

Upheaval - Alchemist Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Bestow Weapon Proficiency	Give weapon proficiency to target	Ench	V,S,M	Standard (R)	30 ft	10 minutes (D)	Target: One creature		
Blend	Cause you and your equipment to blend into your surroundings.	Illu	S	Standard	Personal	10 minutes/level	Target: You		
Blur	Subject's outline becomes blurred making you harder to hit.	Illu	V	Standard	Touch	1 minute (D)	Target: Creature touched	INT Negates	
Comprehend Languages	You read or understand languages you don't normally speak.	Div	V,S,M	Standard	Personal	10 min./level (Con)	Target: You		X
Countless Eyes	Grants all-around vision	Tran	V,S	Standard	Touch	1 hour / level	Target: One creature touched		
Cure Wounds	Heal or inflict 1d8+1 damage / spell level.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS Half	X
Detect	All you to detect various types of things in the world around you.	Div	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies	X
Disguise	Disguise one or more people to look like someone else (same body type).	Illu	V,S	Standard	Personal	10 min./level	Target: You	INT Negates	X
Endure Elements	Target suffers no harm from elements.	Abj	V,S,XP	Standard	Touch	24 hours	Target: Creature touched		
Enlarge Person	Causes target to grow or shrink in size	Tran	V,S,M	1 rd	30 ft	1 min./level (D)	Target: One humanoid creature	CON negates	X
Expeditious Retreat	Base land speed increases by 30.	Tran	V,S	Bonus	Personal	10 min.	Target: You		
Fiery Runes	A stream of fire sprays from your hand	Evoc	V,S	Standard	Touch	1 minute / level or until discharged	Target: Melee weapon touched		
Identify	Spell determines magical properties of a single item.	Div	V,S,M	1 min (R)	Touch	Instantaneous	Target: One object		
Illusionary Duplicate	Create an illusory duplicate	Illu	V,S	Standard	0 ft	1 minute / level	Effect: a visual figment that resembles you	INT Negates	
Jump	+10 bonus to jump	Tran	V,S,M	Standard	Touch	5 minutes (Con)	Target: Creature touched		X
Long Arm	Increase reach by 5 feet	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Longshot	Increase increment of ranged weapons	Tran	V,S,M,D F	Standard	Personal	1 minute/level	Target: You		
Monkey Fish	Your hands are better at climbing and swimming (10 climb and swim speed)	Tran	V,S	Standard	Personal	10 minutes (D)	Target: You		

Neutralize Poison	Subject is temporarily immune to poison.	Tran	V,S	Standard	Touch	1 round	Target: Creature touched		X
Nondetection	Ward a creature or object from detection	Abj	V,S,M	Standard	Touch	12 hours	Target: Creature or object touched		X
Shield	Create a shield +4 AC	Abj	V,S	Reaction	Personal	1 minute (Con)	Target: You		
Shock Shield	Shield of electricity that gives +2 AC and deals 1d6 damage when dismissed.	Abj	V,S	Reaction	Personal	1 minute (Con)	Target: You		
Stone Fist	Transform fists into stone doing 1d6 damage and ignoring hardness less than 8	Tran	V,S,M	Standard	Personal	10 minutes (D)	Target: You		
Touch of the Sea	Grant swim 30, +8 on swim checks.	Tran	V,S,M	Standard	Touch	1 min / level	Target: Creature touched		
True Strike	Get advantage on next attack	Div	V,F	Standard	Personal	1 minute (Con)	Target: You		

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Ablative Barrier	Creates a magic barrier that increases AC and protects against instant death	Abj	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched		
Acute Senses	+10 to Perception (+20 and +30 at level 4 and 8)	Tran	V,S,M	Standard (R)	Touch	10 minutes (Con)	Target: Creature touched	WIS negates	X
Adhesive Blood	You blood turns to glue that weapons stick to	Tran	V,S	Standard	Personal	5 minutes	Target: Caster	STR Negates	
Animal Aspect	Gain the beneficial qualities of particular types of animals	Tran	V,S,M,D F	Standard	Personal	1 minute/level (Con)	Target: You		X
Aristocrat's Nightmare	Curse a creature so its touch lessens the value of coin it touches	Tran	V,S,M	Standard	Touch	1 hour / level	Target: Creature touched	WIS negates	
Barkskin	Toughens a creatures skin, +2 to natural armor bonus.	Tran	V,S,DF	Standard	Touch	1 hour	Target: Living creature touched		
Blistering Invective	An intimidation check demoralizes a foe and sets them on fire (1d10)	Evoc	V,S	Standard	Self	Instantaneous	Area: 30-foot radius		
Blood Armor	Blood turns to iron on contact with air (+1 AC for each attack >= 5hp)	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: Caster		
Blood Blaze	Blood of creatures in target area ignite when wounded	Tran	V,S	Standard	Touch	1 round/level (D)	Target: Creature touched	CON negates	
Blood Transcription	Learn what a dead spellcaster knows by consuming a pint of his blood	Div	V,S	Standard	Touch	24 hours	Target: One dead spellcaster		
Bloodhound	Gain scent and advantage on Track checks	Tran	V,S,M	Standard	Self	1 hour / level	Target: Caster		
Burst of Speed	Gain +20 movement that doesn't provoke AoO.	Tran	V	Bonus	Personal	End of your turn	Target: You		

Caustic Mire	Sludge creates rough terrain and 1d6 acid damage.	Conj	V,S	Standard	200 ft	1 minute	Area: A 40-foot radius of sludge		
Darkvision	Grants 60' darkvision (Sorcerer lv 0 = self only)	Tran	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched		X
Defensive Shock	Electrical energy floods your body, shocking the next creature that touches you	Evoc	V,S,M	Standard	Personal	5 minutes	Target: You		
Elemental Touch	Create a touch attack of a certain energy type	Evoc	V,S,M	Standard	Personal	1 minute	Target: You		
Enhance Ability	Enhance one ability score (+4)	Tran	V,S	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
False Life	Limited ability to avoid death (1d10+1 hp)	Necr	V,S,M	Standard	Personal	1 hour/level or until discharged	Target: You		
Fire Breath	Belch forth a cone of fire	Evoc	V,S,M,X P	Standard	15 ft	1 round/level	Target: 15 foot cone shaped burst	Dex half	
Hidden Blades	Render target weapon or ammo invisible.	Illu	V,S,M	Standard	Touch	1 hour	Target: Weapon or ammunition touched	INT Negates	
Instant Weapon	You create a melee weapon sized appropriately for you from opaque force	Conj	V,S	Bonus	0 ft	10 minutes	Effect: One Melee weapon		
Invisibility	Target becomes invisible	Illu	V,S,M,D F	Standard	Personal or Touch	10 minutes (Con)	Target: You or a creature or object weighing no m		X
Levitate	Levitate you or an object.	Tran	V,S,F	Standard	30 ft	10 minutes (Con)	Target: You, one willing creature, or one object w		X
Locate	Sense the direction of a target	Div	V,S,DF,F	Standard	1000 ft	1 min./level	Area: Circle, centered on you, with a radius of 100		X
Polymorph	Change your shape or others	Tran	V,S,M	Standard	Personal	1 hour (D)	Target: Self	0	X
Protection from Arrows	Damage reduction 10/magic v. ranged.	Abj	V,S,F	Bonus	Touch	8 hours	Target: Creature touched		
Protection from Energy	Protection from a type of energy	Abj	V,S,DF	Standard	Touch	1 hour, or until discharged	Target: Creature touched		X
See Invisibility	See Invisible creatures	Div	V,S,M	Standard	Personal	1 hour	Target: You		X
Sickening Strikes	Creatures you strike are sickened for 1 minute (+1 fatigue)	Tran	V,S	Standard	Personal	1 minute	Target: You	CON negates	
Spider Climb	Subject can climb as a spider does	Tran	V,S,M	Standard	Touch	1 hour	Target: Creature touched		
Twisted Innards	Your organs shift around, granting fail chance on sneak attack and criticals	Tran	V,S,M	Standard	Personal	1 minute/level	Target: You		
Undetectable Alignment	Conceals alignment	Abj	V,S	Standard	30 ft	24 hours	Target: One creature or object		

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Air Breathing	Let's water-breathing creatures breathe air	Tran	V,S,M,D F	Standard	Touch	2 hours / level	Target: Living aquatic creatures touched		
Arcane Sight	Allows you to see magical auras and effects.	Div	V,S	Standard	Personal	10 minutes (D)	Target: You	None	X
Crawling Eye	Your eye pops out, travels, and can be used to scout	Tran	V,S	Standard	Self	Instantaneous	Effect: 1 spidery eye		
Displacement	Subject appears to be 2 feet away from true location (3/4 concealment).	Illu	V,M	Standard	Touch	1 minute (D)	Target: Creature touched		
Elemental Aura	This spell forms an aura of energy around you, damaging all those that come near you	Evoc	V,S	Standard	Personal	1 minute (Con)	Target: You	special	
Eruptive Pustules	Your diseased skin causes 1d6 acid damage and sickens targets	Tran	V,S	Standard	Personal	10 minutes (D)	Target: Caster	Con partial	
False Death	Put a creature into a state that resembles death	Necr	V,S	Standard (R)	Touch	1 hour	Target: 1 creature touched	None	
Fire Trail	Flammable liquid oozes from your pores, dripping onto the ground and spontaneously combusting	Tran	V,S	Standard	Personal	1 minute	Effect: Trail of flame		
Fly	Fly at sp 60.	Tran	V,S,DF,F	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Gaseous Form	Subject and gear becomes insubstantial, misty and translucent.	Tran	S,M,DF	Standard	Touch	15 minutes (D)	Target: Willing corporeal creature touched		
Haste	Targets act faster than normal (mv action to attack; +1 to att, AC, and saves; mv increase by 30)	Tran	V,S,M	Standard	60 ft	1 minute (Con)	Target: Up to 6 creatures within range.	CON negates	
Heroism	Increases a players capacity to do heroic deeds	Ench	V,S	Standard	Touch	2 hours	Target: Creature touched		X
Misty Step	You teleport to a space you can see within 30 feet.	Tele	V,S,M,S pecial	Standard	Touch	Instantaneous	Target: One Living Creature	WIS Negates	X
Nauseating Trail	Create stinking cloud in a trail	Conj	V,S,M	Standard	240 ft	10 minutes	Target: One willing creature	none and Con negates	
Rage	Rage as a barbarian	Ench	V,S	Bonus	120 ft	1 round/level (Con)	Target: Two willing creatures within 30' feet		X
Remove Disease	Remove a disease that inflicts the target	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Tongues	Ability to speak and understand language	Div	V,M,DF	Standard	Touch	1 hour	Target: Creature touched		X
Water Breathing	Breathe water	Tran	S,M,DF	Standard	Touch	2 hours/level	Target: Living creatures touched		

LEVEL 4

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Absorbing Inhalation	Harmlessly inhale a cloud-like effect	Tran	V,S	Standard	60 ft	1 round / level	Target: One cloud-like effect within a 20' radius	see text	

Air Walk	The subject can tread on air as if walking on solid ground.	Tran	V,S	Standard	Touch	10 min.	Target: Creature (Gargantuan or smaller) t		X
Arcane Eye	Create a magical sensor that sends you visual information.	Div	V,S,M	10 min (R)	Unlimited	1 hour (D)	Effect: Magical sensor		
Death Ward	Subject is immune to death spells (reaction when cast on self only)	Necr	V,S,DF	Standard	Touch	10 min.	Target: Living creature touched		
Detonate	Create an explosion of energy from your body doing energy damage	Evoc	V,S,M	Standard	30 ft	1 round, then instantaneous	Area: 15' radius (primary), and 30' radius	DEX half	X
Discern Lies	Tell whether a subject is lying or not.	Div	V,S,DF	Standard	30 ft	Up to 5 rounds (Con)	Target: 5 creatures	INT Negates	
Dragon's Breath	Breathe out a blast of energy	Evoc	V,S,M	Standard	30 ft	Instantaneous	Effect: cone-shaped burst or line	DEX half	X
Fire Shield	Ring of flame injures any who attack you (1d6+1/level)	Evoc	V,S,M,D F	Reaction	Personal	1 minute (Con)	Target: You		
Flash Forward	You cheat the laws of time and enter into combat before reverting back to your original position	Tele	V,S,F	Standard	Personal	Instantaneous	Target: Caster		
Freedom of Movement	Allows target to move normally after movement is restricted by a spell.	Abj	V,S,M,D F	Standard	Personal	1 hour	Target: You or creature touched		
Sending	Contact a creature you are familiar with	Evoc	V,S,M,D F	10 min	See text	1 round	Target: One creature		X
Spell Immunity	Warded creature gain immunity from certain spells	Abj	V,S,DF	Standard	Touch	1 hour	Target: Creature touched		X
Stoneskin	Subject gains damage reduction 10/adamantine	Abj	V,S,M	Standard	Touch	2 hours	Target: Creature touched		X
Transplant Visage	Play the face of the dead and take it as your own.	Tran	V,S,M	1 rd	Personal	Permanent	Target: You		
Vitriolic Mist	Mist makes attackers take 1d6+1/level acid damage	Evoc	V,S,M	Standard	Personal	1 round / level (D)	Target: Caster		
Vomit Twin	Vomit up an identical twin of yourself.	Conj	V,S	Standard	Personal	1 round/level	Effect: creates one ooze duplicate of the caster		

LEVEL 5

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Caustic Blood	Imbue your blood with corrosive acid	Tran	V,S,M	Standard	Personal	1 minute	Target: Caster	DEX half	X
Contact Other Plane	Send your mind to another plane of existence.	Div	V	10 min (R)	Personal	Maintained Concentration (Con)	Target: You		
Dream	You send a phantasmal message to others in dreams.	Illu	V,S	1 min (R)	Unlimited	See text	Target: One living creature touched		X
Magic Jar	Use a jar to posses nearby creature.	Necr	V,S,F	Standard	120 ft	1 hour/level or until you return to your b	Target: One creature	WIS negates	

Mislead	Become invisible and create a double of yourself	Illu	S	Standard	30 ft	Maintained Concentration + 3 r	Effect: You/one illusory double	INT disbelief (if interacted)
Nightmare	Send a hideous vision to your target.	Illu	V,S	10 min	Unlimited	Instantaneous	Target: One living creature	INT Negates
Rubberskin	Mitigate the effect of falling or bludgeoning damage.	Tran	V,S,M	Standard	Personal	10 minutes/level		
Shadow Walk	Move through shadows	Illu	V,S	Standard	Touch	1 hour/level	Target: Creatures in physical contact when en	WIS negates
Spell Resistance	Get spell resistance 22+	Abj	V,S,DF	Standard	Touch	10 minutes	Target: Creature touched	X

LEVEL 6

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Analyze Dweomer	Discern spells and magical properties in creatures or objects.	Div	V,S,F	Standard (R)	60 ft	1 minute (Con)	Target: 10 objects or creatures	WIS negates	
Borrowed Time	Borrow from the future to gain an extra bonus action as the expense of Constitution	Tran	V,S	Standard	Personal	1 round/level (D)	Target: You		
Eyebite	Waves of evil power weaken opponents.	Necr	V,S	Bonus	Personal	1 round per three levels	Target: Self	Varies	
Fluid Form		Tran	S,M	Standard	Personal	10 minutes	Target: Caster		X
Heal	Wipe away injury and afflictions.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		X
Transformation	Transform into a great fighter	Tran	V,S,M	Bonus	Personal	1 minute	Target: You		
True Seeing	Ability to see things as they actually are.	Div	V,S,M	Standard	Touch	10 minutes (Con)	Target: Creature touched		
Wind Walk	Change body to vapor and move through the air	Tran	V,S,DF	Standard	Touch	18 hours (D)	Target: You and five touched creatures		

Upheaval - Bard Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Alarm	Create a mental of audible alarm once a warded area is entered.	Abj	V,S,F	Standard (R)	30 ft	8 hours	Area: 20-ft.-radius emanation centered on a		X
Animal Messenger	Direct a Tiny animal to go to a spot your direct and wait.	Ench	V,S,M	Standard (R)	30 ft	24 hours	Target: One Tiny animal		X
Animate Rope	Animate a nonliving ropelike object	Tran	V,S	Standard	120 ft	1 minute (D)	Target: One ropelike object, length up to 60 ft		
Audible Illusion	Create a sound that emanates from a specific location or general direction in range.	Illu	V,S	Standard	120 ft	maintained concentration + 3 ro	Effect: Illusionary sound including speech	INT Negates	X
Blur	Subject's outline becomes blurred making you harder to hit.	Illu	V	Standard	Touch	1 minute (D)	Target: Creature touched	INT Negates	
Call Weapon	Call an allies weapon over to your hand	Tele	V,S	Bonus	30 ft	Instantaneous	Target: One melee weapon wielded by an all		
Charm	Make one target your trusted friend or ally.	Ench	V	Standard	30 ft	1 hour	Target: 1 humanoid	CHA negates	X
Charm Animal	Make one target your trusted friend or ally.	Ench	V	Standard	30 ft	1 hour	Target: 1 animal	CHA negates	X
Comprehend Languages	You read or understand languages you don't normally speak.	Div	V,S,M	Standard	Personal	10 min./level (Con)	Target: You		X
Cure Wounds	Heal or inflict 1d8+1 damage / spell level.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS Half	X
Dancing Lights	Create a group of phantom lights.	Evoc	V,S	Standard	120 ft	10 Minutes (D)	Effect: Up to four lights, all within a 10- ft.-radius		X
Detect	All you to detect various types of things in the world around you.	Div	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies	X
Disguise	Disguise one or more people to look like someone else (same body type).	Illu	V,S	Standard	Personal	10 min./level	Target: You	INT Negates	X
Disguise Item	Disguise one item as another	Illu	V,S	1 rd	Touch	1 hour / level	Target: one manufactured item touc	INT disbelief	
Disrupt Undead	A ray of positive energy that damages undead (1d6 damage)	Necr	V,S	Standard	Personal	1 minute (Con)	Target: Self		
Erase	Removes magical or mundane writing	Tran	V,S	Standard (R)	30 ft	Instantaneous	Target: One scroll or two pages	See text	
Expeditious Retreat	Base land speed increases by 30.	Tran	V,S	Bonus	Personal	10 min.	Target: You		
Fear	Targed is frightened (level 3)	Illu	V,S	Standard	60 ft	1d4 rounds	Target: One living creature with 5 or fewer	WIS partial	X

Feather Fall	Targets fall slowly	Tran	V	Reaction	30 ft	Until landing or 1 round/level	Target: One Medium or smaller freefalling object		
Frightening Visage	Augment appearance to improve intimidation	Illu	V,S	Standard	Touch	1 hour or until dispelled	Target: creature touched		
Glue Seal	Cover a surface with sticky glue causing target to be stuck.	Conj	V,S	Standard	30 ft	1 minute / level	Target: One object or one 5 ft square		
Grease	Create a slippery floor of grease, or a slippery object	Conj	V,S,M	Standard	30 ft	1 round/level (D)	Target: One object or a 10-ft. square	See text	
Hidden Intimidation	Intimidate a friendly target into assisting without them remembering	Ench	V,S,M	Standard	30 ft	Instantaneous	Target: One creature	CHA Negates	
Hideous Laughter	Afflicts subject with uncontrollable laughter.	Ench	V,S,M	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Hypnotism	Hypnotise creatures.	Ench	V,S	Standard	30 ft	Maintained Concentration	Target: One living creature	INT negates	
Identify	Spell determines magical properties of a single item.	Div	V,S,M	1 min (R)	Touch	Instantaneous	Target: One object		
Illusory Script	Write instructions like a suggestion.	Illu	V,S,M	1 min (R)	Touch	10 days (D)	Target: One touched object weighing no more	INT Negates	
Image	Create an illusion of an object.	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Effect: Visual figment that cannot extend beyo	INT Negates	X
Jury-Rig	Temporarily make a broken weapon usable	Tran	V,S,M	Standard	Touch	1 minute	Target: One broken object of up to 2 lbs./lev		
Know Direction	Know north without fail.	Div	V,S	Standard (R)	Personal	Instantaneous	Target: You		
Light	Object glows like a torch.	Evoc	V,M,DF	Standard	Touch	1 Hour (D)	Target: Object touched		
Lock Gaze	Compel a target to look only at you, granting concealment to other creatures	Ench	V,S	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Magic Aura	Alter an item's aura	Illu	V,S,F	Standard	Touch	One day / level (D)	Target: One touched object weighing up to 10		
Mending	Quickly mend an item.	Tran	V,S	Standard	30 ft	Instantaneous	Target: One object		X
Message	Whisper messages with little chnace of being heard.	Tran	V,S,F	Standard	One mile	1 hour (D)	Target: One creature per level		
Mind Blast	You unleash a blast of mental energy	Evoc	S	Standard	60 ft	Instantaneous	Target: One Creature	Int Negates	
Negative Reaction	Target's words and action fail to impress (-10 Deception, Persuasion and Intimidation)	Illu	S	Standard	60 ft	1 round/level	Target: One creature	CHA negates	
Neutralize Poison	Subject is temporarily immune to poison.	Tran	V,S	Standard	Touch	1 round	Target: Creature touched		X
Perusal	Instantly understand the content of a book	Div	V,S	Standard	Touch	Instantaneous	Target: Book touched		

Poisoned Egg	Transform a normal egg into one filled with poison	Tran	V,S,DF	Standard	Touch	1 minute/level	Target: One egg		
Ray of Frost	A ray of freezing air deals 1d6/level (max 3d6)	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: Ray		
Remove Fear	Remove fear on target(s)	Ench	V,S	Standard	30 ft	10 minutes	Target: One creature plus one additional creat		
Scream	Your scream dazes and damages (1d6) a single target.	Evoc	V	Standard	60 ft	Instantaneous	Target: One creature	CON partial	X
Sleep	Put creatures to sleep	Ench	V,S,M	Standard	120 ft	10 minutes	Area: One or more living creatures within a 10-ft.-	CHA negates	X
Speak with Animals	Allows you to communicate with animals	Div	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Unseen Servant	Create an invisible mindless servant	Conj	V,S,M	Standard	30 ft	1 hour/level	Effect: One invisible, mindless, shapeless serv		
Ventriloquism	Make your voice come from someplace else.	Illu	V,F	Standard	30 ft	1 min./level (D)	Effect: Intelligible sound, usually speech	INT disbelief (if interacted)	
Windy Escape	As a reaction, respond to an attack by becoming windy and vaporous	Tran	V,S	Reaction	Personal	Instantaneous	Target: You		
Witch Bolt	Bolt of energy attached and can do damage each round (1d8 necrotic)	Evoc	V,S,M	Standard	30 ft	1 round / level (Con)	Target: One creature		X

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Acute Senses	+10 to Perception (+20 and +30 at level 4 and 8)	Tran	V,S,M	Standard (R)	Touch	10 minutes (Con)	Target: Creature touched	WIS negates	X
Animal Trance	Compel animals to do nothing but watch you.	Ench	V,S	Standard	30 ft	Maintained Concentration (Con)	Target: 2d6 HD of animals or magical beast	CHA Negates for magical, di	
Arcana Disruption	This spell makes it difficult for the subject to cast arcane spells, use spell-like abilities, and use some abilities gran	Ench	V,S,M	Standard	30 ft	1 round/level	Target: One creature	INT negates	
Aristocrat's Nightmare	Curse a creature so its touch lessens the value of coin it touches	Tran	V,S,M	Standard	Touch	1 hour / level	Target: Creature touched	WIS negates	
Bladed Dash	Make a single attack against multiple opponents in a straight line	Tran	V	Standard	Personal	Instantaneous	Target: You		X
Blindness/Deafness	Causes blindness or deafness	Necr	V	Standard	120 ft	Permanent	Target: One living creature	CON negates	X
Blistering Invective	An intimidation check demoralizes a foe and sets them on fire (1d10)	Evoc	V,S	Standard	Self	Instantaneous	Area: 30-foot radius		
Calm Emotions	Calms agitates creatures preventing them from taking violent actions.	Ench	V,S,DF	Standard	120 ft	1 minute (Con)	Area: Creatures in a 20-ft.-radius spread	CHA negates	
Darkness	Creates magical darkness / Daylight	Evoc	V,DF,F	Standard	Touch	1 hour (D)	Target: Object touched		X

Dust of Twilight	Cause darkness to extinguish light sources and cause 2 points of fatigue	Conj	V,S,M	Standard	240 ft	Instantaneous	Target: Creatures and objects in a 10-foot spread	Con save	
Enhance Ability	Enhance one ability score (+4)	Tran	V,S	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Enthrall	Hold a group spellbound once you get their attention.	Ench	V,S	1 rd	120 ft	1 hour	Target: Any number of creatures	CHA Negates	
Escaping Ward	Grant extra mobility against larger creatures	Abj	V,S	Bonus	Personal	1 round/level	Target: You		
Euphoric Cloud	Create a cloud of intoxicating vapors	Conj	V,S,M	Standard	200 ft	1 round / level	Effect: fog spreads in 20 ft. radius, 20 ft high	CON negates	
Flickering Lights	You cause the illumination in the area to seem to flicker erratically, fluctuating between absolute darkness and blinding light.	Evoc	V,S,M	1 rd	200 ft	1 minute	Area: Contiguous area consisting of four 10-foot squares		X
Ghostbane Dirge	Cause an incorporeal creature to take physical form	Tran	V,S,M,D F	Standard	30 ft	1 round / level	Effect: one incorporeal creature	WIS negates	X
Glitterdust	A cloud of golden particles covers everyone, blinding and outlining invisible creatures.	Conj	V,S,M	Standard	120 ft	1 round/level (D)	Area: Creatures and objects within 10-ft.-radius	CON negates (blindness only)	
Haunting Mists	Create a mist of shadowy images	Illu	V,S	Standard	60 ft	1 minute (D)	Effect: Cloud created in a 20-ft. radius	INT Negates	X
Heckle	Badger and nitpick a subject until his or her mood sours	Tran	V,S,M	Standard	200 ft	10 minutes	Target: 1 creature	CHA Negates	
Hidden Blades	Render target weapon or ammo invisible.	Illu	V,S,M	Standard	Touch	1 hour	Target: Weapon or ammunition touched	INT Negates	
Hold	Target is paralyzed and freezes in place.	Ench	V,S	Standard	120 ft	1 round/level (Con)	Target: One humanoid	CON negates	X
Instant Weapon	You create a melee weapon sized appropriately for you from opaque force	Conj	V,S	Bonus	0 ft	10 minutes	Effect: One Melee weapon		
Invisibility	Target becomes invisible	Illu	V,S,M,D F	Standard	Personal or Touch	10 minutes (Con)	Target: You or a creature or object weighing no more than 100 lb.		X
Locate	Sense the direction of a target	Div	V,S,DF,F	Standard	1000 ft	1 min./level	Area: Circle, centered on you, with a radius of 100 ft.		X
Magic Mouth	Create an enchanted mouth	Illu	V,S,M	Standard (R)	30 ft	Permanent, or until discharged	Target: One creature or object		
Mirror Image	Create illusionary duplicates of yourself.	Illu	V,S	Standard	Personal	1 min./level	Effect: 5 illusory duplicates		
Misdirection	Misdirect information from divination spells.	Illu	V,S	Standard	60 ft	8 hours	Target: One creature or object, up to a 10-ft. cube	INT negates	
Page-Bound Epiphany	You magically scour the world's libraries for information that might refresh your memory about a topic.	Div	V,S,F	1 rd	Personal	1 round/level (max 10)	Target: Caster		
Pilfering Hand	Create and control an invisible telekinetic force that can seize objects	Evoc	S	Standard	60 ft	maintained concentration	Target: One object		
Polymorph	Change your shape or others	Tran	V,S,M	Standard	Personal	1 hour (D)	Target: Self	0	X

Pyrotechnics	Turn fire into fireworks or smoke	Tran	V,S,M	Standard	500 ft	1d4+1 rounds, or 1d4+1 rounds after	Target: One fire source, up to a 20-ft. cube	CON negates
Qualm	Creature is inflicted with doubt (-10 on ability, skill, concentration checks)	Ench	V,S	Standard	60 ft	10 minutes (Con)	Target: One creature	CHA negates
Raven's Flight	Turn into a bird for one round	Tran	V	Bonus	Personal	1 round	Target: You	
Returning Weapon	Thrown weapons return to thrower	Tele	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown	X
See Invisibility	See Invisible creatures	Div	V,S,M	Standard	Personal	1 hour	Target: You	X
Shatter	Shatter objects	Evoc	V,S,M,D F	Standard	30 ft	Instantaneous	Target: 5-ft.-radius spread; or one solid obje	see text
Silence	Create silence in the spell radius	Illu	V,S	Standard	500 ft	10 minutes (Con)	Area: 20-ft.-radius emanation centered on a	WIS negates.
Sound Burst	Blast an area with cacophony.	Evoc	V,S,DF,F	Standard	30 ft	Instantaneous	Area: 10-ft.-radius spread	CON partial
Spell Gauge	Learn spells that your target knows	Div	V,S,F	Standard	60 ft	Instantaneous	Target: One creature	INT negates
Summon Swarm	Summon swarm to attack	Tele	V,S,M,D F	1 rd	120 ft	1 round / level (Con)	Effect: One swarm of bats, rats, or spiders	
Swap Image	Swap appearances with a target	Illu	V,S	Standard	Touch	1 hour (Con)	Target: one humanoid creature touched	INT Negates
Thunderwave	Unleash a wave of sonic energy (2d6 dam)	Evoc	V	Standard	Self	Instantaneous	Target: A sonic wave centered on self	STR Halves
Umbral Weapon	Dark trail of energy follows weapons, damaging enemies when you sometimes miss	Illu	V,S,M	Standard	Touch	1 round/level	Target: Melee weapon touched	
Undetectable Alignment	Conceals alignment	Abj	V,S	Standard	30 ft	24 hours	Target: One creature or object	
Whispering Wind	Send a message on the wind	Tran	V,S	Standard	1 mile/level	Until discharged	Area: 10-ft.-radius spread	

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Blink	Blink back and forth between the material and ethereal plane making you harder to hit.	Tran	V,S	Standard	Personal	1 minute (D)	Target: You		
Cauterizing Weapon	Create a weapon that negates regeneration and fast healing	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One weapon or 50 projectiles, all of whic		
Clairvoyance	Allows you to see or hear somewhere far away	Div	V,S,DF,F	10 min (R)	800 ft	10 minutes (Con)	Effect: Magical sensor		
Collaborative Thaumaturgy	You tap into the magical resonance between you and your allies to enhance one another's magic	Univ	V,S,F	Reaction	60 ft	Instantaneous	Target: One creature		

Conjure Carriage	You create a fine wooden carriage with whatever cosmetic embellishments you desire	Conj	V,S,M	1 rd	60 ft	1 hour / level (D)	Effect: one quasi-real carriage, horses, and driv		
Dispel Magic	Dispel magic effects on an object, in an area, or used as a counterspell.	Abj	V,S	Standard (R)	30 ft	Instantaneous	Target: One spellcaster, creature, or object; or 20		X
Displacement	Subject appears to be 2 feet away from true location (3/4 concealment).	Illu	V,M	Standard	Touch	1 minute (D)	Target: Creature touched		
Fiery Cube	Creates a fiery cube you can control	Conj	V,S	Standard	60 ft	1 minute (Con)	Target: One 10' cube of fire	DEX halves	X
Find Fault	Instantly learn opponent's weaknesses	Div	V,S	Standard	200 ft	Instantaneous	Target: 1 creature		
Gaseous Form	Subject and gear becomes insubstantial, misty and translucent.	Tran	S,M,DF	Standard	Touch	15 minutes (D)	Target: Willing corporeal creature touched		
Glibness	Your speech becomes fluent and more believable (+30 deception)	Tran	S	Standard	Personal	1 hour (Con)	Target: You		
Guardian Banner	An object in the area grants damage reduction to allies in the area.	Abj	V,S,F	Standard	Touch	1 minute (Con)	Area: 15 ft from object		X
Hallucination	Create a hallucination in the minds of your targets	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Target: 1 creature / level within a 30-foot radius	INT Negates	X
Haste	Targets act faster than normal (mv action to attack; +1 to att, AC, and saves; mv increase by 30)	Tran	V,S,M	Standard	60 ft	1 minute (Con)	Target: Up to 6 creatures within range.	CON negates	
Heroism	Increases a players capacity to do heroic deeds	Ench	V,S	Standard	Touch	2 hours	Target: Creature touched		X
Instant Fake	You create an illusory duplicate of the target item	Illu	V,S,M	Standard	Touch	1 minute / level (Con)	Target: 1 object touched	INT disbelief	
Phantom Steed	You conjure a large, quasi-real horselike creature	Conj	V,S	10 min	0 ft	8 hours (D)	Effect: One quasi-real, horselike creature		X
Rage	Rage as a barbarian	Ench	V,S	Bonus	120 ft	1 round/level (Con)	Target: Two willing creatures within 30' feet		X
Sculpt Sound	Change the sounds that creatures or objects make	Tran	V,S	Standard	30 ft	6 hours (D)	Target: 6 creatures		X
Secret Page	Hide content on a page	Tran	V,S,M	10 min	Touch	Permanent	Target: Page touched		
Sepia Snake Sigil	Create a snake trap in written page	Conj	V,S,M	10 min	Touch	Permanent until discharged	Target: One touched book or written work	DEX negates	
Speak with Plants	Allows you to speak with plants	Div	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Suggestion	Suggest of course of activity to target	Ench	V,M	Standard	30 ft	1 hour/level or until completed	Target: One living creature	CHA negates	X
Summon Celestial	Summons a celestial creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Summon Fiend	Summons a fiendish creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X

Tiny Hut	Create a small hut that protects you at camp	Evoc	V,S,M	Standard	20 ft	24 hours (D)	Effect: 20-ft.-radius sphere centered on your		
Tongues	Ability to speak and understand language	Div	V,M,DF	Standard	Touch	1 hour	Target: Creature touched		X
LEVEL 4									
Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Animal Ambassador	An animal travels and delivers a message for you	Ench	V,S,M	10 min	60 ft	1 day/level or until message is delivered	Target: One medium or smaller animal		
Blade Thirst		Necr	V,S,M	Standard	Touch	See text	Target: A piercing or slashing weapon		
Compulsion	You can compel creatures near you to move against their will.	Ench	V,S	Standard	30 ft	1 minute (Con)	Target: Any creatures in range	CHA Negates	
Confusion	Causes target(s) to become confused.	Ench	V,S,M	Standard	120 ft	1 round/level (Con)	Target: all creatures in a 15-foot radius	INT negates	X
Conjuration Foil	Create a resistance to teleportation effects	Abj	S	Reaction	240 ft	1 round	Area: 20-foot radius spread	WIS Partial	
Control Person	Takes temporary control of a humanoid in range.	Ench	V,S	Standard	60 ft	1 minute (Con)	Target: One humanoid you can see in range	CHA Negates	X
Dimension Door	Instantly transfer yourself to another spot in range.	Tele	V	Standard	500 ft	Instantaneous	Target: You and touched objects or other touched		
Flash Forward	You cheat the laws of time and enter into combat before reverting back to your original position	Tele	V,S,F	Standard	Personal	Instantaneous	Target: Caster		
Freedom of Movement	Allows target to move normally after movement is restricted by a spell.	Abj	V,S,M,D F	Standard	Personal	1 hour	Target: You or creature touched		
Hallucinatory Terrain	Make natural terrain seem like another sort of terrain.	Illu	V,S,M	10 min	1000 ft	1 day	Area: terrain in a 10-foot diameter per level	INT disbelief (if interacted)	X
Modify Memory	Modify memory of subject.	Ench	V,S	1 rd	60 ft	Permanent	Target: One living creature	INT negates	
Repel Vermin	Invisible barrier holds back vermin.	Abj	V,S,DF	Standard	10 ft	1 hour (Con)	Area: 10-ft.-radius emanation centered on you	STR negates for some	
Secure Shelter	Conjure a sturdy cottage	Conj	V,S	10 min	30 ft	24 hours (D)	Effect: 20-ft.-square structure		
Shadow Conjuration	Create a shadow creature that mimics the real one in spellcasting	Illu	V,S	Standard	See text	See text	Effect: See text	INT disbelief (if interacted)	X
Shield of the Dawn	Create a shield of sunlight that deals damage when someone strikes it (1d6+1/lv)	Abj	V,S,DF	Standard	Personal	1 minute (D)	Target: You	special	
Shout	You emit an ear-splitting yell that deafens and damages	Evoc	V	Standard	30 ft	Instantaneous	Area: Cone-shaped burst	CON partial or DEX negates (X
Zone of Silence	Those outside of zone cannot hear you	Illu	V,S	1 rd	Personal	1 hour/level (D)	Area: 5-ft.-radius emanation centered on you		

LEVEL 5

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Big Hand	Create a large hand that can block, hit, or move opponents	Evoc	V,S,F	Standard	120 ft	1 minute (Con)	Effect: 10-ft. hand		X
Break Enchantment	Frees victims from enchantments, transmutations, and curses.	Abj	V,S	1 min (R)	60 ft	Instantaneous	Target: Up to 10 creatures	Dispel Check (see descriptio	X
Dream	You send a phanatasmal message to others in dreams.	Illu	V,S	1 min (R)	Unlimited	See text	Target: One living creature touched		X
False Vision	Give a false vision to any divination spell targeting the area	Illu	V,S,M	Standard (R)	Touch	1 hour/level (D)	Area: 40-ft.-radius emanation		
Legend Lore	Learn legend about important person, place or thing.	Div	V,S,M	10 min	Self	Instantaneous	Effect: knowledge about a single object		
Mind Fog	Fog weakens mental resitance.	Ench	V,S	Standard	120 ft	30 minutes and 2d6 rounds	Effect: Fog spreads in 20-ft. radius, 20 ft. high	INT negates	
Mislead	Become invisible and create a double of yourself	Illu	S	Standard	30 ft	Maintained Concentration + 3 r	Effect: You/one illusory double	INT disbelief (if interacted	
Nightmare	Send a hideos vision to your target.	Illu	V,S	10 min	Unlimited	Instantaneous	Target: One living creature	INT Negates	
Quest	Compel your target to fulfill a quest	Ench	V	1 rd	30 ft	One day/level or until discharged (D)	Target: One living creature with 7 HD or les	CHA negates	X
Scrying	See and hear creatures at a distance	Div	V,S,M,D F	1 hr (R)	See text	10 minutes (Con)	Effect: Magical sensor	WIS Negates	X
Shadow Evocation	Mimic evications with an illusion	Illu	V,S	Standard	See text	See text	Effect: See text	INT disbelief	X
Shadow Walk	Move through shadows	Illu	V,S	Standard	Touch	1 hour/level	Target: Creatures in physical contact when en	WIS negates	
Song of Discord	Cause enemies to attack eachother instead of their foes.	Ench	V,S	Standard	120 ft	10 minutes (Con)	Area: Creatures within a 20-ft.-radius spread	CHA negates	
Wall of Sound	Create a translucent wall of sournd.	Evoc	V,S,M	Standard	200 ft	Maintained Concentration + 1	Effect: translucent wall of sound up to 160 feet l		X

LEVEL 6

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Analyze Dweomer	Discern spells and magical properties in creatures or objects.	Div	V,S,F	Standard (R)	60 ft	1 minute (Con)	Target: 10 objects or creatures	WIS negates	
Animate Objects	Imbue inanimate objects with mobility and a semblance of life	Tran	V,S	Standard	240 ft	1 minute	Target: Up to 5 small objects		X
Borrowed Time	Borrow from the future to gain an extra bonus action as the expense of Constitution	Tran	V,S	Standard	Personal	1 round/level (D)	Target: You		
Eyebite	Waves of evil power weaken opponents.	Necr	V,S	Bonus	Personal	1 round per three levels	Target: Self	Varies	

Find the Path	Know the shortest path to a specified destination	Div	V,S,F	3 rds (R)	Personal	2 hours	Target: You or creature touched	
Heroes' Feast	Creates a feast that magically empowers allies	Conj	V,S,DF,F	10 min	30 ft	24 hours	Effect: Feast for up to 12 people	
Project Image	Create a quasi-real version of yourself	Illu	V,S,M	Standard	240 ft	1 minute (Con)	Effect: One shadow duplicate	INT disbelief (if interacted)
Triggered Illusion	Create an illusion that remains dormant until triggered	Illu	V,S	Standard	60 ft	permanent until triggered	Effect: Visual figment that cannot be larger than	INT Negates

Upheaval - Druid Spells

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Hold Animal	Target is paralyzed and freezes in place.	Ench	V,S	Standard	120 ft	1 round/level (Con)	Target: One Animal	CON negates	X

Upheaval - Inquisitor Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Alarm	Create a mental of audible alarm once a warded area is entered.	Abj	V,S,F	Standard (R)	30 ft	8 hours	Area: 20-ft.-radius emanation centered on a		X
Bane	Each enemy takes 1d4 penalty on attacks and 1d4 penalty on saves.	Ench	V,S,DF	Standard	60 ft	1 min.	Target: All enemies within 60 ft.	CHA Negates	X
Bed of Iron	Make armor feels soft and comfortable	Necr	V,S,M	Standard (R)	Touch	8 hours	Target: you and up to 5 allies		
Bestow Weapon Proficiency	Give weapon proficiency to target	Ench	V,S,M	Standard (R)	30 ft	10 minutes (D)	Target: One creature		
Bless	Fills allies with courage gaining 1d4 on attacks and saves.	Ench	V,S,DF	Standard	30 ft	10 min. (Con)	Area: All allies within the area		X
Command	You give the subject a single command that he must obey.	Ench	V	Standard	30 ft	1 round	Target: One living creature	CHA Negates	X
Comprehend Languages	You read or understand languages you don't normally speak.	Div	V,S,M	Standard	Personal	10 min./level (Con)	Target: You		X
Countless Eyes	Grants all-around vision	Tran	V,S	Standard	Touch	1 hour / level	Target: One creature touched		
Cure Wounds	Heal or inflict 1d8+1 damage / spell level.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS Half	X
Curse Water	Creates unholy water.	Necr	V,S,M	1 min	Touch	Instantaneous	Target: Flask of water touched		
Death Knell	Get 1d8 hp and +2 STR from dying creature and cause it to die.	Necr	V,S	Standard	Touch	Special	Target: Living creature touched	CON Negates	
Detect	All you to detect various types of things in the world around you.	Div	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies	X
Disguise	Disguise one or more people to look like someone else (same body type).	Illu	V,S	Standard	Personal	10 min./level	Target: You	INT Negates	X
Disrupt Undead	A ray of positive energy that damages undead (1d6 damage)	Necr	V,S	Standard	Personal	1 minute (Con)	Target: Self		
Expeditious Retreat	Base land speed increases by 30.	Tran	V,S	Bonus	Personal	10 min.	Target: You		
Fear	Targeted is frightened (level 3)	Illu	V,S	Standard	60 ft	1d4 rounds	Target: One living creature with 5 or fewer	WIS partial	X
Guardian Armor	Teleport your armor on to an ally	Tele	V,S,F	Reaction	30 ft	Instantaneous	Target: One willing creature		
Hidden Intimidation	Intimidate a friendly target into assisting without them remembering	Ench	V,S,M	Standard	30 ft	Instantaneous	Target: One creature	CHA Negates	

Hide	Certain creatures cann't see hear, or small you.	Abj	S,DF	Standard	Touch	20 minutes (Con)	Target: One creature touched/level	WIS Negates (for intelligent	
Holy Burst	Burst of energy against a object you are touching for a round (1d6 / caster level)	Evoc	V	1 rd	Touch	Instantaneous	Target: One object or creature touching you		
Interrogation	Target takes damage if they don't answer your questions (2)	Necr	V,S	1 rd	Touch	10 minutes	Target: Creature touched	CON negates	X
Keep Watch	Enables the subjects to stand watch or keep vigil throughout the night without any ill effects	Ench	V,S	Standard	Touch	8 hours or less	Target: One creature touched		X
Know the Enemy	Make an extra knowledge check at +10 about a creature you have met that day	Div	V,S,DF	1 min (R)	Personal	Instantaneous	Target: You		
Lend Judgment	Lend your inquisitor judgment to an ally	Div	V,DF	Standard	Touch	1 round / level	Target: One ally		
Light	Object glows like a torch.	Evoc	V,M,DF	Standard	Touch	1 Hour (D)	Target: Object touched		
Litany of Sloth	Deprive foe of attacks of opportunity	Ench	V,S,DF	Bonus	60 ft	1 round	Target: One creature	WIS negates	
Litany of Weakness	Drain 2 physical fatigue.	Ench	V,S,DF	Bonus	60 ft	instantaneous	Target: One creature	no	
Lock Gaze	Compel a target to look only at you, granting concealment to other creatures	Ench	V,S	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Longshot	Increase increment of ranged weapons	Tran	V,S,M,D F	Standard	Personal	1 minute/level	Target: You		
Magic Fang	Create a magical natural weapon	Tran	V,S,DF	Standard	Touch	1 min./level	Target: Living creature touched		X
Magic Weapon	Gives a weapon an enhancement bonus.	Tran	V,S,DF	Standard	Touch	10 minutes (Con)	Target: Weapon touched		X
Message	Whisper messages with little chnace of being heard.	Tran	V,S,F	Standard	One mile	1 hour (D)	Target: One creature per level		
Neutralize Poison	Subject is temporarily immune to poison.	Tran	V,S	Standard	Touch	1 round	Target: Creature touched		X
Nondetection	Ward a creature or object from detection	Abj	V,S,M	Standard	Touch	12 hours	Target: Creature or object touched		X
Peacebound	Lock a weapon on its owners body	Abj	S	Standard	60 ft	10 minutes (Con)	Target: One sheathed or slung weapon	WIS negates	X
Poisoned Egg	Transform a normal egg into one filled with poison	Tran	V,S,DF	Standard	Touch	1 minute/level	Target: One egg		
Protection	Grants protection from a certain alignment type	Abj	V,S,M,D F	Standard (R)	Touch	1 min./level (D)	Target: Creature touched		X
Remove Fear	Remove fear on target(s)	Ench	V,S	Standard	30 ft	10 minutes	Target: One creature plus one additional creat		
Sacred Flame	Flame-like radiance descends on a target	Evoc	V,S	Standard	60 ft	Instantaneous	Area: one 5' square	Dex Negates	

Sanctuary	Enemies must save to make a direct attack on subject	Abj	V,S,DF	Standard	Touch	1 round/level	Target: Creature touched	WIS negates	
Scream	Your scream dazes and damages (1d6) a single target.	Evoc	V	Standard	60 ft	Instantaneous	Target: One creature	CON partial	X
Shield of Faith	Shield grants +2 to AC	Abj	V,S,M	Bonus	Touch	10 minutes	Target: Creature		
Stabilize	Causing a dying creature to stabilize	Necr	V,S	Standard	30 ft	Instantaneous	Target: One creature	CON Negates	
Touch of Combustion	Cause a target to burst into flame (1d6 fire) and potentially keep burning	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	Special	
True Strike	Get advantage on next attack	Div	V,F	Standard	Personal	1 minute (Con)	Target: You		

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Acute Senses	+10 to Perception (+20 and +30 at level 4 and 8)	Tran	V,S,M	Standard (R)	Touch	10 minutes (Con)	Target: Creature touched	WIS negates	X
Align Weapon	Makes a weapon good, evil, lawful, or chaotic	Tran	V,S	Standard	Touch	1 minute (Con)	Target: Weapon touched or fifty projectiles (all of		X
Aristocrat's Nightmare	Curse a creature so its touch lessens the value of coin it touches	Tran	V,S,M	Standard	Touch	1 hour / level	Target: Creature touched	WIS negates	
Blistering Invective	An intimidation check demoralizes a foe and sets them on fire (1d10)	Evoc	V,S	Standard	Self	Instantaneous	Area: 30-foot radius		
Bloodbath		Necr	V,S,F	Standard	60 ft	1 minute (D)	Target: up to one living creature/level within ran	Con negates	
Bloodhound	Gain scent and advantage on Track checks	Tran	V,S,M	Standard	Self	1 hour / level	Target: Caster		
Brow Gasher	Create a bleeding wound in the head that impedes vision	Necr	V,S	Standard	Touch	1 round/level or until discharged	Target: One slashing melee weapon touched		
Burst of Speed	Gain +20 movement that doesn't provoke AoO.	Tran	V	Bonus	Personal	End of your turn	Target: You		
Calm Emotions	Calms agitates creatures preventing them from taking violent actions.	Ench	V,S,DF	Standard	120 ft	1 minute (Con)	Area: Creatures in a 20-ft.-radius spread	CHA negates	
Consecrate	Blesses the area with positive energy making turning checks easier and other benefits.	Evoc	V,S,M,D F	Standard (R)	Touch	8 hours	Area: 40-ft.-radius emanation		X
Darkness	Creates magical darkness / Daylight	Evoc	V,DF,F	Standard	Touch	1 hour (D)	Target: Object touched		X
Desecrate	Spell imbues the area with negative energy empowering undead.	Evoc	V,S,M,D F	Standard (R)	Touch	8 hours	Area: 40-ft.-radius emanation		
Enthrall	Hold a group spellbound once you get their attention.	Ench	V,S	1 rd	120 ft	1 hour	Target: Any number of creatures	CHA Negates	

Escaping Ward	Grant extra mobility against larger creatures	Abj	V,S	Bonus	Personal	1 round/level	Target: You		
Flames of the Faithful	Set your weapon on fire (+1d6 damage)	Tran	V	Standard	Touch	1 round / level	Target: Weapon touched		
Flickering Lights	You cause the illumination in the area to seem to flicker erratically, fluctuating between absolute darkness and bl	Evoc	V,S,M	1 rd	200 ft	1 minute	Area: Contiguous area consisting of four 10-foot		X
Force Anchor	You conjure an anchor of pure force that immediately skewers your target	Conj	V,S,M	Standard	120 ft	1 round / level	Effect: one anchor of force		
Ghostbane Dirge	Cause an incorporeal creature to take physical form	Tran	V,S,M,D F	Standard	30 ft	1 round / level	Effect: one incorporeal creature	WIS negates	X
Hidden Blades	Render target weapon or ammo invisible.	Illu	V,S,M	Standard	Touch	1 hour	Target: Weapon or ammunition touched	INT Negates	
Hold	Target is paralyzed and freezes in place.	Ench	V,S	Standard	120 ft	1 round/level (Con)	Target: One humanoid	CON negates	X
Instant Weapon	You create a melee weapon sized appropriately for you from opaque force	Conj	V,S	Bonus	0 ft	10 minutes	Effect: One Melee weapon		
Invisibility	Target becomes invisible	Illu	V,S,M,D F	Standard	Personal or Touch	10 minutes (Con)	Target: You or a creature or object weighing no m		X
Knock	Opens stuck, barred or locked doors or chests.	Tran	V	Standard	240 ft	Instantaneous; see text	Target: One door, box, chest, or other locked ob		
Protection from Energy	Protection from a type of energy	Abj	V,S,DF	Standard	Touch	1 hour, or until discharged	Target: Creature touched		X
Qualm	Creature is inflicted with doubt (-10 on ability, skill, concentration checks)	Ench	V,S	Standard	60 ft	10 minutes (Con)	Target: One creature	CHA negates	
Raven's Flight	Turn into a bird for one round	Tran	V	Bonus	Personal	1 round	Target: You		
Remove Stun	Free subject from temporary paralysis	Abj	V,S	Standard	30 ft	Instantaneous	Target: Up to four creatures		
Restoration	Retore lost levels, abilities, and fatigue	Necr	Special	1 rd	Touch	Instantaneous	Target: Creature touched		X
Returning Weapon	Thrown weapons return to thrower	Tele	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown		X
Sacred Bond	Cast healing spells on one another when not touching	Evoc	V,S,F	1 rd (R)	Touch	1 hour	Target: Creature touched		
Savage Maw	Your teeth grow giving you a bite attack (1d4+str damage).	Tran	V,S	Standard	Personal	1 minute/level (D)	Target: You		
See Invisibility	See Invisible creatures	Div	V,S,M	Standard	Personal	1 hour	Target: You		X
Shield Other	Wards the subject	Abj	V,S	Standard	60 ft	1 hour/level (D)	Target: One creature		
Silence	Create silence in the spell radius	Illu	V,S	Standard	500 ft	10 minutes (Con)	Area: 20-ft.-radius emanation centered on a	WIS negates.	

Soothing Word	Lessen fear (1 level), fatigue (2 points), reduce paralyzation and stunn effects.	Ench	V,S	Standard	60 ft	Instantaneous	Target: One creature		
Spell Gauge	Learn spells that your target knows	Div	V,S,F	Standard	60 ft	Instantaneous	Target: One creature	INT negates	
Spiritual Weapon	A weapon made of spiritual force attacks enemies	Tran	V,S,F	Standard	60 ft	1 round/level (D)	Effect: Magic weapon of force		X
Undetectable Alignment	Conceals alignment	Abj	V,S	Standard	30 ft	24 hours	Target: One creature or object		
Whispering Wind	Send a message on the wind	Tran	V,S	Standard	1 mile/level	Until discharged	Area: 10-ft.-radius spread		
Zone of Truth	Creatures within area must tell the truth	Illu	V,S,DF	Standard	30 ft	10 min. (Con)	Area: 20 foot radius	CHA Negates	

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Arcane Sight	Allows you to see magical auras and efects.	Div	V,S	Standard	Personal	10 minutes (D)	Target: You	None	X
Bloody Arrows	Make arrows do bleed damage	Necr	V,S	Standard	60 ft	1 round / level	Target: One willing creature		
Continual Flame	A permanent flame springs forth from an object you touch.	Evoc	V,S,M	Standard	Touch	Permanent	Target: Object touched		
Dispel Magic	Dispel magic effects on an object, in an area, or used as a counterspell.	Abj	V,S	Standard (R)	30 ft	Instantaneous	Target: One spellcaster, creature, or object; or 20		X
Find Fault	Instantly learn opponent's weaknesses	Div	V,S	Standard	200 ft	Instantaneous	Target: 1 creature		
Instant Fake	You create an illusory duplicate of the target item	Illu	V,S,M	Standard	Touch	1 minute / level (Con)	Target: 1 object touched	INT disbelief	
Invisibility Purge	Negate forms of invisibility.	Evoc	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Keen Edge	Makes an item magically keen.	Tran	V,S	Bonus	30 ft	1 hour	Target: One weapon or fifty projectiles, all of whi		
Magic Vestment	Enhances the AC of armor or clothing	Abj	V,S,DF	Standard	Touch	1 hour/level	Target: Armor touched		
Remove Curse	Remove a curse that inflicts the target	Abj	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		X
Remove Disease	Remove a disease that inflicts the target	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Searing Light	Ray of light does 3d8 radiant	Evoc	V,S	Standard	240 ft	Instantaneous	Effect: Ray		X
Shield of Darkness	Shield yourself with darkness (3/4 cover)	Abj	V	Standard	Personal	1 minute (Con)	Target: Caster		

Speak with Dead	Allows you to speak with the dead	Necr	V,S,DF	10 min	10 ft	10 minutes (Con)	Target: One dead creature	WIS negates	
Tongues	Ability to speak and understand language	Div	V,M,DF	Standard	Touch	1 hour	Target: Creature touched		X
LEVEL 4									
Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Chaos Hammer	You unleash chaotic power to smite your enemies (4d8 force dam + 1d6 rds slowed for Lawful, 2d8 dam to Neut	Evoc	V,S	Standard	120 ft	Instantaneous	Area: 20-ft.-radius burst, L or N creatures	CHA half-damage, no sl	X
Death Ward	Subject is immune to death spells (reaction when cast on self only)	Necr	V,S,DF	Standard	Touch	10 min.	Target: Living creature touched		
Dimensional Anchor	A ray that hits opponents prevents inter-dimensional travel.	Tele	V,S	Standard	120 ft	1 min./level	Effect: Ray		
Discern Lies	Tell whether a subject is lying or not.	Div	V,S,DF	Standard	30 ft	Up to 5 rounds (Con)	Target: 5 creatures	INT Negates	
Dismissal	Force an extraplanar creature back to it proper plane.	Tele	V,S,DF	Standard	30 ft	1 minute (Con)	Target: One extraplanar creature	WIS Negates	X
Divination	Provides you with advice in rely to a question about a particular goal.	Div	V,S,M	10 min (R)	Personal	Instantaneous	Target: You		
Divine Power	Call on divine power for strength (+6) and att bonus = char. Level	Evoc	V,S,DF	Standard	Personal	1 minute (D) (Con)	Target: You		
Flash Forward	You cheat the laws of time and enter into combat before reverting back to your original position	Tele	V,S,F	Standard	Personal	Instantaneous	Target: Caster		
Forceful Strike	Unleash a concussive blast of force with a melee attack (8d4 force damage + Str save)	Evoc	V,S	Bonus	Personal	Instantaneous	Target: 1 creature	STR partial	
Freedom of Movement	Allows target to move normally after movement is restricted by a spell.	Abj	V,S,M,DF	Standard	Personal	1 hour	Target: You or creature touched		
Holy Smite	Smite enemies with holy power.	Evoc	V,S	Standard	120 ft	Instantaneous	Area: 20-ft.-radius burst	WIS Partial	X
Mark of Justice	Draw an indeible mark	Necr	V,S,DF	10 min	Touch	Permanent	Target: Creature touched		
Sending	Contact a creature you are familiar with	Evoc	V,S,M,DF	10 min	See text	1 round	Target: One creature		X
Spell Immunity	Warded creature gain immunity from certain spells	Abj	V,S,DF	Standard	Touch	1 hour	Target: Creature touched		X
Stoneskin	Subject gains damage reduction 10/adamantine	Abj	V,S,M	Standard	Touch	2 hours	Target: Creature touched		X
Telepathy	Forge a telepathic bond among willing creatures	Div	V,S,M	Standard	120 ft	2 hours (D)	Target: You plus one 5 willing creatures, no two		X
Transplant Visage	Flay the face of the dead and take it as your own.	Tran	V,S,M	1 rd	Personal	Permanent	Target: You		

Unholy Blight	Call unholy power to smite enemies	Evoc	V,S	Standard	120 ft	Instantaneous (1d4 rounds)	Area: 20-ft.-radius spread	WIS partial	X
Ward Shield	Enchant shield to protect against hostile spells (10 + caster level spell resistance)	Abj	V,S	Standard	Touch	10 minutes	Target: Shield touched		

LEVEL 5

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Banishing Blade	Create a weapon that has the power to knock people back	Tele	V,S	Standard	60 ft	1 round/level or until discharged	Effect: one melee weapon	special	
Break Enchantment	Frees victims from enchantments, transmutations, and curses.	Abj	V,S	1 min (R)	60 ft	Instantaneous	Target: Up to 10 creatures	Dispel Check (see descriptio	X
Commune	You contact your deity and ask simple yes/no questions.	Div	V,S,M,DF	10 min (R)	Personal	1 minute	Target: You		
Cruel Jaunt	Teleport to the location of a creature inflicted with a fear effect	Tele	V,S,M,DF	Standard	240 ft	1 minute (D)	Target: You		
Dispel Alignment	Dispel creatures of opposite alignment, sending the back to their own plane, gaining AC bonus against them, and	Abj	V,S,DF	Standard	Touch	1 round/level or until discharged, wh	Target: Creature Touched		
Disrupting Weapon	Make a weapon deadly to undead.	Tran	V,S	Bonus	Touch	1 minute (Con)	Target: One melee weapon		
Flame Strike	Create a column of flame (12d6 damage, half fire half radiant)	Evoc	V,S,DF	Standard	120 ft	Instantaneous	Area: Cylinder (10-ft. radius, 40 ft. high)	DEX half	X
Legend Lore	Learn legend about important person, place or thing.	Div	V,S,M	10 min	Self	Instantaneous	Effect: knowledge about a single object		
Quest	Compel your target to fulfill a quest	Ench	V	1 rd	30 ft	One day/level or until discharged (D)	Target: One living creature with 7 HD or les	CHA negates	X
Righteous Might	Increase size and fighting ability	Tran	V,S,DF	Standard	Personal	1 Minute (Con)	Target: You		
Scourge	Inflict a curse as a punishment for misdeeds that must be atoned	Necr	V,S,Special	1 rd	90 ft	Permanent	Target: One creature	WIS negates	
Spell Resistance	Get spell resistance 22+	Abj	V,S,DF	Standard	Touch	10 minutes	Target: Creature touched		X

LEVEL 6

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Blade Barrier	An immobile, vertical curtain of whirling blades shaped of pure force springs into existence (12d6 dam)	Evoc	V,S	Standard	120 ft	10 minutes (Con)	Effect: Wall of whirling blades 20 feet high. Leng	DEX halves damage	X
Circle of Death	Snuffs out the life force of living creatures, killing them instantly (1d4 HD / level)	Necr	V,S,M	Standard	120 ft	Instantaneous	Area: Several living creatures within a 40-ft.-	CON negates	
Decapitate	Boost damage of a slashing weapon, threatening decapitation	Evoc	V,S,F	Reaction	30 ft	Instantaneous	Target: One creature with a discernable head	Con Partial	
Dimensional Blade	Turn a melee weapon into a 2D object	Tran	V,S	Bonus	Personal	1 round	Target: You		

Find the Path	Know the shortest path to a specified destination	Div	V,S,F	3 rds (R)	Personal	2 hours	Target: You or creature touched		
Forbiddance	Seals an area against all planar travel.	Tele	V,S,M	6 rds	120 ft	Permanent	Area: 60-ft. cube/level	See text	
Harm	Deals 120 points of necrotic damage.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS half	X
Heal	Wipe away injury and afflictions.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		X
Heroes' Feast	Creates a feast that magically empowers allies	Conj	V,S,DF,F	10 min	30 ft	24 hours	Effect: Feast for up to 12 people		
True Seeing	Ability to see things as they actually are.	Div	V,S,M	Standard	Touch	10 minutes (Con)	Target: Creature touched		
Undeath to Death	Destroys Undead	Necr	V,S,M,D F	Standard	120 ft	Instantaneous	Area: Several undead creatures within a 40-ft.-	WIS negates	

Upheaval - Magus Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Audible Illusion	Create a sound that emanates from a specific location or general direction in range.	Illu	V,S	Standard	120 ft	maintained concentration + 3 ro	Effect: Illusionary sound including speech	INT Negates	X
Bed of Iron	Make armor feels soft and comfortable	Necr	V,S,M	Standard (R)	Touch	8 hours	Target: you and up to 5 allies		
Bestow Weapon Proficiency	Give weapon proficiency to target	Ench	V,S,M	Standard (R)	30 ft	10 minutes (D)	Target: One creature		
Blade Lash	Your weapon becomes large and whiplike, allowing you to trip with it	Tran	V,S	Standard	Touch	Instantaneous	Target: Your melee weapon		
Blend	Cause you and your equipment to blend into your surroundings.	Illu	S	Standard	Personal	10 minutes/level	Target: You		
Blood Money	Use your blood as a costly material component	Tran	V,S	Bonus	0 ft	Instantaneous	Target: Caster		
Blur	Subject's outline becomes blurred making you harder to hit.	Illu	V	Standard	Touch	1 minute (D)	Target: Creature touched	INT Negates	
Burning Hands	Flame shoots from your fingertips (1d4 damage)	Evoc	V,S	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	DEX halves	
Call Weapon	Call an allies weapon over to your hand	Tele	V,S	Bonus	30 ft	Instantaneous	Target: One melee weapon wielded by an all		
Celestial Healing	Grant fast healing with the blood of an outsider	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Chill Touch	Touch from your hand disrupts the life force of a creature (1d6 dam, 1 STR dam).	Necr	V,S	Standard	Touch	1 minute (Con)	Target: Creatures touched	CON (to avoid Strength Dam	
Cloud	Creates a block of cloud with different effects.	Conj	V,S	Standard	120 ft	Time varies	Effect: 20-ft. radius		X
Color Spray	A vivid cone of colors springs from your hand with varied effects.	Illu	V,S,M	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	INT Negates	
Corrosive Touch	Your successful spell attack deals 1d4 points of acid damage per caster level	Conj	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		
Dancing Lights	Create a group of phantom lights.	Evoc	V,S	Standard	120 ft	10 Minutes (D)	Effect: Up to four lights, all within a 10- ft.-radius		X
Detect	All you to detect various types of things in the world around you.	Div	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies	X
Disguise Item	Disguise one item as another	Illu	V,S	1 rd	Touch	1 hour / level	Target: one manufactured item touc	INT disbelief	
Disrupt Undead	A ray of positive energy that damages undead (1d6 damage)	Necr	V,S	Standard	Personal	1 minute (Con)	Target: Self		

Enlarge Person	Causes target to grow or shrink in size	Tran	V,S,M	1 rd	30 ft	1 min./level (D)	Target: One humanoid creature	CON negates	X
Expeditious Retreat	Base land speed increases by 30.	Tran	V,S	Bonus	Personal	10 min.	Target: You		
Feather Fall	Targets fall slowly	Tran	V	Reaction	30 ft	Until landing or 1 round/level	Target: One Medium or smaller freefalling object		
Fiery Runes	A stream of fire sprays from your hand	Evoc	V,S	Standard	Touch	1 minute / level or until discharged	Target: Melee weapon touched		
Floating Disk	Create a disc that carried a lot of weight	Evoc	V,S,M	Standard	30 ft	1 hour / level	Effect: 3-ft.-diameter disk of force, 100 lbs / le		
Frostbite	Inflict nonlethal cold damage and fatigue on your target	Tran	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Glue Seal	Cover a surface with sticky glue causing target to be stuck.	Conj	V,S	Standard	30 ft	1 minute / level	Target: One object or one 5 ft square		
Grease	Create a slippery floor of grease, or a slippery object	Conj	V,S,M	Standard	30 ft	1 round/level (D)	Target: One object or a 10-ft. square	See text	
Guardian Armor	Teleport your armor on to an ally	Tele	V,S,F	Reaction	30 ft	Instantaneous	Target: One willing creature		
Hidden Intimidation	Intimidate a friendly target into assisting without them remembering	Ench	V,S,M	Standard	30 ft	Instantaneous	Target: One creature	CHA Negates	
Hydraulic Push	A blast of water knocks over and soaks one creature or square	Evoc	V,S	Standard	30 ft	Instantaneous	Target: One creature or object		X
Illusionary Duplicate	Create an illusory duplicate	Illu	V,S	Standard	0 ft	1 minute / level	Effect: a visual figment that resembles you	INT Negates	
Image	Create an illusion of an object.	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Effect: Visual figment that cannot extend beyo	INT Negates	X
Infernal Healing	You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1.	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Jump	+10 bonus to jump	Tran	V,S,M	Standard	Touch	5 minutes (Con)	Target: Creature touched		X
Jury-Rig	Temporarily make a broken weapon usable	Tran	V,S,M	Standard	Touch	1 minute	Target: One broken object of up to 2 lbs./lev		
Keep Watch	Enables the subjects to stand watch or keep vigil throughout the night without any ill effects	Ench	V,S	Standard	Touch	8 hours or less	Target: One creature touched		X
Light	Object glows like a torch.	Evoc	V,M,DF	Standard	Touch	1 Hour (D)	Target: Object touched		
Line In the Sand	Gain extra AoO based on your spellcasting ability bonus	Abj	V,S	Standard	Self	1 minute	Area: 10-ft. burst centered on you		
Lock Gaze	Compel a target to look only at you, granting concealment to other creatures	Ench	V,S	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Long Arm	Increase reach by 5 feet	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: You		

Longshot	Increase increment of ranged weapons	Tran	V,S,M,D F	Standard	Personal	1 minute/level	Target: You		
Magic Fang	Create a magical natural weapon	Tran	V,S,DF	Standard	Touch	1 min./level	Target: Living creature touched		X
Magic Missile	Create a dart of magical energy	Evoc	V,S	Standard	120 ft	Instantaneous	Target: Up to five creatures, no two of whi		
Magic Weapon	Gives a weapon an enhancement bonus.	Tran	V,S,DF	Standard	Touch	10 minutes (Con)	Target: Weapon touched		X
Mind Blast	You unleash a blast of mental energy	Evoc	S	Standard	60 ft	Instantaneous	Target: One Creature	Int Negates	
Mirror Strike	Divide your attack between two opponents	Tran	V,S,M	Bonus	Personal	1 round, or until discharged	Target: You		
Monkey Fish	Your hands are better at climbing and swimming (10 climb and swim speed)	Tran	V,S	Standard	Personal	10 minutes (D)	Target: You		
Mount	Summon a light horse or pony.	Tele	V,S,M	1 rd	30 ft	2 hours/level (D)	Effect: One mount		X
Mudball	Throw a mudball that causes blindness	Conj	V,S	Standard	60 ft	Instantaneous	Effect: Single fist-sized blob of sticky mud	DEX Negates	
Negative Reaction	Target's words and action fail to impress (-10 Deception, Persuasion and Intimidation)	Illu	S	Standard	60 ft	1 round/level	Target: One creature	CHA negates	
Perusal	Instantly understand the content of a book	Div	V,S	Standard	Touch	Instantaneous	Target: Book touched		
Poisoned Egg	Transform a normal egg into one filled with poison	Tran	V,S,DF	Standard	Touch	1 minute/level	Target: One egg		
Ray of Enfeeblement	Ray that drains strength	Necr	V,S	Standard	30 ft	5 min. (Con)	Effect: Ray		
Ray of Fatigue	Ray causes level 3 fatigue	Necr	V,S,M	Standard	30 ft	10 min (Con)	Effect: Ray	CON Partial	X
Ray of Frost	A ray of freezing air deals 1d6/level (max 3d6)	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: Ray		
Scream	Your scream dazes and damages (1d6) a single target.	Evoc	V	Standard	60 ft	Instantaneous	Target: One creature	CON partial	X
Shadow Bolt	Create a bolt of shadow energy (1d6 psychic/level, max 3d6)	Illu	V,S	Standard	60 ft	instantaneous	Effect: One quasi-real bolt of shadow energy	INT Negates	
Shadow Weapon	Crate a shadow weapon.	Illu	V,S	Bonus	0 ft	10 minutes	Effect: One Shadow Weapon		
Shield	Create a shield +4 AC	Abj	V,S	Reaction	Personal	1 minute (Con)	Target: You		
Shock Shield	Shield of electricity that gives +2 AC and deals 1d6 damage when dismissed.	Abj	V,S	Reaction	Personal	1 minute (Con)	Target: You		
Shocking Grasp	Electricity Damage (1d6)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		

Snowball	Conjure a projectile of snow dealing 1d6 cold damage and staggering opponent	Conj	V,S	Standard	30 ft	Instantaneous	Effect: One ball of snow and ice	CON partial
Stone Fist	Transform fists into stone doing 1d6 damage and ignoring hardness less than 8	Tran	V,S,M	Standard	Personal	10 minutes (D)	Target: You	
Stone Shield	A 1-inch stone slab shield springs into place between you and a foe (+4 AC, +2 Dex saves)	Conj	V,S,DF	Reaction	0 ft	1 round	Effect: stone wall whose area is one 5-ft. square	
Swift Girding	Immediately cause targets to don armor	Tran	V,S,F	Standard	60 ft	Instantaneous	Target: One willing creature/level	
Thunderstomp	Use magical force to trip opponents	Evoc	V,S	Bonus	60 ft	Instantaneous	Target: One creature	X
Touch of Combustion	Cause a target to burst into flame (1d6 fire) and potentially keep burning	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	Special
True Strike	Get advantage on next attack	Div	V,F	Standard	Personal	1 minute (Con)	Target: You	
Unseen Servant	Create an invisible mindless servant	Conj	V,S,M	Standard	30 ft	1 hour/level	Effect: One invisible, mindless, shapeless serv	
Wave Shield	Create a shield of water that grants DR and fire resistance	Abj	V	Reaction	Personal	1 round or until discharged	Target: You	
Web Bolt	Launch a bolt of webs at your target.	Conj	V,S	Standard	30 ft	1 min./level	Effect: fist-sized blob of webbing	Dex negates
Windy Escape	As a reaction, respond to an attack by becoming windy and vaporous	Tran	V,S	Reaction	Personal	Instantaneous	Target: You	

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Ablative Barrier	Creates a magic barrier that increases AC and protects against instant death	Abj	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched		
Acid Arrow	Creates a magic arrow of acid, 2d4 dam / rd	Conj	V,S,M	Standard	400 ft	3 rounds	Effect: One arrow of acid	Spell Attack	
Aggressive Thundercloud	Create a controllable cloud of lightning	Evoc	V,S,M,D F	Standard	200 ft	1 round / level	Effect: 5' diameter sphere	DEX negates	X
Animal Aspect	Gain the beneficial qualities of particular types of animals	Tran	V,S,M,D F	Standard	Personal	1 minute/level (Con)	Target: You		X
Arcana Disruption	This spell makes it difficult for the subject to cast arcane spells, use spell-like abilities, and use some abilities gran	Ench	V,S,M	Standard	30 ft	1 round/level	Target: One creature	INT negates	
Bladed Dash	Make a single attack against multiple opponents in a straight line	Tran	V	Standard	Personal	Instantaneous	Target: You		X
Blood Blaze	Blood of creatures in target area ignite when wounded	Tran	V,S	Standard	Touch	1 round/level (D)	Target: Creature touched	CON negates	
Blood Transcription	Learn what a dead spellcaster knows by consuming a pint of his blood	Div	V,S	Standard	Touch	24 hours	Target: One dead spellcaster		

Brow Gasher	Create a bleeding wound in the head that impedes vision	Necr	V,S	Standard	Touch	1 round/level or until discharged	Target: One slashing melee weapon touched		
Burning Gaze	Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance	Evoc	V,S,M,D F	Standard	Personal	1 round/level	Target: You	CON negates	
Burst of Speed	Gain +20 movement that doesn't provoke AoO.	Tran	V	Bonus	Personal	End of your turn	Target: You		
Darkness	Creates magical darkness / Daylight	Evoc	V,DF,F	Standard	Touch	1 hour (D)	Target: Object touched		X
Defensive Shock	Electrical energy floods your body, shocking the next creature that touches you	Evoc	V,S,M	Standard	Personal	5 minutes	Target: You		X
Elemental Touch	Create a touch attack of a certain energy type	Evoc	V,S,M	Standard	Personal	1 minute	Target: You		
Enhance Ability	Enhance one ability score (+4)	Tran	V,S	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Escaping Ward	Grant extra mobility against larger creatures	Abj	V,S	Bonus	Personal	1 round/level	Target: You		
Euphoric Cloud	Create a cloud of intoxicating vapors	Conj	V,S,M	Standard	200 ft	1 round / level	Effect: fog spreads in 20 ft. radius, 20 ft high	CON negates	
Fire Breath	Belch forth a cone of fire	Evoc	V,S,M,X P	Standard	15 ft	1 round/level	Target: 15 foot cone shaped burst	Dex half	
Flame Arrow	Turn ammunition into fiery projectiles	Tran	V,S,M	Standard	30 ft	1 hour	Target: Fifty projectiles, all of which must be in co		
Flaming Sphere	Create a burning globe of fire that you can control (2d6 fire dam)	Evoc	V,S,M,D F	Standard	120 ft	1 round/level	Effect: 5-ft.-diameter sphere	DEX negates	X
Flickering Lights	You cause the illumination in the area to seem to flicker erratically, fluctuating between absolute darkness and bl	Evoc	V,S,M	1 rd	200 ft	1 minute	Area: Contiguous area consisting of four 10-foot		X
Flurry of Snowballs	You send a flurry of snowballs hurtling at your foes (4d6 damage)	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: cone-shaped burst	Dex half	
Force Anchor	You conjure an anchor of pure force that immediately skewers your target	Conj	V,S,M	Standard	120 ft	1 round / level	Effect: one anchor of force		
Frigid Touch	Your hand glows blue and delivers a frigid touch (4d6 cold damage + staggered for 1 round)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Glitterdust	A cloud of golden particles covers everyone, blinding and outlining invisible creatures.	Conj	V,S,M	Standard	120 ft	1 round/level (D)	Area: Creatures and objects within 10-ft.-radi	CON negates (blindness onl	
Groundswell	Raise the ground around you to prevent flanking and impede movement.	Tran	V,S	Standard	Touch	1 minute/level	Target: Creature touched		
Gust of Wind	Create a blast of air affecting all in its path.	Evoc	V,S	Standard	60 ft	1 round	Effect: Line-shaped gust of severe wind emanatin	STR negates	X
Gusting Sphere	Create a sphere of wind that can move around that impedes movement.	Evoc	V,S	Standard	120 ft	1 round/level	Target: 5-ft.-diameter sphere of air	special	
Heart of Metal	Give adamantite, cold iron, or silver property to a weapon	Tran	V,S,M	Standard	30 ft	10 minutes	Target: One weapon per level		

Heckle	Badger and nitpick a subject until his or her mood sours	Tran	V,S,M	Standard	200 ft	10 minutes	Target: 1 creature	CHA Negates	
Hidden Blades	Render target weapon or ammo invisible.	Illu	V,S,M	Standard	Touch	1 hour	Target: Weapon or ammunition touched	INT Negates	
Ice Slick	Coat all surfaces in the area with ice, doing damage and impeding movement	Evoc	V,S	Standard	30 ft	Instantaneous	Area: 5' radius burst	Dex Partial	
Instant Weapon	You create a melee weapon sized appropriately for you from opaque force	Conj	V,S	Bonus	0 ft	10 minutes	Effect: One Melee weapon		
Invisibility	Target becomes invisible	Illu	V,S,M,D F	Standard	Personal or Touch	10 minutes (Con)	Target: You or a creature or object weighing no m	X	
Levitate	Levitate you or an object.	Tran	V,S,F	Standard	30 ft	10 minutes (Con)	Target: You, one willing creature, or one object w	X	
Mirror Image	Create illusionary duplicates of yourself.	Illu	V,S	Standard	Personal	1 min./level	Effect: 5 illusory duplicates		
Molten Orb	Hurl a red-hot ball of molten metal as a splash weapon (2d6 fire, 1d6 splash + 1d6 for 1d3 rounds)	Evoc	V,S	Standard	60 ft	Instantaneous	Effect: a ball of molten metal		
Page-Bound Epiphany	You magically scour the world's libraries for information that might refresh your memory about a topic.	Div	V,S,F	1 rd	Personal	1 round/level (max 10)	Target: Caster		
Pilfering Hand	Create and control an invisible telekinetic force that can seize objects	Evoc	S	Standard	60 ft	maintained concentration	Target: One object		
Polymorph	Change your shape or others	Tran	V,S,M	Standard	Personal	1 hour (D)	Target: Self	0	X
Pyrotechnics	Turn fire into fireworks or smoke	Tran	V,S,M	Standard	500 ft	1d4+1 rounds, or 1d4+1 rounds after	Target: One fire source, up to a 20-ft. cube	CON negates	
Raven's Flight	Turn into a bird for one round	Tran	V	Bonus	Personal	1 round	Target: You		
Reloading Hands	Weapon with Load property loaded automatically	Conj	V,S	Standard	Touch	1 round/caster level (Con)	Target: Projectile weapon touched		
Returning Weapon	Thrown weapons return to thrower	Tele	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown	X	
River Whip	Create a coil of water that functions as a whip	Conj	V,S	Standard	0 ft	1 minute/level or until discharged (D)	Effect: whip of water		
Savage Maw	Your teeth grow giving you a bite attack (1d4+str damage).	Tran	V,S	Standard	Personal	1 minute/level (D)	Target: You		
Scorch	A 30-foot line of flame (2d8 fire dmg)	Evoc	V,S,F	Standard	20 ft	Instantaneous	Area: a 20-foot line of fire	DEX Halves	X
Scorching Ray	Ray deals 3d6 fire damage.	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: One or more rays	Spell Attack to Hit	
Shatter	Shatter objects	Evoc	V,S,M,D F	Standard	30 ft	Instantaneous	Target: 5-ft.-radius spread; or one solid obje	see text	
Sickening Strikes	Creatures you strike are sickened for 1 minute (+1 fatigue)	Tran	V,S	Standard	Personal	1 minute	Target: You	CON negates	

Spider Climb	Subject can climb as a spider does	Tran	V,S,M	Standard	Touch	1 hour	Target: Creature touched		
Steal Size	Opponent reduces in size while you enlarge	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One humanoid creature larger than you	Con negates	
Stone Call	Call a rain of dirt, gravel, and pebbles (2d6 bludgeoning)	Conj	V,S,DF	Standard	200 ft	1 round/level	Target: Cylinder (40-ft. radius, 20 ft. high)		
Stone Discus	Create a stone discus thrown at foe (4d6 damage)	Conj	V,S,M	Standard	60 ft	Instantaneous	Effect: one or more stone discuses		
Stone Throwing	Gain rock throwing and catching.	Tran	V,S,M	Standard	Touch	1 minute/level	Target: Creature touched		
Telekinetic Volley	Cause an item to hover and launch at a foe	Tran	V,S	Standard	Touch	1 round/level or until discharged (D)	Target: Up to one touched object per level		
Twisted Innards	Your organs shift around, granting fail chance on sneak attack and criticals	Tran	V,S,M	Standard	Personal	1 minute/level	Target: You		
Twisted Space	Twist space causing melee attacks by target to affect a different target	Tran	V,S,M	Standard	30 ft	1 round	Target: One creature	STR negates	
Umbral Weapon	Dark trail of energy follows weapons, damaging enemies when you sometimes miss	Illu	V,S,M	Standard	Touch	1 round/level	Target: Melee weapon touched		
Warding Weapon	A melee weapon floats in the air and defends you	Abj	V,S,F	Standard	Personal	1 minute	Target: You		
Web	Create a mass of webs	Conj	V,S,M	Standard	120 ft	1 hour (D)	Effect: Webs in a 20-ft.-radius spread	DEX negates	X

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Abjuration Steal	Steal an abjuration cast by another spellcaster.	Abj	V	Reaction	60 ft	Instantaneous	Target: One spellcaster	None	X
Air Breathing	Let's water-breathing creatures breathe air	Tran	V,S,M,D F	Standard	Touch	2 hours / level	Target: Living aquatic creatures touched		
Air Geyser	Create a powerful blast of air that can fling your opponent upward	Evoc	V,S	Standard	60 ft	Instantaneous	Target: One creature or object up to Large size	STR partial	
Aqueous Orb	You create a rolling sphere of churning water that can engulf those it strikes	Conj	V,S,M	Standard	120 ft	1 round/level	Area: 10-ft.-diameter sphere	STR	
Arcane Sight	Allows you to see magical auras and effects.	Div	V,S	Standard	Personal	10 minutes (D)	Target: You	None	X
Armor Lock	Make armor less moveable and effective	Tran	V,S,M	Standard	200 ft	1 round/level (Con)	Target: One armored creature	STR partial	
Black Tentacles	Creates a field of rubbery black tentacles grabbing and crushing opponents.	Conj	V,S,M	Standard	240 ft	1 minute	Effect: a 10-foot long, rubbery black tentacle	Strength	
Blade Snare	Create a field that prevents enemies from pulling their blades back from your body	Abj	V,S	Standard	Personal	1 round / level	Target: Caster		

Blink	Blink back and forth between the material and ethereal plane making you harder to hit.	Tran	V,S	Standard	Personal	1 minute (D)	Target: You		
Bloody Arrows	Make arrows do bleed damage	Necr	V,S	Standard	60 ft	1 round / level	Target: One willing creature		
Cauterizing Weapon	Create a weapon that negates regeneration and fast healing	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One weapon or 50 projectiles, all of which		
Cloak of Winds	Create a cloak of wind around target that protects from wind and ranged attacks	Abj	V,S	Standard	60 ft	10 minutes	Target: One living creature		
Collaborative Thaumaturgy	You tap into the magical resonance between you and your allies to enhance one another's magic	Univ	V,S,F	Reaction	60 ft	Instantaneous	Target: One creature		
Conjure Carriage	You create a fine wooden carriage with whatever cosmetic embellishments you desire	Conj	V,S,M	1 rd	60 ft	1 hour / level (D)	Effect: one quasi-real carriage, horses, and driver		
Dispel Magic	Dispel magic effects on an object, in an area, or used as a counterspell.	Abj	V,S	Standard (R)	30 ft	Instantaneous	Target: One spellcaster, creature, or object; or 20		X
Displacement	Subject appears to be 2 feet away from true location (3/4 concealment).	Illu	V,M	Standard	Touch	1 minute (D)	Target: Creature touched		
Elemental Aura	This spell forms an aura of energy around you, damaging all those that come near you	Evoc	V,S	Standard	Personal	1 minute (Con)	Target: You	special	
Erode Defenses	Slowly erode DR and Natural Armor defenses	Tran	V,S	Standard	60 ft	1 round/level	Target: One creature	CON negates	
Find Fault	Instantly learn opponent's weaknesses	Div	V,S	Standard	200 ft	Instantaneous	Target: 1 creature		
Fire Trail	Flammable liquid oozes from your pores, dripping onto the ground and spontaneously combusting	Tran	V,S	Standard	Personal	1 minute	Effect: Trail of flame		
Fireball	Create a ball that explodes and burns all in the radius (8d6 fire damage)	Evoc	V,S,M	Standard	500 ft	Instantaneous	Area: 20-ft.-radius spread	DEX half	X
Fly	Fly at sp 60.	Tran	V,S,DF,F	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Force Hook Charge	You create a hook of force that strikes the target and drags you to a space adjacent to it	Evoc	V,S	Standard	60 ft	Instantaneous	Target: One creature or object within range and y		X
Force Punch	This spell charges your hand with telekinetic force (6d4 force damage + push)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature touched	STR partial	X
Gaseous Form	Subject and gear becomes insubstantial, misty and translucent.	Tran	S,M,DF	Standard	Touch	15 minutes (D)	Target: Willing corporeal creature touched		
Gloomblind Bolts	Create a bolt of negative energy infused with shadow pulled from the Shadow Plane (4d6 dam + blind)	Conj	V,S	Standard	120 ft	Instantaneous	Effect: one or more bolts of energy	Dex negates blindness	X
Hallucination	Create a hallucination in the minds of your targets	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Target: 1 creature / level within a 30-foot radius	INT Negates	X
Haste	Targets act faster than normal (mv action to attack; +1 to att, AC, and saves; mv increase by 30)	Tran	V,S,M	Standard	60 ft	1 minute (Con)	Target: Up to 6 creatures within range.	CON negates	
Instant Fake	You create an illusory duplicate of the target item	Illu	V,S,M	Standard	Touch	1 minute / level (Con)	Target: 1 object touched	INT disbelief	

Keen Edge	Makes an item magically keen.	Tran	V,S	Bonus	30 ft	1 hour	Target: One weapon or fifty projectiles, all of whi		
Lightning Bolt	Cast a lightning bolt (8d6 dam)	Evoc	V,S,M	Standard	120 ft	Instantaneous	Area: 120-ft. line	DEX half	X
Minute Meteors	Create meteors (1/lvl) that deal 1d8 damage	Evoc	V,S,M,X P	Standard	120 ft	10 minutes or until used (D)	Effect: Small globes of fire (one per level)		
Misty Step	You teleport to a space you can see within 30 feet.	Tele	V,S,M,S pecial	Standard	Touch	Instantaneous	Target: One Living Creature	WIS Negates	X
Nauseating Trail	Create stinking cloud in a trail	Conj	V,S,M	Standard	240 ft	10 minutes	Target: One willing creature	none and Con negates	
Pellet Blast	Creates an explosion of conjured metal pellets (3d8 piercing)	Conj	V,S,M	Standard	30 ft	Instantaneous	Area: Cone shaped burst	Dex half	X
Phantom Steed	You conjure a large, quasi-real horselike creature	Conj	V,S	10 min	0 ft	8 hours (D)	Effect: One quasi-real, horselike creature		X
Psychic Leech	Give target fatigue and gain Str and Dex in return.	Ench	S	Standard	60 ft	1 minute/level (D)	Target: One living creature	CHA partial	
Shining Cord	Create a connection to a target and receive advantage on perception and insight agains them	Evoc	V,S,M	Standard	30 ft	1 round/level or instantaneous	Target: 1 creature	CON partial	X
Silver Darts	Shoot a cone of silver darts from your hand (8d6 piercing).	Conj	V,S,M	Standard	15 ft	Instantaneous	Area: cone-shaped burst	Dex half	X
Sleet Storm	Sleet blocks sight, creates icy ground.	Conj	V,S,M,D F	Standard	500 ft	1 minute (Con)	Area: Cylinder (40-ft. radius, 20 ft. high)		
Storm of Blades	Create floating swords that attack target.	Conj	V,S,M	Standard	60 ft	Instantaneous	Target: One creature		
Storm Step	Transport yourself a short distance, doing electicity damage to those in your way.	Tele	V	Standard	120 ft	Instantaneous	Target: You	Dex halves	X
Trial of Fire and Acid	Target is covered in burning acid and fire (1d6 each per round)	Evoc	V,S	Standard	Touch	1 round/level	Target: Creature touched	Con half	
Vampiric Touch	Deal 2d6 necrotic and steal hp	Necr	V,S	Standard	Touch	Instantaneous/1 hour	Target: Living creature touched		X
Water Breathing	Breathe water	Tran	S,M,DF	Standard	Touch	2 hours/level	Target: Living creatures touched		
Waves of Blood	Wave of blood pushes foes from you and sickens them	Conj	V,S,M	Standard	30 ft	Instantaneous and 1 round	Area: Cone-shaped burst	Str / Con negates	
Wind Wall	An invisible curtain of wind appears	Evoc	V,S,M,D F	Standard	240 ft	1 minute (Con)	Effect: Wall up to 30 feet long and 15 feet high		

LEVEL 4

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Arcana Theft	Steal a magical effect currently affecting one target	Abj	V,S	Standard	Touch	Instantaneous	Target: Creature touched		

Ball Lightning	You create two globes of lightning that fly in whichever direction you indicate	Evoc	V,S,M,D F	Standard	120 ft	1 round/level	Effect: two or more 5-ft.-diameter spheres	DEX negates	X
Conjuration Foil	Create a resistance to teleportation effects	Abj	S	Reaction	240 ft	1 round	Area: 20-foot radius spread	WIS Partial	
Conjure Deadfall	You conjure a large metal cube covered in sharp spikes	Conj	V,S,M	Standard	240 ft	Instantaneous		DEX negates (special)	X
Detonate	Create an explosion of energy from your body doing energy damage	Evoc	V,S,M	Standard	30 ft	1 round, then instantaneous	Area: 15' radius (primary), and 30' radius	DEX half	X
Dimension Door	Instantly transfer yourself to another spot in range.	Tele	V	Standard	500 ft	Instantaneous	Target: You and touched objects or other touched		
Dragon's Breath	Breathe out a blast of energy	Evoc	V,S,M	Standard	30 ft	Instantaneous	Effect: cone-shaped burst or line	DEX half	X
Fire Shield	Ring of flame injures any who attack you (1d6+1/level)	Evoc	V,S,M,D F	Reaction	Personal	1 minute (Con)	Target: You		
Firefall	Cause one fire source to erupt in a geyser of flame	Tran	V,S,M	Standard	800 ft	Instantaneous	Target: One fire source, up to a 20-foot cube	special	
Flash Forward	You cheat the laws of time and enter into combat before reverting back to your original position	Tele	V,S,F	Standard	Personal	Instantaneous	Target: Caster		
Forceful Strike	Unleash a concussive blast of force with a melee attack (8d4 force damage + Str save)	Evoc	V,S	Bonus	Personal	Instantaneous	Target: 1 creature	STR partial	
Ice Storm	Great magical hailstones pound down.	Evoc	V,S,M,D F	Standard	600 ft	1 minute (D)	Area: Cylinder (20-ft. radius, 40 ft. high)		
Illusion of Treachery	Create an illusion of a foe that performs the same action you do.	Illu	S,F	Standard	30 ft	1 round / level (D)	Target: One creature	INT Disbelief	X
Phantasmal Killer	Create a phantasm of the subjects most terrible fear.	Illu	V,S	Standard	120 ft	1 minute (Con)	Target: One living creature	INT Negates	X
Resilient Reservoir	A resevoir fed by damage to you can be used to power your own abilities	Tran	V,S	Standard	Personal	1 round/ level	Effect: One magical well of energy		
River of Wind	Create a line of wind away from you	Evoc	V,S	Standard	120 ft	1 round/level (D)	Area: 120 ft. line	STR partial	
Shield of the Dawn	Create a shield of sunlight that deals damage when someone strikes it (1d6+1/lv)	Abj	V,S,DF	Standard	Personal	1 minute (D)	Target: You	special	
Shout	You emit an ear-splitting yell that deafens and damages	Evoc	V	Standard	30 ft	Instantaneous	Area: Cone-shaped burst	CON partial or DEX negates (X
Stoneskin	Subject gains damage reduction 10/adamantine	Abj	V,S,M	Standard	Touch	2 hours	Target: Creature touched		X
Transplant Visage	Flay the face of the dead and take it as your own.	Tran	V,S,M	1 rd	Personal	Permanent	Target: You		
Vomit Twin	Vomit up an identical twin of yourself.	Conj	V,S	Standard	Personal	1 round/level	Effect: creates one ooze duplicate of the caster		
Wall of Fire	Create a wall of fire	Evoc	V,S,M,D F	Standard	120 ft	1 minute (Con)	Effect: Opaque sheet of flame 20' high and up to		X

Wall of Ice	Create a plane of ice	Evoc	V,S,M	Standard	120 ft	10 min. (Con)	Effect: Anchored plane of ice, up to forty 5-ft. squa	STR negates	X
Ward Shield	Enchant shield to protect against hostile spells (10 + caster level spell resistance)	Abj	V,S	Standard	Touch	10 minutes	Target: Shield touched		
LEVEL 5									
Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Acidic Spray	Creates a spray of highly caustic acid	Conj	V,S,M	Standard	0 ft	Instantaneous	Area: 60-foot line of acid	DEX halves	X
Augmenting Wall	Create a wall of energy that adds 1d6 dam to weapons that pass through it	Evoc	V,S	Standard	120 ft	5 rounds	Effect: 20-ft.-high wall of energy whose area is up		X
Banishing Blade	Create a weapon that has the power to knock people back	Tele	V,S	Standard	60 ft	1 round/level or until discharged	Effect: one melee weapon	special	
Blood Boil	Cause the blood of your opponent to boil slowly	Necr	V,S,M	Standard	Touch	3 rounds	Target: One living creature	CON negates	X
Caustic Blood	Imbue your blood with corrosive acid	Tran	V,S,M	Standard	Personal	1 minute	Target: Caster	DEX half	X
Cone of Cold	Creates a cone of extreme cold (10d6 damage)	Evoc	V,S,M	Standard	60 ft	Instantaneous	Area: Cone-shaped burst	DEX half	X
Corrosive Consumption	With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target	Conj	V,S	Standard	Touch	3 rounds	Target: Creature touched		
Cruel Jaunt	Teleport to the location of a creature inflicted with a fear effect	Tele	V,S,M,D F	Standard	240 ft	1 minute (D)	Target: You		
Fire Snake	You create a sinuous line of flames that you may shape as desired	Evoc	V,S,M	Standard	60 ft	Instantaneous	Target: 60' long snake	Dex half	X
Geyser	Shoot a column of boiling water from a horizontal surface, knocking them over and causing damage.	Conj	V,S,M,D F	Standard	800 ft	Maintained Concentration + 1 r	Effect: spout of boiling water filling a 5 ft. squar	STR partial	
Mislead	Become invisible and create a double of yourself	Illu	S	Standard	30 ft	Maintained Concentration + 3 r	Effect: You/one illusory double	INT disbelief (if interacted	
Polymorph Creature	Change a target creature into an animal	Tran	V,S	Standard	Touch	1 minute (Con)	Target: one creature touched	CON and INT negate	
Rubberskin	Mitigate the effect of falling or bludgeoning damage.	Tran	V,S,M	Standard	Personal	10 minutes/level			
Telekinesis	Move objects by concentrating on them.	Tran	V,S	Standard	500 ft	10 minutes (Con)	Target: Any under 1000 pounds	See text	
Teleport	Teleports you to destination	Tele	V	Standard	10 ft	Instantaneous			X
Vampiric Shadow Shield	Create a shield that deals negative energy damage when hit by an opponent	Necr	V,S	Bonus	Personal	1 minute	Target: You		
Wall of Force	Create an invisible, invincible wall of force	Evoc	V,S,M	Standard	30 ft	1 minute (Con)	Effect: Wall whose area is up to forty 5-foot squa		X

Wall of Iron	Cause a flat wall of iron	Conj	V,S,M	Standard	120 ft	Permanent (D)	Effect: Iron wall whose area is up to sixteen 5-foot squares	See text	
Wall of Sound	Create a translucent wall of sound.	Evoc	V,S,M	Standard	200 ft	Maintained Concentration + 1	Effect: translucent wall of sound up to 160 feet long		X
Wall of Stone	Create a wall of rock	Conj	V,S,M,D F	Standard	120 ft	Instantaneous	Effect: Stone wall whose area is up to 16 five-foot squares	See text	
Wind Blades	Harden the air around you into blades that do damage against foes	Tran	V,S	Standard	Touch	1 round/level	Target: Creature touched	STR negates	
Wreath of Blades	Create a spinning wreath of blades that protects you.	Abj	V,S,F	Standard	Personal	1 round/level	Target: You	DEX half	X

LEVEL 6

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Borrowed Time	Borrow from the future to gain an extra bonus action as the expense of Constitution	Tran	V,S	Standard	Personal	1 round/level (D)	Target: You		
Chain Lightning	Deals arcs of lightning starting from the primary target (12d6 dam) and hitting secondary ones (half dam).	Evoc	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary	DEX half	X
Chains of Fire	Create a chain of fire (like chain lightning)	Evoc	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary	DEX half	X
Decapitate	Boost damage of a slashing weapon, threatening decapitation	Evoc	V,S,F	Reaction	30 ft	Instantaneous	Target: One creature with a discernable head	Con Partial	
Dimensional Blade	Turn a melee weapon into a 2D object	Tran	V,S	Bonus	Personal	1 round	Target: You		
Disintegrate	Create a ray that does 24d6 dam, disintegrating creatures that reach 0 hp.	Tran	V,S,M,D F	Standard	120 ft	Instantaneous	Effect: Ray	CON Partial	
Freezing Sphere	Creates a frigid globe of cold energy (10' burst, 12d6 dam)	Evoc	V,S,F	Standard	500 ft	See text	Effect: See text	DEX half	X
Impart Mind	Grant temporary intelligence in a magic item	Tran	V,S,M	2 rds	Touch	24 hours	Target: Permanent nonintelligent magic item		
Lash of the Astradaemon	Grow demon claws for natural attacks	Necr	V,S	Standard	Personal	1 minute	Target: You		
Petrify	Turn flesh to stone, or stone to flesh	Tran	V,S,M	Standard	120 ft	Instantaneous	Target: One petrified creature or a cylinder of stone		
Scatter	Scatter 5 creatures around you	Tele	V	Standard	30 ft	Instantaneous	Target: Five creatures in range	WIS Negates	
Sirocco	Create a blast of hot air (4d6+1/lv fire), knocks targets prone, and inflicts fatigue.	Evoc	V,S,M,D F	Standard	200 ft	1 minute (Con)	Area: cylinder (20-ft. radius, 60 ft. high)	STR partial, see text	
True Seeing	Ability to see things as they actually are.	Div	V,S,M	Standard	Touch	10 minutes (Con)	Target: Creature touched		

LEVEL 7

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
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Magnetic Field	Create a magnetic field around you that draw in metal objects	Abj	V,S	Standard	30 ft	1 minute (Con)	Area: 30-ft.-radius emanation	Dex negates
Umbral Strike	Bolt of energy (45 hp) ignores up to 1/2 cover, blinds	Necr	V,S,M	Standard	240 ft	1 minute	Target: 1 creature	Con partial

LEVEL 8

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Teleportation Circle	Circle teleports you to set destination	Tele	V,M	10 min (R)	0 ft	3 hours	Effect: 5-ft.-radius circle that teleports those who		

Upheaval - Oracle Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Bane	Each enemy takes 1d4 penalty on attacks and 1d4 penalty on saves.	Ench	V,S,DF	Standard	60 ft	1 min.	Target: All enemies within 60 ft.	CHA Negates	X
Bestow Weapon Proficiency	Give weapon proficiency to target	Ench	V,S,M	Standard (R)	30 ft	10 minutes (D)	Target: One creature		
Bless	Fills allies with courage gaining 1d4 on attacks and saves.	Ench	V,S,DF	Standard	30 ft	10 min. (Con)	Area: All allies within the area		X
Celestial Healing	Grant fast healing with the blood of an outsider	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Cloud	Creates a block of cloud with different effects.	Conj	V,S	Standard	120 ft	Time varies	Effect: 20-ft. radius		X
Command	You give the subject a single command that he must obey.	Ench	V	Standard	30 ft	1 round	Target: One living creature	CHA Negates	X
Comprehend Languages	You read or understand languages you don't normally speak.	Div	V,S,M	Standard	Personal	10 min./level (Con)	Target: You		X
Cure Wounds	Heal or inflict 1d8+1 damage / spell level.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS Half	X
Curse Water	Creates unholy water.	Necr	V,S,M	1 min	Touch	Instantaneous	Target: Flask of water touched		
Death Knell	Get 1d8 hp and +2 STR from dying creature and cause it to die.	Necr	V,S	Standard	Touch	Special	Target: Living creature touched	CON Negates	
Deathwatch	Determine the condition of creatures near you	Necr	V,S	Bonus	30 ft	10 min.	Area: Cone-shaped emanation		
Detect	All you to detect various types of things in the world around you.	Div	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies	X
Disguise	Disguise one or more people to look like someone else (same body type).	Illu	V,S	Standard	Personal	10 min./level	Target: You	INT Negates	X
Endure Elements	Target suffers no harm from elements.	Abj	V,S,XP	Standard	Touch	24 hours	Target: Creature touched		
Entropic Shield	A entropic field causes a 20% miss chance in rays, missiles, and ranged attacks.	Abj	V,S	Reaction	Personal	1 min (Con)	Target: You		
Fear	Targed is frightened (level 3)	Illu	V,S	Standard	60 ft	1d4 rounds	Target: One living creature with 5 or fewer	WIS partial	X
Guardian Armor	Teleport your armor on to an ally	Tele	V,S,F	Reaction	30 ft	Instantaneous	Target: One willing creature		
Hidden Intimidation	Intimidate a friendly target into assisting without them remembering	Ench	V,S,M	Standard	30 ft	Instantaneous	Target: One creature	CHA Negates	

Hide	Certain creatures cann't see hear, or small you.	Abj	S,DF	Standard	Touch	20 minutes (Con)	Target: One creature touched/level	WIS Negates (for intelligent	
Ice-Bound Armor	Enhance armor to deal damage when you are hit.	Abj	V,S	Standard	Self	1 hour	Effect: Frost-Enhanced Armor	None	X
Identify	Spell determines magical properties of a single item.	Div	V,S,M	1 min (R)	Touch	Instantaneous	Target: One object		
Infernal Healing	You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1.	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Know the Enemy	Make an extra knowledge check at +10 about a creature you have met that day	Div	V,S,DF	1 min (R)	Personal	Instantaneous	Target: You		
Light	Object glows like a torch.	Evoc	V,M,DF	Standard	Touch	1 Hour (D)	Target: Object touched		
Magic Stone	Turn three pebbles into sling bullets.	Tran	V,S,DF	Standard	Touch	30 minutes or until discharged	Target: Up to three pebbles touched		
Magic Weapon	Gives a weapon an enhancement bonus.	Tran	V,S,DF	Standard	Touch	10 minutes (Con)	Target: Weapon touched		X
Mending	Quickly mend an item.	Tran	V,S	Standard	30 ft	Instantaneous	Target: One object		X
Message	Whisper messages with little chnace of being heard.	Tran	V,S,F	Standard	One mile	1 hour (D)	Target: One creature per level		
Neutralize Poison	Subject is temporarily immune to poison.	Tran	V,S	Standard	Touch	1 round	Target: Creature touched		X
Perusal	Instantly understand the content of a book	Div	V,S	Standard	Touch	Instantaneous	Target: Book touched		
Poisoned Egg	Transform a normal egg into one filled with poison	Tran	V,S,DF	Standard	Touch	1 minute/level	Target: One egg		
Protection	Grants protection from a certain alignment type	Abj	V,S,M,D F	Standard (R)	Touch	1 min./level (D)	Target: Creature touched		X
Purify Food and Drink	Make contaminated food suitable to eat.	Tran	V,S	Standard (R)	10 ft	Instantaneous	Target: contaminated food and water		
Remove Fear	Remove fear on target(s)	Ench	V,S	Standard	30 ft	10 minutes	Target: One creature plus one additional creat		
Sacred Flame	Flame-like radiance descends on a target	Evoc	V,S	Standard	60 ft	Instantaneous	Area: one 5' square	Dex Negates	
Sanctuary	Enemies must save to make a direct attack on subject	Abj	V,S,DF	Standard	Touch	1 round/level	Target: Creature touched		WIS negates
Shield of Faith	Shield grants +2 to AC	Abj	V,S,M	Bonus	Touch	10 minutes	Target: Creature		
Stabilize	Causing a dying creature to stabilize	Necr	V,S	Standard	30 ft	Instantaneous	Target: One creature		CON Negates
Stone Shield	A 1-inch stone slab shield springs into place between you and a foe (+4 AC, +2 Dex saves)	Conj	V,S,DF	Reaction	0 ft	1 round	Effect: stone wall whose area is one 5-ft. square		

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Align Weapon	Makes a weapon good, evil, lawful, or chaotic	Tran	V,S	Standard	Touch	1 minute (Con)	Target: Weapon touched or fifty projectiles (all of		X
Animate Dead	Turns bones or bodies of the dead into undead.	Necr	V,S,M	Standard (R)	Touch	Instantaneous	Target: Varies		
Augury	Can tell you whether a particular action will have good or bad results.	Div	V,S,M	1 min (R)	Personal	Instantaneous	Target: You		
Blindness/Deafness	Causes blindness or deafness	Necr	V	Standard	120 ft	Permanent	Target: One living creature	CON negates	X
Blood Blaze	Blood of creatures in target area ignite when wounded	Tran	V,S	Standard	Touch	1 round/level (D)	Target: Creature touched	CON negates	
Calm Emotions	Calms agitates creatures preventing them from taking violent actions.	Ench	V,S,DF	Standard	120 ft	1 minute (Con)	Area: Creatures in a 20-ft.-radius spread	CHA negates	
Consecrate	Blesses the area with positive energy making turning checks easier and other benefits.	Evoc	V,S,M,DF	Standard (R)	Touch	8 hours	Area: 40-ft.-radius emanation		X
Darkness	Creates magical darkness / Daylight	Evoc	V,DF,F	Standard	Touch	1 hour (D)	Target: Object touched		X
Desecrate	Spell imbues the area with negative energy empowering undead.	Evoc	V,S,M,DF	Standard (R)	Touch	8 hours	Area: 40-ft.-radius emanation		
Enthral	Hold a group spellbound once you get their attention.	Ench	V,S	1 rd	120 ft	1 hour	Target: Any number of creatures	CHA Negates	
Gentle Repose	Preserve remains of a dead creature so that they do not decay.	Necr	V,S,M,DF	Standard (R)	Touch	One day/level	Target: Corpse touched		
Ghostbane Dirge	Cause an incorporeal creature to take physical form	Tran	V,S,M,DF	Standard	30 ft	1 round / level	Effect: one incorporeal creature	WIS negates	X
Groundswell	Raise the ground around you to prevent flanking and impede movement.	Tran	V,S	Standard	Touch	1 minute/level	Target: Creature touched		
Hold	Target is paralyzed and freezes in place.	Ench	V,S	Standard	120 ft	1 round/level (Con)	Target: One humanoid	CON negates	X
Instant Weapon	You create a melee weapon sized appropriately for you from opaque force	Conj	V,S	Bonus	0 ft	10 minutes	Effect: One Melee weapon		
Locate	Sense the direction of a target	Div	V,S,DF,F	Standard	1000 ft	1 min./level	Area: Circle, centered on you, with a radius of 100		X
Page-Bound Epiphany	You magically scour the world's libraries for information that might refresh your memory about a topic.	Div	V,S,F	1 rd	Personal	1 round/level (max 10)	Target: Caster		
Pilfering Hand	Create and control an invisible telekinetic force that can seize objects	Evoc	S	Standard	60 ft	maintained concentration	Target: One object		
Protection from Energy	Protection from a type of energy	Abj	V,S,DF	Standard	Touch	1 hour, or until discharged	Target: Creature touched		X

Remove Stun	Free subject from temporary paralysis	Abj	V,S	Standard	30 ft	Instantaneous	Target: Up to four creatures		
Restoration	Retore lost levels, abilities, and fatigue	Necr	Special	1 rd	Touch	Instantaneous	Target: Creature touched		X
Returning Weapon	Thrown weapons return to thrower	Tele	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown		X
Sacred Bond	Cast healing spells on one another when not touching	Evoc	V,S,F	1 rd (R)	Touch	1 hour	Target: Creature touched		
Savage Maw	Your teeth grow giving you a bite attack (1d4+str damage).	Tran	V,S	Standard	Personal	1 minute/level (D)	Target: You		
Shatter	Shatter objects	Evoc	V,S,M,D F	Standard	30 ft	Instantaneous	Target: 5-ft.-radius spread; or one solid obje	see text	
Shield Other	Wards the subject	Abj	V,S	Standard	60 ft	1 hour/level (D)	Target: One creature		
Silence	Create silence in the spell radius	Illu	V,S	Standard	500 ft	10 minutes (Con)	Area: 20-ft.-radius emanation centered on a	WIS negates.	
Soothing Word	Lessen fear (1 level), fatigue (2 points), reduce paralyzation and stunn effects.	Ench	V,S	Standard	60 ft	Instantaneous	Target: One creature		
Sound Burst	Blast an area with cacophony.	Evoc	V,S,DF,F	Standard	30 ft	Instantaneous	Area: 10-ft.-radius spread	CON partial	
Spiritual Weapon	A weapon made of spiritual force attacks enemies	Tran	V,S,F	Standard	60 ft	1 round/level (D)	Effect: Magic weapon of force		X
Status	Monitor the position and condition of comrades.	Div	V,S	Standard	Touch	1 hour/level	Target: One living creature touched per thr		
Stone Throwing	Gain rock throwing and catching.	Tran	V,S,M	Standard	Touch	1 minute/level	Target: Creature touched		
Touch of Bloodletting	Cause existing wounds to bleed profusely	Necr	V,S	Standard	Touch	1 round / level	Target: Living creature touched	CON Negates	
Undetectable Alignment	Conceals alignment	Abj	V,S	Standard	30 ft	24 hours	Target: One creature or object		
Zone of Truth	Creatures within area must tell the truth	Illu	V,S,DF	Standard	30 ft	10 min. (Con)	Area: 20 foot radius	CHA Negates	

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Abjuration Steal	Steal an abjuration cast by another spellcaster.	Abj	V	Reaction	60 ft	Instantaneous	Target: One spellcaster	None	X
Bestow Curse	Inflict a curse on your target	Necr	V,S	Standard	Touch	Permanent	Target: Creature or object touched	WIS negates	X
Borrow Fortune		Evoc	V	Reaction	Personal	Instantaneous	Target: You		

Clairvoyance	Allows you to see or hear somewhere far away	Div	V,S,DF,F	10 min (R)	800 ft	10 minutes (Con)	Effect: Magical sensor		
Collaborative Thaumaturgy	You tap into the magical resonance between you and your allies to enhance one another's magic	Univ	V,S,F	Reaction	60 ft	Instantaneous	Target: One creature		
Contagion	Inflict / cure disease.	Necr	V,S	Standard	Touch	Instantaneous	Target: Living creature touched	CON negates	
Continual Flame	A permanent flame springs forth from an object you touch.	Evoc	V,S,M	Standard	Touch	Permanent	Target: Object touched		
Create Food and Water	Create highly nourishing food.	Conj	V,S	10 min	30 ft	24 hours	Effect: Food and water to sustain 9 humans or 3 ho		
Dispel Magic	Dispel magic effects on an object, in an area, or used as a counterspell.	Abj	V,S	Standard (R)	30 ft	Instantaneous	Target: One spellcaster, creature, or object; or 20		X
False Death	Put a creature into a state that resembles death	Necr	V,S	Standard (R)	Touch	1 hour	Target: 1 creature touched	None	
Find Fault	Instantly learn opponent's weaknesses	Div	V,S	Standard	200 ft	Instantaneous	Target: 1 creature		
Glyph of Warding	A powerful inscription that harms those who pass a warded object.	Abj	V,S,M	10 min (R)	Touch	Permanent until discharged	Target: Object touched or surface up to 10 feet i	See text	X
Guardian of Faith	Create a spectral guardian who patrols a protected location	Tele	V,S,M	Standard	30 ft	10 hours	Target: One spectral guardian		
Invisibility Purge	Negate forms of invisibility.	Evoc	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Magic Circle	A line with powdered silver that protects from certain types of creatures.	Abj	V,S,M,D F	Standard	0 ft	24 hours	Effect: A protective line in the shape of a 10-foot		X
Magic Vestment	Enhances the AC of armor or clothing	Abj	V,S,DF	Standard	Touch	1 hour/level	Target: Armor touched		
Meld into Stone	Enables you to meld into a block of stone	Tran	V,S,DF	Standard	Personal	1 hour	Target: You		
Oracle's Burden	Bestow your curse on other creatures	Necr	V	Standard	120 ft	1 minute/level	Target: One creature	Wis negates	
Remove Curse	Remove a curse that inflicts the target	Abj	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		X
Remove Disease	Remove a disease that inflicts the target	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Searing Light	Ray of light does 3d8 radiant	Evoc	V,S	Standard	240 ft	Instantaneous	Effect: Ray		X
Speak with Dead	Allows you to speak with the dead	Necr	V,S,DF	10 min	10 ft	10 minutes (Con)	Target: One dead creature	WIS negates	
Stone Shape	Form a piece of stone by shape.	Tran	V,S,M,D F	Standard	Touch	Instantaneous	Target: Stone or stone object touched (medium		
Storm of Blades	Create floating swords that attack target.	Conj	V,S,M	Standard	60 ft	Instantaneous	Target: One creature		

Summon Celestial	Summons a celestial creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Summon Fiend	Summons a fiendish creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Tongues	Ability to speak and understand language	Div	V,M,DF	Standard	Touch	1 hour	Target: Creature touched		X
Trial of Fire and Acid	Target is covered in burning acid and fire (1d6 each per round)	Evoc	V,S	Standard	Touch	1 round/level	Target: Creature touched	Con half	
Water Breathing	Breathe water	Tran	S,M,DF	Standard	Touch	2 hours/level	Target: Living creatures touched		
Water Walk	Gain ability to walk on water	Tran	S,DF	Standard	Touch	1 hour (Con)	Target: One touched creature/level		
Wind Wall	An invisible curtain of wind appears	Evoc	V,S,M,DF	Standard	240 ft	1 minute (Con)	Effect: Wall up to 30 feet long and 15 feet high		X
Zone of Sweet Air	Creates a zone of clean air countering air-based area spells	Conj	V,S	Standard	60 ft	Instantaneous	Target: 20' radius from a point		

LEVEL 4

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Air Walk	The subject can tread on air as if walking on solid ground.	Tran	V,S	Standard	Touch	10 min.	Target: Creature (Gargantuan or smaller) t		X
Chaos Hammer	You unleash chaotic power to smite your enemies (4d8 force dam + 1d6 rds slowed for Lawful, 2d8 dam to Neut	Evoc	V,S	Standard	120 ft	Instantaneous	Area: 20-ft.-radius burst, L or N creatures	CHA half-damage, no sl	X
Control Water	Raise or lower water on command	Tran	V,S,M	Standard	500 ft	10 minutes, concentration (Con)	Area: A volume of water no longer than 100 feet o	None	
Death Ward	Subject is immune to death spells (reaction when cast on self only)	Necr	V,S,DF	Standard	Touch	10 min.	Target: Living creature touched		
Dimensional Anchor	A ray that hits opponents prevents inter-dimensional travel.	Tele	V,S	Standard	120 ft	1 min./level	Effect: Ray		
Discern Lies	Tell whether a subject is lying or not.	Div	V,S,DF	Standard	30 ft	Up to 5 rounds (Con)	Target: 5 creatures	INT Negates	
Dismissal	Force an extraplanar creature back to it proper plane.	Tele	V,S,DF	Standard	30 ft	1 minute (Con)	Target: One extraplanar creature	WIS Negates	X
Divination	Provides you with advice in rely to a question about a particular goal.	Div	V,S,M	10 min (R)	Personal	Instantaneous	Target: You		
Divine Power	Call on divine power for strength (+6) and att bonus = char. Level	Evoc	V,S,DF	Standard	Personal	1 minute (D) (Con)	Target: You		
Forceful Strike	Unleash a concussive blast of force with a melee attack (8d4 force damage + Str save)	Evoc	V,S	Bonus	Personal	Instantaneous	Target: 1 creature	STR partial	
Freedom of Movement	Allows target to move normally after movement is restricted by a spell.	Abj	V,S,M,DF	Standard	Personal	1 hour	Target: You or creature touched		

Giant Vermin	Turn three normal sized centipedes, spiders, or scorpions into Medium sized form.	Tran	V,S,DF	Standard	30 ft	10 minutes	Target: Up to three vermin, no two of which		X
Holy Smite	Smite enemies with holy power.	Evoc	V,S	Standard	120 ft	Instantaneous	Area: 20-ft.-radius burst	WIS Partial	X
Imbue with Spell Ability	Transfer currently prepared spells to another creature.	Evoc	V,S,DF	10 min	Touch	Permanent until discharged	Target: Creature touched		
Mark of Justice	Draw an indeible mark	Necr	V,S,DF	10 min	Touch	Permanent	Target: Creature touched		
Planar Ally	Request the assistance of an outsider.	Tele	V,S,M	10 min (R)	30 ft	Instantaneous	Effect: One called elemental or outsider of		X
Poison	Infect a subject with poison	Necr	V,S,DF	Standard	Touch	Instantaneous; see text	Target: Living creature touched	CON negates	
Repel Vermin	Invisible barrier holds back vermin.	Abj	V,S,DF	Standard	10 ft	1 hour (Con)	Area: 10-ft.-radius emanation centered on y	STR negates for some	
Sending	Contact a creature you are familiar with	Evoc	V,S,M,DF	10 min	See text	1 round	Target: One creature		X
Shield of the Dawn	Create a shield of sunlight that deals damage when someone strikes it (1d6+1/lv)	Abj	V,S,DF	Standard	Personal	1 minute (D)	Target: You	special	
Spell Immunity	Warded creature gain immunity from certain spells	Abj	V,S,DF	Standard	Touch	1 hour	Target: Creature touched		X
Symbol	Create one symbol that functions as a magical trap.	Abj	V,S,M	10 min (R)	0 ft	See Text	Effect: One Symbol	Varies	X
Transplant Visage	Flay the face of the dead and take it as your own.	Tran	V,S,M	1 rd	Personal	Permanent	Target: You		
Unholy Blight	Call unholy power to smite enemies	Evoc	V,S	Standard	120 ft	Instantaneous (1d4 rounds)	Area: 20-ft.-radius spread	WIS partial	X
Ward Shield	Enchant shield to protect against hostile spells (10 + caster level spell resistance)	Abj	V,S	Standard	Touch	10 minutes	Target: Shield touched		

LEVEL 5

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Break Enchantment	Frees victims from enchantments, transmutations, and curses.	Abj	V,S	1 min (R)	60 ft	Instantaneous	Target: Up to 10 creatures	Dispel Check (see descriptio	X
Call Outsider	Lure and trap an outsider	Tele	V,S	10 min (R)	60 ft	Instantaneous	Target: One extraplanar creature with 6 HD or les	CHA negates	X
Caustic Blood	Imbue your blood with corrosive acid	Tran	V,S,M	Standard	Personal	1 minute	Target: Caster	DEX half	X
Commune	You contact your deity and ask simple yes/no questions.	Div	V,S,M,DF	10 min (R)	Personal	1 minute	Target: You		
Dispel Alignment	Dispel creatures of opposite alignment, sending the back to their own plane, gaining AC bonus against them, and	Abj	V,S,DF	Standard	Touch	1 round/level or until discharged, wh	Target: Creature Touched		

Disrupting Weapon	Make a weapon deadly to undead.	Tran	V,S	Bonus	Touch	1 minute (Con)	Target: One melee weapon		
Flame Strike	Create a column of flame (12d6 damage, half fire half radiant)	Evoc	V,S,DF	Standard	120 ft	Instantaneous	Area: Cylinder (10-ft. radius, 40 ft. high)	DEX half	X
Legend Lore	Learn legend about important person, place or thing.	Div	V,S,M	10 min	Self	Instantaneous	Effect: knowledge about a single object		
Quest	Compel your target to fulfill a quest	Ench	V	1 rd	30 ft	One day/level or until discharged (D)	Target: One living creature with 7 HD or les	CHA negates	X
Resurrection	Brings a dead creature back to life	Necr	V,S,Special	1 min	Touch	Instantaneous	Target: One Humanoid		
Righteous Might	Increase size and fighting ability	Tran	V,S,DF	Standard	Personal	1 Minute (Con)	Target: You		
Scourge	Inflict a curse as a punishment for misdeeds that must be atoned	Necr	V,S,Special	1 rd	90 ft	Permanent	Target: One creature	WIS negates	
Scrying	See and hear creatures at a distance	Div	V,S,M,DF	1 hr (R)	See text	10 minutes (Con)	Effect: Magical sensor	WIS Negates	X
Spell Resistance	Get spell resistance 22+	Abj	V,S,DF	Standard	Touch	10 minutes	Target: Creature touched		X
Vinetraps	Vines sprout up with supernatural effects	Conj	V,S,DF	Standard	800 ft	1 round / level (D)	Target: One creature	Dex negates	
Wall of Stone	Create a wall of rock	Conj	V,S,M,DF	Standard	120 ft	Instantaneous	Effect: Stone wall whose area is up to 16 five-foot	See text	

LEVEL 6

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Animate Objects	Imbue inanimate objects with mobility and a semblance of life	Tran	V,S	Standard	240 ft	1 minute	Target: Up to 5 small objects		X
Antilife Shell	Create a mobile, hemisphere that prevents entrance from living creatures.	Abj	V,S	1 rd	Personal	1 hour (Con)	Area: 10-ft.-radius emanation, centered on		
Antimagic Field	An invisible barrier prevents magic within its borders.	Abj	V,S,M	Standard	Personal	2 hours (D)	Area: 10-ft.-radius emanation, centered on		
Blade Barrier	An immobile, vertical curtain of whirling blades shaped of pure force springs into existence (12d6 dam)	Evoc	V,S	Standard	120 ft	10 minutes (Con)	Effect: Wall of whirling blades 20 feet high. Leng	DEX halves damage	X
Find the Path	Know the shortest path to a specified destination	Div	V,S,F	3 rds (R)	Personal	2 hours	Target: You or creature touched		
Forbiddance	Seals an area against all planar travel.	Tele	V,S,M	6 rds	120 ft	Permanent	Area: 60-ft. cube/level	See text	
Harm	Deals 120 points of necrotic damage.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS half	X
Heal	Wipe away injury and afflictions.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		X

Heroes' Feast	Creates a feast that magically empowers allies	Conj	V,S,DF,F	10 min	30 ft	24 hours	Effect: Feast for up to 12 people	
Impart Mind	Grant temporary intelligence in a magic item	Tran	V,S,M	2 rds	Touch	24 hours	Target: Permanent nonintelligent magic ite	
Lash of the Astradaemon	Grow demon claws for natural attacks	Necr	V,S	Standard	Personal	1 minute	Target: You	
Slay Living	Slay one living creature	Necr	V,S	Standard	Touch	1 minute (Con)	Target: Living creature touched	CON partial
True Seeing	Ability to see things as they actually are.	Div	V,S,M	Standard	Touch	10 minutes (Con)	Target: Creature touched	
Undeath to Death	Destroys Undead	Necr	V,S,M,D F	Standard	120 ft	Instantaneous	Area: Several undead creatures within a 40-ft.-	WIS negates
Wind Walk	Change body to vapor and move through the air	Tran	V,S,DF	Standard	Touch	18 hours (D)	Target: You and five touched creatures	
Word of Recall	Teleport back to your sanctuary	Tele	V	Standard	Unlimited	Instantaneous	Target: You and other willing creatures within 5	

LEVEL 7

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Control Weather	Change the weather in your local area.	Tran	V,S	10 min	2 miles	4d12 hours	Area: 2-mile-radius circle, centered on you		
Create Demiplane	Create a demiplane of your own	Conj	V,S,F	2 hr	0 ft	1 day / level	Effect: extradimensional demiplane		X
Divine Word	Creatures in range suffer ill effects.	Evoc	V	Standard	0 ft	Instantaneous	Area: creatures of a particular alignment in a	see text	
Etherealness	Allows short travel through the ethereal plane	Tran	V,S	Standard	Personal	1 round/level (D)	Target: You		X
Fire Storm	A storm of fire falls over the entire area (14d6 fire damage)	Evoc	V,S	1 rd	120 ft	Instantaneous	Area: Twenty 10-ft. cubes, connected	DEX Half	X
Magnetic Field	Create a magnetic field around you that draw in metal objects	Abj	V,S	Standard	30 ft	1 minute (Con)	Area: 30-ft.-radius emanation	Dex negates	
Plane Shift	Move to another plane.	Tele	V,S,F	Standard (R)	Touch	Instantaneous	Target: Creature touched, or up to eight w	WIS negates	
Refuge	Create magic object that transports you to a place of refuge.	Tele	V,S,M	Standard	Touch	Permanent until discharged	Target: Object touched		
Regenerate	Restores severed digits and heals	Tran	V,S,DF	3 rds	Touch	Instantaneous	Target: Living creature touched		
Repulsion	Field prevents creatures from approaching.	Abj	V,S,DF,F	Standard	120 ft	1 minute (Con)	Area: Up to 120-ft.-radius emanation center	STR negates	

LEVEL 8

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
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Aura	Aura of a certain alignment protects you.	Abj	V,S,F	Standard	Self	2 minutes (D)	Target: Allies within a 30-foot radius	See text
Dimensional Lock	Prevents intradimensional travel in the area.	Tele	V,S	Standard	120 ft	Two Weeks	Area: 20-ft.-radius emanation centered on a	
Discern Location	Locate an object you have touched or a creature you have seen	Div	V,S,DF	10 min	Unlimited	Instantaneous	Target: One creature or object	
Divine Vessel		Tran	V,S	Standard	Personal	1 round/level (D)	Target: You	
Earthquake	Create a localized earthquake	Evoc	V,S,DF	Standard	1000 ft	1 round	Area: 80-ft.-radius spread	See text
Enhance Demiplane	Enhance a demiplane you have created	Conj	V,S,M	Standard	0 ft	Instantaneous	Effect: one enhancement to a demiplane you are i	X
Moment of Prescience	Get a 6th sense in relation to yourself.	Div	V,S	Standard	Personal	24 hours, or until discharged	Target: You	

LEVEL 9

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Astral Projection	Allows you to travel through the astral plane.	Tele	V,S,M	30 min	Touch	See text	Target: You plus 8 willing creatures	None, willing creatures only	
Foresight	Grants a powerful 6th sense about impending danger.	Div	V,S,M,D F	Standard	Personal	3 hours	Target: See text		
Gate	Create a connection with another plane and call a being through the gate .	Tele	V,S,F,XP	Standard (R)	120 ft	Instantaneous or (up to 1 round/level	Effect: See text		
Implosion	Cause a creature to collapse in on itself.	Evoc	V,S	Standard	60 ft	Maintained Concentration (up t	Target: One corporeal creature / round	CON negates	
Miracle	Request a divine miracle	Evoc	V,S,XP	Standard	See text	See text	Effect: See text	See text	
Overwhelming Presence	Force creatures to prostrate before you	Ench	V,S,M	Standard	240 ft	1 minute	Target: One creature/level, no two of	CHA negates	
Storm of Vengeance	Create a storm with lightning damage, acid rain, hail, and other effects.	Conj	V,S	1 rd	500 ft	1 minute	Effect: 360-ft.-radius storm cloud	See text	
Winds of Vengeance	Surround yourself with a tornado	Evoc	V,S,DF	Standard	Personal	1 minute / level	Target: Caster		

Upheaval - Ranger Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Alarm	Create a mental of audible alarm once a warded area is entered.	Abj	V,S,F	Standard (R)	30 ft	8 hours	Area: 20-ft.-radius emanation centered on a		X
Animal Messenger	Direct a Tiny animal to go to a spot your direct and wait.	Ench	V,S,M	Standard (R)	30 ft	24 hours	Target: One Tiny animal		X
Attract Animal	Attract animals to your location	Ench	V,S	Standard (R)	One mile	1 hour (D)	Effect: Animals are attracted to your locatio	None	
Blend	Cause you and your equipment to blend into your surroundings.	Illu	S	Standard	Personal	10 minutes/level	Target: You		
Call Weapon	Call an allies weapon over to your hand	Tele	V,S	Bonus	30 ft	Instantaneous	Target: One melee weapon wielded by an all		
Calm Animals	Soothes and quiets animals.	Ench	V,S	Standard	30 ft	1 min. (Con)	Target: Animals within 30 ft.	CHA negates (Dire, Magical,	
Charm Animal	Make one target your trusted friend or ally.	Ench	V	Standard	30 ft	1 hour	Target: 1 animal	CHA negates	X
Cure Wounds	Heal or inflict 1d8+1 damage / spell level.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS Half	X
Endure Elements	Target suffers no harm from elements.	Abj	V,S,XP	Standard	Touch	24 hours	Target: Creature touched		
Entangle	Plants entwine and grapple all in the area.	Tran	V,S,DF	Standard	500 ft	10 minutes (D)	Area: Plants in a 40-ft.-radius spread	Strength negates	
Gravity Bow	Increase weight and density of projectiles causing them to do more damage.	Tran	V,S	Standard	Personal	1 minute/level (D)	Target: Caster		
Hail of Thorns	Enhance one ranged weapon for extra damage	Conj	V	Bonus	Touch	Instantaneous	Target: A thrown weapon or piece of amm	DEX halves	X
Hide	Certain creatures cann't see hear, or small you.	Abj	S,DF	Standard	Touch	20 minutes (Con)	Target: One creature touched/level	WIS Negates (for intelligent	
Hunter's Mark	Boost damage on a target	Evoc	V	Bonus	90 ft	1 hour (Con)	Target: One Creature	None	
Jump	+10 bonus to jump	Tran	V,S,M	Standard	Touch	5 minutes (Con)	Target: Creature touched		X
Keep Watch	Enables the subjects to stand watch or keep vigil throughout the night without any ill effects	Ench	V,S	Standard	Touch	8 hours or less	Target: One creature touched		X
Know the Enemy	Make an extra knowledge check at +10 about a creature you have met that day	Div	V,S,DF	1 min (R)	Personal	Instantaneous	Target: You		
Longshot	Increase increment of ranged weapons	Tran	V,S,M,D F	Standard	Personal	1 minute/level	Target: You		

Magic Fang	Create a magical natural weapon	Tran	V,S,DF	Standard	Touch	1 min./level	Target: Living creature touched		X
Mighty Smite	Enhance you weapon with power	Tran	V,F	Bonus	Touch	1 minute (Con)	Target: Weapon	See Text	X
Neutralize Poison	Subject is temporarily immune to poison.	Tran	V,S	Standard	Touch	1 round	Target: Creature touched		X
Nondetection	Ward a creature or object from detection	Abj	V,S,M	Standard	Touch	12 hours	Target: Creature or object touched		X
Pass without Trace	Creatures are harder to track.	Tran	V,S,DF	Standard	Touch	1 hour/level (D)	Target: Allies within 30 feet of you		X
Snare	Magical snare trap	Tran	V,S,M	1 min	Touch	8 hours or until triggered or disable	Target: One length of rope touched		
Speak with Animals	Allows you to communicate with animals	Div	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Summon Animal	Summon natural creature	Tele	V,S,DF	Standard	60 ft	1 round/level	Effect: Summoned creatures		X
Thunderstomp	Use magical force to trip opponents	Evoc	V,S	Bonus	60 ft	Instantaneous	Target: One creature		X

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Acute Senses	+10 to Perception (+20 and +30 at level 4 and 8)	Tran	V,S,M	Standard (R)	Touch	10 minutes (Con)	Target: Creature touched	WIS negates	X
Animal Aspect	Gain the beneficial qualities of particular types of animals	Tran	V,S,M,D F	Standard	Personal	1 minute/level (Con)	Target: You		X
Barkskin	Toughens a creatures skin, +2 to natural armor bonus.	Tran	V,S,DF	Standard	Touch	1 hour	Target: Living creature touched		
Beast Sense	Enchant an animal so you can use its senses.	Div	V,S	Standard	Touch	1 hour	Target: An animal	CHA Negates	
Bloodhound	Gain scent and advantage on Track checks	Tran	V,S,M	Standard	Self	1 hour / level	Target: Caster		
Brow Gasher	Create a bleeding wound in the head that impedes vision	Necr	V,S	Standard	Touch	1 round/level or until discharged	Target: One slashing melee weapon touched		
Burst of Speed	Gain +20 movement that doesn't provoke AoO.	Tran	V	Bonus	Personal	End of your turn	Target: You		
Cordon of Arrows	Automatically fire four pieces of ammo.	Tran	V,S,M	Standard	Touch	8 hours	Target: Four pieces of ammo	DEX negates	
Darkvision	Grants 60' darkvision (Sorcerer lv 0 = self only)	Tran	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched		X
Enhance Ability	Enhance one ability score (+4)	Tran	V,S	Standard	Touch	10 minutes (Con)	Target: Creature touched		X

Escaping Ward	Grant extra mobility against larger creatures	Abj	V,S	Bonus	Personal	1 round/level	Target: You		
Groundswell	Raise the ground around you to prevent flanking and impede movement.	Tran	V,S	Standard	Touch	1 minute/level	Target: Creature touched		
Hide Campsite	Use illusions to hide you camp	Illu	V,S	1 rd (R)	60 ft	8 hours (D)	Area: one 20-ft. cube	INT Negates	
Hold Animal	Target is paralyzed and freezes in place.	Ench	V,S	Standard	120 ft	1 round/level (Con)	Target: One Animal	CON negates	X
Ice Slick	Coat all surfaces in the area with ice, doing damage and impeding movement	Evoc	V,S	Standard	30 ft	Instantaneous	Area: 5' radius burst	Dex Partial	
Locate	Sense the direction of a target	Div	V,S,DF,F	Standard	1000 ft	1 min./level	Area: Circle, centered on you, with a radius of 100		X
Raven's Flight	Turn into a bird for one round	Tran	V	Bonus	Personal	1 round	Target: You		
Reloading Hands	Weapon with Load property loaded automatically	Conj	V,S	Standard	Touch	1 round/caster level (Con)	Target: Projectile weapon touched		
Returning Weapon	Thrown weapons return to thrower	Tele	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown		X
Savage Maw	Your teeth grow giving you a bite attack (1d4+str damage).	Tran	V,S	Standard	Personal	1 minute/level (D)	Target: You		
Sickening Strikes	Creatures you strike are sickened for 1 minute (+1 fatigue)	Tran	V,S	Standard	Personal	1 minute	Target: You	CON negates	
Slipstream	A wave carries your target, increasing movement	Conj	V,S,M,D F	Standard	Touch	1 hour (D)	Target: Creature touched		X
Soothing Word	Lessen fear (1 level), fatigue (2 points), reduce paralyzation and stunn effects.	Ench	V,S	Standard	60 ft	Instantaneous	Target: One creature		
Stone Call	Call a rain of dirt, gravel, and pebbles (2d6 bludgeoning)	Conj	V,S,DF	Standard	200 ft	1 round/level	Target: Cylinder (40-ft. radius, 20 ft. high)		
Stone Throwing	Gain rock throwing and catching.	Tran	V,S,M	Standard	Touch	1 minute/level	Target: Creature touched		
Summon Swarm	Summon swarm to attack	Tele	V,S,M,D F	1 rd	120 ft	1 round / level (Con)	Effect: One swarm of bats, rats, or spiders		
Vine Strike	Natural strikes do extra damage and entangle	Conj	V,S	Standard	Personal	1 min / level	Target: Caster	DEX Negates	

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Blade Snare	Create a field that prevents enemies from pulling their blades back from your body	Abj	V,S	Standard	Personal	1 round / level	Target: Caster		
Bloody Arrows	Make arrows do bleed damage	Necr	V,S	Standard	60 ft	1 round / level	Target: One willing creature		

Cauterizing Weapon	Create a weapon that negates regeneration and fast healing	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One weapon or 50 projectiles, all of which		
Cloak of Winds	Create a cloak of wind around target that protects from wind and ranged attacks	Abj	V,S	Standard	60 ft	10 minutes	Target: One living creature		
Conjure Barrage	Create a barrage of one type of ammunitions	Conj	V,S,M	Standard	Self	Instantaneous	Target: 60 foot cone	DEX Halves Damage	
Diminish Plants	Can prune or stunt growth of plants.	Tran	V,S,DF	Standard	See text	Instantaneous	Target: See text		
Instant Fake	You create an illusory duplicate of the target item	Illu	V,S,M	Standard	Touch	1 minute / level (Con)	Target: 1 object touched	INT disbelief	
Lightning Arrow	Enhance ranged weapon to shoot a lightning bolt.	Tran	V	Bonus	Touch	1 minute	Target: One ranged weapon	DEX Halves	X
Plant Growth	Cause plants to grow.	Tran	V,S,DF	Standard	See text	Instantaneous	Target: See text		
Remove Disease	Remove a disease that inflicts the target	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Speak with Plants	Allows you to speak with plants	Div	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Spike Growth	Spiked plants do damage and reduce movement.	Tran	V,S,DF	Standard	120 ft	8 hours	Area: One 20-ft. square/level (D)	DEX partial	
Tree Shape	Assume the form of a large tree or shrub	Tran	V,S,DF	Standard	Personal	8 hours (D)	Target: You		
Water Walk	Gain ability to walk on water	Tran	S,DF	Standard	Touch	1 hour (Con)	Target: One touched creature/level		
Wind Wall	An invisible curtain of wind appears	Evoc	V,S,M,DF	Standard	240 ft	1 minute (Con)	Effect: Wall up to 30 feet long and 15 feet high		X

LEVEL 4

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Animal Ambassador	An animal travels and delivers a message for you	Ench	V,S,M	10 min	60 ft	1 day/level or until message is delivered	Target: One medium or smaller animal		
Aspect of the Wolf	Get wolf abilities (adv on str and dex abilities, scent, +2 damage, +2 trip, quick tripping)	Tran	V,S,DF	Standard	Personal	1 minute / level	Target: Caster		
Freedom of Movement	Allows target to move normally after movement is restricted by a spell.	Abj	V,S,M,DF	Standard	Personal	1 hour	Target: You or creature touched		
Grove of Respite	Create a grove that allows you to rest comfortably	Conj	V,S,M,DF	10 min	60 ft	24 hours (D)	Effect: 20 foot radius		
Insect Spies	Summon insects that act as spies	Tele	V,S,M	1 rd	60 ft	10 minutes / level (D)	Effect: three insect spies		
Repel Vermin	Invisible barrier holds back vermin.	Abj	V,S,DF	Standard	10 ft	1 hour (Con)	Area: 10-ft.-radius emanation centered on you	STR negates for some	

Shield of the Dawn	Create a shield of sunlight that deals damage when someone strikes it (1d6+1/lv)	Abj	V,S,DF	Standard	Personal	1 minute (D)	Target: You	special
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LEVEL 5

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Animal Growth	Animals grow to 2x their normal size and 8x normal weight	Tran	V,S	Standard	240 ft	10 minutes	Target: 5 animals, none of which can be more th	CON Negates	X
Commune with Nature	You become one with nature gaining knowledge about surrounding area.	Div	V,S	10 min (R)	Personal	Instantaneous	Target: You		

Upheaval - Sorcerer Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Alarm	Create a mental of audible alarm once a warded area is entered.	Abj	V,S,F	Standard (R)	30 ft	8 hours	Area: 20-ft.-radius emanation centered on a		X
Alter Winds	Change the effect of natural wind in the area	Tran	V,S	Standard	120 ft	1 hour / level	Area: 10-foot radius	None	X
Animate Rope	Animate a nonliving ropelike object	Tran	V,S	Standard	120 ft	1 minute (D)	Target: One ropelike object, length up to 60 ft		
Arcane Lock	Creates a magical lock to help secure a door, chest, or portal	Abj	V,S	Standard (R)	30 ft	10 minutes	Target: The door, chest, or portal touched		X
Audible Illusion	Create a sound that emanates from a specific location or general direction in range.	Illu	V,S	Standard	120 ft	maintained concentration + 3 ro	Effect: Illusionary sound including speech	INT Negates	X
Bed of Iron	Make armor feels soft and comfortable	Necr	V,S,M	Standard (R)	Touch	8 hours	Target: you and up to 5 allies		
Bestow Weapon Proficiency	Give weapon proficiency to target	Ench	V,S,M	Standard (R)	30 ft	10 minutes (D)	Target: One creature		
Blend	Cause you and your equipment to blend into your surroundings.	Illu	S	Standard	Personal	10 minutes/level	Target: You		
Blood Money	Use your blood as a costly material component	Tran	V,S	Bonus	0 ft	Instantaneous	Target: Caster		
Blood Necromancy	Heal your undead by wounding yourself	Necr	V,S,M	Standard	0 ft	Instantaneous	Effect: Necrotic Energy Transferred to all undead	None	
Blur	Subject's outline becomes blurred making you harder to hit.	Illu	V	Standard	Touch	1 minute (D)	Target: Creature touched	INT Negates	
Burning Hands	Flame shoots from your fingertips (1d4 damage)	Evoc	V,S	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	DEX halves	
Celestial Healing	Grant fast healing with the blood of an outsider	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Charm	Make one target your trusted friend or ally.	Ench	V	Standard	30 ft	1 hour	Target: 1 humanoid	CHA negates	X
Chill Touch	Touch from your hand disrupts the life force of a creature (1d6 dam, 1 STR dam).	Necr	V,S	Standard	Touch	1 minute (Con)	Target: Creatures touched	CON (to avoid Strength Dam	
Cloud	Creates a block of cloud with different effects.	Conj	V,S	Standard	120 ft	Time varies	Effect: 20-ft. radius		X
Color Spray	A vivid cone of colors springs from your hand with varied effects.	Illu	V,S,M	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	INT Negates	
Comprehend Languages	You read or understand languages you don't normally speak.	Div	V,S,M	Standard	Personal	10 min./level (Con)	Target: You		X

Corrosive Touch	Your successful spell attack deals 1d4 points of acid damage per caster level	Conj	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		
Countless Eyes	Grants all-around vision	Tran	V,S	Standard	Touch	1 hour / level	Target: One creature touched		
Dancing Lights	Create a group of phantom lights.	Evoc	V,S	Standard	120 ft	10 Minutes (D)	Effect: Up to four lights, all within a 10- ft.-radius		X
Detect	All you to detect various types of things in the world around you.	Div	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies	X
Disguise	Disguise one or more people to look like someone else (same body type).	Illu	V,S	Standard	Personal	10 min./level	Target: You	INT Negates	X
Disguise Item	Disguise one item as another	Illu	V,S	1 rd	Touch	1 hour / level	Target: one manufactured item touc	INT disbelief	
Disrupt Undead	A ray of positive energy that damages undead (1d6 damage)	Necr	V,S	Standard	Personal	1 minute (Con)	Target: Self		
Endure Elements	Target suffers no harm from elements.	Abj	V,S,XP	Standard	Touch	24 hours	Target: Creature touched		
Enlarge Person	Causes target to grow or shrink in size	Tran	V,S,M	1 rd	30 ft	1 min./level (D)	Target: One humanoid creature	CON negates	X
Entropic Shield	A entropic field causes a 20% miss chance in rays, missiles, and ranged attacks.	Abj	V,S	Reaction	Personal	1 min (Con)	Target: You		
Erase	Removes magical or mundane writing	Tran	V,S	Standard (R)	30 ft	Instantaneous	Target: One scroll or two pages	See text	
Expeditious Retreat	Base land speed increases by 30.	Tran	V,S	Bonus	Personal	10 min.	Target: You		
Fear	Targeted is frightened (level 3)	Illu	V,S	Standard	60 ft	1d4 rounds	Target: One living creature with 5 or fewer	WIS partial	X
Feather Fall	Targets fall slowly	Tran	V	Reaction	30 ft	Until landing or 1 round/level	Target: One Medium or smaller freefalling object		
Fiery Runes	A stream of fire sprays from your hand	Evoc	V,S	Standard	Touch	1 minute / level or until discharged	Target: Melee weapon touched		
Floating Disk	Create a disc that carried a lot of weight	Evoc	V,S,M	Standard	30 ft	1 hour / level	Effect: 3-ft.-diameter disk of force, 100 lbs / le		
Frightening Visage	Augment appearance to improve intimidation	Illu	V,S	Standard	Touch	1 hour or until dispelled	Target: creature touched		
Glue Seal	Cover a surface with sticky glue causing target to be stuck.	Conj	V,S	Standard	30 ft	1 minute / level	Target: One object or one 5 ft square		
Gravity Bow	Increase weight and density of projectiles causing them to do more damage.	Tran	V,S	Standard	Personal	1 minute/level (D)	Target: Caster		
Grease	Create a slippery floor of grease, or a slippery object	Conj	V,S,M	Standard	30 ft	1 round/level (D)	Target: One object or a 10-ft. square	See text	
Guardian Armor	Teleport your armor on to an ally	Tele	V,S,F	Reaction	30 ft	Instantaneous	Target: One willing creature		

Hideous Laughter	Afflicts subject with uncontrollable laughter.	Ench	V,S,M	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Hydraulic Push	A blast of water knocks over and soaks one creature or square	Evoc	V,S	Standard	30 ft	Instantaneous	Target: One creature or object		X
Hypnotism	Hypnotise creatures.	Ench	V,S	Standard	30 ft	Maintained Concentration	Target: One living creature	INT negates	
Identify	Spell determines magical properties of a single item.	Div	V,S,M	1 min (R)	Touch	Instantaneous	Target: One object		
Illusionary Duplicate	Create an illusory duplicate	Illu	V,S	Standard	0 ft	1 minute / level	Effect: a visual figment that resembles you	INT Negates	
Illusory Script	Write instructions like a suggestion.	Illu	V,S,M	1 min (R)	Touch	10 days (D)	Target: One touched object weighing no more	INT Negates	
Image	Create an illusion of an object.	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Effect: Visual figment that cannot extend beyo	INT Negates	X
Infernal Healing	You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1.	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Interrogation	Target takes damage if they don't answer your questions (2)	Necr	V,S	1 rd	Touch	10 minutes	Target: Creature touched	CON negates	X
Jump	+10 bonus to jump	Tran	V,S,M	Standard	Touch	5 minutes (Con)	Target: Creature touched		X
Jury-Rig	Temporarily make a broken weapon usable	Tran	V,S,M	Standard	Touch	1 minute	Target: One broken object of up to 2 lbs./lev		
Keep Watch	Enables the subjects to stand watch or keep vigil throughout the night without any ill effects	Ench	V,S	Standard	Touch	8 hours or less	Target: One creature touched		X
Light	Object glows like a torch.	Evoc	V,M,DF	Standard	Touch	1 Hour (D)	Target: Object touched		
Line In the Sand	Gain extra AoO based on your spellcasting ability bonus	Abj	V,S	Standard	Self	1 minute	Area: 10-ft. burst centered on you		
Lock Gaze	Compel a target to look only at you, granting concealment to other creatures	Ench	V,S	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Long Arm	Increase reach by 5 feet	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Longshot	Increase increment of ranged weapons	Tran	V,S,M,DF	Standard	Personal	1 minute/level	Target: You		
Mage Armor	+4 armor bonus to AC	Conj	V,S,F	Standard	Touch	1 hour/level (D)	Target: Creature touched		
Magic Aura	Alter an item's aura	Illu	V,S,F	Standard	Touch	One day / level (D)	Target: One touched object weighing up to 10		
Magic Fang	Create a magical natural weapon	Tran	V,S,DF	Standard	Touch	1 min./level	Target: Living creature touched		X
Magic Missile	Create a dart of magical energy	Evoc	V,S	Standard	120 ft	Instantaneous	Target: Up to five creatures, no two of whi		

Magic Weapon	Gives a weapon an enhancement bonus.	Tran	V,S,DF	Standard	Touch	10 minutes (Con)	Target: Weapon touched		X
Mending	Quickly mend an item.	Tran	V,S	Standard	30 ft	Instantaneous	Target: One object		X
Message	Whisper messages with little chnace of being heard.	Tran	V,S,F	Standard	One mile	1 hour (D)	Target: One creature per level		
Mirror Strike	Divide your attack between two opponents	Tran	V,S,M	Bonus	Personal	1 round, or until discharged	Target: You		
Monkey Fish	Your hands are better at climbing and swimming (10 climb and swim speed)	Tran	V,S	Standard	Personal	10 minutes (D)	Target: You		
Mount	Summon a light horse or pony.	Tele	V,S,M	1 rd	30 ft	2 hours/level (D)	Effect: One mount		X
Mudball	Throw a mudball that causes blindness	Conj	V,S	Standard	60 ft	Instantaneous	Effect: Single fist-sized blob of sticky mud	DEX Negates	
Negative Reaction	Target's words and action fail to impress (-10 Deception, Persuasion and Intimidation)	Illu	S	Standard	60 ft	1 round/level	Target: One creature	CHA negates	
Nondetection	Ward a creature or object from detection	Abj	V,S,M	Standard	Touch	12 hours	Target: Creature or object touched		X
Peacebound	Lock a weapon on its owners body	Abj	S	Standard	60 ft	10 minutes (Con)	Target: One sheathed or slung weapon	WIS negates	X
Perusal	Instantly understand the content of a book	Div	V,S	Standard	Touch	Instantaneous	Target: Book touched		
Poisoned Egg	Transform a normal egg into one filled with poison	Tran	V,S,DF	Standard	Touch	1 minute/level	Target: One egg		
Protection	Grants protection from a certain alignment type	Abj	V,S,M,D F	Standard (R)	Touch	1 min./level (D)	Target: Creature touched		X
Ray of Enfeeblement	Ray that drains strength	Necr	V,S	Standard	30 ft	5 min. (Con)	Effect: Ray		
Ray of Fatigue	Ray causes level 3 fatigue	Necr	V,S,M	Standard	30 ft	10 min (Con)	Effect: Ray	CON Partial	X
Ray of Frost	A ray of freezing air deals 1d6/level (max 3d6)	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: Ray		
Scream	Your scream dazes and damages (1d6) a single target.	Evoc	V	Standard	60 ft	Instantaneous	Target: One creature	CON partial	X
Shadow Bolt	Create a bolt of shadow energy (1d6 psychic/level, max 3d6)	Illu	V,S	Standard	60 ft	instantaneous	Effect: One quasi-real bolt of shadow energy	INT Negates	
Shadow Weapon	Crate a shadow weapon.	Illu	V,S	Bonus	0 ft	10 minutes	Effect: One Shadow Weapon		
Shield	Create a shield +4 AC	Abj	V,S	Reaction	Personal	1 minute (Con)	Target: You		
Shock Shield	Shield of electricity that gives +2 AC and deals 1d6 damage when dismissed.	Abj	V,S	Reaction	Personal	1 minute (Con)	Target: You		

Shocking Grasp	Electricity Damage (1d6)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		
Sleep	Put creatures to sleep	Ench	V,S,M	Standard	120 ft	10 minutes	Area: One or more living creatures within a 10-ft.-	CHA negates	X
Snowball	Conure a projectile of snow dealing 1d6 cold damage and staggering opponent	Conj	V,S	Standard	30 ft	Instantaneous	Effect: One ball of snow and ice	CON partial	
Soul Healing	Heal undead with a soul gem.	Necr	V,S,M	Standard	Touch	Instantaneous	Target: one undead creature		X
Stabilize	Causing a dying creature to stabilize	Necr	V,S	Standard	30 ft	Instantaneous	Target: One creature	CON Negates	
Stone Fist	Transform fists into stone doing 1d6 damage and ignoring hardness less than 8	Tran	V,S,M	Standard	Personal	10 minutes (D)	Target: You		
Stone Shield	A 1-inch stone slab shield springs into place between you and a foe (+4 AC, +2 Dex saves)	Conj	V,S,DF	Reaction	0 ft	1 round	Effect: stone wall whose area is one 5-ft. square		
Summon Shadow	Summon an undead shadow	Necr	V,S	1 rd	60 ft	1 round / level	Effect: Summoned Shadow		X
Swift Girding	Immediately cause targets to don armor	Tran	V,S,F	Standard	60 ft	Instantaneous	Target: One willing creature/level		
Thunderstomp	Use magical force to trip opponents	Evoc	V,S	Bonus	60 ft	Instantaneous	Target: One creature		X
Touch of Combustion	Cause a target to burst into flame (1d6 fire) and potentially keep burning	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	Special	
Touch of the Sea	Grant swim 30, +8 on swim checks.	Tran	V,S,M	Standard	Touch	1 min / level	Target: Creature touched		
True Strike	Get advantage on next attack	Div	V,F	Standard	Personal	1 minute (Con)	Target: You		
Unseen Servant	Create an invisible mindless servant	Conj	V,S,M	Standard	30 ft	1 hour/level	Effect: One invisible, mindless, shapeless serv		
Ventriloquism	Make your voice come from someplace else.	Illu	V,F	Standard	30 ft	1 min./level (D)	Effect: Intelligible sound, usually speech	INT disbelief (if interacted)	
Wave Shield	Create a shield of water that grants DR and fire resistance	Abj	V	Reaction	Personal	1 round or until discharged	Target: You		
Web Bolt	Launch a bolt of webs at your target.	Conj	V,S	Standard	30 ft	1 min./level	Effect: fist-sized blob of webbing	Dex negates	
Windy Escape	As a reaction, respond to an attack by becoming windy and vaporous	Tran	V,S	Reaction	Personal	Instantaneous	Target: You		
Witch Bolt	Bolt of energy attached and can do damage each round (1d8 necrotic)	Evoc	V,S,M	Standard	30 ft	1 round / level (Con)	Target: One creature		X

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
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Ablative Barrier	Creates a magic barrier that increases AC and protects against instant death	Abj	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched		
Acid Arrow	Creates a magic arrow of acid, 2d4 dam / rd	Conj	V,S,M	Standard	400 ft	3 rounds	Effect: One arrow of acid	Spell Attack	
Adhesive Blood	You blood turns to glue that weapons stick to	Tran	V,S	Standard	Personal	5 minutes	Target: Caster	STR Negates	
Aggressive Thundercloud	Create a controllable cloud of lightning	Evoc	V,S,M,D F	Standard	200 ft	1 round / level	Effect: 5' diameter sphere	DEX negates	X
Animal Aspect	Gain the beneficial qualities of particular types of animals	Tran	V,S,M,D F	Standard	Personal	1 minute/level (Con)	Target: You	X	
Animate Dead	Turns bones or bodies of the dead into undead.	Necr	V,S,M	Standard (R)	Touch	Instantaneous	Target: Varies		
Arcana Disruption	This spell makes it difficult for the subject to cast arcane spells, use spell-like abilities, and use some abilities gran	Ench	V,S,M	Standard	30 ft	1 round/level	Target: One creature	INT negates	
Barkskin	Toughens a creatures skin, +2 to natural armor bonus.	Tran	V,S,DF	Standard	Touch	1 hour	Target: Living creature touched		
Blindness/Deafness	Causes blindness or deafness	Necr	V	Standard	120 ft	Permanent	Target: One living creature	CON negates	X
Blood Armor	Blood turns to iron on contact with air (+1 AC for each attack >= 5hp)	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: Caster		
Blood Blaze	Blood of creatures in target area ignite when wounded	Tran	V,S	Standard	Touch	1 round/level (D)	Target: Creature touched	CON negates	
Bloodbath		Necr	V,S,F	Standard	60 ft	1 minute (D)	Target: up to one living creature/level within ran	Con negates	
Brow Gasher	Create a bleeding wound in the head that impedes vision	Necr	V,S	Standard	Touch	1 round/level or until discharged	Target: One slashing melee weapon touched		
Burning Gaze	Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance	Evoc	V,S,M,D F	Standard	Personal	1 round/level	Target: You	CON negates	
Call Spirit	Cause incorporeal creatures to appear	Necr	V,S	Standard	120 ft	instantaneous	Target: all undead in range	None	
Caustic Mire	Sludge creates rough terrain and 1d6 acid damage.	Conj	V,S	Standard	200 ft	1 minute	Area: A 40-foot radius of sludge		
Control Undead	Charm or control undead	Necr	V,S,M	Standard	60 ft	1 day/level	Target: One undead creature	CHA Negates	X
Create Crawling Hand	Create an undead, severed hand	Necr	V,S,M,F	1 hr	0 ft	Instantaneous	Target: One severed hand	X	
Darkness	Creates magical darkness / Daylight	Evoc	V,DF,F	Standard	Touch	1 hour (D)	Target: Object touched		
Darkvision	Grants 60' darkvision (Sorcerer lv 0 = self only)	Tran	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched		
Defensive Shock	Electrical energy floods your body, shocking the next creature that touches you	Evoc	V,S,M	Standard	Personal	5 minutes	Target: You	X	

Dust of Twilight	Cause darkness to extinguish light sources and cause 2 points of fatigue	Conj	V,S,M	Standard	240 ft	Instantaneous	Target: Creatures and objects in a 10-foot spread	Con save	
Elemental Touch	Create a touch attack of a certain energy type	Evoc	V,S,M	Standard	Personal	1 minute	Target: You		
Enhance Ability	Enhance one ability score (+4)	Tran	V,S	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Escaping Ward	Grant extra mobility against larger creatures	Abj	V,S	Bonus	Personal	1 round/level	Target: You		
Euphoric Cloud	Create a cloud of intoxicating vapors	Conj	V,S,M	Standard	200 ft	1 round / level	Effect: fog spreads in 20 ft. radius, 20 ft high	CON negates	
False Life	Limited ability to avoid death (1d10+1 hp)	Necr	V,S,M	Standard	Personal	1 hour/level or until discharged	Target: You		
Fire Breath	Belch forth a cone of fire	Evoc	V,S,M,X P	Standard	15 ft	1 round/level	Target: 15 foot cone shaped burst	Dex half	
Fist of the Adder	Turn arms into a snake that can attack	Tran	V,S,M	Bonus	Self	1 minute (Con)	Target: Self	No	X
Flame Arrow	Turn ammunition into fiery projectiles	Tran	V,S,M	Standard	30 ft	1 hour	Target: Fifty projectiles, all of which must be in contact		
Flaming Sphere	Create a burning globe of fire that you can control (2d6 fire damage)	Evoc	V,S,M,D F	Standard	120 ft	1 round/level	Effect: 5-ft.-diameter sphere	DEX negates	X
Flickering Lights	You cause the illumination in the area to seem to flicker erratically, fluctuating between absolute darkness and bright light.	Evoc	V,S,M	1 rd	200 ft	1 minute	Area: Contiguous area consisting of four 10-foot squares		X
Flurry of Snowballs	You send a flurry of snowballs hurtling at your foes (4d6 damage)	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: cone-shaped burst	Dex half	
Force Anchor	You conjure an anchor of pure force that immediately skewers your target	Conj	V,S,M	Standard	120 ft	1 round / level	Effect: one anchor of force		
Frigid Touch	Your hand glows blue and delivers a frigid touch (4d6 cold damage + staggered for 1 round)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Gentle Repose	Preserve remains of a dead creature so that they do not decay.	Necr	V,S,M,D F	Standard (R)	Touch	One day/level	Target: Corpse touched		
Ghoul Touch	Paralyze a single living humanoid.	Necr	V,S,M	Standard	Touch	1d6+2 rounds	Target: Living humanoid touched	CON negates	
Glitterdust	A cloud of golden particles covers everyone, blinding and outlining invisible creatures.	Conj	V,S,M	Standard	120 ft	1 round/level (D)	Area: Creatures and objects within 10-ft.-radius	CON negates (blindness only)	
Gust of Wind	Create a blast of air affecting all in its path.	Evoc	V,S	Standard	60 ft	1 round	Effect: Line-shaped gust of severe wind emanating from a point	STR negates	X
Gusting Sphere	Create a sphere of wind that can move around that impedes movement.	Evoc	V,S	Standard	120 ft	1 round/level	Target: 5-ft.-diameter sphere of air	special	
Haunting Mists	Create a mist of shadowy images	Illu	V,S	Standard	60 ft	1 minute (D)	Effect: Cloud created in a 20-ft. radius	INT Negates	X
Heart of Metal	Give adamantite, cold iron, or silver property to a weapon	Tran	V,S,M	Standard	30 ft	10 minutes	Target: One weapon per level		

Heckle	Badger and nitpick a subject until his or her mood sours	Tran	V,S,M	Standard	200 ft	10 minutes	Target: 1 creature	CHA Negates	
Hidden Blades	Render target weapon or ammo invisible.	Illu	V,S,M	Standard	Touch	1 hour	Target: Weapon or ammunition touched	INT Negates	
Hold	Target is paralyzed and freezes in place.	Ench	V,S	Standard	120 ft	1 round/level (Con)	Target: One humanoid	CON negates	X
Ice Slick	Coat all surfaces in the area with ice, doing damage and impeding movement	Evoc	V,S	Standard	30 ft	Instantaneous	Area: 5' radius burst	Dex Partial	
Invisibility	Target becomes invisible	Illu	V,S,M,D F	Standard	Personal or Touch	10 minutes (Con)	Target: You or a creature or object weighing no m		X
Knock	Opens stuck, barred or locked doors or chests.	Tran	V	Standard	240 ft	Instantaneous; see text	Target: One door, box, chest, or other locked ob		
Levitate	Levitate you or an object.	Tran	V,S,F	Standard	30 ft	10 minutes (Con)	Target: You, one willing creature, or one object w		X
Locate	Sense the direction of a target	Div	V,S,DF,F	Standard	1000 ft	1 min./level	Area: Circle, centered on you, with a radius of 100		X
Magic Mouth	Create an enchanted mouth	Illu	V,S,M	Standard (R)	30 ft	Permanent, or until discharged	Target: One creature or object		
Mirror Image	Create illusory duplicates of yourself.	Illu	V,S	Standard	Personal	1 min./level	Effect: 5 illusory duplicates		
Misdirection	Misdirect information from divination spells.	Illu	V,S	Standard	60 ft	8 hours	Target: One creature or object, up to a 10-ft. cub	INT negates	
Molten Orb	Hurl a red-hot ball of molten metal as a splash weapon (2d6 fire, 1d6 splash + 1d6 for 1d3 rounds)	Evoc	V,S	Standard	60 ft	Instantaneous	Effect: a ball of molten metal		
Page-Bound Epiphany	You magically scour the world's libraries for information that might refresh your memory about a topic.	Div	V,S,F	1 rd	Personal	1 round/level (max 10)	Target: Caster		
Phantasmal Bonds	Make your target think they are bound	Illu	V,S,M	Standard (R)	60 ft	4 hours (D)	Target: one living creature	INT Negates	
Phantom Trap	Make an object seem trapped.	Illu	V,S,M	Standard (R)	Touch	Permanent	Target: Object touched		
Pilfering Hand	Create and control an invisible telekinetic force that can seize objects	Evoc	S	Standard	60 ft	maintained concentration	Target: One object		
Polymorph	Change your shape or others	Tran	V,S,M	Standard	Personal	1 hour (D)	Target: Self	0	X
Protection from Arrows	Damage reduction 10/magic v. ranged.	Abj	V,S,F	Bonus	Touch	8 hours	Target: Creature touched		
Protection from Energy	Protection from a type of energy	Abj	V,S,DF	Standard	Touch	1 hour, or until discharged	Target: Creature touched		X
Pyrotechnics	Turn fire into fireworks or smoke	Tran	V,S,M	Standard	500 ft	1d4+1 rounds, or 1d4+1 rounds after	Target: One fire source, up to a 20-ft. cube	CON negates	
Raven's Flight	Turn into a bird for one round	Tran	V	Bonus	Personal	1 round	Target: You		

Reloading Hands	Weapon with Load property loaded automatically	Conj	V,S	Standard	Touch	1 round/caster level (Con)	Target: Projectile weapon touched		
Returning Weapon	Thrown weapons return to thrower	Tele	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown		X
River Whip	Create a coil of water that functions as a whip	Conj	V,S	Standard	0 ft	1 minute/level or until discharged (D)	Effect: whip of water		
Rope Trick	Rope rises into an extradimensional space	Tran	V,S,M	Standard	Touch	1 hour/level (D)	Target: One touched piece of rope from 5 ft. t		
Scorch	A 30-foot line of flame (2d8 fire dmg)	Evoc	V,S,F	Standard	20 ft	Instantaneous	Area: a 20-foot line of fire	DEX Halves	X
Scorching Ray	Ray deals 3d6 fire damage.	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: One or more rays	Spell Attack to Hit	
See Invisibility	See Invisible creatures	Div	V,S,M	Standard	Personal	1 hour	Target: You		X
Shatter	Shatter objects	Evoc	V,S,M,D F	Standard	30 ft	Instantaneous	Target: 5-ft.-radius spread; or one solid obje	see text	
Siphon Death	When a creature dies nearby, your undead are healed.	Necr	V,S	Standard	60 ft	1 minute (Con)	Effect: necromantic aura that absorbs death and r		X
Slipstream	A wave carries your target, increasing movement	Conj	V,S,M,D F	Standard	Touch	1 hour (D)	Target: Creature touched		X
Spectral Hand	Hand allows you to deliver touch attacks from a distance.	Necr	V,S	Standard	120 ft	10 min.	Effect: One spectral hand		
Spell Gauge	Learn spells that your target knows	Div	V,S,F	Standard	60 ft	Instantaneous	Target: One creature	INT negates	
Spider Climb	Subject can climb as a spider does	Tran	V,S,M	Standard	Touch	1 hour	Target: Creature touched		
Steal Size	Opponent reduces in size while you enlarge	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One humanoid creature larger than you	Con negates	
Stone Call	Call a rain of dirt, gravel, and pebbles (2d6 bludgeoning)	Conj	V,S,DF	Standard	200 ft	1 round/level	Target: Cylinder (40-ft. radius, 20 ft. high)		
Stone Discus	Create a stone discus thrown at foe (4d6 damage)	Conj	V,S,M	Standard	60 ft	Instantaneous	Effect: one or more stone discuses		
Stone Throwing	Gain rock throwing and catching.	Tran	V,S,M	Standard	Touch	1 minute/level	Target: Creature touched		
Summon Swarm	Summon swarm to attack	Tele	V,S,M,D F	1 rd	120 ft	1 round / level (Con)	Effect: One swarm of bats, rats, or spiders		
Swap Image	Swap appearances with a target	Illu	V,S	Standard	Touch	1 hour (Con)	Target: one humanoid creature touched	INT Negates	
Telekinetic Volley	Cause an item to hover and launch at a foe	Tran	V,S	Standard	Touch	1 round/level or until discharged (D)	Target: Up to one touched object per level		
Thunderwave	Unleash a wave of sonic energy (2d6 dam)	Evoc	V	Standard	Self	Instantaneous	Target: A sonic wave centered on self	STR Halves	

Touch of Bloodletting	Cause existing wounds to bleed profusely	Necr	V,S	Standard	Touch	1 round / level	Target: Living creature touched	CON Negates	
Touch of Idiocy	Reduce target's mental facilities	Ench	V,S	Standard	Touch	10 min./level	Target: Living creature touched	INT Negates	
Twisted Innards	Your organs shift around, granting fail chance on sneak attack and criticals	Tran	V,S,M	Standard	Personal	1 minute/level	Target: You		
Twisted Space	Twist space causing melee attacks by target to affect a different target	Tran	V,S,M	Standard	30 ft	1 round	Target: One creature	STR negates	
Umbral Weapon	Dark trail of energy follows weapons, damaging enemies when you sometimes miss	Illu	V,S,M	Standard	Touch	1 round/level	Target: Melee weapon touched		
Vine Strike	Natural strikes do extra damage and entangle	Conj	V,S	Standard	Personal	1 min / level	Target: Caster	DEX Negates	
Vocalize	Cast spells without a vocal component	Abj	V	Standard (R)	Self	10 minutes	Target: Self		
Warding Weapon	A melee weapon floats in the air and defends you	Abj	V,S,F	Standard	Personal	1 minute	Target: You		
Web	Create a mass of webs	Conj	V,S,M	Standard	120 ft	1 hour (D)	Effect: Webs in a 20-ft.-radius spread	DEX negates	X
Whispering Wind	Send a message on the wind	Tran	V,S	Standard	1 mile/level	Until discharged	Area: 10-ft.-radius spread		

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Abjuration Steal	Steal an abjuration cast by another spellcaster.	Abj	V	Reaction	60 ft	Instantaneous	Target: One spellcaster	None	X
Air Breathing	Let's water-breathing creatures breathe air	Tran	V,S,M,D F	Standard	Touch	2 hours / level	Target: Living aquatic creatures touched		
Air Geyser	Create a powerful blast of air that can fling your opponent upward	Evoc	V,S	Standard	60 ft	Instantaneous	Target: One creature or object up to Large size	STR partial	
Aqueous Orb	You create a rolling sphere of churning water that can engulf those it strikes	Conj	V,S,M	Standard	120 ft	1 round/level	Area: 10-ft.-diameter sphere	STR	
Arcane Sight	Allows you to see magical auras and effects.	Div	V,S	Standard	Personal	10 minutes (D)	Target: You	None	X
Armor Lock	Make armor less moveable and effective	Tran	V,S,M	Standard	200 ft	1 round/level (Con)	Target: One armored creature	STR partial	
Bestow Curse	Inflict a curse on your target	Necr	V,S	Standard	Touch	Permanent	Target: Creature or object touched	WIS negates	X
Black Tentacles	Creates a field of rubbery black tentacles grabbing and crushing opponents.	Conj	V,S,M	Standard	240 ft	1 minute	Effect: a 10-foot long, rubbery black tentacle	Strength	
Blade Snare	Create a field that prevents enemies from pulling their blades back from your body	Abj	V,S	Standard	Personal	1 round / level	Target: Caster		

Blink	Blink back and forth between the material and ethereal plane making you harder to hit.	Tran	V,S	Standard	Personal	1 minute (D)	Target: You		
Bloody Arrows	Make arrows do bleed damage	Necr	V,S	Standard	60 ft	1 round / level	Target: One willing creature		
Cauterizing Weapon	Create a weapon that negates regeneration and fast healing	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One weapon or 50 projectiles, all of which		
Clairvoyance	Allows you to see or hear somewhere far away	Div	V,S,DF,F	10 min (R)	800 ft	10 minutes (Con)	Effect: Magical sensor		
Cloak of Winds	Create a cloak of wind around target that protects from wind and ranged attacks	Abj	V,S	Standard	60 ft	10 minutes	Target: One living creature		
Collaborative Thaumaturgy	You tap into the magical resonance between you and your allies to enhance one another's magic	Univ	V,S,F	Reaction	60 ft	Instantaneous	Target: One creature		
Conjure Carriage	You create a fine wooden carriage with whatever cosmetic embellishments you desire	Conj	V,S,M	1 rd	60 ft	1 hour / level (D)	Effect: one quasi-real carriage, horses, and driver		
Contagion	Inflict / cure disease.	Necr	V,S	Standard	Touch	Instantaneous	Target: Living creature touched	CON negates	
Continual Flame	A permanent flame springs forth from an object you touch.	Evoc	V,S,M	Standard	Touch	Permanent	Target: Object touched		
Dispel Magic	Dispel magic effects on an object, in an area, or used as a counterspell.	Abj	V,S	Standard (R)	30 ft	Instantaneous	Target: One spellcaster, creature, or object; or 20	X	
Displacement	Subject appears to be 2 feet away from true location (3/4 concealment).	Illu	V,M	Standard	Touch	1 minute (D)	Target: Creature touched		
Earthbind	You magnify the force of gravity for one flying creature, dragging it to the ground	Tran	V,S	Standard	120 ft	1 minute (Con)	Target: One flying creature	STR Negates	
Elemental Aura	This spell forms an aura of energy around you, damaging all those that come near you	Evoc	V,S	Standard	Personal	1 minute (Con)	Target: You	special	
Erode Defenses	Slowly erode DR and Natural Armor defenses	Tran	V,S	Standard	60 ft	1 round/level	Target: One creature	CON negates	
Eruptive Pustules	Your diseased skin causes 1d6 acid damage and sickens targets	Tran	V,S	Standard	Personal	10 minutes (D)	Target: Caster	Con partial	
Excruciating Deformation	Deform your target (2d6 nonlethal, 1 dex dam, 1 con damage, -10 speed per round)	Tran	V,S	Standard	Touch	1 round / level	Target: Creature Touched	Con partial	
Explosive Runes	Create mythic runes that do 6d6 damage	Abj	V,S	Standard	Touch	Permanent until discharged	Target: One touched object weighing no more	See text	
False Death	Put a creature into a state that resembles death	Necr	V,S	Standard (R)	Touch	1 hour	Target: 1 creature touched	None	
Fiery Cube	Creates a fiery cube you can control	Conj	V,S	Standard	60 ft	1 minute (Con)	Target: One 10' cube of fire	DEX halves	X
Find Fault	Instantly learn opponent's weaknesses	Div	V,S	Standard	200 ft	Instantaneous	Target: 1 creature		
Fire Trail	Flammable liquid oozes from your pores, dripping onto the ground and spontaneously combusting	Tran	V,S	Standard	Personal	1 minute	Effect: Trail of flame		

Fireball	Create a ball that explodes and burns all in the radius (8d6 fire damage)	Evoc	V,S,M	Standard	500 ft	Instantaneous	Area: 20-ft.-radius spread	DEX half	X
Fly	Fly at sp 60.	Tran	V,S,DF,F	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Force Punch	This spell charges your hand with telekinetic force (6d4 force damage + push)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature touched	STR partial	X
Gaseous Form	Subject and gear becomes insubstantial, misty and translucent.	Tran	S,M,DF	Standard	Touch	15 minutes (D)	Target: Willing corporeal creature touched		
Gloomblind Bolts	Create a bolt of negative energy infused with shadow pulled from the Shadow Plane (4d6 dam + blind)	Conj	V,S	Standard	120 ft	Instantaneous	Effect: one or more bolts of energy	Dex negates blindness	X
Hallucination	Create a hallucination in the minds of your targets	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Target: 1 creature / level within a 30-foot radius	INT Negates	X
Haste	Targets act faster than normal (mv action to attack; +1 to att, AC, and saves; mv increase by 30)	Tran	V,S,M	Standard	60 ft	1 minute (Con)	Target: Up to 6 creatures within range.	CON negates	
Heroism	Increases a players capacity to do heroic deeds	Ench	V,S	Standard	Touch	2 hours	Target: Creature touched		X
Instant Fake	You create an illusory duplicate of the target item	Illu	V,S,M	Standard	Touch	1 minute / level (Con)	Target: 1 object touched	INT disbelief	
Keen Edge	Makes an item magically keen.	Tran	V,S	Bonus	30 ft	1 hour	Target: One weapon or fifty projectiles, all of whi		
Lightning Bolt	Cast a lightning bolt (8d6 dam)	Evoc	V,S,M	Standard	120 ft	Instantaneous	Area: 120-ft. line	DEX half	X
Magic Circle	A line with powdered silver that protects from certain types of creatures.	Abj	V,S,M,DF	Standard	0 ft	24 hours	Effect: A protective line in the shape of a 10-foot		X
Minute Meteors	Create meteors (1/lvl) that deal 1d8 damage	Evoc	V,S,M,XP	Standard	120 ft	10 minutes or until used (D)	Effect: Small globes of fire (one per level)		
Misty Step	You teleport to a space you can see within 30 feet.	Tele	V,S,M,Special	Standard	Touch	Instantaneous	Target: One Living Creature	WIS Negates	X
Nauseating Trail	Create stinking cloud in a trail	Conj	V,S,M	Standard	240 ft	10 minutes	Target: One willing creature	none and Con negates	
Pellet Blast	Creates an explosion of conjured metal pellets (3d8 piercing)	Conj	V,S,M	Standard	30 ft	Instantaneous	Area: Cone shaped burst	Dex half	X
Phantom Steed	You conjure a large, quasi-real horselike creature	Conj	V,S	10 min	0 ft	8 hours (D)	Effect: One quasi-real, horselike creature		X
Psychic Leech	Give target fatigue and gain Str and Dex in return.	Ench	S	Standard	60 ft	1 minute/level (D)	Target: One living creature	CHA partial	
Rage	Rage as a barbarian	Ench	V,S	Bonus	120 ft	1 round/level (Con)	Target: Two willing creatures within 30' feet		X
Secret Page	Hide content on a page	Tran	V,S,M	10 min	Touch	Permanent	Target: Page touched		
Sepia Snake Sigil	Create a snake trap in written page	Conj	V,S,M	10 min	Touch	Permanent until discharged	Target: One touched book or written work	DEX negates	

Shrink Item	Shrink an nonmagical item	Tran	V,S	Standard	Touch	One week	Target: One touched object of up to 15 cu. Ft		X
Silver Darts	Shoot a cone of silver darts from your hand (8d6 piercing).	Conj	V,S,M	Standard	15 ft	Instantaneous	Area: cone-shaped burst	Dex half	X
Siphon Might	Drain STR from opponent and give it to an ally	Necr	V,S	1 rd	60 ft	1 round / level (Con)	Target: One creature	CON Half	
Sleet Storm	Sleet blocks sight, creates icy ground.	Conj	V,S,M,D F	Standard	500 ft	1 minute (Con)	Area: Cylinder (40-ft. radius, 20 ft. high)		
Soul Bind	Trap a soul in a gem	Necr	V,S,F	1 rd	60 ft	Permanent	Target: Dying or Dead Creature	WIS Negates	X
Stone Shape	Form a piece of stone by shape.	Tran	V,S,M,D F	Standard	Touch	Instantaneous	Target: Stone or stone object touched (medium		
Storm of Blades	Create floating swords that attack target.	Conj	V,S,M	Standard	60 ft	Instantaneous	Target: One creature		
Storm Step	Transport yourself a short distance, doing electricity damage to those in your way.	Tele	V	Standard	120 ft	Instantaneous	Target: You	Dex halves	X
Suggestion	Suggest of course of activity to target	Ench	V,M	Standard	30 ft	1 hour/level or until completed	Target: One living creature	CHA negates	X
Summon Celestial	Summons a celestial creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Summon Elemental	Summons an elemental	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Summon Fiend	Summons a fiendish creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Tidal Wave	A tidal wave 30 feet long	Conj	V,S,M	Standard	0 ft	Instantaneous	Effect: A wave of water strating in front of you a	STR Halves	
Tiny Hut	Create a small hut that protects you at camp	Evoc	V,S,M	Standard	20 ft	24 hours (D)	Effect: 20-ft.-radius sphere centered on your		
Tongues	Ability to speak and understand language	Div	V,M,DF	Standard	Touch	1 hour	Target: Creature touched		X
Trial of Fire and Acid	Target is covered in burning acid and fire (1d6 each per round)	Evoc	V,S	Standard	Touch	1 round/level	Target: Creature touched	Con half	
Vampiric Touch	Deal 2d6 necrotic and steal hp	Necr	V,S	Standard	Touch	Instantaneous/1 hour	Target: Living creature touched		X
Water Breathing	Breathe water	Tran	S,M,DF	Standard	Touch	2 hours/level	Target: Living creatures touched		
Waves of Blood	Wave of blood pushes foes from you and sickens them	Conj	V,S,M	Standard	30 ft	Instantaneous and 1 round	Area: Cone-shaped burst	Str / Con negates	
Wind Wall	An invisible curtain of wind appears	Evoc	V,S,M,D F	Standard	240 ft	1 minute (Con)	Effect: Wall up to 30 feet long and 15 feet high		X

LEVEL 4

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Absorbing Inhalation	Harmlessly inhale a cloud-like effect	Tran	V,S	Standard	60 ft	1 round / level	Target: One cloud-like effect within a 20' radius	see text	
Arcane Eye	Create a magical sensor that sends you visual information.	Div	V,S,M	10 min (R)	Unlimited	1 hour (D)	Effect: Magical sensor		
Ball Lightning	You create two globes of lightning that fly in whichever direction you indicate	Evoc	V,S,M,D F	Standard	120 ft	1 round/level	Effect: two or more 5-ft.-diameter spheres	DEX negates	X
Blade Thirst		Necr	V,S,M	Standard	Touch	See text	Target: A piercing or slashing weapon		
Blight	Withers one plant (1d6 nec. Per level)	Necr	V,S,DF	Standard	Touch	Instantaneous	Target: One plant touched	CON halves	
Confusion	Causes target(s) to become confused.	Ench	V,S,M	Standard	120 ft	1 round/level (Con)	Target: all creatures in a 15-foot radius	INT negates	X
Conjuration Foil	Create a resistance to teleportation effects	Abj	S	Reaction	240 ft	1 round	Area: 20-foot radius spread	WIS Partial	
Conjure Deadfall	You conjure a large metal cube covered in sharp spikes	Conj	V,S,M	Standard	240 ft	Instantaneous		DEX negates (special)	X
Control Person	Takes temporary control of a humanoid in range.	Ench	V,S	Standard	60 ft	1 minute (Con)	Target: One humanoid you can see in range	CHA Negates	X
Control Water	Raise or lower water on command	Tran	V,S,M	Standard	500 ft	10 minutes, concentration (Con)	Area: A volume of water no longer than 100 feet o	None	
Create Undead	Create an intelligent undead	Necr	V,S,M	1 hr	30 ft	Instantaneous	Target: One corpse		
Creation	Creates and unattended, nonmagical object of nonliving matter	Conj	V,S,M	1 min	0 ft	1 hour/level	Effect: Unattended, nonmagical object of non		X
Detonate	Create an explosion of energy from your body doing energy damage	Evoc	V,S,M	Standard	30 ft	1 round, then instantaneous	Area: 15' radius (primary), and 30' radius	DEX half	X
Dimension Door	Instantly transfer yourself to another spot in range.	Tele	V	Standard	500 ft	Instantaneous	Target: You and touched objects or other touched		
Dimensional Anchor	A ray that hits opponents prevents inter-dimensional travel.	Tele	V,S	Standard	120 ft	1 min./level	Effect: Ray		
Dismissal	Force an extraplanar creature back to it proper plane.	Tele	V,S,DF	Standard	30 ft	1 minute (Con)	Target: One extraplanar creature	WIS Negates	X
Dragon's Breath	Breathe out a blast of energy	Evoc	V,S,M	Standard	30 ft	Instantaneous	Effect: cone-shaped burst or line	DEX half	X
Enervation	Ray of negative energy that suppresses life force of living creatures.	Necr	V,S	Standard	30 ft	Instantaneous	Effect: Ray of necrotic energy		X
Fabricate	Convert material of one sort into an object	Tran	V,S,M	Special	30 ft	Instantaneous	Target: product(s) created from raw materi		
Field of Ghouls	Kill dying creatures nearby and turn them into ghouls	Necr	V,S	Standard	0 ft	Instantaneous	Area: 30-foot radius	CON Negates	X

Fire Shield	Ring of flame injures any who attack you (1d6+1/level)	Evoc	V,S,M,D F	Reaction	Personal	1 minute (Con)	Target: You		
Fire Trap	Create a trap that does 2d6 damage when triggered	Abj	V,S,M	10 min (R)	Touch	Permanent until discharged	Target: Object touched	DEX half	X
Firefall	Cause one fire source to erupt in a geyser of flame	Tran	V,S,M	Standard	800 ft	Instantaneous	Target: One fire source, up to a 20-foot cube	special	
Flash Forward	You cheat the laws of time and enter into combat before reverting back to your original position	Tele	V,S,F	Standard	Personal	Instantaneous	Target: Caster		
Globe of Invulnerability	Creates a magic resistant globe around you	Abj	V,S,M	Standard	10 ft	1 minute (Con)	Area: 10-ft.-radius spherical emanation, cen		X
Hallucinatory Terrain	Make natural terrain seem like another sort of terrain.	Illu	V,S,M	10 min	1000 ft	1 day	Area: terrain in a 10-foot diameter per level	INT disbelief (if interacted)	X
Ice Storm	Great magical hailstones pound down.	Evoc	V,S,M,D F	Standard	600 ft	1 minute (D)	Area: Cylinder (20-ft. radius, 40 ft. high)		
Illusion of Treachery	Create an illusion of a foe that performs the same action you do.	Illu	S,F	Standard	30 ft	1 round / level (D)	Target: One creature	INT Disbelief	X
Illusory Wall	Creates the illusion of a wall, floor, or ceiling.	Illu	V,S	Standard	30 ft	Permanent	Effect: Image 1 ft. by 10 ft. by 10 ft.	INT disbelief (if interacted)	
Insect Spies	Summon insetcs that act as spies	Tele	V,S,M	1 rd	60 ft	10 minutes / level (D)	Effect: three insect spies		
Phantasmal Killer	Create a phantasm of the subjects most terrible fear.	Illu	V,S	Standard	120 ft	1 minute (Con)	Target: One living creature	INT Negates	X
Resilient Reservoir	A resevoir fed by damage to you can be used to power your own abilities	Tran	V,S	Standard	Personal	1 round/ level	Effect: One magical well of energy		
Resilient Sphere	Globe surrounds creature.	Evoc	V,S,M	Standard	30 ft	10 minutes (Con)	Effect: 10-foot diameter sphere, centered around	DEX negates	
River of Wind	Create a line of wind away from you	Evoc	V,S	Standard	120 ft	1 round/level (D)	Area: 120 ft. line	STR partial	
Secure Shelter	Conjure a sturdy cottage	Conj	V,S	10 min	30 ft	24 hours (D)	Effect: 20-ft.-square structure		
Sending	Contact a creature you are familiar with	Evoc	V,S,M,D F	10 min	See text	1 round	Target: One creature		X
Shadow Conjuraton	Create a shadow creature that mimics the real one in spellcasting	Illu	V,S	Standard	See text	See text	Effect: See text	INT disbelief (if interacted)	X
Shout	You emit an ear-splitting yell that deafens and damages	Evoc	V	Standard	30 ft	Instantaneous	Area: Cone-shaped burst	CON partial or DEX negates (X
Stoneskin	Subject gains damage reduction 10/adamantine	Abj	V,S,M	Standard	Touch	2 hours	Target: Creature touched		X
Symbol	Create one symbol that functions as a magical trap.	Abj	V,S,M	10 min (R)	0 ft	See Text	Effect: One Symbol	Varies	X
Telepathy	Forge a telepathic bond among willing creatures	Div	V,S,M	Standard	120 ft	2 hours (D)	Target: You plus one 5 willing creatures, no two		X

Transplant Visage	Flay the face of the dead and take it as your own.	Tran	V,S,M	1 rd	Personal	Permanent	Target: You		
Vitriolic Mist	Mist makes attackers take 1d6+1/level acid damage	Evoc	V,S,M	Standard	Personal	1 round / level (D)	Target: Caster		
Vomit Twin	Vomit up an identical twin of yourself.	Conj	V,S	Standard	Personal	1 round/level	Effect: creates one ooze duplicate of the caster		
Wall of Fire	Create a wall of fire	Evoc	V,S,M,D F	Standard	120 ft	1 minute (Con)	Effect: Opaque sheet of flame 20' high and up to		X
Wall of Ice	Create a plane of ice	Evoc	V,S,M	Standard	120 ft	10 min. (Con)	Effect: Anchored plane of ice, up to forty 5-ft. squa	STR negates	X
Ward Shield	Enchant shield to protect against hostile spells (10 + caster level spell resistance)	Abj	V,S	Standard	Touch	10 minutes	Target: Shield touched		

LEVEL 5

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Acidic Spray	Creates a spray of highly caustic acid	Conj	V,S,M	Standard	0 ft	Instantaneous	Area: 60-foot line of acid	DEX halves	X
Animal Growth	Animals grow to 2x their normal size and 8x normal weight	Tran	V,S	Standard	240 ft	10 minutes	Target: 5 animals, none of which can be more th	CON Negates	X
Augmenting Wall	Create a wall of energy that adds 1d6 dam to weapons that pass through it	Evoc	V,S	Standard	120 ft	5 rounds	Effect: 20-ft.-high wall of energy whose area is up		X
Banishing Blade	Create a weapon that has the power to knock people back	Tele	V,S	Standard	60 ft	1 round/level or until discharged	Effect: one melee weapon	special	
Big Hand	Create a large hand that can block, hit, or move opponents	Evoc	V,S,F	Standard	120 ft	1 minute (Con)	Effect: 10-ft. hand		X
Blood Boil	Cause the blood of your opponent to boil slowly	Necr	V,S,M	Standard	Touch	3 rounds	Target: One living creature	CON negates	X
Break Enchantment	Frees victims from enchantments, transmutations, and curses.	Abj	V,S	1 min (R)	60 ft	Instantaneous	Target: Up to 10 creatures	Dispel Check (see descriptio	X
Call Outsider	Lure and trap an outsider	Tele	V,S	10 min (R)	60 ft	Instantaneous	Target: One extraplanar creature with 6 HD or les	CHA negates	X
Caustic Blood	Imbue your blood with corrosive acid	Tran	V,S,M	Standard	Personal	1 minute	Target: Caster	DEX half	X
Cone of Cold	Creates a cone of extreme cold (10d6 damage)	Evoc	V,S,M	Standard	60 ft	Instantaneous	Area: Cone-shaped burst	DEX half	X
Contact Other Plane	Send your mind to another plane of existence.	Div	V	10 min (R)	Personal	Maintained Concentration (Con)	Target: You		
Corrosive Consumption	With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target	Conj	V,S	Standard	Touch	3 rounds	Target: Creature touched		
Cruel Jaunt	Teleport to the location of a creature inflicted with a fear effect	Tele	V,S,M,D F	Standard	240 ft	1 minute (D)	Target: You		

Dominate	You can control the actions of any humanoid.	Ench	V,S,F	10 min	5 miles	1 day / level	Target: One Humanoid	CHA negates	X
Dream	You send a phanatasmal message to others in dreams.	Illu	V,S	1 min (R)	Unlimited	See text	Target: One living creature touched		X
False Vision	Give a false vision to any divination spell targeting the area	Illu	V,S,M	Standard (R)	Touch	1 hour/level (D)	Area: 40-ft.-radius emanation		
Feeblemind	INT and CHA drops to 1	Ench	V,S,M	Standard	120 ft	Instantaneous	Target: One creature	INT Negates	
Fire Snake	You create a sinuous line of flames that you may shape as desired	Evoc	V,S,M	Standard	60 ft	Instantaneous	Target: 60' long snake	Dex half	X
Geyser	Shoot a column of boiling water from a horizontal surface, knocking them over and causing damage.	Conj	V,S,M,D F	Standard	800 ft	Maintained Concentration + 1 r	Effect: spout of boiling water filling a 5 ft. squar	STR partial	
Legend Lore	Learn legend about important person, place or thing.	Div	V,S,M	10 min	Self	Instantaneous	Effect: knowledge about a single object		
Mage's Faithful Hound	Conjure a phantom watchdog	Conj	V,S,M	Standard	60 ft	1 hour/caster level or until discharged,	Effect: Phantom watchdog		
Mage's Private Sanctum	Create a space of complete privacy.	Abj	V,S,M	10 min	30 ft	24 hours (D)	Area: an area of 10-foot diameter per level		X
Magic Jar	Use a jar to posses nearby creature.	Necr	V,S,F	Standard	120 ft	1 hour/level or until you return to your b	Target: One creature	WIS negates	
Mind Fog	Fog weakens mental resitance.	Ench	V,S	Standard	120 ft	30 minutes and 2d6 rounds	Effect: Fog spreads in 20-ft. radius, 20 ft. high	INT negates	
Mislead	Become invisible and create a double of yourself	Illu	S	Standard	30 ft	Maintained Concentration + 3 r	Effect: You/one illusory double	INT disbelief (if interacted	
Nightmare	Send a hideos vision to your target.	Illu	V,S	10 min	Unlimited	Instantaneous	Target: One living creature	INT Negates	
Passwall	Create a passage through material	Tran	V,S,M	Standard	Touch	10 hours (D)	Effect: 5 ft. by 8 ft. opening,		X
Polymorph Creature	Change a target creature into an animal	Tran	V,S	Standard	Touch	1 minute (Con)	Target: one creature touched	CON and INT negate	
Prying Eyes	Create eyes which can scout for you	Div	V,S,M	1 min	One mile	12 hours (D)	Effect: Ten or more levitating eyes		X
Quest	Compel your target to fulfill a quest	Ench	V	1 rd	30 ft	One day/level or until discharged (D)	Target: One living creature with 7 HD or les	CHA negates	X
Rubberskin	Mitigate the effect of falling or bludgeoning damage.	Tran	V,S,M	Standard	Personal	10 minutes/level			
Scrying	See and hear creatures at a distance	Div	V,S,M,D F	1 hr (R)	See text	10 minutes (Con)	Effect: Magical sensor	WIS Negates	X
Secret Chest	Hide a chest on the Ethereal Plane	Tele	V,S,F	10 min (R)	See text	Sixty days	Target: One chest		
Shadow Evocation	Mimic evications with an illusion	Illu	V,S	Standard	See text	See text	Effect: See text	INT disbelief	X

Shadow Walk	Move through shadows	Illu	V,S	Standard	Touch	1 hour/level	Target: Creatures in physical contact when en	WIS negates	
Telekinesis	Move objects by concentrating on them.	Tran	V,S	Standard	500 ft	10 minutes (Con)	Target: Any under 1000 pounds	See text	
Teleport	Teleports you to destination	Tele	V	Standard	10 ft	Instantaneous			X
Transmute Rock to Mud	Change rock to mud, and vice versa	Tran	V,S,M,D F,XP	Standard	240 ft	Permanent	Area: Up to twenty 10-ft. cubes	See text	
Vampiric Shadow Shield	Create a shield that deals negative energy damage when hit by an opponent	Necr	V,S	Bonus	Personal	1 minute	Target: You		
Wall of Force	Create an invisible, invincible wall of force	Evoc	V,S,M	Standard	30 ft	1 minute (Con)	Effect: Wall whose area is up to forty 5-foot squa		X
Wall of Iron	Cause a flat wall of iron	Conj	V,S,M	Standard	120 ft	Permanent (D)	Effect: Iron wall whose area is up to sixteen 5-fo	See text	
Wall of Sound	Create a translucent wall of sourn.	Evoc	V,S,M	Standard	200 ft	Maintained Concentration + 1	Effect: translucent wall of sound up to 160 feet l		X
Wall of Stone	Create a wall of rock	Conj	V,S,M,D F	Standard	120 ft	Instantaneous	Effect: Stone wall whose area is up to 16 five-foot	See text	
Waves of Fatigue	Waves of energy cause fatigue.	Necr	V,S	Standard	0 ft	Instantaneous	Area: 30 foot cone	No	X
Wind Blades	Harden the air around you into blades that do damage against foes	Tran	V,S	Standard	Touch	1 round/level	Target: Creature touched	STR negates	
Wreath of Blades	Create a spinning wreate of blades that protects you.	Abj	V,S,F	Standard	Personal	1 round/level	Target: You	DEX half	X

LEVEL 6

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Analyze Dweomer	Discern spells and magical properties in creatures or objects.	Div	V,S,F	Standard (R)	60 ft	1 minute (Con)	Target: 10 objects or creatures	WIS negates	
Animate Objects	Imbue inanimate objects with mobility and a semblance of life	Tran	V,S	Standard	240 ft	1 minute	Target: Up to 5 small objects		X
Antimagic Field	An invisible barrier prevents magic within its borders.	Abj	V,S,M	Standard	Personal	2 hours (D)	Area: 10-ft.-radius emanation, centered on		
Borrowed Time	Borrow from the future to gain an extra bonus action as the expense of Constitution	Tran	V,S	Standard	Personal	1 round/level (D)	Target: You		
Chain Lightning	Deals arcs of lightning starting from the primary target (12d6 dam) and hitting secondary ones (half dam).	Evoc	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary	DEX half	X
Chains of Fire	Create a chain of fire (like chain lightning)	Evoc	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary	DEX half	X
Circle of Death	Snuffs out the life force of living creatures, killing them instantly (1d4 HD / level)	Necr	V,S,M	Standard	120 ft	Instantaneous	Area: Several living creatures within a 40-ft.-	CON negates	

Contingency	Have a spell come into effect once a certain condition is met.	Evoc	V,S,M	10 min	Personal	One day/level or until discharged (D)	Target: You		
Decapitate	Boost damage of a slashing weapon, threatening decapitation	Evoc	V,S,F	Reaction	30 ft	Instantaneous	Target: One creature with a discernable head	Con	Partial
Dimensional Blade	Turn a melee weapon into a 2D object	Tran	V,S	Bonus	Personal	1 round	Target: You		
Disintegrate	Create a ray that does 24d6 dam, disintegrating creatures that reach 0 hp.	Tran	V,S,M,D F	Standard	120 ft	Instantaneous	Effect: Ray	CON	Partial
Eyebite	Waves of evil power weaken opponents.	Necr	V,S	Bonus	Personal	1 round per three levels	Target: Self		Varies
Fluid Form		Tran	S,M	Standard	Personal	10 minutes	Target: Caster		X
Freezing Sphere	Creates a frigid globe of cold energy (10' burst, 12d6 dam)	Evoc	V,S,F	Standard	500 ft	See text	Effect: See text	DEX half	X
Guards and Wards	Create magical wards to defend your stronghold.	Abj	V,S,M	30 min (R)	See text	2 hours/level	Area: Up to 200 sq. ft./level	See text	
Impart Mind	Grant temporary intelligence in a magic item	Tran	V,S,M	2 rds	Touch	24 hours	Target: Permanent nonintelligent magic ite		
Lash of the Astradaemon	Grow demon claws for natural attacks	Necr	V,S	Standard	Personal	1 minute	Target: You		
Move Earth	Moves earth.	Tran	V,S,M	Special	800 ft	Instantaneous	Area: Dirt in an area up to 750 ft. square and up t		
Petrify	Turn flesh to stone, or stone to flesh	Tran	V,S,M	Standard	120 ft	Instantaneous	Target: One petrified creature or a cylinder of		
Project Image	Create a quasi-real version of yourself	Illu	V,S,M	Standard	240 ft	1 minute (Con)	Effect: One shadow duplicate	INT disbelief (if interacted	
Scatter	Scatter 5 creatures around you	Tele	V	Standard	30 ft	Instantaneous	Target: Five creatures in range	WIS Negates	
Sirocco	Create a blast of hot air (4d6+1/lv fire), knocks targets prone, and inflicts fatigue.	Evoc	V,S,M,D F	Standard	200 ft	1 minute (Con)	Area: cylinder (20-ft. radius, 60 ft. high)	STR partial, see text	
Transformation	Transform into a great fighter	Tran	V,S,M	Bonus	Personal	1 minute	Target: You		
Triggered Illusion	Create an illusion that remains dormant until triggered	Illu	V,S	Standard	60 ft	permanent until triggered	Effect: Visual figment that cannot be larger tha	INT Negates	
True Seeing	Ability to see things as they actually are.	Div	V,S,M	Standard	Touch	10 minutes (Con)	Target: Creature touched		
Undeath to Death	Destroys Undead	Necr	V,S,M,D F	Standard	120 ft	Instantaneous	Area: Several undead creatures within a 40-ft.-	WIS negates	

LEVEL 7

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
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Caustic Eruption	Eruption of acid causes 50 hp (+25 next round)	Conj	V,S	Standard	30 ft	Instantaneous and 2 rounds	Area: 30 foot radius burst	Dex half
Control Weather	Change the weather in your local area.	Tran	V,S	10 min	2 miles	4d12 hours	Area: 2-mile-radius circle, centered on you	
Create Demiplane	Create a demiplane of your own	Conj	V,S,F	2 hr	0 ft	1 day / level	Effect: extradimensional demiplane	X
Etherealness	Allows short travel through the ethereal plane	Tran	V,S	Standard	Personal	1 round/level (D)	Target: You	X
Finger of Death	Slay one creature (3d6+1/level necr. Dam on save)	Necr	V,S	Standard	60 ft	1 minute (Con)	Target: One living creature	CON negates
Forcecage	Create an indestructible cage	Evoc	V,S,M	Standard	30 ft	18 hours (D)	Area: Barred cage (20-ft. cube) or windowless cell	
Instant Summons	You call a nonliving item directly to your hand.	Tele	V,S,M	Standard	See text	Permanent until discharged	Target: One object weighing 10 lb. or less w	
Mage's Magnificent Ma	Conjure a extradimensional mansion.	Conj	V,S,F	Standard	60 ft	2 hours/level (D)	Effect: Extradimensional mansion, up to fifty 10-ft	
Mage's Sword	Create a sword-like plane of force.	Evoc	V,S,F	Standard	30 ft	2 minutes (D)	Effect: One sword	
Magnetic Field	Create a magnetic field around you that draw in metal objects	Abj	V,S	Standard	30 ft	1 minute (Con)	Area: 30-ft.-radius emanation	Dex negates
Phase Door	Create an ethereal passage through material	Tele	V	Standard	0 ft	One usage per two levels	Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep +	X
Plane Shift	Move to another plane.	Tele	V,S,F	Standard (R)	Touch	Instantaneous	Target: Creature touched, or up to eight w	WIS negates
Power Word Blind	Blinds opponent (no save)	Ench	V	Standard	60 ft	See text	Target: One creature with 200 hp or less	
Prismatic Spray	Seven beams of light with different effects	Evoc	V,S	Standard	60 ft	Instantaneous	Area: Cone-shaped burst	See text
Repulsion	Field prevents creatures from approaching.	Abj	V,S,DF,F	Standard	120 ft	1 minute (Con)	Area: Up to 120-ft.-radius emanation center	STR negates
Reverse Gravity	Reverses gravity	Tran	V,S,M,D F	Standard	240 ft	1 minute (Con)	Area: Up to eight 10-ft. cubes	
Sequester	Prevent divination and cause invisibility	Abj	V,S,M	Standard	Touch	One day / level	Target: One willing creature or object touch	
Simulacrum	Create an illusionary duplicate of any creature	Illu	V,S,M	12 hrs	0 ft	Instantaneous	Effect: One duplicate creature	
Spell Turning	Spells and spell-like effects are turned back on caster.	Abj	V,S,M,D F	Standard	Personal	Until expended or 10 min./level	Target: You	
Statue	Subject can turn to and from a stone statue at will	Tran	V,S,M	1 rd	Touch	1 hour/level (D)	Target: Creature touched	
Vortex	Create a whirlpool in a body of water	Evoc	V,S,M,D F	Standard	1000 ft	1 round / level (D)	Effect: whirlpool 50 ft. deep, 30 ft. wide at top,	Dex negates

LEVEL 8

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Antipathy / Sympathy	Cause an object or location to repel a specific kind of intelligence creature.	Ench	V,S,M	1 hr	60 ft	10 Days (D)	Target: A target item or location	CHA Partial, see descriptio	
Binding	Creates a magical restraint to hold a creature.	Ench	V,S,M	1 min	60 ft	permanent (D)	Target: One living creature	WIS Negates	
Clone	Makes a duplicate of yourself that you can inhabit if you die.	Necr	V,S,M,F	10 min	0 ft	Instantaneous	Effect: One clone		
Curse of Night	Curse the ground with endless night	Evoc	V,S,F	10 min	Touch	Permanent (D)	Area: 1-mile radius emanating from the touc		
Dimensional Lock	Prevents intradimensional travel in the area.	Tele	V,S	Standard	120 ft	Two Weeks	Area: 20-ft.-radius emanation centered on a		
Discern Location	Locate an object you have touched or a creature you have seen	Div	V,S,DF	10 min	Unlimited	Instantaneous	Target: One creature or object		
Endless Slumber	Cause someone to slip into a comotose slumber for years	Ench	V,S,M	3 rds	30 ft	Permanent (D)	Target: One Object	CHA negates	
Enhance Demiplane	Enhance a demiplace you have created	Conj	V,S,M	Standard	0 ft	Instantaneous	Effect: one enhancement to a demiplane you are i		X
Horrid Wilting	Evaporates moisture from living creature (16d6 / 16d8 from water elementals and plants)	Necr	V,S,M	Standard	1000 ft	Instantaneous	Target: Living creatures, no two of which can be	CON half	X
Imprisonment	Imprison your target.	Tele	V,S,F	Standard	Touch	Permanent	Target: One Creature	WIS Negates	X
Iron Body	Transform body into living iron.	Tran	V,S,M,D F	Standard	Personal	1 min./level (D)	Target: You		
Irresistible Dance	Causes a target to break out into an irresistible dance	Ench	V	Standard	Touch	1d4+1 rounds	Target: Living creature touched		
Maze	Banish a subject to an extradimensional labyrinth	Tele	V,S	Standard	30 ft	See text	Target: One creature		
Mind Blank	Protection from effects on emotions or thoughts.	Abj	V,S	Standard	60 ft	24 hours	Target: One creature		
Moment of Prescience	Get a 6th sense in relation to yourself.	Div	V,S	Standard	Personal	24 hours, or until discharged	Target: You		
Orb of the Void	Create an orb that inflict life drain	Necr	V,S,M	Standard	60 ft	2 minutes (D)	Effect: 1-foot diameter sphere	Con negates	
Polar Ray	Ray does 16d6 cold damage.	Evoc	V,S,F	Standard	30 ft	Instantaneous	Effect: Ray		X
Power Word Stun	Instantly stun one creature	Ench	V	Standard	60 ft	See text	Target: One creature with 150 hp or less		
Prismatic Wall	Prismatic wall that protects you from attacks	Abj	V,S	Standard	60 ft	3 hours (D)	Effect: Multicolored wall up to 90 feet long, 30 fee	See text	X

Protection from Spells	+8 to saves against spells	Abj	V,S,M	Standard	Touch	3 hours	Target: Up to one creature touched per fou	
Scintillating Pattern	A twisting pattern of lights affects creatures	Illu	V,S,M	Standard	60 ft	Maintained Concentration + 2 r	Effect: Colorful lights in a 20-ft.-radius spread	
Screen	Create protection from scrying and direct observation	Illu	V,S	10 min	30 ft	24 hours	Area: Sixteen 30-ft. cubes	INT disbelief
Seamantle	Sheate yourself in a column of pure water	Conj	V,S,M	Standard	Personal	2 minutes	Target: Caster	
Sunburst	Globe of radiance blinds, does 6d6 damage.	Evoc	V,S,M,D F	Standard	500 ft	Instantaneous	Area: 80-ft.-radius burst	DEX partial
Teleportation Circle	Circle teleports you to set destination	Tele	V,M	10 min (R)	0 ft	3 hours	Effect: 5-ft.-radius circle that teleports those who	
Temporal Stasis	Place subject in suspended animation	Tran	V,S,M	Standard	Touch	Permanent	Target: Creature touched	CON negates
Vault	Create a mini demiplane that safely stores things	Tele	S	Standard	30 ft	1 hour	Target: One door	

LEVEL 9

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Astral Projection	Allows you to travel through the astral plane.	Tele	V,S,M	30 min	Touch	See text	Target: You plus 8 willing creatures	None, willing creatures only	
Clashing Rocks	Two colossal rocks smash target (70 hp damage, prone, buried)	Conj	V,S	Standard	1000 ft	Instantaneous	Effect: see text	Dex partial	
Cursed Earth	Curse the earth with famine, living death, or plague	Necr	V,S,M,D F	10 min	Touch	Permanent	Area: 1-mile radius emanating from the touc		
Fiery Body	You turn yourself into living flame.	Tran	V	Standard	Personal	1 minute / level	Target: You		
Foresight	Grants a powerful 6th sense about impending danger.	Div	V,S,M,D F	Standard	Personal	3 hours	Target: See text		
Gate	Create a connection with another plane and call a being through the gate .	Tele	V,S,F,XP	Standard (R)	120 ft	Instantaneous or (up to 1 round/level	Effect: See text		
Mage's Disjunction	All spells, effects, items are disjoined (as if dispelled)	Abj	V	Standard	60 ft	Instantaneous	Area: All magical effects and magic items within a	WIS negates	
Meteor Swarm	Shoot meteors at target	Evoc	V,S	Standard	800 ft	Instantaneous	Area: Four 40-ft.-radius spreads	None or DEX half	
Overwhelming Presence	Force creatures to prostrate before you	Ench	V,S,M	Standard	240 ft	1 minute	Target: One creature/level, no two of	CHA negates	
Power Word Kill	Instantly kills one creature <100 hp.	Necr	V	Standard	60 ft	Instantaneous	Target: One living creature with 100 hp or l		
Psychic Scream	Psychic scream that does 5d10+35 dam to 10 people.	Ench	S	Standard	90 ft	instantaneous	Target: Up to 10 creatures in range	INT Partial	

Shapechange	Change into another form	Tran	V,S,F	Standard	Personal	3 hours (D)	Target: You
Time Stop	Cause time to stop	Tran	V	Standard	Personal	1d4+1 rounds (apparent time)	Target: You
Tsunami	Summon a tsunami	Conj	V,S	Standard	1000 ft	5 rounds	Effect: 10-ft.-deep wave 10 ft. wide/level and 2 ft.
Winds of Vengeance	Surround yourself with a tornado	Evoc	V,S,DF	Standard	Personal	1 minute / level	Target: Caster
Wish	Alter reality	Univ	V,XP	Standard	See text	See text	Effect: See text See text
World Wave	Cause a wave of earth to destroy foes	Tran	V,S,DF	Standard	See text	See text	Effect: see text

Upheaval - Witch Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Audible Illusion	Create a sound that emanates from a specific location or general direction in range.	Illu	V,S	Standard	120 ft	maintained concentration + 3 ro	Effect: Illusionary sound including speech	INT Negates	X
Bestow Weapon Proficiency	Give weapon proficiency to target	Ench	V,S,M	Standard (R)	30 ft	10 minutes (D)	Target: One creature		
Blend	Cause you and your equipment to blend into your surroundings.	Illu	S	Standard	Personal	10 minutes/level	Target: You		
Blood Money	Use your blood as a costly material component	Tran	V,S	Bonus	0 ft	Instantaneous	Target: Caster		
Blood Necromancy	Heal your undead by wounding yourself	Necr	V,S,M	Standard	0 ft	Instantaneous	Effect: Necrotic Energy Transferred to all undead	None	
Burning Hands	Flame shoots from your fingertips (1d4 damage)	Evoc	V,S	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	DEX halves	
Celestial Healing	Grant fast healing with the blood of an outsider	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Charm	Make one target your trusted friend or ally.	Ench	V	Standard	30 ft	1 hour	Target: 1 humanoid	CHA negates	X
Chill Touch	Touch from your hand disrupts the life force of a creature (1d6 dam, 1 STR dam).	Necr	V,S	Standard	Touch	1 minute (Con)	Target: Creatures touched	CON (to avoid Strength Dam	
Cloud	Creates a block of cloud with different effects.	Conj	V,S	Standard	120 ft	Time varies	Effect: 20-ft. radius		X
Command	You give the subject a single command that he must obey.	Ench	V	Standard	30 ft	1 round	Target: One living creature	CHA Negates	X
Comprehend Languages	You read or understand languages you don't normally speak.	Div	V,S,M	Standard	Personal	10 min./level (Con)	Target: You		X
Countless Eyes	Grants all-around vision	Tran	V,S	Standard	Touch	1 hour / level	Target: One creature touched		
Cure Wounds	Heal or inflict 1d8+1 damage / spell level.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS Half	X
Dancing Lights	Create a group of phantom lights.	Evoc	V,S	Standard	120 ft	10 Minutes (D)	Effect: Up to four lights, all within a 10- ft.-radius		X
Death Knell	Get 1d8 hp and +2 STR from dying creature and cause it to die.	Necr	V,S	Standard	Touch	Special	Target: Living creature touched	CON Negates	
Detect	All you to detect various types of things in the world around you.	Div	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies	X
Disguise Item	Disguise one item as another	Illu	V,S	1 rd	Touch	1 hour / level	Target: one manufactured item touc	INT disbelief	

Disrupt Undead	A ray of positive energy that damages undead (1d6 damage)	Necr	V,S	Standard	Personal	1 minute (Con)	Target: Self		
Enlarge Person	Causes target to grow or shrink in size	Tran	V,S,M	1 rd	30 ft	1 min./level (D)	Target: One humanoid creature	CON negates	X
Fear	Targeted is frightened (level 3)	Illu	V,S	Standard	60 ft	1d4 rounds	Target: One living creature with 5 or fewer	WIS partial	X
Find Familiar	Summon a familiar as a companion	Tele	V,S,M	1 hr (R)	10 ft	Instantaneous	Effect: One summoned familiar		
Frightening Visage	Augment appearance to improve intimidation	Illu	V,S	Standard	Touch	1 hour or until dispelled	Target: creature touched		
Frostbite	Inflict nonlethal cold damage and fatigue on your target	Tran	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Hellish Rebuke	A creature that just damaged you is momentarily surrounded by hellish flames	Evoc	V,S	Reaction	60 ft	Instantaneous	Target: Creature who damaged you	DEX Save	
Hypnotism	Hypnotise creatures.	Ench	V,S	Standard	30 ft	Maintained Concentration	Target: One living creature	INT negates	
Ice-Bound Armor	Enhance armor to deal damage when you are hit.	Abj	V,S	Standard	Self	1 hour	Effect: Frost-Enhanced Armor	None	X
Identify	Spell determines magical properties of a single item.	Div	V,S,M	1 min (R)	Touch	Instantaneous	Target: One object		
Illusionary Duplicate	Create an illusory duplicate	Illu	V,S	Standard	0 ft	1 minute / level	Effect: a visual figment that resembles you	INT Negates	
Image	Create an illusion of an object.	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Effect: Visual figment that cannot extend beyo	INT Negates	X
Infernal Healing	You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1.	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Interrogation	Target takes damage if they don't answer your questions (2)	Necr	V,S	1 rd	Touch	10 minutes	Target: Creature touched	CON negates	X
Jury-Rig	Temporarily make a broken weapon usable	Tran	V,S,M	Standard	Touch	1 minute	Target: One broken object of up to 2 lbs./lev		
Light	Object glows like a torch.	Evoc	V,M,DF	Standard	Touch	1 Hour (D)	Target: Object touched		
Lock Gaze	Compel a target to look only at you, granting concealment to other creatures	Ench	V,S	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Long Arm	Increase reach by 5 feet	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Mage Armor	+4 armor bonus to AC	Conj	V,S,F	Standard	Touch	1 hour/level (D)	Target: Creature touched		
Mending	Quickly mend an item.	Tran	V,S	Standard	30 ft	Instantaneous	Target: One object		X
Message	Whisper messages with little chnace of being heard.	Tran	V,S,F	Standard	One mile	1 hour (D)	Target: One creature per level		

Mind Blast	You unleash a blast of mental energy	Evoc	S	Standard	60 ft	Instantaneous	Target: One Creature	Int Negates	
Mount	Summon a light horse or pony.	Tele	V,S,M	1 rd	30 ft	2 hours/level (D)	Effect: One mount		X
Mudball	Throw a mudball that causes blindness	Conj	V,S	Standard	60 ft	Instantaneous	Effect: Single fist-sized blob of sticky mud	DEX Negates	
Negative Reaction	Target's words and action fail to impress (-10 Deception, Persuasion and Intimidation)	Illu	S	Standard	60 ft	1 round/level	Target: One creature	CHA negates	
Neutralize Poison	Subject is temporarily immune to poison.	Tran	V,S	Standard	Touch	1 round	Target: Creature touched		X
Peacebound	Lock a weapon on its owners body	Abj	S	Standard	60 ft	10 minutes (Con)	Target: One sheathed or slung weapon	WIS negates	X
Poisoned Egg	Transform a normal egg into one filled with poison	Tran	V,S,DF	Standard	Touch	1 minute/level	Target: One egg		
Ray of Enfeeblement	Ray that drains strength	Necr	V,S	Standard	30 ft	5 min. (Con)	Effect: Ray		
Ray of Fatigue	Ray causes level 3 fatigue	Necr	V,S,M	Standard	30 ft	10 min (Con)	Effect: Ray	CON Partial	X
Scream	Your scream dazes and damages (1d6) a single target.	Evoc	V	Standard	60 ft	Instantaneous	Target: One creature	CON partial	X
Shadow Weapon	Crates a shadow weapon.	Illu	V,S	Bonus	0 ft	10 minutes	Effect: One Shadow Weapon		
Sleep	Put creatures to sleep	Ench	V,S,M	Standard	120 ft	10 minutes	Area: One or more living creatures within a 10-ft.-	CHA negates	X
Snowball	Conjure a projectile of snow dealing 1d6 cold damage and staggering opponent	Conj	V,S	Standard	30 ft	Instantaneous	Effect: One ball of snow and ice	CON partial	
Stabilize	Causing a dying creature to stabilize	Necr	V,S	Standard	30 ft	Instantaneous	Target: One creature	CON Negates	
Summon Animal	Summon natural creature	Tele	V,S,DF	Standard	60 ft	1 round/level	Effect: Summoned creatures		X
Summon Shadow	Summon an undead shadow	Necr	V,S	1 rd	60 ft	1 round / level	Effect: Summoned Shadow		X
Touch of Combustion	Cause a target to burst into flame (1d6 fire) and potentially keep burning	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	Special	
Unseen Servant	Create an invisible mindless servant	Conj	V,S,M	Standard	30 ft	1 hour/level	Effect: One invisible, mindless, shapeless serv		
Ventriloquism	Make your voice come from someplace else.	Illu	V,F	Standard	30 ft	1 min./level (D)	Effect: Intelligible sound, usually speech	INT disbelief (if interacted)	
Wave Shield	Create a shield of water that grants DR and fire resistance	Abj	V	Reaction	Personal	1 round or until discharged	Target: You		
Web Bolt	Launch a bolt of webs at your target.	Conj	V,S	Standard	30 ft	1 min./level	Effect: fist-sized blob of webbing	Dex negates	

Witch Bolt	Bolt of energy attached and can do damage each round (1d8 necrotic)	Evoc	V,S,M	Standard	30 ft	1 round / level (Con)	Target: One creature		X
LEVEL 2									
Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Adhesive Blood	You blood turns to glue that weapons stick to	Tran	V,S	Standard	Personal	5 minutes	Target: Caster	STR Negates	
Aggressive Thundercloud	Create a controllable cloud of lightning	Evoc	V,S,M,D F	Standard	200 ft	1 round / level	Effect: 5' diameter sphere	DEX negates	X
Animate Dead	Turns bones or bodies of the dead into undead.	Necr	V,S,M	Standard (R)	Touch	Instantaneous	Target: Varies		
Arcana Disruption	This spell makes it difficult for the subject to cast arcane spells, use spell-like abilities, and use some abilities gran	Ench	V,S,M	Standard	30 ft	1 round/level	Target: One creature	INT negates	
Aristocrat's Nightmare	Curse a creature so its touch lessens the value of coin it touches	Tran	V,S,M	Standard	Touch	1 hour / level	Target: Creature touched	WIS negates	
Augury	Can tell you whether a particular action will have good or bad results.	Div	V,S,M	1 min (R)	Personal	Instantaneous	Target: You		
Blindness/Deafness	Causes blindness or deafness	Necr	V	Standard	120 ft	Permanent	Target: One living creature	CON negates	X
Blood Armor	Blood turns to iron on contact with air (+1 AC for each attack >= 5hp)	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: Caster		
Blood Blaze	Blood of creatures in target area ignite when wounded	Tran	V,S	Standard	Touch	1 round/level (D)	Target: Creature touched	CON negates	
Bloodbath		Necr	V,S,F	Standard	60 ft	1 minute (D)	Target: up to one living creature/level within ran	Con negates	
Burning Gaze	Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance	Evoc	V,S,M,D F	Standard	Personal	1 round/level	Target: You	CON negates	
Call Spirit	Cause incorporeal creatures to appear	Necr	V,S	Standard	120 ft	instantaneous	Target: all undead in range	None	
Caustic Mire	Sludge creates rough terrain and 1d6 acid damage.	Conj	V,S	Standard	200 ft	1 minute	Area: A 40-foot radius of sludge		
Control Undead	Charm or control undead	Necr	V,S,M	Standard	60 ft	1 day/level	Target: One undead creature	CHA Negates	X
Create Crawling Hand	Create an undead, severed hand	Necr	V,S,M,F	1 hr	0 ft	Instantaneous	Target: One severed hand		X
Enthrall	Hold a group spellbound once you get their attention.	Ench	V,S	1 rd	120 ft	1 hour	Target: Any number of creatures	CHA Negates	
Euphoric Cloud	Create a cloud of intoxicating vapors	Conj	V,S,M	Standard	200 ft	1 round / level	Effect: fog spreads in 20 ft. radius, 20 ft high	CON negates	
False Life	Limited ability to avoid death (1d10+1 hp)	Necr	V,S,M	Standard	Personal	1 hour/level or until discharged	Target: You		

Flurry of Snowballs	You send a flurry of snowballs hurtling at your foes (4d6 damage)	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: cone-shaped burst	Dex half	
Gentle Repose	Preserve remains of a dead creature so tha tthey do not decay.	Necr	V,S,M,D F	Standard (R)	Touch	One day/level	Target: Corpse touched		
Glitterdust	A cloud of golden particles covers everyone, blinding and outlining invisible creatures.	Conj	V,S,M	Standard	120 ft	1 round/level (D)	Area: Creatures and objects within 10-ft.-radi	CON negates (blindness onl	
Haunting Mists	Create a mist of shadowy images	Illu	V,S	Standard	60 ft	1 minute (D)	Effect: Cloud created in a 20-ft. radius	INT Negates	X
Heart of Metal	Give adamantine, cold iron, or silver property to a weapon	Tran	V,S,M	Standard	30 ft	10 minutes	Target: One weapon per level		
Hold	Target is paralyzed and freezes in place.	Ench	V,S	Standard	120 ft	1 round/level (Con)	Target: One humanoid	CON negates	X
Ice Slick	Coat all surfaces in the area with ice, doing damage and impeding movement	Evoc	V,S	Standard	30 ft	Instantaneous	Area: 5' radius burst	Dex Partial	
Levitate	Levitate you or an object.	Tran	V,S,F	Standard	30 ft	10 minutes (Con)	Target: You, one willing creature, or one object w		X
Molten Orb	Hurl a red-hot ball of molten metal as a splash weapon (2d6 fire, 1d6 splash + 1d6 for 1d3 rounds)	Evoc	V,S	Standard	60 ft	Instantaneous	Effect: a ball of molten metal		
Phantasmal Bonds	Make your target think they are boudn	Illu	V,S,M	Standard (R)	60 ft	4 hours (D)	Target: one living creature	INT Negates	
Polymorph	Change your shape or others	Tran	V,S,M	Standard	Personal	1 hour (D)	Target: Self	0	X
Raven's Flight	Turn into a bird for one round	Tran	V	Bonus	Personal	1 round	Target: You		
Returning Weapon	Thrown weapons return to thrower	Tele	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown		X
River Whip	Create a coil of water that functions as a whip	Conj	V,S	Standard	0 ft	1 minute/level or until discharged (D)	Effect: whip of water		
See Invisibility	See Invisible creatures	Div	V,S,M	Standard	Personal	1 hour	Target: You		X
Sickening Strikes	Creatures you strike are sickened for 1 minute (+1 fatigue)	Tran	V,S	Standard	Personal	1 minute	Target: You	CON negates	
Silence	Create silence in the spell radius	Illu	V,S	Standard	500 ft	10 minutes (Con)	Area: 20-ft.-radius emanation centered on a	WIS negates.	
Soothing Word	Lessen fear (1 level), fatigue (2 points), reduce paralyzation and stunn effects.	Ench	V,S	Standard	60 ft	Instantaneous	Target: One creature		
Spectral Hand	Hand allows you to deliver touch attacks from a distance.	Necr	V,S	Standard	120 ft	10 min.	Effect: One spectral hand		
Spell Gauge	Learn spells that your target knows	Div	V,S,F	Standard	60 ft	Instantaneous	Target: One creature	INT negates	
Status	Monitor the position and condition of comrades.	Div	V,S	Standard	Touch	1 hour/level	Target: One living creature touched per thr		

Steal Size	Opponent reduces in size while you enlarge	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One humanoid creature larger than you	Con negates	
Stone Discus	Create a stone discus thrown at foe (4d6 damage)	Conj	V,S,M	Standard	60 ft	Instantaneous	Effect: one or more stone discuses		
Summon Swarm	Summon swarm to attack	Tele	V,S,M,D F	1 rd	120 ft	1 round / level (Con)	Effect: One swarm of bats, rats, or spiders		
Swap Image	Swap appearances with a target	Illu	V,S	Standard	Touch	1 hour (Con)	Target: one humanoid creature touched	INT Negates	
Touch of Bloodletting	Cause existing wounds to bleed profusely	Necr	V,S	Standard	Touch	1 round / level	Target: Living creature touched	CON Negates	
Touch of Idiocy	Reduce target's mental facilities	Ench	V,S	Standard	Touch	10 min./level	Target: Living creature touched	INT Negates	
Twisted Innards	Your organs shift around, granting fail chance on sneak attack and criticals	Tran	V,S,M	Standard	Personal	1 minute/level	Target: You		
Umbral Weapon	Dark trail of energy follows weapons, damaging enemies when you sometimes miss	Illu	V,S,M	Standard	Touch	1 round/level	Target: Melee weapon touched		
Web	Create a mass of webs	Conj	V,S,M	Standard	120 ft	1 hour (D)	Effect: Webs in a 20-ft.-radius spread	DEX negates	X

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Air Geyser	Create a powerful blast of air that can fling your opponent upward	Evoc	V,S	Standard	60 ft	Instantaneous	Target: One creature or object up to Large size	STR partial	
Arcane Sight	Allows you to see magical auras and effects.	Div	V,S	Standard	Personal	10 minutes (D)	Target: You	None	X
Armor Lock	Make armor less moveable and effective	Tran	V,S,M	Standard	200 ft	1 round/level (Con)	Target: One armored creature	STR partial	
Bestow Curse	Inflict a curse on your target	Necr	V,S	Standard	Touch	Permanent	Target: Creature or object touched	WIS negates	X
Black Tentacles	Creates a field of rubbery black tentacles grabbing and crushing opponents.	Conj	V,S,M	Standard	240 ft	1 minute	Effect: a 10-foot long, rubbery black tentacle	Strength	
Bloody Arrows	Make arrows do bleed damage	Necr	V,S	Standard	60 ft	1 round / level	Target: One willing creature		
Clairvoyance	Allows you to see or hear somewhere far away	Div	V,S,DF,F	10 min (R)	800 ft	10 minutes (Con)	Effect: Magical sensor		
Collaborative Thaumaturgy	You tap into the magical resonance between you and your allies to enhance one another's magic	Univ	V,S,F	Reaction	60 ft	Instantaneous	Target: One creature		
Conjure Carriage	You create a fine wooden carriage with whatever cosmetic embellishments you desire	Conj	V,S,M	1 rd	60 ft	1 hour / level (D)	Effect: one quasi-real carriage, horses, and driv		
Crawling Eye	Your eye pops out, travels, and can be used to scout	Tran	V,S	Standard	Self	Instantaneous	Effect: 1 spidery eye		

Dispel Magic	Dispel magic effects on an object, in an area, or used as a counterspell.	Abj	V,S	Standard (R)	30 ft	Instantaneous	Target: One spellcaster, creature, or object; or 20		X
Erode Defenses	Slowly erode DR and Natural Armor defenses	Tran	V,S	Standard	60 ft	1 round/level	Target: One creature	CON negates	
Eruptive Pustules	Your diseased skin causes 1d6 acid damage and sickens targets	Tran	V,S	Standard	Personal	10 minutes (D)	Target: Caster	Con partial	
Excruciating Deformation	Deform your target (2d6 nonlethal, 1 dex dam, 1 con damage, -10 speed per round)	Tran	V,S	Standard	Touch	1 round / level	Target: Creature Touched	Con partial	
Find Fault	Instantly learn opponent's weaknesses	Div	V,S	Standard	200 ft	Instantaneous	Target: 1 creature		
Fly	Fly at sp 60.	Tran	V,S,DF,F	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Gloomblind Bolts	Create a bolt of negative energy infused with shadow pulled from the Shadow Plane (4d6 dam + blind)	Conj	V,S	Standard	120 ft	Instantaneous	Effect: one or more bolts of energy	Dex negates blindness	X
Hallucination	Create a hallucination in the minds of your targets	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Target: 1 creature / level within a 30-foot radius	INT Negates	X
Heroism	Increases a players capacity to do heroic deeds	Ench	V,S	Standard	Touch	2 hours	Target: Creature touched		X
Lightning Bolt	Cast a lightning bolt (8d6 dam)	Evoc	V,S,M	Standard	120 ft	Instantaneous	Area: 120-ft. line	DEX half	X
Minute Meteors	Create meteors (1/lvl) that deal 1d8 damage	Evoc	V,S,M,X P	Standard	120 ft	10 minutes or until used (D)	Effect: Small globes of fire (one per level)		
Nauseating Trail	Create stinking cloud in a trail	Conj	V,S,M	Standard	240 ft	10 minutes	Target: One willing creature	none and Con negates	
Psychic Leech	Give target fatigue and gain Str and Dex in return.	Ench	S	Standard	60 ft	1 minute/level (D)	Target: One living creature	CHA partial	
Rage	Rage as a barbarian	Ench	V,S	Bonus	120 ft	1 round/level (Con)	Target: Two willing creatures within 30' feet		X
Remove Curse	Remove a curse that inflicts the target	Abj	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		X
Remove Disease	Remove a disease that inflicts the target	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Sepia Snake Sigil	Create a snake trap in written page	Conj	V,S,M	10 min	Touch	Permanent until discharged	Target: One touched book or written work	DEX negates	
Silver Darts	Shoot a cone of silver darts from your hand (8d6 piercing).	Conj	V,S,M	Standard	15 ft	Instantaneous	Area: cone-shaped burst	Dex half	X
Sleet Storm	Sleet blocks sight, creates icy ground.	Conj	V,S,M,D F	Standard	500 ft	1 minute (Con)	Area: Cylinder (40-ft. radius, 20 ft. high)		
Soul Bind	Trap a soul in a gem	Necr	V,S,F	1 rd	60 ft	Permanent	Target: Dying or Dead Creature	WIS Negates	X
Speak with Dead	Allows you to speak with the dead	Necr	V,S,DF	10 min	10 ft	10 minutes (Con)	Target: One dead creature	WIS negates	

Storm Step	Transport yourself a short distance, doing electricity damage to those in your way.	Tele	V	Standard	120 ft	Instantaneous	Target: You	Dex halves	X
Suggestion	Suggest of course of activity to target	Ench	V,M	Standard	30 ft	1 hour/level or until completed	Target: One living creature	CHA negates	X
Summon Celestial	Summons a celestial creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Summon Elemental	Summons an elemental	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Summon Fiend	Summons a fiendish creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Tongues	Ability to speak and understand language	Div	V,M,DF	Standard	Touch	1 hour	Target: Creature touched		X
Trial of Fire and Acid	Target is covered in burning acid and fire (1d6 each per round)	Evoc	V,S	Standard	Touch	1 round/level	Target: Creature touched	Con half	
Vampiric Touch	Deal 2d6 necrotic and steal hp	Necr	V,S	Standard	Touch	Instantaneous/1 hour	Target: Living creature touched		X
Water Walk	Gain ability to walk on water	Tran	S,DF	Standard	Touch	1 hour (Con)	Target: One touched creature/level		
Waves of Blood	Wave of blood pushes foes from you and sickens them	Conj	V,S,M	Standard	30 ft	Instantaneous and 1 round	Area: Cone-shaped burst	Str / Con negates	

LEVEL 4

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Arcane Eye	Create a magical sensor that sends you visual information.	Div	V,S,M	10 min (R)	Unlimited	1 hour (D)	Effect: Magical sensor		
Blight	Withers one plant (1d6 nec. Per level)	Necr	V,S,DF	Standard	Touch	Instantaneous	Target: One plant touched	CON halves	
Confusion	Causes target(s) to become confused.	Ench	V,S,M	Standard	120 ft	1 round/level (Con)	Target: all creatures in a 15-foot radius	INT negates	X
Conjuration Foil	Create a resistance to teleportation effects	Abj	S	Reaction	240 ft	1 round	Area: 20-foot radius spread	WIS Partial	
Control Person	Takes temporary control of a humanoid in range.	Ench	V,S	Standard	60 ft	1 minute (Con)	Target: One humanoid you can see in range	CHA Negates	X
Creation	Creates and unattended, nonmagical object of nonliving matter	Conj	V,S,M	1 min	0 ft	1 hour/level	Effect: Unattended, nonmagical object of non		X
Death Ward	Subject is immune to death spells (reaction when cast on self only)	Necr	V,S,DF	Standard	Touch	10 min.	Target: Living creature touched		
Dimension Door	Instantly transfer yourself to another spot in range.	Tele	V	Standard	500 ft	Instantaneous	Target: You and touched objects or other touched		
Discern Lies	Tell whether a subject is lying or not.	Div	V,S,DF	Standard	30 ft	Up to 5 rounds (Con)	Target: 5 creatures	INT Negates	

Divination	Provides you with advice in reply to a question about a particular goal.	Div	V,S,M	10 min (R)	Personal	Instantaneous	Target: You		
Enervation	Ray of negative energy that suppresses life force of living creatures.	Necr	V,S	Standard	30 ft	Instantaneous	Effect: Ray of necrotic energy		X
Ice Storm	Great magical hailstones pound down.	Evoc	V,S,M,D F	Standard	600 ft	1 minute (D)	Area: Cylinder (20-ft. radius, 40 ft. high)		
Insect Spies	Summon insects that act as spies	Tele	V,S,M	1 rd	60 ft	10 minutes / level (D)	Effect: three insect spies		
Mark of Justice	Draw an indeible mark	Necr	V,S,DF	10 min	Touch	Permanent	Target: Creature touched		
Phantasmal Killer	Create a phantasm of the subjects most terrible fear.	Illu	V,S	Standard	120 ft	1 minute (Con)	Target: One living creature	INT Negates	X
Poison	Infect a subject with poison	Necr	V,S,DF	Standard	Touch	Instantaneous; see text	Target: Living creature touched	CON negates	
Resilient Reservoir	A reservoir fed by damage to you can be used to power your own abilities	Tran	V,S	Standard	Personal	1 round/ level	Effect: One magical well of energy		
Secure Shelter	Conjure a sturdy cottage	Conj	V,S	10 min	30 ft	24 hours (D)	Effect: 20-ft.-square structure		
Sending	Contact a creature you are familiar with	Evoc	V,S,M,D F	10 min	See text	1 round	Target: One creature		X
Symbol	Create one symbol that functions as a magical trap.	Abj	V,S,M	10 min (R)	0 ft	See Text	Effect: One Symbol	Varies	X
Telepathy	Forge a telepathic bond among willing creatures	Div	V,S,M	Standard	120 ft	2 hours (D)	Target: You plus one 5 willing creatures, no two		X
Transplant Visage	Play the face of the dead and take it as your own.	Tran	V,S,M	1 rd	Personal	Permanent	Target: You		
Wall of Gloom	Create a barrier of shadow that obscures vision and deters passage.	Illu	V,S,M,D F	Standard	120 ft	1 minute (Con)	Effect: Opaque wall of shadow 20' high and up to	special	

LEVEL 5

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Blood Boil	Cause the blood of your opponent to boil slowly	Necr	V,S,M	Standard	Touch	3 rounds	Target: One living creature	CON negates	X
Break Enchantment	Frees victims from enchantments, transmutations, and curses.	Abj	V,S	1 min (R)	60 ft	Instantaneous	Target: Up to 10 creatures	Dispel Check (see descriptio	X
Cone of Cold	Creates a cone of extreme cold (10d6 damage)	Evoc	V,S,M	Standard	60 ft	Instantaneous	Area: Cone-shaped burst	DEX half	X
Contact Other Plane	Send your mind to another plane of existence.	Div	V	10 min (R)	Personal	Maintained Concentration (Con)	Target: You		
Cruel Jaunt	Teleport to the location of a creature inflicted with a fear effect	Tele	V,S,M,D F	Standard	240 ft	1 minute (D)	Target: You		

Dominate	You can control the actions of any humanoid.	Ench	V,S,F	10 min	5 miles	1 day / level	Target: One Humanoid	CHA negates	X
Feeblemind	INT and CHA drops to 1	Ench	V,S,M	Standard	120 ft	Instantaneous	Target: One creature	INT Negates	
Legend Lore	Learn legend about important person, place or thing.	Div	V,S,M	10 min	Self	Instantaneous	Effect: knowledge about a single object		
Magic Jar	Use a jar to posses nearby creature.	Necr	V,S,F	Standard	120 ft	1 hour/level or until you return to your b	Target: One creature	WIS negates	
Mind Fog	Fog weakens mental resitance.	Ench	V,S	Standard	120 ft	30 minutes and 2d6 rounds	Effect: Fog spreads in 20-ft. radius, 20 ft. high	INT negates	
Nightmare	Send a hideos vision to your target.	Illu	V,S	10 min	Unlimited	Instantaneous	Target: One living creature	INT Negates	
Polymorph Creature	Change a target creature into an animal	Tran	V,S	Standard	Touch	1 minute (Con)	Target: one creature touched	CON and INT negate	
Prying Eyes	Create eyes which can scout for you	Div	V,S,M	1 min	One mile	12 hours (D)	Effect: Ten or more levitating eyes		X
Quest	Compel your target to fulfill a quest	Ench	V	1 rd	30 ft	One day/level or until discharged (D)	Target: One living creature with 7 HD or les	CHA negates	X
Reincarnate	Bring back a dead creature in another body	Necr	V,S,M,D F	10 min (R)	Touch	Instantaneous	Target: Dead creature touched		
Resurrection	Brings a dead creature back to life	Necr	V,S,Spe cial	1 min	Touch	Instantaneous	Target: One Humanoid		
Rubberskin	Mitigate the effect of falling or bludgeoning damage.	Tran	V,S,M	Standard	Personal	10 minutes/level			
Scrying	See and hear creatures at a distance	Div	V,S,M,D F	1 hr (R)	See text	10 minutes (Con)	Effect: Magical sensor	WIS Negates	X
Secret Chest	Hide a chest on the Ethereal Plane	Tele	V,S,F	10 min (R)	See text	Sixty days	Target: One chest		
Soul Switch	You and your familiar possess eachother	Necr	V,S,F	Standard	Touch	10 minutes/level	Target: You and your familiar		
Teleport	Teleports you to destination	Tele	V	Standard	10 ft	Instantaneous			X
Waves of Fatigue	Waves of energy cause fatigue.	Necr	V,S	Standard	0 ft	Instantaneous	Area: 30 foot cone	No	X
Wind Blades	Harden the air around you into blades that do damage against foes	Tran	V,S	Standard	Touch	1 round/level	Target: Creature touched	STR negates	
Wreath of Blades	Create a spinning wreate of blades that protects you.	Abj	V,S,F	Standard	Personal	1 round/level	Target: You	DEX half	X

LEVEL 6

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
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Analyze Dweomer	Discern spells and magical properties in creatures or objects.	Div	V,S,F	Standard (R)	60 ft	1 minute (Con)	Target: 10 objects or creatures	WIS negates	
Animate Objects	Imbue inanimate objects with mobility and a semblance of life	Tran	V,S	Standard	240 ft	1 minute	Target: Up to 5 small objects		X
Chain Lightning	Deals arcs of lightning starting from the primary target (12d6 dam) and hitting secondary ones (half dam).	Evoc	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary	DEX half	X
Eyebite	Waves of evil power weaken opponents.	Necr	V,S	Bonus	Personal	1 round per three levels	Target: Self	Varies	
Find the Path	Know the shortest path to a specified destination	Div	V,S,F	3 rds (R)	Personal	2 hours	Target: You or creature touched		
Guards and Wards	Create magical wards to defend your stronghold.	Abj	V,S,M	30 min (R)	See text	2 hours/level	Area: Up to 200 sq. ft./level	See text	
Harm	Deals 120 points of necrotic damage.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS half	X
Heal	Wipe away injury and afflictions.	Necr	V,S	Standard	Touch	Instantaneous	Target: Creature touched		X
Lash of the Astradaemon	Grow demon claws for natural attacks	Necr	V,S	Standard	Personal	1 minute	Target: You		
Petrify	Turn flesh to stone, or stone to flesh	Tran	V,S,M	Standard	120 ft	Instantaneous	Target: One petrified creature or a cylinder of		
Scatter	Scatter 5 creatures around you	Tele	V	Standard	30 ft	Instantaneous	Target: Five creatures in range	WIS Negates	
Share Skin	Possess the body of an animal	Necr	V,S	Standard	Touch	1 minute / level or until you return to y	Target: One animal touched	Wis negates	X
Slay Living	Slay one living creature	Necr	V,S	Standard	Touch	1 minute (Con)	Target: Living creature touched	CON partial	
Swarm Shape	Polymorph into a swarm	Tran	V,S	Standard	Self	1 hour or special (D)	Target: Self		
Transformation	Transform into a great fighter	Tran	V,S,M	Bonus	Personal	1 minute	Target: You		
Triggered Illusion	Create an illusion that remains dormant until triggered	Illu	V,S	Standard	60 ft	permanent until triggered	Effect: Visual figment that cannot be larger tha	INT Negates	
True Seeing	Ability to see things as they actually are.	Div	V,S,M	Standard	Touch	10 minutes (Con)	Target: Creature touched		

LEVEL 7

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Control Weather	Change the weather in your local area.	Tran	V,S	10 min	2 miles	4d12 hours	Area: 2-mile-radius circle, centered on you		
Create Demiplane	Create a demiplane of your own	Conj	V,S,F	2 hr	0 ft	1 day / level	Effect: extradimensional demiplane		X

Instant Summons	You call a nonliving item directly to your hand.	Tele	V,S,M	Standard	See text	Permanent until discharged	Target: One object weighing 10 lb. or less w		
Magnetic Field	Create a magnetic field around you that draw in metal objects	Abj	V,S	Standard	30 ft	1 minute (Con)	Area: 30-ft.-radius emanation	Dex negates	
Phase Door	Create an ethereal passage through material	Tele	V	Standard	0 ft	One usage per two levels	Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep +		X
Plane Shift	Move to another plane.	Tele	V,S,F	Standard (R)	Touch	Instantaneous	Target: Creature touched, or up to eight w	WIS negates	
Power Word Blind	Blinds opponent (no save)	Ench	V	Standard	60 ft	See text	Target: One creature with 200 hp or less		
Regenerate	Restores severed digits and heals	Tran	V,S,DF	3 rds	Touch	Instantaneous	Target: Living creature touched		
Umbral Strike	Bolt of energy (45 hp) ignores up to 1/2 cover, blinds	Necr	V,S,M	Standard	240 ft	1 minute	Target: 1 creature	Con partial	

LEVEL 8

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Antipathy / Sympathy	Cause an object or location to repel a specific kind of intelligence creature.	Ench	V,S,M	1 hr	60 ft	10 Days (D)	Target: A target item or location	CHA Partial, see descriptio	
Clone	Makes a duplicate of yourself that you can inhabit if you die.	Necr	V,S,M,F	10 min	0 ft	Instantaneous	Effect: One clone		
Curse of Night	Curse the ground with endless night	Evoc	V,S,F	10 min	Touch	Permanent (D)	Area: 1-mile radius emanating from the touc		
Discern Location	Locate an object you have touched or a creature you have seen	Div	V,S,DF	10 min	Unlimited	Instantaneous	Target: One creature or object		
Endless Slumber	Cause someone to slip into a comotose slumber for years	Ench	V,S,M	3 rds	30 ft	Permanent (D)	Target: One Object	CHA negates	
Enhance Demiplane	Enhance a demiplace you have created	Conj	V,S,M	Standard	0 ft	Instantaneous	Effect: one enhancement to a demiplane you are i		X
Horrid Wilting	Evaporates moisture from living creature (16d6 / 16d8 from water elementals and plants)	Necr	V,S,M	Standard	1000 ft	Instantaneous	Target: Living creatures, no two of which can be	CON half	X
Imprisonment	Imprison your target.	Tele	V,S,F	Standard	Touch	Permanent	Target: One Creature	WIS Negates	X
Irresistible Dance	Causes a target to break out into an irresistible dance	Ench	V	Standard	Touch	1d4+1 rounds	Target: Living creature touched		
Maze	Banish a subject to an extradimensional labyrinth	Tele	V,S	Standard	30 ft	See text	Target: One creature		
Mind Blank	Protection from effects on emotions or thoughts.	Abj	V,S	Standard	60 ft	24 hours	Target: One creature		
Moment of Prescience	Get a 6th sense in relation to yourself.	Div	V,S	Standard	Personal	24 hours, or until discharged	Target: You		

Power Word Stun	Instantly stun one creature	Ench	V	Standard	60 ft	See text	Target: One creature with 150 hp or less		
Stormbolts	Lightning streams from your body (70 hp + 1 round stun) and hit enemies in area	Evoc	V,S,M,D F	1 rd	0 ft	Instantaneous	Area: 30-foot radius, centered on you	Con partial	X
Teleportation Circle	Circle teleports you to set destination	Tele	V,M	10 min (R)	0 ft	3 hours	Effect: 5-ft.-radius circle that teleports those who		
Vault	Create a mini demiplane that safely stores things	Tele	S	Standard	30 ft	1 hour	Target: One door		

LEVEL 9

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Astral Projection	Allows you to travel through the astral plane.	Tele	V,S,M	30 min	Touch	See text	Target: You plus 8 willing creatures	None, willing creatures only	
Cursed Earth	Curse the earth with famine, living death, or plague	Necr	V,S,M,D F	10 min	Touch	Permanent	Area: 1-mile radius emanating from the touc		
Elemental Swarm	Summon elementals from the elemental plane.	Tele	V,S	10 min	240 ft	3 hours (D)	Effect: A group of elementals called from el		
Foresight	Grants a powerful 6th sense about impending danger.	Div	V,S,M,D F	Standard	Personal	3 hours	Target: See text		
Polar Midnight	Area becomes deadly cold (5d6 dam, 1d6 dex). Creatures must move or freeze in place.	Tran	V,S	Standard	60 ft	1 round / level	Effect: 30-foot spray	Con partial	
Power Word Kill	Instantly kills one creature <100 hp.	Necr	V	Standard	60 ft	Instantaneous	Target: One living creature with 100 hp or l		
Psychic Scream	Psychic scream that does 5d10+35 dam to 10 people.	Ench	S	Standard	90 ft	instantaneous	Target: Up to 10 creatures in range	INT Partial	
Storm of Vengeance	Create a storm with lightning damage, acid rain, hail, and other effects.	Conj	V,S	1 rd	500 ft	1 minute	Effect: 360-ft.-radius storm cloud	See text	

Upheaval - Wizard Spells

LEVEL 1

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Alarm	Create a mental of audible alarm once a warded area is entered.	Abj	V,S,F	Standard (R)	30 ft	8 hours	Area: 20-ft.-radius emanation centered on a		X
Alter Winds	Change the effect of natural wind in the area	Tran	V,S	Standard	120 ft	1 hour / level	Area: 10-foot radius	None	X
Animate Rope	Animate a nonliving ropelike object	Tran	V,S	Standard	120 ft	1 minute (D)	Target: One ropelike object, length up to 60 ft		
Arcane Lock	Creates a magical lock to help secure a door, chest, or portal	Abj	V,S	Standard (R)	30 ft	10 minutes	Target: The door, chest, or portal touched		X
Audible Illusion	Create a sound that emanates from a specific location or general direction in range.	Illu	V,S	Standard	120 ft	maintained concentration + 3 ro	Effect: Illusionary sound including speech	INT Negates	X
Bed of Iron	Make armor feels soft and comfortable	Necr	V,S,M	Standard (R)	Touch	8 hours	Target: you and up to 5 allies		
Bestow Weapon Proficiency	Give weapon proficiency to target	Ench	V,S,M	Standard (R)	30 ft	10 minutes (D)	Target: One creature		
Blend	Cause you and your equipment to blend into your surroundings.	Illu	S	Standard	Personal	10 minutes/level	Target: You		
Blood Money	Use your blood as a costly material component	Tran	V,S	Bonus	0 ft	Instantaneous	Target: Caster		
Blood Necromancy	Heal your undead by wounding yourself	Necr	V,S,M	Standard	0 ft	Instantaneous	Effect: Necrotic Energy Transferred to all undead	None	
Blur	Subject's outline becomes blurred making you harder to hit.	Illu	V	Standard	Touch	1 minute (D)	Target: Creature touched	INT Negates	
Burning Hands	Flame shoots from your fingertips (1d4 damage)	Evoc	V,S	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	DEX halves	
Celestial Healing	Grant fast healing with the blood of an outsider	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Charm	Make one target your trusted friend or ally.	Ench	V	Standard	30 ft	1 hour	Target: 1 humanoid	CHA negates	X
Chill Touch	Touch from your hand disrupts the life force of a creature (1d6 dam, 1 STR dam).	Necr	V,S	Standard	Touch	1 minute (Con)	Target: Creatures touched	CON (to avoid Strength Dam	
Cloud	Creates a block of cloud with different effects.	Conj	V,S	Standard	120 ft	Time varies	Effect: 20-ft. radius		X
Color Spray	A vivid cone of colors springs from your hand with varied effects.	Illu	V,S,M	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	INT Negates	
Comprehend Languages	You read or understand languages you don't normally speak.	Div	V,S,M	Standard	Personal	10 min./level (Con)	Target: You		X

Corrosive Touch	Your successful spell attack deals 1d4 points of acid damage per caster level	Conj	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		
Countless Eyes	Grants all-around vision	Tran	V,S	Standard	Touch	1 hour / level	Target: One creature touched		
Dancing Lights	Create a group of phantom lights.	Evoc	V,S	Standard	120 ft	10 Minutes (D)	Effect: Up to four lights, all within a 10- ft.-radius		X
Detect	All you to detect various types of things in the world around you.	Div	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies	X
Disguise	Disguise one or more people to look like someone else (same body type).	Illu	V,S	Standard	Personal	10 min./level	Target: You	INT Negates	X
Disguise Item	Disguise one item as another	Illu	V,S	1 rd	Touch	1 hour / level	Target: one manufactured item touc	INT disbelief	
Disrupt Undead	A ray of positive energy that damages undead (1d6 damage)	Necr	V,S	Standard	Personal	1 minute (Con)	Target: Self		
Endure Elements	Target suffers no harm from elements.	Abj	V,S,XP	Standard	Touch	24 hours	Target: Creature touched		
Enlarge Person	Causes target to grow or shrink in size	Tran	V,S,M	1 rd	30 ft	1 min./level (D)	Target: One humanoid creature	CON negates	X
Erase	Removes magical or mundane writing	Tran	V,S	Standard (R)	30 ft	Instantaneous	Target: One scroll or two pages	See text	
Expeditious Retreat	Base land speed increases by 30.	Tran	V,S	Bonus	Personal	10 min.	Target: You		
Fear	Targeted is frightened (level 3)	Illu	V,S	Standard	60 ft	1d4 rounds	Target: One living creature with 5 or fewer	WIS partial	X
Feather Fall	Targets fall slowly	Tran	V	Reaction	30 ft	Until landing or 1 round/level	Target: One Medium or smaller freefalling object		
Fiery Runes	A stream of fire sprays from your hand	Evoc	V,S	Standard	Touch	1 minute / level or until discharged	Target: Melee weapon touched		
Find Familiar	Summon a familiar as a companion	Tele	V,S,M	1 hr (R)	10 ft	Instantaneous	Effect: One summoned familiar		
Floating Disk	Create a disc that carried a lot of weight	Evoc	V,S,M	Standard	30 ft	1 hour / level	Effect: 3-ft.-diameter disk of force, 100 lbs / le		
Frightening Visage	Augment appearance to improve intimidation	Illu	V,S	Standard	Touch	1 hour or until dispelled	Target: creature touched		
Glue Seal	Cover a surface with sticky glue causing target to be stuck.	Conj	V,S	Standard	30 ft	1 minute / level	Target: One object or one 5 ft square		
Gravity Bow	Increase weight and density of projectiles causing them to do more damage.	Tran	V,S	Standard	Personal	1 minute/level (D)	Target: Caster		
Grease	Create a slippery floor of grease, or a slippery object	Conj	V,S,M	Standard	30 ft	1 round/level (D)	Target: One object or a 10-ft. square	See text	
Guardian Armor	Teleport your armor on to an ally	Tele	V,S,F	Reaction	30 ft	Instantaneous	Target: One willing creature		

Hideous Laughter	Afflicts subject with uncontrollable laughter.	Ench	V,S,M	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Hydraulic Push	A blast of water knocks over and soaks one creature or square	Evoc	V,S	Standard	30 ft	Instantaneous	Target: One creature or object		X
Hypnotism	Hypnotise creatures.	Ench	V,S	Standard	30 ft	Maintained Concentration	Target: One living creature	INT negates	
Identify	Spell determines magical properties of a single item.	Div	V,S,M	1 min (R)	Touch	Instantaneous	Target: One object		
Illusionary Duplicate	Create an illusory duplicate	Illu	V,S	Standard	0 ft	1 minute / level	Effect: a visual figment that resembles you	INT Negates	
Illusory Script	Write instructions like a suggestion.	Illu	V,S,M	1 min (R)	Touch	10 days (D)	Target: One touched object weighing no more	INT Negates	
Image	Create an illusion of an object.	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Effect: Visual figment that cannot extend beyo	INT Negates	X
Infernal Healing	You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1.	Necr	V,S,M	Standard	Touch	8 hours, or until dispelled	Target: Creature touched		X
Interrogation	Target takes damage if they don't answer your questions (2)	Necr	V,S	1 rd	Touch	10 minutes	Target: Creature touched	CON negates	X
Jump	+10 bonus to jump	Tran	V,S,M	Standard	Touch	5 minutes (Con)	Target: Creature touched		X
Jury-Rig	Temporarily make a broken weapon usable	Tran	V,S,M	Standard	Touch	1 minute	Target: One broken object of up to 2 lbs./lev		
Keep Watch	Enables the subjects to stand watch or keep vigil throughout the night without any ill effects	Ench	V,S	Standard	Touch	8 hours or less	Target: One creature touched		X
Light	Object glows like a torch.	Evoc	V,M,DF	Standard	Touch	1 Hour (D)	Target: Object touched		
Line In the Sand	Gain extra AoO based on your spellcasting ability bonus	Abj	V,S	Standard	Self	1 minute	Area: 10-ft. burst centered on you		
Lock Gaze	Compel a target to look only at you, granting concealment to other creatures	Ench	V,S	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates	
Long Arm	Increase reach by 5 feet	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: You		
Longshot	Increase increment of ranged weapons	Tran	V,S,M,D F	Standard	Personal	1 minute/level	Target: You		
Mage Armor	+4 armor bonus to AC	Conj	V,S,F	Standard	Touch	1 hour/level (D)	Target: Creature touched		
Magic Aura	Alter an item's aura	Illu	V,S,F	Standard	Touch	One day / level (D)	Target: One touched object weighing up to 10		
Magic Missile	Create a dart of magical energy	Evoc	V,S	Standard	120 ft	Instantaneous	Target: Up to five creatures, no two of whi		
Magic Weapon	Gives a weapon an enhancement bonus.	Tran	V,S,DF	Standard	Touch	10 minutes (Con)	Target: Weapon touched		X

Mending	Quickly mend an item.	Tran	V,S	Standard	30 ft	Instantaneous	Target: One object		X
Message	Whisper messages with little chnace of being heard.	Tran	V,S,F	Standard	One mile	1 hour (D)	Target: One creature per level		
Mirror Strike	Divide your attack between two opponents	Tran	V,S,M	Bonus	Personal	1 round, or until discharged	Target: You		
Monkey Fish	Your hands are better at climbing and swimming (10 climb and swim speed)	Tran	V,S	Standard	Personal	10 minutes (D)	Target: You		
Mount	Summon a light horse or pony.	Tele	V,S,M	1 rd	30 ft	2 hours/level (D)	Effect: One mount		X
Mudball	Throw a mudball that causes blindness	Conj	V,S	Standard	60 ft	Instantaneous	Effect: Single fist-sized blob of sticky mud	DEX Negates	
Negative Reaction	Target's words and action fail to impress (-10 Deception, Persuasion and Intimidation)	Illu	S	Standard	60 ft	1 round/level	Target: One creature	CHA negates	
Nondetection	Ward a creature or object from detection	Abj	V,S,M	Standard	Touch	12 hours	Target: Creature or object touched		X
Peacebound	Lock a weapon on its owners body	Abj	S	Standard	60 ft	10 minutes (Con)	Target: One sheathed or slung weapon	WIS negates	X
Perusal	Instantly understand the content of a book	Div	V,S	Standard	Touch	Instantaneous	Target: Book touched		
Poisoned Egg	Transform a normal egg into one filled with poison	Tran	V,S,DF	Standard	Touch	1 minute/level	Target: One egg		
Protection	Grants protection from a certain alignment type	Abj	V,S,M,D F	Standard (R)	Touch	1 min./level (D)	Target: Creature touched		X
Ray of Enfeeblement	Ray that drains strength	Necr	V,S	Standard	30 ft	5 min. (Con)	Effect: Ray		
Ray of Fatigue	Ray causes level 3 fatigue	Necr	V,S,M	Standard	30 ft	10 min (Con)	Effect: Ray	CON Partial	X
Ray of Frost	A ray of freezing air deals 1d6/level (max 3d6)	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: Ray		
Scream	Your scream dazes and damages (1d6) a single target.	Evoc	V	Standard	60 ft	Instantaneous	Target: One creature	CON partial	X
Shadow Bolt	Create a bolt of shadow energy (1d6 psychic/level, max 3d6)	Illu	V,S	Standard	60 ft	instantaneous	Effect: One quasi-real bolt of shadow energy	INT Negates	
Shadow Weapon	Crate a shadow weapon.	Illu	V,S	Bonus	0 ft	10 minutes	Effect: One Shadow Weapon		
Shield	Create a shield +4 AC	Abj	V,S	Reaction	Personal	1 minute (Con)	Target: You		
Shock Shield	Shield of electricity that gives +2 AC and deals 1d6 damage when dismissed.	Abj	V,S	Reaction	Personal	1 minute (Con)	Target: You		
Shocking Grasp	Electricity Damage (1d6)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched		

Sleep	Put creatures to sleep	Ench	V,S,M	Standard	120 ft	10 minutes	Area: One or more living creatures within a 10-ft.-	CHA negates	X
Snowball	Conure a projectile of snow dealing 1d6 cold damage and staggering opponent	Conj	V,S	Standard	30 ft	Instantaneous	Effect: One ball of snow and ice	CON partial	
Soul Healing	Heal undead with a soul gem.	Necr	V,S,M	Standard	Touch	Instantaneous	Target: one undead creature		X
Stabilize	Causing a dying creature to stabilize	Necr	V,S	Standard	30 ft	Instantaneous	Target: One creature	CON Negates	
Stone Fist	Transform fists into stone doing 1d6 damage and ignoring hardness less than 8	Tran	V,S,M	Standard	Personal	10 minutes (D)	Target: You		
Stone Shield	A 1-inch stone slab shield springs into place between you and a foe (+4 AC, +2 Dex saves)	Conj	V,S,DF	Reaction	0 ft	1 round	Effect: stone wall whose area is one 5-ft. square		
Summon Shadow	Summon an undead shadow	Necr	V,S	1 rd	60 ft	1 round / level	Effect: Summoned Shadow		X
Swift Girding	Immediately cause targets to don armor	Tran	V,S,F	Standard	60 ft	Instantaneous	Target: One willing creature/level		
Thunderstomp	Use magical force to trip opponents	Evoc	V,S	Bonus	60 ft	Instantaneous	Target: One creature		X
Touch of Combustion	Cause a target to burst into flame (1d6 fire) and potentially keep burning	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	Special	
Touch of the Sea	Grant swim 30, +8 on swim checks.	Tran	V,S,M	Standard	Touch	1 min / level	Target: Creature touched		
True Strike	Get advantage on next attack	Div	V,F	Standard	Personal	1 minute (Con)	Target: You		
Unseen Servant	Create an invisible mindless servant	Conj	V,S,M	Standard	30 ft	1 hour/level	Effect: One invisible, mindless, shapeless serv		
Ventriloquism	Make your voice come from someplace else.	Illu	V,F	Standard	30 ft	1 min./level (D)	Effect: Intelligible sound, usually speech	INT disbelief (if interacted)	
Wave Shield	Create a shield of water that grants DR and fire resistance	Abj	V	Reaction	Personal	1 round or until discharged	Target: You		
Web Bolt	Launch a bolt of webs at your target.	Conj	V,S	Standard	30 ft	1 min./level	Effect: fist-sized blob of webbing	Dex negates	
Windy Escape	As a reaction, respond to an attack by becoming windy and vaporous	Tran	V,S	Reaction	Personal	Instantaneous	Target: You		
Witch Bolt	Bolt of energy attached and can do damage each round (1d8 necrotic)	Evoc	V,S,M	Standard	30 ft	1 round / level (Con)	Target: One creature		X

LEVEL 2

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Ablative Barrier	Creates a magic barrier that increases AC and protects against instant death	Abj	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched		

Acid Arrow	Creates a magic arrow of acid, 2d4 dam / rd	Conj	V,S,M	Standard	400 ft	3 rounds	Effect: One arrow of acid	Spell Attack	
Adhesive Blood	You blood turns to glue that weapons stick to	Tran	V,S	Standard	Personal	5 minutes	Target: Caster	STR Negates	
Aggressive Thundercloud	Create a controllable cloud of lightning	Evoc	V,S,M,D F	Standard	200 ft	1 round / level	Effect: 5' diameter sphere	DEX negates	X
Animal Aspect	Gain the beneficial qualities of particular types of animals	Tran	V,S,M,D F	Standard	Personal	1 minute/level (Con)	Target: You		X
Animate Dead	Turns bones or bodies of the dead into undead.	Necr	V,S,M	Standard (R)	Touch	Instantaneous	Target: Varies		
Arcana Disruption	This spell makes it difficult for the subject to cast arcane spells, use spell-like abilities, and use some abilities gran	Ench	V,S,M	Standard	30 ft	1 round/level	Target: One creature	INT negates	
Blindness/Deafness	Causes blindness or deafness	Necr	V	Standard	120 ft	Permanent	Target: One living creature	CON negates	X
Blood Armor	Blood turns to iron on contact with air (+1 AC for each attack >= 5hp)	Tran	V,S	Standard	Personal	10 minutes (Con)	Target: Caster		
Blood Blaze	Blood of creatures in target area ignite when wounded	Tran	V,S	Standard	Touch	1 round/level (D)	Target: Creature touched	CON negates	
Blood Transcription	Learn what a dead spellcaster knows by consuming a pint of his blood	Div	V,S	Standard	Touch	24 hours	Target: One dead spellcaster		
Bloodbath		Necr	V,S,F	Standard	60 ft	1 minute (D)	Target: up to one living creature/level within ran	Con negates	
Brow Gasher	Create a bleeding wound in the head that impedes vision	Necr	V,S	Standard	Touch	1 round/level or until discharged	Target: One slashing melee weapon touched		
Burning Gaze	Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance	Evoc	V,S,M,D F	Standard	Personal	1 round/level	Target: You	CON negates	
Call Spirit	Cause incorporeal creatures to appear	Necr	V,S	Standard	120 ft	instantaneous	Target: all undead in range	None	
Caustic Mire	Sludge creates rough terrain and 1d6 acid damage.	Conj	V,S	Standard	200 ft	1 minute	Area: A 40-foot radius of sludge		
Control Undead	Charm or control undead	Necr	V,S,M	Standard	60 ft	1 day/level	Target: One undead creature	CHA Negates	X
Create Crawling Hand	Create an undead, severed hand	Necr	V,S,M,F	1 hr	0 ft	Instantaneous	Target: One severed hand		X
Darkness	Creates magical darkness / Daylight	Evoc	V,DF,F	Standard	Touch	1 hour (D)	Target: Object touched		X
Darkvision	Grants 60' darkvision (Sorcerer lv 0 = self only)	Tran	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched		X
Defensive Shock	Electrical energy floods your body, shocking the next creature that touches you	Evoc	V,S,M	Standard	Personal	5 minutes	Target: You		X
Dust of Twilight	Cause darkness to extinguish light sources and cause 2 points of fatigue	Conj	V,S,M	Standard	240 ft	Instantaneous	Target: Creatures and objects in a 10-foot sprea	Con save	

Elemental Touch	Create a touch attack of a certain energy type	Evoc	V,S,M	Standard	Personal	1 minute	Target: You		
Enhance Ability	Enhance one ability score (+4)	Tran	V,S	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Escaping Ward	Grant extra mobility against larger creatures	Abj	V,S	Bonus	Personal	1 round/level	Target: You		
Euphoric Cloud	Create a cloud of intoxicating vapors	Conj	V,S,M	Standard	200 ft	1 round / level	Effect: fog spreads in 20 ft. radius, 20 ft high	CON negates	
False Life	Limited ability to avoid death (1d10+1 hp)	Necr	V,S,M	Standard	Personal	1 hour/level or until discharged	Target: You		
Fire Breath	Belch forth a cone of fire	Evoc	V,S,M,X P	Standard	15 ft	1 round/level	Target: 15 foot cone shaped burst	Dex half	
Fist of the Adder	Turn arms into a snake that can attack	Tran	V,S,M	Bonus	Self	1 minute (Con)	Target: Self	No	X
Flame Arrow	Turn ammunition into fiery projectiles	Tran	V,S,M	Standard	30 ft	1 hour	Target: Fifty projectiles, all of which must be in co		
Flaming Sphere	Create a burning globe of fire that you can control (2d6 fire dam)	Evoc	V,S,M,D F	Standard	120 ft	1 round/level	Effect: 5-ft.-diameter sphere	DEX negates	X
Flickering Lights	You cause the illumination in the area to seem to flicker erratically, fluctuating between absolute darkness and bl	Evoc	V,S,M	1 rd	200 ft	1 minute	Area: Contiguous area consisting of four 10-foot		X
Flurry of Snowballs	You send a flurry of snowballs hurtling at your foes (4d6 damage)	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: cone-shaped burst	Dex half	
Force Anchor	You conjure an anchor of pure force that immediately skewers your target	Conj	V,S,M	Standard	120 ft	1 round / level	Effect: one anchor of force		
Frigid Touch	Your hand glows blue and delivers a frigid touch (4d6 cold damage + staggered for 1 round)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature touched		
Gentle Repose	Preserve remains of a dead creature so that they do not decay.	Necr	V,S,M,D F	Standard (R)	Touch	One day/level	Target: Corpse touched		
Ghoul Touch	Paralyze a single living humanoid.	Necr	V,S,M	Standard	Touch	1d6+2 rounds	Target: Living humanoid touched	CON negates	
Glitterdust	A cloud of golden particles covers everyone, blinding and outlining invisible creatures.	Conj	V,S,M	Standard	120 ft	1 round/level (D)	Area: Creatures and objects within 10-ft.-radi	CON negates (blindness onl	
Gust of Wind	Create a blast of air affecting all in its path.	Evoc	V,S	Standard	60 ft	1 round	Effect: Line-shaped gust of severe wind emanatin	STR negates	X
Gusting Sphere	Create a sphere of wind that can move around that impedes movement.	Evoc	V,S	Standard	120 ft	1 round/level	Target: 5-ft.-diameter sphere of air	special	
Haunting Mists	Create a mist of shadowy images	Illu	V,S	Standard	60 ft	1 minute (D)	Effect: Cloud created in a 20-ft. radius	INT Negates	X
Heart of Metal	Give adamantite, cold iron, or silver property to a weapon	Tran	V,S,M	Standard	30 ft	10 minutes	Target: One weapon per level		
Heckle	Badger and nitpick a subject until his or her mood sours	Tran	V,S,M	Standard	200 ft	10 minutes	Target: 1 creature	CHA Negates	

Hidden Blades	Render target weapon or ammo invisible.	Illu	V,S,M	Standard	Touch	1 hour	Target: Weapon or ammunition touched	INT Negates	
Hide Campsite	Use illusions to hide you camp	Illu	V,S	1 rd (R)	60 ft	8 hours (D)	Area: one 20-ft. cube	INT Negates	
Hold	Target is paralyzed and freezes in place.	Ench	V,S	Standard	120 ft	1 round/level (Con)	Target: One humanoid	CON negates	X
Ice Slick	Coat all surfaces in the area with ice, doing damage and impeding movement	Evoc	V,S	Standard	30 ft	Instantaneous	Area: 5' radius burst	Dex Partial	
Invisibility	Target becomes invisible	Illu	V,S,M,D F	Standard	Personal or Touch	10 minutes (Con)	Target: You or a creature or object weighing no m		X
Knock	Opens stuck, barred or locked doors or chests.	Tran	V	Standard	240 ft	Instantaneous; see text	Target: One door, box, chest, or other locked ob		
Levitate	Levitate you or an object.	Tran	V,S,F	Standard	30 ft	10 minutes (Con)	Target: You, one willing creature, or one object w		X
Locate	Sense the direction of a target	Div	V,S,DF,F	Standard	1000 ft	1 min./level	Area: Circle, centered on you, with a radius of 100		X
Magic Mouth	Create an enchanted mouth	Illu	V,S,M	Standard (R)	30 ft	Permanent, or until discharged	Target: One creature or object		
Mirror Image	Create illusory duplicates of yourself.	Illu	V,S	Standard	Personal	1 min./level	Effect: 5 illusory duplicates		
Misdirection	Misdirect information from divination spells.	Illu	V,S	Standard	60 ft	8 hours	Target: One creature or object, up to a 10-ft. cub	INT negates	
Molten Orb	Hurl a red-hot ball of molten metal as a splash weapon (2d6 fire, 1d6 splash + 1d6 for 1d3 rounds)	Evoc	V,S	Standard	60 ft	Instantaneous	Effect: a ball of molten metal		
Page-Bound Epiphany	You magically scour the world's libraries for information that might refresh your memory about a topic.	Div	V,S,F	1 rd	Personal	1 round/level (max 10)	Target: Caster		
Phantasmal Bonds	Make your target think they are bound	Illu	V,S,M	Standard (R)	60 ft	4 hours (D)	Target: one living creature	INT Negates	
Phantom Trap	Make an object seem trapped.	Illu	V,S,M	Standard (R)	Touch	Permanent	Target: Object touched		
Pilfering Hand	Create and control an invisible telekinetic force that can seize objects	Evoc	S	Standard	60 ft	maintained concentration	Target: One object		
Polymorph	Change your shape or others	Tran	V,S,M	Standard	Personal	1 hour (D)	Target: Self	0	X
Protection from Arrows	Damage reduction 10/magic v. ranged.	Abj	V,S,F	Bonus	Touch	8 hours	Target: Creature touched		
Protection from Energy	Protection from a type of energy	Abj	V,S,DF	Standard	Touch	1 hour, or until discharged	Target: Creature touched		X
Pyrotechnics	Turn fire into fireworks or smoke	Tran	V,S,M	Standard	500 ft	1d4+1 rounds, or 1d4+1 rounds after	Target: One fire source, up to a 20-ft. cube	CON negates	
Raven's Flight	Turn into a bird for one round	Tran	V	Bonus	Personal	1 round	Target: You		

Reloading Hands	Weapon with Load property loaded automatically	Conj	V,S	Standard	Touch	1 round/caster level (Con)	Target: Projectile weapon touched		
Returning Weapon	Thrown weapons return to thrower	Tele	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown		X
River Whip	Create a coil of water that functions as a whip	Conj	V,S	Standard	0 ft	1 minute/level or until discharged (D)	Effect: whip of water		
Rope Trick	Rope rises into an extradimensional space	Tran	V,S,M	Standard	Touch	1 hour/level (D)	Target: One touched piece of rope from 5 ft. t		
Scorch	A 30-foot line of flame (2d8 fire dmg)	Evoc	V,S,F	Standard	20 ft	Instantaneous	Area: a 20-foot line of fire	DEX Halves	X
Scorching Ray	Ray deals 3d6 fire damage.	Evoc	V,S	Standard	30 ft	Instantaneous	Effect: One or more rays	Spell Attack to Hit	
See Invisibility	See Invisible creatures	Div	V,S,M	Standard	Personal	1 hour	Target: You		X
Shatter	Shatter objects	Evoc	V,S,M,D F	Standard	30 ft	Instantaneous	Target: 5-ft.-radius spread; or one solid obje	see text	
Siphon Death	When a creature dies nearby, your undead are healed.	Necr	V,S	Standard	60 ft	1 minute (Con)	Effect: necromantic aura that absorbs death and r		X
Slipstream	A wave carries your target, increasing movement	Conj	V,S,M,D F	Standard	Touch	1 hour (D)	Target: Creature touched		X
Spectral Hand	Hand allows you to deliver touch attacks from a distance.	Necr	V,S	Standard	120 ft	10 min.	Effect: One spectral hand		
Spell Gauge	Learn spells that your target knows	Div	V,S,F	Standard	60 ft	Instantaneous	Target: One creature	INT negates	
Spider Climb	Subject can climb as a spider does	Tran	V,S,M	Standard	Touch	1 hour	Target: Creature touched		
Steal Size	Opponent reduces in size while you enlarge	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One humanoid creature larger than you	Con negates	
Stone Call	Call a rain of dirt, gravel, and pebbles (2d6 bludgeoning)	Conj	V,S,DF	Standard	200 ft	1 round/level	Target: Cylinder (40-ft. radius, 20 ft. high)		
Stone Discus	Create a stone discus thrown at foe (4d6 damage)	Conj	V,S,M	Standard	60 ft	Instantaneous	Effect: one or more stone discuses		
Stone Throwing	Gain rock throwing and catching.	Tran	V,S,M	Standard	Touch	1 minute/level	Target: Creature touched		
Summon Swarm	Summon swarm to attack	Tele	V,S,M,D F	1 rd	120 ft	1 round / level (Con)	Effect: One swarm of bats, rats, or spiders		
Swap Image	Swap appearances with a target	Illu	V,S	Standard	Touch	1 hour (Con)	Target: one humanoid creature touched	INT Negates	
Telekinetic Volley	Cause an item to hover and launch at a foe	Tran	V,S	Standard	Touch	1 round/level or until discharged (D)	Target: Up to one touched object per level		
Thunderwave	Unleash a wave of sonic energy (2d6 dam)	Evoc	V	Standard	Self	Instantaneous	Target: A sonic wave centered on self	STR Halves	

Touch of Bloodletting	Cause existing wounds to bleed profusely	Necr	V,S	Standard	Touch	1 round / level	Target: Living creature touched	CON Negates	
Touch of Idiocy	Reduce target's mental facilities	Ench	V,S	Standard	Touch	10 min./level	Target: Living creature touched	INT Negates	
Twisted Innards	Your organs shift around, granting fail chance on sneak attack and criticals	Tran	V,S,M	Standard	Personal	1 minute/level	Target: You		
Twisted Space	Twist space causing melee attacks by target to affect a different target	Tran	V,S,M	Standard	30 ft	1 round	Target: One creature	STR negates	
Umbral Weapon	Dark trail of energy follows weapons, damaging enemies when you sometimes miss	Illu	V,S,M	Standard	Touch	1 round/level	Target: Melee weapon touched		
Vine Strike	Natural strikes do extra damage and entangle	Conj	V,S	Standard	Personal	1 min / level	Target: Caster	DEX Negates	
Vocalize	Cast spells without a vocal component	Abj	V	Standard (R)	Self	10 minutes	Target: Self		
Warding Weapon	A melee weapon floats in the air and defends you	Abj	V,S,F	Standard	Personal	1 minute	Target: You		
Web	Create a mass of webs	Conj	V,S,M	Standard	120 ft	1 hour (D)	Effect: Webs in a 20-ft.-radius spread	DEX negates	X
Whispering Wind	Send a message on the wind	Tran	V,S	Standard	1 mile/level	Until discharged	Area: 10-ft.-radius spread		

LEVEL 3

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Abjuration Steal	Steal an abjuration cast by another spellcaster.	Abj	V	Reaction	60 ft	Instantaneous	Target: One spellcaster	None	X
Air Breathing	Let's water-breathing creatures breathe air	Tran	V,S,M,D F	Standard	Touch	2 hours / level	Target: Living aquatic creatures touched		
Air Geyser	Create a powerful blast of air that can fling your opponent upward	Evoc	V,S	Standard	60 ft	Instantaneous	Target: One creature or object up to Large size	STR partial	
Aqueous Orb	You create a rolling sphere of churning water that can engulf those it strikes	Conj	V,S,M	Standard	120 ft	1 round/level	Area: 10-ft.-diameter sphere	STR	
Arcane Sight	Allows you to see magical auras and effects.	Div	V,S	Standard	Personal	10 minutes (D)	Target: You	None	X
Armor Lock	Make armor less moveable and effective	Tran	V,S,M	Standard	200 ft	1 round/level (Con)	Target: One armored creature	STR partial	
Bestow Curse	Inflict a curse on your target	Necr	V,S	Standard	Touch	Permanent	Target: Creature or object touched	WIS negates	X
Black Tentacles	Creates a field of rubbery black tentacles grabbing and crushing opponents.	Conj	V,S,M	Standard	240 ft	1 minute	Effect: a 10-foot long, rubbery black tentacle	Strength	
Blade Snare	Create a field that prevents enemies from pulling their blades back from your body	Abj	V,S	Standard	Personal	1 round / level	Target: Caster		

Blink	Blink back and forth between the material and ethereal plane making you harder to hit.	Tran	V,S	Standard	Personal	1 minute (D)	Target: You		
Bloody Arrows	Make arrows do bleed damage	Necr	V,S	Standard	60 ft	1 round / level	Target: One willing creature		
Cauterizing Weapon	Create a weapon that negates regeneration and fast healing	Tran	V,S,M	Standard	30 ft	1 minute/level	Target: One weapon or 50 projectiles, all of which		
Clairvoyance	Allows you to see or hear somewhere far away	Div	V,S,DF,F	10 min (R)	800 ft	10 minutes (Con)	Effect: Magical sensor		
Cloak of Winds	Create a cloak of wind around target that protects from wind and ranged attacks	Abj	V,S	Standard	60 ft	10 minutes	Target: One living creature		
Collaborative Thaumaturgy	You tap into the magical resonance between you and your allies to enhance one another's magic	Univ	V,S,F	Reaction	60 ft	Instantaneous	Target: One creature		
Conjure Carriage	You create a fine wooden carriage with whatever cosmetic embellishments you desire	Conj	V,S,M	1 rd	60 ft	1 hour / level (D)	Effect: one quasi-real carriage, horses, and driver		
Contagion	Inflict / cure disease.	Necr	V,S	Standard	Touch	Instantaneous	Target: Living creature touched	CON negates	
Continual Flame	A permanent flame springs forth from an object you touch.	Evoc	V,S,M	Standard	Touch	Permanent	Target: Object touched		
Dispel Magic	Dispel magic effects on an object, in an area, or used as a counterspell.	Abj	V,S	Standard (R)	30 ft	Instantaneous	Target: One spellcaster, creature, or object; or 20	X	
Displacement	Subject appears to be 2 feet away from true location (3/4 concealment).	Illu	V,M	Standard	Touch	1 minute (D)	Target: Creature touched		
Earthbind	You magnify the force of gravity for one flying creature, dragging it to the ground	Tran	V,S	Standard	120 ft	1 minute (Con)	Target: One flying creature	STR Negates	
Elemental Aura	This spell forms an aura of energy around you, damaging all those that come near you	Evoc	V,S	Standard	Personal	1 minute (Con)	Target: You	special	
Erode Defenses	Slowly erode DR and Natural Armor defenses	Tran	V,S	Standard	60 ft	1 round/level	Target: One creature	CON negates	
Eruptive Pustules	Your diseased skin causes 1d6 acid damage and sickens targets	Tran	V,S	Standard	Personal	10 minutes (D)	Target: Caster	Con partial	
Excruciating Deformation	Deform your target (2d6 nonlethal, 1 dex dam, 1 con damage, -10 speed per round)	Tran	V,S	Standard	Touch	1 round / level	Target: Creature Touched	Con partial	
Explosive Runes	Create mythic runes that do 6d6 damage	Abj	V,S	Standard	Touch	Permanent until discharged	Target: One touched object weighing no more	See text	
False Death	Put a creature into a state that resembles death	Necr	V,S	Standard (R)	Touch	1 hour	Target: 1 creature touched	None	
Fiery Cube	Creates a fiery cube you can control	Conj	V,S	Standard	60 ft	1 minute (Con)	Target: One 10' cube of fire	DEX halves	X
Find Fault	Instantly learn opponent's weaknesses	Div	V,S	Standard	200 ft	Instantaneous	Target: 1 creature		
Fire Trail	Flammable liquid oozes from your pores, dripping onto the ground and spontaneously combusting	Tran	V,S	Standard	Personal	1 minute	Effect: Trail of flame		

Fireball	Create a ball that explodes and burns all in the radius (8d6 fire damage)	Evoc	V,S,M	Standard	500 ft	Instantaneous	Area: 20-ft.-radius spread	DEX half	X
Fly	Fly at sp 60.	Tran	V,S,DF,F	Standard	Touch	10 minutes (Con)	Target: Creature touched		X
Force Punch	This spell charges your hand with telekinetic force (6d4 force damage + push)	Evoc	V,S	Standard	Touch	Instantaneous	Target: Creature touched	STR partial	X
Gaseous Form	Subject and gear becomes insubstantial, misty and translucent.	Tran	S,M,DF	Standard	Touch	15 minutes (D)	Target: Willing corporeal creature touched		
Gloomblind Bolts	Create a bolt of negative energy infused with shadow pulled from the Shadow Plane (4d6 dam + blind)	Conj	V,S	Standard	120 ft	Instantaneous	Effect: one or more bolts of energy	Dex negates blindness	X
Hallucination	Create a hallucination in the minds of your targets	Illu	V,S	Standard	500 ft	maintained concentration + 3 ro	Target: 1 creature / level within a 30-foot radius	INT Negates	X
Haste	Targets act faster than normal (mv action to attack; +1 to att, AC, and saves; mv increase by 30)	Tran	V,S,M	Standard	60 ft	1 minute (Con)	Target: Up to 6 creatures within range.	CON negates	
Heroism	Increases a players capacity to do heroic deeds	Ench	V,S	Standard	Touch	2 hours	Target: Creature touched		X
Instant Fake	You create an illusory duplicate of the target item	Illu	V,S,M	Standard	Touch	1 minute / level (Con)	Target: 1 object touched	INT disbelief	
Keen Edge	Makes an item magically keen.	Tran	V,S	Bonus	30 ft	1 hour	Target: One weapon or fifty projectiles, all of whi		
Lightning Bolt	Cast a lightning bolt (8d6 dam)	Evoc	V,S,M	Standard	120 ft	Instantaneous	Area: 120-ft. line	DEX half	X
Magic Circle	A line with powdered silver that protects from certain types of creatures.	Abj	V,S,M,DF	Standard	0 ft	24 hours	Effect: A protective line in the shape of a 10-foot		X
Minute Meteors	Create meteors (1/lvl) that deal 1d8 damage	Evoc	V,S,M,XP	Standard	120 ft	10 minutes or until used (D)	Effect: Small globes of fire (one per level)		
Misty Step	You teleport to a space you can see within 30 feet.	Tele	V,S,M,Special	Standard	Touch	Instantaneous	Target: One Living Creature	WIS Negates	X
Nauseating Trail	Create stinking cloud in a trail	Conj	V,S,M	Standard	240 ft	10 minutes	Target: One willing creature	none and Con negates	
Pellet Blast	Creates an explosion of conjured metal pellets (3d8 piercing)	Conj	V,S,M	Standard	30 ft	Instantaneous	Area: Cone shaped burst	Dex half	X
Phantom Steed	You conjure a large, quasi-real horselike creature	Conj	V,S	10 min	0 ft	8 hours (D)	Effect: One quasi-real, horselike creature		X
Psychic Leech	Give target fatigue and gain Str and Dex in return.	Ench	S	Standard	60 ft	1 minute/level (D)	Target: One living creature	CHA partial	
Rage	Rage as a barbarian	Ench	V,S	Bonus	120 ft	1 round/level (Con)	Target: Two willing creatures within 30' feet		X
Secret Page	Hide content on a page	Tran	V,S,M	10 min	Touch	Permanent	Target: Page touched		
Sepia Snake Sigil	Create a snake trap in written page	Conj	V,S,M	10 min	Touch	Permanent until discharged	Target: One touched book or written work	DEX negates	

Shrink Item	Shrink an nonmagical item	Tran	V,S	Standard	Touch	One week	Target: One touched object of up to 15 cu. Ft		X
Silver Darts	Shoot a cone of silver darts from your hand (8d6 piercing).	Conj	V,S,M	Standard	15 ft	Instantaneous	Area: cone-shaped burst	Dex half	X
Siphon Might	Drain STR from opponent and give it to an ally	Necr	V,S	1 rd	60 ft	1 round / level (Con)	Target: One creature	CON Half	
Sleet Storm	Sleet blocks sight, creates icy ground.	Conj	V,S,M,D F	Standard	500 ft	1 minute (Con)	Area: Cylinder (40-ft. radius, 20 ft. high)		
Soul Bind	Trap a soul in a gem	Necr	V,S,F	1 rd	60 ft	Permanent	Target: Dying or Dead Creature	WIS Negates	X
Stone Shape	Form a piece of stone by shape.	Tran	V,S,M,D F	Standard	Touch	Instantaneous	Target: Stone or stone object touched (medium		
Storm of Blades	Create floating swords that attack target.	Conj	V,S,M	Standard	60 ft	Instantaneous	Target: One creature		
Storm Step	Transport yourself a short distance, doing electric damage to those in your way.	Tele	V	Standard	120 ft	Instantaneous	Target: You	Dex halves	X
Suggestion	Suggest of course of activity to target	Ench	V,M	Standard	30 ft	1 hour/level or until completed	Target: One living creature	CHA negates	X
Summon Celestial	Summons a celestial creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Summon Elemental	Summons an elemental	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Summon Fiend	Summons a fiendish creature	Tele	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None	X
Tidal Wave	A tidal wave 30 feet long	Conj	V,S,M	Standard	0 ft	Instantaneous	Effect: A wave of water strating in front of you a	STR Halves	
Tiny Hut	Create a small hut that protects you at camp	Evoc	V,S,M	Standard	20 ft	24 hours (D)	Effect: 20-ft.-radius sphere centered on your		
Tongues	Ability to speak and understand language	Div	V,M,DF	Standard	Touch	1 hour	Target: Creature touched		X
Trial of Fire and Acid	Target is covered in burning acid and fire (1d6 each per round)	Evoc	V,S	Standard	Touch	1 round/level	Target: Creature touched	Con half	
Vampiric Touch	Deal 2d6 necrotic and steal hp	Necr	V,S	Standard	Touch	Instantaneous/1 hour	Target: Living creature touched		X
Water Breathing	Breathe water	Tran	S,M,DF	Standard	Touch	2 hours/level	Target: Living creatures touched		
Waves of Blood	Wave of blood pushes foes from you and sickens them	Conj	V,S,M	Standard	30 ft	Instantaneous and 1 round	Area: Cone-shaped burst	Str / Con negates	
Wind Wall	An invisible curtain of wind appears	Evoc	V,S,M,D F	Standard	240 ft	1 minute (Con)	Effect: Wall up to 30 feet long and 15 feet high		X

LEVEL 4

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Absorbing Inhalation	Harmlessly inhale a cloud-like effect	Tran	V,S	Standard	60 ft	1 round / level	Target: One cloud-like effect within a 20' radius	see text	
Arcane Eye	Create a magical sensor that sends you visual information.	Div	V,S,M	10 min (R)	Unlimited	1 hour (D)	Effect: Magical sensor		
Ball Lightning	You create two globes of lightning that fly in whichever direction you indicate	Evoc	V,S,M,D F	Standard	120 ft	1 round/level	Effect: two or more 5-ft.-diameter spheres	DEX negates	X
Blade Thirst		Necr	V,S,M	Standard	Touch	See text	Target: A piercing or slashing weapon		
Blight	Withers one plant (1d6 nec. Per level)	Necr	V,S,DF	Standard	Touch	Instantaneous	Target: One plant touched	CON halves	
Confusion	Causes target(s) to become confused.	Ench	V,S,M	Standard	120 ft	1 round/level (Con)	Target: all creatures in a 15-foot radius	INT negates	X
Conjuration Foil	Create a resistance to teleportation effects	Abj	S	Reaction	240 ft	1 round	Area: 20-foot radius spread	WIS Partial	
Conjure Deadfall	You conjure a large metal cube covered in sharp spikes	Conj	V,S,M	Standard	240 ft	Instantaneous		DEX negates (special)	X
Control Person	Takes temporary control of a humanoid in range.	Ench	V,S	Standard	60 ft	1 minute (Con)	Target: One humanoid you can see in range	CHA Negates	X
Control Water	Raise or lower water on command	Tran	V,S,M	Standard	500 ft	10 minutes, concentration (Con)	Area: A volume of water no longer than 100 feet o	None	
Create Undead	Create an intelligent undead	Necr	V,S,M	1 hr	30 ft	Instantaneous	Target: One corpse		
Creation	Creates and unattended, nonmagical object of nonliving matter	Conj	V,S,M	1 min	0 ft	1 hour/level	Effect: Unattended, nonmagical object of non		X
Detonate	Create an explosion of energy from your body doing energy damage	Evoc	V,S,M	Standard	30 ft	1 round, then instantaneous	Area: 15' radius (primary), and 30' radius	DEX half	X
Dimension Door	Instantly transfer yourself to another spot in range.	Tele	V	Standard	500 ft	Instantaneous	Target: You and touched objects or other touched		
Dimensional Anchor	A ray that hits opponents prevents inter-dimensional travel.	Tele	V,S	Standard	120 ft	1 min./level	Effect: Ray		
Dismissal	Force an extraplanar creature back to it proper plane.	Tele	V,S,DF	Standard	30 ft	1 minute (Con)	Target: One extraplanar creature	WIS Negates	X
Dragon's Breath	Breathe out a blast of energy	Evoc	V,S,M	Standard	30 ft	Instantaneous	Effect: cone-shaped burst or line	DEX half	X
Enervation	Ray of negative energy that suppresses life force of living creatures.	Necr	V,S	Standard	30 ft	Instantaneous	Effect: Ray of necrotic energy		X
Fabricate	Convert material of one sort into an object	Tran	V,S,M	Special	30 ft	Instantaneous	Target: product(s) created from raw materi		
Field of Ghouls	Kill dying creatures nearby and turn them into ghouls	Necr	V,S	Standard	0 ft	Instantaneous	Area: 30-foot radius	CON Negates	X

Fire Shield	Ring of flame injuries any who attack you (1d6+1/level)	Evoc	V,S,M,D F	Reaction	Personal	1 minute (Con)	Target: You		
Fire Trap	Create a trap that does 2d6 damage when triggered	Abj	V,S,M	10 min (R)	Touch	Permanent until discharged	Target: Object touched	DEX half	X
Firefall	Cause one fire source to erupt in a geyser of flame	Tran	V,S,M	Standard	800 ft	Instantaneous	Target: One fire source, up to a 20-foot cube	special	
Flash Forward	You cheat the laws of time and enter into combat before reverting back to your original position	Tele	V,S,F	Standard	Personal	Instantaneous	Target: Caster		
Globe of Invulnerability	Creates a magic resistant globe around you	Abj	V,S,M	Standard	10 ft	1 minute (Con)	Area: 10-ft.-radius spherical emanation, cen		X
Hallucinatory Terrain	Make natural terrain seem like another sort of terrain.	Illu	V,S,M	10 min	1000 ft	1 day	Area: terrain in a 10-foot diameter per level	INT disbelief (if interacted)	X
Ice Storm	Great magical hailstones pound down.	Evoc	V,S,M,D F	Standard	600 ft	1 minute (D)	Area: Cylinder (20-ft. radius, 40 ft. high)		
Illusion of Treachery	Create an illusion of a foe that performs the same action you do.	Illu	S,F	Standard	30 ft	1 round / level (D)	Target: One creature	INT Disbelief	X
Illusory Wall	Creates the illusion of a wall, floor, or ceiling.	Illu	V,S	Standard	30 ft	Permanent	Effect: Image 1 ft. by 10 ft. by 10 ft.	INT disbelief (if interacted)	
Insect Spies	Summon insetcs that act as spies	Tele	V,S,M	1 rd	60 ft	10 minutes / level (D)	Effect: three insect spies		
Phantasmal Killer	Create a phantasm of the subjects most terrible fear.	Illu	V,S	Standard	120 ft	1 minute (Con)	Target: One living creature	INT Negates	X
Resilient Reservoir	A resevoir fed by damage to you can be used to power your own abilities	Tran	V,S	Standard	Personal	1 round/ level	Effect: One magical well of energy		
Resilient Sphere	Globe surrounds creature.	Evoc	V,S,M	Standard	30 ft	10 minutes (Con)	Effect: 10-foot diameter sphere, centered around	DEX negates	
River of Wind	Create a line of wind away from you	Evoc	V,S	Standard	120 ft	1 round/level (D)	Area: 120 ft. line	STR partial	
Secure Shelter	Conjure a sturdy cottage	Conj	V,S	10 min	30 ft	24 hours (D)	Effect: 20-ft.-square structure		
Sending	Contact a creature you are familiar with	Evoc	V,S,M,D F	10 min	See text	1 round	Target: One creature		X
Shadow Conjuraton	Create a shadow creature that mimics the real one in spellcasting	Illu	V,S	Standard	See text	See text	Effect: See text	INT disbelief (if interacted)	X
Shout	You emit an ear-splitting yell that deafens and damages	Evoc	V	Standard	30 ft	Instantaneous	Area: Cone-shaped burst	CON partial or DEX negates (X
Stoneskin	Subject gains damage reduction 10/adamantine	Abj	V,S,M	Standard	Touch	2 hours	Target: Creature touched		X
Symbol	Create one symbol that functions as a magical trap.	Abj	V,S,M	10 min (R)	0 ft	See Text	Effect: One Symbol	Varies	X
Telepathy	Forge a telepathic bond among willing creatures	Div	V,S,M	Standard	120 ft	2 hours (D)	Target: You plus one 5 willing creatures, no two		X

Transplant Visage	Flay the face of the dead and take it as your own.	Tran	V,S,M	1 rd	Personal	Permanent	Target: You		
Vitriolic Mist	Mist makes attackers take 1d6+1/level acid damage	Evoc	V,S,M	Standard	Personal	1 round / level (D)	Target: Caster		
Vomit Twin	Vomit up an identical twin of yourself.	Conj	V,S	Standard	Personal	1 round/level	Effect: creates one ooze duplicate of the caster		
Wall of Fire	Create a wall of fire	Evoc	V,S,M,D F	Standard	120 ft	1 minute (Con)	Effect: Opaque sheet of flame 20' high and up to		X
Wall of Ice	Create a plane of ice	Evoc	V,S,M	Standard	120 ft	10 min. (Con)	Effect: Anchored plane of ice, up to forty 5-ft. squa	STR negates	X
Ward Shield	Enchant shield to protect against hostile spells (10 + caster level spell resistance)	Abj	V,S	Standard	Touch	10 minutes	Target: Shield touched		

LEVEL 5

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Acidic Spray	Creates a spray of highly caustic acid	Conj	V,S,M	Standard	0 ft	Instantaneous	Area: 60-foot line of acid	DEX halves	X
Animal Growth	Animals grow to 2x their normal size and 8x normal weight	Tran	V,S	Standard	240 ft	10 minutes	Target: 5 animals, none of which can be more th	CON Negates	X
Augmenting Wall	Create a wall of energy that adds 1d6 dam to weapons that pass through it	Evoc	V,S	Standard	120 ft	5 rounds	Effect: 20-ft.-high wall of energy whose area is up		X
Banishing Blade	Create a weapon that has the power to knock people back	Tele	V,S	Standard	60 ft	1 round/level or until discharged	Effect: one melee weapon	special	
Big Hand	Create a large hand that can block, hit, or move opponents	Evoc	V,S,F	Standard	120 ft	1 minute (Con)	Effect: 10-ft. hand		X
Blood Boil	Cause the blood of your opponent to boil slowly	Necr	V,S,M	Standard	Touch	3 rounds	Target: One living creature	CON negates	X
Break Enchantment	Frees victims from enchantments, transmutations, and curses.	Abj	V,S	1 min (R)	60 ft	Instantaneous	Target: Up to 10 creatures	Dispel Check (see descriptio	X
Call Outsider	Lure and trap an outsider	Tele	V,S	10 min (R)	60 ft	Instantaneous	Target: One extraplanar creature with 6 HD or les	CHA negates	X
Caustic Blood	Imbue your blood with corrosive acid	Tran	V,S,M	Standard	Personal	1 minute	Target: Caster	DEX half	X
Cone of Cold	Creates a cone of extreme cold (10d6 damage)	Evoc	V,S,M	Standard	60 ft	Instantaneous	Area: Cone-shaped burst	DEX half	X
Contact Other Plane	Send your mind to another plane of existence.	Div	V	10 min (R)	Personal	Maintained Concentration (Con)	Target: You		
Corrosive Consumption	With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target	Conj	V,S	Standard	Touch	3 rounds	Target: Creature touched		
Cruel Jaunt	Teleport to the location of a creature inflicted with a fear effect	Tele	V,S,M,D F	Standard	240 ft	1 minute (D)	Target: You		

Dominate	You can control the actions of any humanoid.	Ench	V,S,F	10 min	5 miles	1 day / level	Target: One Humanoid	CHA negates	X
Dream	You send a phanatasmal message to others in dreams.	Illu	V,S	1 min (R)	Unlimited	See text	Target: One living creature touched		X
False Vision	Give a false vision to any divination spell targeting the area	Illu	V,S,M	Standard (R)	Touch	1 hour/level (D)	Area: 40-ft.-radius emanation		
Feeblemind	INT and CHA drops to 1	Ench	V,S,M	Standard	120 ft	Instantaneous	Target: One creature	INT Negates	
Fire Snake	You create a sinuous line of flames that you may shape as desired	Evoc	V,S,M	Standard	60 ft	Instantaneous	Target: 60' long snake	Dex half	X
Geyser	Shoot a column of boiling water from a horizontal surface, knocking them over and causing damage.	Conj	V,S,M,D F	Standard	800 ft	Maintained Concentration + 1 r	Effect: spout of boiling water filling a 5 ft. squar	STR partial	
Legend Lore	Learn legend about important person, place or thing.	Div	V,S,M	10 min	Self	Instantaneous	Effect: knowledge about a single object		
Mage's Faithful Hound	Conjure a phantom watchdog	Conj	V,S,M	Standard	60 ft	1 hour/caster level or until discharged,	Effect: Phantom watchdog		
Mage's Private Sanctum	Create a space of complete privacy.	Abj	V,S,M	10 min	30 ft	24 hours (D)	Area: an area of 10-foot diameter per level		X
Magic Jar	Use a jar to posses nearby creature.	Necr	V,S,F	Standard	120 ft	1 hour/level or until you return to your b	Target: One creature	WIS negates	
Mind Fog	Fog weakens mental resitance.	Ench	V,S	Standard	120 ft	30 minutes and 2d6 rounds	Effect: Fog spreads in 20-ft. radius, 20 ft. high	INT negates	
Mislead	Become invisible and create a double of yourself	Illu	S	Standard	30 ft	Maintained Concentration + 3 r	Effect: You/one illusory double	INT disbelief (if interacted	
Nightmare	Send a hideos vision to your target.	Illu	V,S	10 min	Unlimited	Instantaneous	Target: One living creature	INT Negates	
Passwall	Create a passage through material	Tran	V,S,M	Standard	Touch	10 hours (D)	Effect: 5 ft. by 8 ft. opening,		X
Polymorph Creature	Change a target creature into an animal	Tran	V,S	Standard	Touch	1 minute (Con)	Target: one creature touched	CON and INT negate	
Prying Eyes	Create eyes which can scout for you	Div	V,S,M	1 min	One mile	12 hours (D)	Effect: Ten or more levitating eyes		X
Quest	Compel your target to fulfill a quest	Ench	V	1 rd	30 ft	One day/level or until discharged (D)	Target: One living creature with 7 HD or les	CHA negates	X
Rubberskin	Mitigate the effect of falling or bludgeoning damage.	Tran	V,S,M	Standard	Personal	10 minutes/level			
Scrying	See and hear creatures at a distance	Div	V,S,M,D F	1 hr (R)	See text	10 minutes (Con)	Effect: Magical sensor	WIS Negates	X
Secret Chest	Hide a chest on the Ethereal Plane	Tele	V,S,F	10 min (R)	See text	Sixty days	Target: One chest		
Shadow Evocation	Mimic evications with an illusion	Illu	V,S	Standard	See text	See text	Effect: See text	INT disbelief	X

Shadow Walk	Move through shadows	Illu	V,S	Standard	Touch	1 hour/level	Target: Creatures in physical contact when en	WIS negates	
Soul Switch	You and your familiar possess eachother	Necr	V,S,F	Standard	Touch	10 minutes/level	Target: You and your familiar		
Telekinesis	Move objects by concentrating on them.	Tran	V,S	Standard	500 ft	10 minutes (Con)	Target: Any under 1000 pounds	See text	
Teleport	Teleports you to destination	Tele	V	Standard	10 ft	Instantaneous			X
Transmute Rock to Mud	Change rock to mud, and vice versa	Tran	V,S,M,D F,XP	Standard	240 ft	Permanent	Area: Up to twenty 10-ft. cubes	See text	
Vampiric Shadow Shield	Create a shield that deals negative energy damage when hit by an opponent	Necr	V,S	Bonus	Personal	1 minute	Target: You		
Wall of Force	Create an invisible, invincible wall of force	Evoc	V,S,M	Standard	30 ft	1 minute (Con)	Effect: Wall whose area is up to forty 5-foot squa		X
Wall of Iron	Cause a flat wall of iron	Conj	V,S,M	Standard	120 ft	Permanent (D)	Effect: Iron wall whose area is up to sixteen 5-fo	See text	
Wall of Sound	Create a translucent wall of sourn.	Evoc	V,S,M	Standard	200 ft	Maintained Concentration + 1	Effect: translucent wall of sound up to 160 feet l		X
Wall of Stone	Create a wall of rock	Conj	V,S,M,D F	Standard	120 ft	Instantaneous	Effect: Stone wall whose area is up to 16 five-foot	See text	
Waves of Fatigue	Waves of energy cause fatigue.	Necr	V,S	Standard	0 ft	Instantaneous	Area: 30 foot cone	No	X
Wind Blades	Harden the air around you into blades that do damage against foes	Tran	V,S	Standard	Touch	1 round/level	Target: Creature touched	STR negates	
Wreath of Blades	Create a spinning wreate of blades that protects you.	Abj	V,S,F	Standard	Personal	1 round/level	Target: You	DEX half	X

LEVEL 6

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Analyze Dweomer	Discern spells and magical properties in creatures or objects.	Div	V,S,F	Standard (R)	60 ft	1 minute (Con)	Target: 10 objects or creatures	WIS negates	
Animate Objects	Imbue inanimate objects with mobility and a semblance of life	Tran	V,S	Standard	240 ft	1 minute	Target: Up to 5 small objects		X
Antimagic Field	An invisible barrier prevents magic within its borders.	Abj	V,S,M	Standard	Personal	2 hours (D)	Area: 10-ft.-radius emanation, centered on		
Borrowed Time	Borrow from the future to gain an extra bonus action as the expense of Constitution	Tran	V,S	Standard	Personal	1 round/level (D)	Target: You		
Chain Lightning	Deals arcs of lightning starting from the primary target (12d6 dam) and hitting secondary ones (half dam).	Evoc	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary	DEX half	X
Chains of Fire	Create a chain of fire (like chain lightning)	Evoc	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary	DEX half	X

Circle of Death	Snuffs out the life force of living creatures, killing them instantly (1d4 HD / level)	Necr	V,S,M	Standard	120 ft	Instantaneous	Area: Several living creatures within a 40-ft.-	CON negates
Contingency	Have a spell come into effect once a certain condition is met.	Evoc	V,S,M	10 min	Personal	One day/level or until discharged (D)	Target: You	
Decapitate	Boost damage of a slashing weapon, threatening decapitation	Evoc	V,S,F	Reaction	30 ft	Instantaneous	Target: One creature with a discernable head	Con Partial
Dimensional Blade	Turn a melee weapon into a 2D object	Tran	V,S	Bonus	Personal	1 round	Target: You	
Disintegrate	Create a ray that does 24d6 dam, disintegrating creatures that reach 0 hp.	Tran	V,S,M,D F	Standard	120 ft	Instantaneous	Effect: Ray	CON Partial
Eyebite	Waves of evil power weaken opponents.	Necr	V,S	Bonus	Personal	1 round per three levels	Target: Self	Varies
Fluid Form		Tran	S,M	Standard	Personal	10 minutes	Target: Caster	X
Freezing Sphere	Creates a frigid globe of cold energy (10' burst, 12d6 dam)	Evoc	V,S,F	Standard	500 ft	See text	Effect: See text	DEX half X
Guards and Wards	Create magical wards to defend your stronghold.	Abj	V,S,M	30 min (R)	See text	2 hours/level	Area: Up to 200 sq. ft./level	See text
Impart Mind	Grant temporary intelligence in a magic item	Tran	V,S,M	2 rds	Touch	24 hours	Target: Permanent nonintelligent magic ite	
Lash of the Astradaemon	Grow demon claws for natural attacks	Necr	V,S	Standard	Personal	1 minute	Target: You	
Move Earth	Moves earth.	Tran	V,S,M	Special	800 ft	Instantaneous	Area: Dirt in an area up to 750 ft. square and up t	
Petrify	Turn flesh to stone, or stone to flesh	Tran	V,S,M	Standard	120 ft	Instantaneous	Target: One petrified creature or a cylinder of	
Project Image	Create a quasi-real version of yourself	Illu	V,S,M	Standard	240 ft	1 minute (Con)	Effect: One shadow duplicate	INT disbelief (if interacted)
Scatter	Scatter 5 creatures around you	Tele	V	Standard	30 ft	Instantaneous	Target: Five creatures in range	WIS Negates
Sirocco	Create a blast of hot air (4d6+1/lv fire), knocks targets prone, and inflicts fatigue.	Evoc	V,S,M,D F	Standard	200 ft	1 minute (Con)	Area: cylinder (20-ft. radius, 60 ft. high)	STR partial, see text
Transformation	Transform into a great fighter	Tran	V,S,M	Bonus	Personal	1 minute	Target: You	
Triggered Illusion	Create an illusion that remains dormant until triggered	Illu	V,S	Standard	60 ft	permanent until triggered	Effect: Visual figment that cannot be larger tha	INT Negates
True Seeing	Ability to see things as they actually are.	Div	V,S,M	Standard	Touch	10 minutes (Con)	Target: Creature touched	
Undeath to Death	Destroys Undead	Necr	V,S,M,D F	Standard	120 ft	Instantaneous	Area: Several undead creatures within a 40-ft.-	WIS negates

LEVEL 7

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Caustic Eruption	Eruption of acid causes 50 hp (+25 next round)	Conj	V,S	Standard	30 ft	Instantaneous and 2 rounds	Area: 30 foot radius burst	Dex half	
Control Weather	Change the weather in your local area.	Tran	V,S	10 min	2 miles	4d12 hours	Area: 2-mile-radius circle, centered on you		
Create Demiplane	Create a demiplane of your own	Conj	V,S,F	2 hr	0 ft	1 day / level	Effect: extradimensional demiplane		X
Etherealness	Allows short travel through the ethereal plane	Tran	V,S	Standard	Personal	1 round/level (D)	Target: You		X
Finger of Death	Slay one creature (3d6+1/level necr. Dam on save)	Necr	V,S	Standard	60 ft	1 minute (Con)	Target: One living creature	CON negates	
Forcecage	Create an indescribable cage	Evoc	V,S,M	Standard	30 ft	18 hours (D)	Area: Barred cage (20-ft. cube) or windowless cell		
Instant Summons	You call a nonliving item directly to your hand.	Tele	V,S,M	Standard	See text	Permanent until discharged	Target: One object weighing 10 lb. or less w		
Mage's Magnificent Ma	Conjure a extradimensional mansion.	Conj	V,S,F	Standard	60 ft	2 hours/level (D)	Effect: Extradimensional mansion, up to fifty 10-ft		
Mage's Sword	Create a sword-like plane of force.	Evoc	V,S,F	Standard	30 ft	2 minutes (D)	Effect: One sword		
Magnetic Field	Create a magnetic field around you that draw in metal objects	Abj	V,S	Standard	30 ft	1 minute (Con)	Area: 30-ft.-radius emanation	Dex negates	
Phase Door	Create an ethereal passage through material	Tele	V	Standard	0 ft	One usage per two levels	Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep +		X
Plane Shift	Move to another plane.	Tele	V,S,F	Standard (R)	Touch	Instantaneous	Target: Creature touched, or up to eight w	WIS negates	
Power Word Blind	Blinds opponent (no save)	Ench	V	Standard	60 ft	See text	Target: One creature with 200 hp or less		
Prismatic Spray	Seven beams of light with different effects	Evoc	V,S	Standard	60 ft	Instantaneous	Area: Cone-shaped burst	See text	
Repulsion	Field prevents creatures from approaching.	Abj	V,S,DF,F	Standard	120 ft	1 minute (Con)	Area: Up to 120-ft.-radius emanation center	STR negates	
Reverse Gravity	Reverses gravity	Tran	V,S,M,D F	Standard	240 ft	1 minute (Con)	Area: Up to eight 10-ft. cubes		
Sequester	Prevent divination and cause invisibility	Abj	V,S,M	Standard	Touch	One day / level	Target: One willing creature or object touch		
Simulacrum	Create an illusionary duplicfate of any creature	Illu	V,S,M	12 hrs	0 ft	Instantaneous	Effect: One duplicate creature		
Spell Turning	Spells and spell-like effects are turned back on caster.	Abj	V,S,M,D F	Standard	Personal	Until expended or 10 min./level	Target: You		
Statue	Subject can turn to and from a stone statue at will	Tran	V,S,M	1 rd	Touch	1 hour/level (D)	Target: Creature touched		

Vortex	Create a whirlpool in a body of water	Evoc	V,S,M,D F	Standard	1000 ft	1 round / level (D)	Effect: whirlpool 50 ft. deep, 30 ft. wide at top,	Dex negates
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LEVEL 8

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Antipathy / Sympathy	Cause an object or location to repel a specific kind of intelligence creature.	Ench	V,S,M	1 hr	60 ft	10 Days (D)	Target: A target item or location	CHA Partial, see descriptio	
Binding	Creates a magical restraint to hold a creature.	Ench	V,S,M	1 min	60 ft	permanent (D)	Target: One living creature	WIS Negates	
Clone	Makes a duplicate of yourself that you can inhabit if you die.	Necr	V,S,M,F	10 min	0 ft	Instantaneous	Effect: One clone		
Curse of Night	Curse the ground with endless night	Evoc	V,S,F	10 min	Touch	Permanent (D)	Area: 1-mile radius emanating from the touc		
Dimensional Lock	Prevents intradimensional travel in the area.	Tele	V,S	Standard	120 ft	Two Weeks	Area: 20-ft.-radius emanation centered on a		
Discern Location	Locate an object you have touched or a creature you have seen	Div	V,S,DF	10 min	Unlimited	Instantaneous	Target: One creature or object		
Endless Slumber	Cause someone to slip into a comotose slumber for years	Ench	V,S,M	3 rds	30 ft	Permanent (D)	Target: One Object	CHA negates	
Enhance Demiplane	Enhance a demiplace you have created	Conj	V,S,M	Standard	0 ft	Instantaneous	Effect: one enhancement to a demiplane you are i		X
Horrid Wilting	Evaporates moisture from living creature (16d6 / 16d8 from water elementals and plants)	Necr	V,S,M	Standard	1000 ft	Instantaneous	Target: Living creatures, no two of which can be	CON half	X
Imprisonment	Imprison your target.	Tele	V,S,F	Standard	Touch	Permanent	Target: One Creature	WIS Negates	X
Iron Body	Transform body into living iron.	Tran	V,S,M,D F	Standard	Personal	1 min./level (D)	Target: You		
Irresistible Dance	Causes a target to break out into an irresistible dance	Ench	V	Standard	Touch	1d4+1 rounds	Target: Living creature touched		
Maze	Banish a subject to an extradimensional labyrinth	Tele	V,S	Standard	30 ft	See text	Target: One creature		
Mind Blank	Protection from effects on emotions or thoughts.	Abj	V,S	Standard	60 ft	24 hours	Target: One creature		
Moment of Prescience	Get a 6th sense in relation to yourself.	Div	V,S	Standard	Personal	24 hours, or until discharged	Target: You		
Orb of the Void	Create an orb that inflict life drain	Necr	V,S,M	Standard	60 ft	2 minutes (D)	Effect: 1-foot diameter sphere	Con negates	
Polar Ray	Ray does 16d6 cold damage.	Evoc	V,S,F	Standard	30 ft	Instantaneous	Effect: Ray		X
Power Word Stun	Instantly stun one creature	Ench	V	Standard	60 ft	See text	Target: One creature with 150 hp or less		

Prismatic Wall	Prismatic wall that protects you from attacks	Abj	V,S	Standard	60 ft	3 hours (D)	Effect: Multicolored wall up to 90 feet long, 30 feet high	See text	X
Protection from Spells	+8 to saves against spells	Abj	V,S,M	Standard	Touch	3 hours	Target: Up to one creature touched per foe		
Scintillating Pattern	A twisting pattern of lights affects creatures	Illu	V,S,M	Standard	60 ft	Maintained Concentration + 2 rounds	Effect: Colorful lights in a 20-ft.-radius spread		
Screen	Create protection from scrying and direct observation	Illu	V,S	10 min	30 ft	24 hours	Area: Sixteen 30-ft. cubes	INT disbelief	
Seamantle	Sheathe yourself in a column of pure water	Conj	V,S,M	Standard	Personal	2 minutes	Target: Caster		
Sunburst	Globe of radiance blinds, does 6d6 damage.	Evoc	V,S,M,D F	Standard	500 ft	Instantaneous	Area: 80-ft.-radius burst	DEX partial	
Teleportation Circle	Circle teleports you to set destination	Tele	V,M	10 min (R)	0 ft	3 hours	Effect: 5-ft.-radius circle that teleports those who enter		
Temporal Stasis	Place subject in suspended animation	Tran	V,S,M	Standard	Touch	Permanent	Target: Creature touched	CON negates	
Vault	Create a mini demiplane that safely stores things	Tele	S	Standard	30 ft	1 hour	Target: One door		

LEVEL 9

Spell	Description	Sch.	Comp.	Casting Time	Range	Duration	Target/Area/Effect	Save	Lvl?
Astral Projection	Allows you to travel through the astral plane.	Tele	V,S,M	30 min	Touch	See text	Target: You plus 8 willing creatures	None, willing creatures only	
Clashing Rocks	Two colossal rocks smash target (70 hp damage, prone, buried)	Conj	V,S	Standard	1000 ft	Instantaneous	Effect: see text	Dex partial	
Cursed Earth	Curse the earth with famine, living death, or plague	Necr	V,S,M,D F	10 min	Touch	Permanent	Area: 1-mile radius emanating from the touch		
Fiery Body	You turn yourself into living flame.	Tran	V	Standard	Personal	1 minute / level	Target: You		
Foresight	Grants a powerful 6th sense about impending danger.	Div	V,S,M,D F	Standard	Personal	3 hours	Target: See text		
Gate	Create a connection with another plane and call a being through the gate .	Tele	V,S,F,XP	Standard (R)	120 ft	Instantaneous or (up to 1 round/level)	Effect: See text		
Mage's Disjunction	All spells, effects, items are disjoined (as if dispelled)	Abj	V	Standard	60 ft	Instantaneous	Area: All magical effects and magic items within a 60-ft. radius	WIS negates	
Meteor Swarm	Shoot meteors at target	Evoc	V,S	Standard	800 ft	Instantaneous	Area: Four 40-ft.-radius spreads	None or DEX half	
Overwhelming Presence	Force creatures to prostrate before you	Ench	V,S,M	Standard	240 ft	1 minute	Target: One creature/level, no two of same kind	CHA negates	
Power Word Kill	Instantly kills one creature <100 hp.	Necr	V	Standard	60 ft	Instantaneous	Target: One living creature with 100 hp or less		

Psychic Scream	Psychic scream that does 5d10+35 dam to 10 people.	Ench	S	Standard	90 ft	instantaneous	Target: Up to 10 creatures in range	INT Partial
Shapechange	Change into another form	Tran	V,S,F	Standard	Personal	3 hours (D)	Target: You	
Time Stop	Cause time to stop	Tran	V	Standard	Personal	1d4+1 rounds (apparent time)	Target: You	
Tsunami	Summon a tsunami	Conj	V,S	Standard	1000 ft	5 rounds	Effect: 10-ft.-deep wave 10 ft. wide/level and 2 ft.	
Winds of Vengeance	Surround yourself with a tornado	Evoc	V,S,DF	Standard	Personal	1 minute / level	Target: Caster	
Wish	Alter reality	Univ	V,XP	Standard	See text	See text	Effect: See text	See text
World Wave	Cause a wave of earth to destroy foes	Tran	V,S,DF	Standard	See text	See text	Effect: see text	