment. However, they do not get the AC or REF save bonus. Lasts 10 minutes/lvl. | Touch |
| Hold Monster, Mass (SR) | This spell works like <i>Hold Person</i> , except it affects all living creatures in an area, no more than 30ft apart from one another. Lasts 1 round/lvl. WILL save negates. | 100ft |
| Mage's Disjunction | All magical effects and items within the 40ft radius of this spell are suppressed for the duration of the spell. EACH item gets a WILL save to negate the magic suppression. On a natural 1, the item is destroyed. There is also a 1% chance per level of destroying an anti-magic field. This spell can also be used to target a single item. It gets a -5 WILL save to avoid being suppressed/destroyed. Lasts 1 minute/lvl. | 50ft |
| Meteor Swarm (SR) | When cast, 4 small spheres of fire appear and fly at locations you decide. If you choose a living target, you will need to make a Ranged Touch Attack. Any creature struck by the sphere takes 2d6 dmg (NO saves) and a -4 on their saves against the fire dmg. If you miss, the sphere simply explodes in the next square. Each sphere that explodes deals 6d6 fire dmg in a 40ft radius spread. If a creature is caught in multiple explosions, it will need a REF save for EACH of those. Any creature with DR against fire only gets to apply it once, despite being hit by multiple explosions. REF save 1/2 dmg. | 400ft |
| Mind Blank, Communal | This spell works just like <i>Mind Blank</i> , except you can divide the duration of the spell in 1-hour increments to all allies you touch. | Touch |

| 9th Level Spells | | |
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| Spell Name | Effect | Range |
| Overwhelming Presence (SR) | You become a being of awesome presence. Anyone within 30ft who fails the WILL save falls to the ground and bows, believing you're a higher power. Anyone bowing is considered helpless during the spell. Anyone that recovers from this takes 1d6 WIS dmg and is staggered for 1d4 rounds. Targets get a new WILL save each round. Lasts 1 round/lvl. | 100ft |
| Power Word Kill (SR) | You utter a single word that instantly kills a target whether the creature can hear or not. Any creature with more than 101 current HP is unaffected by this spell. | 40ft |
| Ride the Lightning (SR) | You transform into a lightning bolt as a Standard Action and instantly travel in a straight line up to 120ft and reform at the new location. If there is a wall, you reform before striking the wall. Any creature caught in the path takes 10d6 electricity dmg and is staggered for 1 round. REF save 1/2 dmg and ignores stagger. Cast as a Swift Action . Lasts 1 round/lvl. | Self |
| Summon Ally | Taking a full round to cast, you can summon an ally to help you in battle. The ally summons in up to 30ft away from you and acts immediately. Choose from one of the 2 below: | |
| | Ghaele Azata: http://www.d20pfsrd.com/bestiary/monster-listings/outside/azata/ghaele | |
| Summon Ally (continued) |  | Self |
| | Trumpet Archon: http://www.d20pfsrd.com/bestiary/monster-listings/outside/archon/trumpet-archon/summoned-creature-trumpet-archon | |
| |  | |
| Winds of Vengeance | You surround yourself with supernatural, tornado-force winds. These winds allow you to fly up to 60ft/round. Ranged weapons (including giant-thrown boulders, siege weapons, and other massive weapons) are deflected by the winds and automatically miss you. In addition, when a creature hits you, they must make a FORT save or else take 5d8 bludgeoning damage and be knocked prone. FORT save for 1/2 the damage and the creature is not knocked prone. Lasts 1 round/lvl. | Self |
| Weird (SR) | Targets must make a FORT save or be slain by the phantasmal creatures that attack them from this spell. On a successful save, target takes 3d6 dmg, 1d4 STR dmg, and is stunned for 1 round. | 100ft |
| Ukyo's Time Stop | You are able to make time stop for 1d4+1 rounds. In reality, you're simply moving too fast for anyone else to realize. Area effect spells still affect you (if caught in it), you cannot harm any other creature or affect what they are holding/doing for the spell duration. Most spellcasters use this time to strength their defenses, summon/heal allies, retreat, etc. | Self |