

The Supreme Spellbook

Analyzing every Sorcerer, Wizard, and Arcanist spell in
Pathfinder 1e

by TheGreatFox



"I'm sure it can hold a few more spells." - Elorin, Omnicaster ([image source](#))

Table of Contents

Table of Contents	2
Introduction	3
Those who came before	5
Rating System	6
0-Level	7
1st-Level	11
2nd-Level	34
3rd-Level	63
4th-Level	94
5th-Level	120
6th-Level	141
7th-Level	156
8th-Level	169
9th-Level	177

In the top left of Google Docs, click View -> Show Outline to show a more extensive table of contents on the left, and uncheck View -> Show Print Layout for better formatting.

Introduction

Greetings, and welcome to my guide. I go by many names online, but most commonly TheGreatFox1 or vladimir002. This is my first true guide, but far from my first time optimizing, you may know me from the [Painter Wizard](#) and [Singularity Sorcerer](#).

There has long been a need for a guide to the Sorcerer/Wizard spell list. The last general guide was Prof Q's, in 2014. The Cleric/Oracle list has [In Totality](#) and [Analysis Paralysis](#), which this guide was partially inspired by. I decided to try and fill that gap. And oh boy was this a lot more work than initially expected. But now it is done.

My favorite playstyle is that of the controller, or God Wizard, and this guide reflects that with its default ratings. However, if a spell is particularly good for another play style, it received a split rating. The most common of these are **Necromancer** (raise undead), **Blaster** (magic damage), **Melee Mage** (rip and tear), and **Foresight Diviner** (controller that can pre-roll dice).

Similarly, the default ratings presume a generic medieval fantasy campaign. Split ratings are given for other campaign types, such as **Intrigue** campaigns or **High-Tech** campaigns. If something makes a good **GM Spell**, it did not receive a split rating but did get a mention of being such for easy Ctrl+F.

Plenty of spells combo with each other, sometimes resulting in split ratings. The biggest causes of this were **Blood Money** (replace material components with Str damage), **Shared Training** (use self-only spells on others), and **Spectral Hand** (use melee touch spells at range).

The Wizard, Sorcerer, and Arcanist lists are almost identical, but not entirely:

- Spells with the [meditative] tag can only be cast while preparing your spells. Wizard/Arcanist can use them, but not Sorcs. This covers Rite of Centered Mind, Visualization of the Body, Visualization of the Mind, See Beyond, Spirit Bonds, Firewalker's Meditation.
- Blood Transcription involves scribing spells, and can only be used by Wiz/Arc, not Sorc.
- Mnemonic Enhancer and Mage's Lucubration involve expended spell slots, and as such are Wizard only, not Arcanist/Sorcerer.
- Spells that aren't on all 3 lists, but I have no clue why: Healing Leak, Temporal Regression, Deceitful Veneer, Twisted Innards, Passing Fancy Mass

Some fun stats about the Wizard list:

Level 0 spells: 35	Abjuration: 177
Level 1 spells: 245	Conjuration: 264
Level 2 spells: 328	Divination: 159
Level 3 spells: 335	Enchantment: 183
Level 4 spells: 284	Evocation: 203
Level 5 spells: 231	Illusion: 182

Level 6 spells: 161	Necromancy: 220
Level 7 spells: 129	Transmutation: 501
Level 8 spells: 80	Universal: 7
Level 9 spells: 69	Other: 1 (Lissalan Snake Sigil)
Total: 1897	

This guide was made by copying the AON wizard spell list, and then adding my commentary to it. I mostly kept the short spell descriptions, adding some minor changes and typo fixes. The commentary is my own, but I frequently referenced the guides I linked below when I was unsure about a spell or felt like there might be more than I was seeing. Special mention goes to the daily discussion threads, a decently large amount of the crazy combos in this guide were found in one of those threads.

With a guide this long, there are bound to be mistakes. If you find any, even something as minor as a typo, let me know on [reddit](#).

Finally, mirroring In Totality/Analysis Paralysis, I have made a shortened guide with only the good spells included, making the guide easier to digest. This means spells rated Green or higher. Spells with a split rating were kept if the higher rating was Blue or better. Still fairly long, but much less than the 180 pages this guide has. Here it is:

[**The Traveller's Spellbook - Only the good spells from the Sorcerer, Wizard, and Arcanist spell lists in Pathfinder 1e**](#)

Those who came before

[Prof Q's Wizard Guide](#) – Covers all the fundamental parts of being a wizard, though it's from 2014. Don't snub the basics. Has an in-depth look at the Summon Monster spells.

[Tarondor's Transmuter Guide](#) – For wizards specializing in trans spells. In-depth look at the Melee Mage playstyle, including the polymorph spells.

[Iluzry's Sorc Guide](#) – A fairly recent guide, covering all the good options.

[SignificantOtter's Arcane Trickster Guide](#) – Sneak attacking with spells.

[Iluzry's Shadow Spells Guide](#) – Guide to using the Shadow [School] spells and other shadow spells to their fullest extent.

[/r/Pathfinder_RPG's Daily Spell Discussions](#) – Not a guide, and there's so many spells that there still aren't threads for all of them, but if you want more information on how to use a specific spell this is the best place to look.

[Spell Codex](#) – Easy way to sort through all of the spells. Use Data -> Filter Views -> Create new temporary Filter View, then click the 3 lines near the top in the column you want to sort.

[Zenith's Guide to the Guides](#) – Collection of all the major guides to PF1. The above guides are the ones I referenced while writing this, but here you will find guides for just about everything.

Rating System

Red – Bad spell. Not worth the cost to scribe into your spellbook, or the cost of a scroll.

Orange – Mediocre spell, situationally useful. Usually not worth preparing, but having a scroll on hand just in case isn't the worst idea.

Green – Good spell. These are frequently useable with a decent effect, or sometimes useable with great effect. Good to have in your spellbook, but you probably won't prepare them every day.

Blue – Great spell. These are above average, and will be frequently useful with a significant effect. Should have this in your spellbook, and prepare it most days. Sorcerers will want to mostly pick spells rated this or higher, due to the limited number of spells known.

Purple – Amazing spell. The strongest options. Almost always useful, and will turn the tide in your party's favor. Get these, or at least have a way to use them whenever possible.

Pink – Broken spell. These are exploits. Be very careful with these, as the GM is entirely justified in banning anything rated this.

Split Rating – Has a specific interaction that massively increases how good the choice is if used, requires a specific sort of campaign to be good, or is only useful for a specific class/playstyle/level range.

Black – For some reason or other, this spell could not be rated.

^F This spell has an expensive *focus* component.

^M This spell has an expensive *material* component.

^R Spell requires a religion or race. If religion, you **MUST** worship the listed deity to utilize the spell. If race, you can cast them provided you find a source to learn it from, which is as difficult as the GM decides.

^Y This spell has a Mythic version. This guide mostly ignores mythic beyond Ascendant metamagic and spells specifically designed for mythic.



PFS legal spell. Anyone not playing PFS can ignore this.

3.5 This spell is ancient, released by Paizo before they wrote Pathfinder. Should still work just fine, but may have an occasional bit of weirdness.

0-Level

Abjuration

☒ **Resistance:** *Subject gains +1 on saving throws.* Even if you keep this up at all times out of combat, it's not going to be worth it.

Conjuration

☒ **Acid Splash:** *Orb deals 1d3 acid damage.* The best of the damage cantrips. SR:No, and the least resisted damage type. A more flavorful alternative to carrying a crossbow at low levels. Keep a flask of acid on hand to [use as a focus component](#) to increase the damage to 1d3+1. As an instantaneous creation spell, only the origin point needs magic, letting you fire this into an Antimagic Field. Acid Splash + Fly can take out most golems.

Drench: *Soak the target creature or object.* This is one of the rare cantrips jealously guarded by a select few wizards? Just get the party cleric to prepare Create Water, that one's actually good.

Divination

Detect Fiendish Presence: *As detect evil, except this specifically detects outsiders with the evil subtype and their servants.* If you're looking for a fiend, this can help find them.

☒ **Detect Magic:** *Detects spells and magic items within 60 ft.* This is known as the best cantrip for a good reason. Keep it prepared at all times, and keep it up whenever possible out of combat.

☒ **Detect Poison:** *Detects poison in one creature or object.* If you're in an intrigue campaign, this is useful. Otherwise, pass.

☒ **Grasp:** *Retry a Climb check as an immediate action.* If you're going mountain climbing and aren't a high enough level for Fly this might be useful? Otherwise, pass.

☒ **Read Magic:** *Read scrolls and spellbooks.* If your Spellcraft isn't high enough yet to decipher scrolls/spellbooks you find on a take 10, this will be useful. You only need to use this on a scroll/spellbook once, so cast it in downtime if possible.

Enchantment

☒ **Daze:** *Humanoid creature of 4 HD or less loses next action.* Alternative to Acid Splash as a combat time filler. Goblins, orcs, and bandits are all common enemies at low levels, and

having an enemy lose their turn is never bad. The 1 minute immunity keeps this from being rated higher.

Evocation

Breeze: *Create a light wind.* A spell to have your cape blow dramatically in the wind? Sign me up! The flavor is amazing, sadly the effect isn't. Rare cantrip.

 **Dancing Lights:** *Creates torches or other lights.* Much shorter duration than Light, but being able to move them around for free is great. If you keep the lights in a square, you have +5ft radius over the Light spell. With the high range it lends itself to creative uses, such as distractions.

 **Flare:** *Dazzles one creature (-1 on attack rolls).* Dazzle is a terrible condition, and this has a save. Use Daze or Acid Splash instead.

 **Light:** *Object shines like a torch.* For all of the benefits Dancing Lights has, this is still a solid spell. Cast it on your fighter's helmet if they don't have darkvision, or use it on a pebble and toss it down a well.

Penumbra: *Keep something in the shadows.* Does your party have a vampire or someone with light blindness? See if you can find a scroll of this to learn it. If there's someone with light sensitivity, can be worth it. As mediocre of a status as Dazzle is, permanently giving someone +1 attack can be worth a cantrip slot. Rare cantrip.

 **Ray of Frost:** *Ray deals 1d3 cold damage.* Acid Splash, but cold and SR:Yes. For the aspiring cryomancer. If you plan on using this, get a bottle of Liquid Ice to use as a [focus component](#) for 1d3+1 damage. Blue for Arcane Tricksters who use it to sneak attack. It's also a Ray, which count as weapons.

Scoop: *Use a small vessel of force to scoop up liquid or small objects.* If you need to transport lava for some reason. Otherwise, buy a bucket, a sack, or a shovel. Rare cantrip.

 **Spark:** *Ignites flammable objects.* Flavorful alternative to flint and steel, and can be used at range. Requiring only verbal *or* somatic will be handy for any sneaky pyromancers.

Illusion

 **Ghost Sound:** *Figment sounds.* Amazing versatility, but like most illusions it's GM dependent on how the targets react. That, plus always giving a save (which won't be high as a cantrip), prevent me from rating this purple. Try combining it with Silent Image.

 **Haunted Fey Aspect:** *You surround yourself with disturbing illusions.* Nice flavor, but you'd have to actually be an insane fey creature to think this is a good spell.

Oath of Anonymity: *Cloak yourself in an illusion that hides your true identity.* +10 to Disguise. If you're in an intrigue campaign, this is amazing. Otherwise, meh.

⊗ **Vacuous Vessel:** *Make a single container appear empty.* This might be useful in an intrigue campaign where you need to smuggle something... except it's rounds/level, and by the time that's long enough you can easily afford a [Pathfinder Pouch](#).

Necromancy

⊗ **Bleed:** *Cause a stabilized creature to resume dying.* If you want a stable enemy to resume dying for some reason, Acid Splash does the same thing. Or just leave the unconscious enemy as is, they're either going to be healed back up in which case the 1 damage isn't going to matter, or they won't be healed and you can just coup de grace them after the battle is over.

⊗ **Disrupt Undead:** *Deals 1d6 damage to one undead.* One of the few ways of doing positive energy damage as an arcane caster. If you know you'll be fighting undead, this is better than Acid Splash.

Sotto Voce: *Use your dry, rasping whisper to fill a creature with dread.* Target: One humanoid with max 4 HD. Shaken isn't a bad debuff, but Daze is better.

⊗ **Touch of Fatigue:** *Touch attack fatigues target.* Fatigue for rounds/level isn't bad, but the melee touch attack is. And they still get a fort save.

Transmutation

Chameleon Scales: *Change the color of your skin to something else.* Blackface: The Spell. Okay in an intrigue campaign, combine it with Oath of Anonymity to make your secret identity extra secret. Though the penalty for disguising yourself as a different race that this negates is only -2, so this is far worse at its job than Oath.

Jolt: *Deal 1d3 electricity with a ranged touch attack.* Another flavor of worse Acid Splash. SR: Yes, and no focus component for extra damage. For the aspiring electromancer. Could be useful if you're in a high-tech campaign, or another campaign where enemies are weak to electricity. Rare Cantrip.

⊗ **Mage Hand:** *5-pound telekinesis.* Never get up to fetch the remote again. Magical telekinesis is awesome. Pull a lever, flip a switch, grab an item on the other side of some bars, all from a safe distance.

⊗ **Mending:** *Makes minor repairs on an object.* Whether it's a tear in your spellbook, a crack in the fighter's sword, or the gunslinger's firearm blew up again, you'll be glad to have this. The casting time makes it not a combat spell however.

⊗ **Message**: *Whisper conversation at distance.* Freely talk among your entire party. If your rogue scouts ahead, they can immediately convey what they see without the enemies overhearing. Even outside of an intrigue campaign, this is very useful.

⊗ **Open/Close**: *Opens or closes small or light things.* Open doors and chests while not being in the AOE of any traps it may have. Just hope it's not an Alarm trap.

Root: *Bolster the subject's CMD vs. trips and Acrobatics checks to remain standing.* +2 is a bigger bonus than most cantrips give, but unless you know ahead of time that you'll be fighting a trip focused enemy or climbing a mountain with lots of balancing required, skip this. Rare cantrip.

⊗ **Scrivener's Chant**: *Imbue a quill to rapidly transcribe words from one page to another.* If you need to copy a lot of text in downtime, this will speed it up significantly.

Universal

⊗ **Arcane Mark**: *Inscribes a personal rune on an object or creature (visible or invisible).* Permanent duration. If you like darkness, buy a scroll of [Umbral](#) Arcane Mark, cast it on a Dull Grey Ioun Stone, and prepare all your spells as [Tenebrous](#). Also useful if you need to find an item later. Blue for a Magus, who can use it to spell strike for an extra attack without spending a spell slot.

⊗ **Prestidigitation**: *Performs minor tricks.* Least Wish. The ultimate utility cantrip. If you're a prepared caster and running low on cantrip slots, this is a good one to put in a [Cracked Orange Prism Ioun Stone](#).

1st-Level

Abjuration

⊗ **Abjuring Step**: *You can move slowly and safely and still cast spells, until you move quickly, make an attack, or cast a harmful spell.* Two 5ft steps per round, and you don't provoke... for 1 round/level. At the cost of not otherwise moving or casting a spell on an enemy. If this had a higher duration, it'd be usable, but as is it's just worse than Vanish.

⊗ **Alarm**: *Wards an area for 2 hours/level.* Prevents ambushes while resting. A wand of this at CL 4 will cover the whole night for most likely your entire campaign.

⊗ **Endure Elements^Y**: *Exist comfortably in hot or cold regions.* Does what it says. 24 hour duration means you don't need to worry about traveling through a desert or frozen tundra. Each slot protects only one party member, so if you'll be in those environments for an extended time, get a wand.

⊗ **Fastidiousness**: *Keep yourself and your equipment clean and dry.* Alternatively, cast Prestidigitation to stay clean.

⊗ **Hold Portal^Y**: *Holds door shut.* Not very well. +5 DC, and minutes/level isn't going to turn a siege.

Incendiary Runes: *As explosive runes, except it creates a small surge of flames instead of an explosion of force.* Lesser explosive runes. 1d6 damage isn't worth a first level slot, but... this has a permanent duration. Pink if you stack a massive amount of them in downtime. See Explosive Runes.

⊗ **Invisibility Alarm**: *As alarm, but reacting only to invisible creatures.* Just cast the normal Alarm spell, it also triggers on invisible creatures and lasts 20x as long.

⊗ **Line in the Sand**: *Increase your attacks of opportunity per round.* Not even good for Melee Mages. 1 round/level spells need to have far more impact than this.

⊗ **Obscure Poison^M**: *Make it harder to detect a poison or venomous creature.* Only useful in an intrigue campaign, but there it'll make subtly poisoning that enemy noble a fair bit easier.

⊗ **Peace Bond**: *Create a glowing rune of peace to protect targets from your own magic.* Protects your party from your fireballs, but not your stinking clouds. Minutes/level, so can be pre-cast. Green if you're a blaster and your party gets surrounded regularly.

⊗ **Peacebond**: *Locks a weapon in place on the target's body.* If you'd want to use this on someone, chances are they've already drawn their weapon.

⊗ **Protection from Evil/Chaos/Law/Good^Y**: *+2 to AC and saves, plus additional protection against selected alignment.* At early levels, the bonuses are good. Summons not being able to touch you is neat. Later on the immunity to mind control will save you at least once. Always keep at least a scroll of it on hand. Evil is the best one, as most enemies are evil, and even in

an evil campaign you'll be fighting plenty of fellow evils. Non-Evil Chaos is less common, but Fey can be annoying, so not bad either. Lawful and Good are less likely to use mind control, but if you regularly fight enemies of those alignments keep a scroll around. Later on, try to have a Cracked Clear Spindle Ioun Stone on you inside of a Wayfinder to trigger its resonant effect, letting you use this as an immediate action. You burn 1k gp each time, but not being mind controlled is worth it.

⊗ **Punishing Armor**: Coat yourself with a thin layer of energy that turns back nonlethal damage on your attacker. How often are you attacked by nonlethal damage?

⊗ **Rite of Centered Mind^M**: +1 to saves vs mind-affecting effects for 24 hours, discharge to reroll a failed save vs a mind-affecting effect. 100 gp material component drags this down. If you have [False Focus](#), this becomes good. You can only have one [meditative] spell at a time, and only prepared casters can use them.

⊗ **Shield**: Invisible disc gives +4 to AC, blocks magic missiles. Minutes per level and self only make it better to use the slots on Mage Armor in most cases, though they do stack. Most casters will have garbage AC anyway. However, if you're a Melee Mage, or sharing this with your fighter (see Shared Training for details), this becomes great.

⊗ **Shield Companion (AA)^F**: As shield other, but affects the caster's animal companion or familiar. If you're transferring damage, you generally want the damage to go the other way, via a [Protector](#) familiar. Maybe for a witch, but those should keep their familiars out of combat to avoid losing their spells known.

⊗ **3.5 Shield Speech**: Speak freely to one creature within 10 feet without being overheard. For an intrigue campaign, this ensures you absolutely cannot be overheard. Otherwise, pass and just use Message.

⊗ **Shock Shield**: A shield of force protects you until you dismiss it in an explosion of electricity. Worse shield spell. 1d6 damage once is not worth -2 AC.

⊗ **Stunning Barrier**: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. Stun is good. Having to take melee attacks is not. Even for a Melee Mage, it's usually not worth the standard action.

⊗ **Sunder Breaker**: The next weapon that sunders an item belonging to the target takes damage. If you know you're about to fight someone that uses sunder I guess this could come up?

⊗ **Theft Ward^{RY}**: Gain a +10 Perception bonus to notice someone trying to take a specific object from you. Far too situational for most campaigns, but in a campaign focused on intrigue or the thieves guild this will be useful.

⊗ **Waterproof**: Target becomes waterproof for the spells duration. Some protection for your spellbook, or the gunslinger's gun if you have one in your party. At low levels you won't have the slots for this, and at higher levels there are better options. If you want to use a first level spell to protect your book, look at Secluded Grimoire.

⊗ **Wave Shield**: *Water blunts one incoming attack or fire effect. Only 1 attack? And the protection is only ½ CL?*

⊗ **Winter Feathers^R**: *Protect a feathered creature from the cold for a day. Just cast Endure Elements.*

Conjuration

⊗ **Abundant Ammunition**: *Replaces nonmagical ammunition every round. If you're in a survival campaign and don't have a way to replenish ammunition, this will help your party's archer. Not in a survival campaign or don't have an archer? Pass.*

⊗ **Adhesive Spittle**: *Spit a tanglefoot bag at a creature. Tanglefoot bags are good. But this takes 2 standard actions to use, which massively pulls the spell down.*

⊗ **Air Bubble**: *Creates a small pocket of air around your head or an object. Are you in an underwater campaign? This will let you cast Verbal spells underwater without giving up all your air, and makes the party gunslinger not useless. Otherwise, may as well keep a scroll or [potion sponge](#) around in case you need to go swimming.*

⊗ **Arcane Pocket**: *Conjure an extradimensional space inside a pouch or pocket. Pocket of holding! I want to like this, but for transport a Floating Disk is better, and the +1 to conceal checks isn't worth the slot.*

⊗ **Burning Sands**: *Create a field of hot sand that creates difficult terrain and minor fire damage. Ignore the damage, this is a large area of difficult terrain. Prevent charges and force enemies to waste a whole turn moving to get into melee.*

⊗ **Celestial Healing**: *Grant fast healing 1 for 1 round/2 levels. If this is good's answer to Infernal Healing, it's time for evil to triumph.*

⊗ **Corrosive Touch**: *Touch attack deals 1d4 acid/level. Worse Shocking Grasp alternative if you're facing electric immune enemies.*

⊗ **Desperate Weapon**: *Create an improvised weapon. Or just pick one up from the floor. The only reason this isn't fully Red is because it's a swift action, and there might be a use for drawing a weapon as a swift action.*

⊗ **Expeditious Construction**: *Create a low wall or other simple structure of packed earth or stone. Your first wall spell. Provides cover. Instantaneous Creation spell, so the wall is just there now, it won't go away until someone manually moves the earth/stones.*

⊗ **Fumblestep^R**: *Target takes -1 penalty to Reflex and Acrobatics, discharge to perform a trip combat maneuver. The penalty is irrelevant, and the trip takes a second standard action. If you want to trip at range, use Thunderstomp.*

⊗ **Glue Seal**: *Makes one 5-ft. square or one object sticky.* Inverse Grease, with a lower AOE. Great as a readied action if you're mostly fighting humanoid enemies rather than monsters - glue an arrow to an archer's bow as they're about to fire it so they can't use either, or glue a spell component pouch/potion/scroll shut as they go to use it to disable both the item and the hand that just got stuck to it.

⊗ **Grease^Y**: *Makes 10-ft. square or one object slippery.* Reflex save vs prone, giving your melees +4 to attack and an AoO when the enemy stands up. Plus the area is difficult terrain, for more charge blocking. Also very useful if you run into a monster that grapples. Casting it on a weapon is more situational, but it'll come up.

⊗ **Guardian Armor**: *Teleport your armor onto an ally in range.* Two problems here. Why are you wearing armor, and why isn't your ally wearing theirs?

⊗ **Icicle Dagger**: *Masterwork ice dagger deals +1 cold damage.* If you use weapons, you should have one already. Maybe for an Eldritch Scoundrel Rogue in an intrigue campaign?

⊗ **Infernal Healing**: *Give someone fast healing 1 for a minute, at the cost of a temporary evil alignment.* A first level slot for 10 points of healing, even clerics can't do that consistently until mid levels. This works on living creatures, undead, and even non-magic-immune constructs. That said, you don't usually want to be preparing this. Get a wand, and use it to keep everyone healthy out of combat. Don't mind the material component, every spell component pouch comes with a complimentary vial of devil blood. Technically, casting [evil] spells is supposed to [move you towards evil](#), but those same rules allow a demon lord to become Chaotic Good by casting Celestial Healing five times using the blood of an angel he just slaughtered as the material component, so that rule is generally ignored.

⊗ **Instant Portrait**: *Create a portrait of a creature on the touched surface.* Unlikely to be useful, and it's not quite a camera, but this is still awesome. Just have some pictures of your party. Instantaneous Creation spell, so the paintings stay. While the picture could be used to give -2 on the save against Scrying, you have to see them to target them with this, so may as well just make a sketch yourself. There's no requirement for it to be a good picture.

⊗ **Ki Arrow**: *Arrow deals damage as your unarmed strike.* As amusing as this is, the only class able to cast it that might potentially use this is the Skald.

⊗ **Mage Armor^Y**: *Gives subject +4 armor bonus.* Good at low levels and for Melee Mages. Later on, most mages will have terrible AC with or without this. If you have a monk in the party, convince them to buy you a [Pearl of Power](#) and cast it on both of you daily.

⊗ **Mount**: *Summons riding horse for 2 hours/level.* By itself, this is the best level 1 summoning spell. Lasts hours instead of rounds, and the light horse is on the Summon Monster 2 list. It's a flanking partner, hp sponge, and it can block the enemy's path. The attacks aren't particularly good, but there's nothing stopping it from using them. Oh, and you can ride on it too I guess. This becomes Pink when combined with Alter Summoned Monster, see that spell for details.

⊗ **Mudball^R**: *Throw a ball of mud to blind your enemy.* Blinded is a good condition. Notably, they don't get a save until their turn, so if you can hit the touch attack your sneak attacking rogue is going to have a field day. If used on something with low reflex, this can also effectively stagger them for a round as they waste a standard action removing the blindness.

⊗ **Murderous Crow^R**: *Conjure a supernaturally vicious and clever crow to watch over you.* Sounds neat. Unfortunately, no Crow statblock exists, so what this spell actually summons is a mystery. There's a Raven statblock, but that has a bite attack rather than 2 claw attacks.

⊗ **Obscuring Mist^Y**: *Fog surrounds you.* By itself, it's a good spell you can use for [asymmetric concealment](#), or to cover the melees when facing both melee and ranged enemies. Becomes Purple when combined with Ashen Path. Can get this continuously via a [Saltspray Ring](#).

⊗ **Secluded Grimoire**: *Safeguard your spellbook on the Ethereal Plane.* The ultimate spell for keeping your [Blessed Book](#) safe. Unfortunately, you can't access it either without ending the spell, and leaving spell slots open to prepare during the day is a good tactic across all levels.

⊗ **Songbird**: *Conjure music from a good-aligned plane.* This spell is intended for bards. Wizards are looking at +1 DC for a [sonic] spell for a swift action and a level 1 slot, which might be okay at higher levels if you don't have anything better to do with your low level slots.

⊗ **Stone Shield^R**: *Summon a thick stone slab from the ground to shield you from attacks.* D&D 5e players, this is the Shield spell you're familiar with. Close to it anyway. The +4 is a cover bonus, which stacks with everything else. Still, at low levels you have better things to use your slots on, and at high levels your AC doesn't matter. Green for Melee Mages.

⊗ **Stumble Gap^F**: *Small hole trips creatures.* Grease does the same thing, but better.

⊗ **Summon Minor Monster**: *Summon 1d3 Tiny animals.* This spell has a surprising amount of utility. Summon [bats](#) to detect invisible foes. [Skunks](#) to nauseate your enemies, or sicken even on a successful save. [Hagfish](#) have decent damage for a level 1 summon, and oddly enough have a land speed so might be able to be summoned even on land? [Armadillo](#) can have up to 21 AC by taking the total defence action, and while the [rules for moving through a square](#) allow a tiny creature to move into a medium creature's square, they don't allow the other way around (without a DC 16 Acrobatics check, total defence adds to CMD, though a total defence using Mount would be DC 26), so it can hold a doorway. Mind the duration however, you may be better off casting Mount.

⊗ **Summon Monster 1**: *Summons extraplanar creature to fight for you.* Worse than Mount and Summon Minor Monster.

⊗ **Unseen Servant**: *Invisible force obeys your commands.* Never fetch your own drink again. This is more of a lifestyle choice than an adventuring spell, and at high level you can have it

always active. It can also be useful in combat by spreading caltrops or activating a smokestick.

Web Bolt^R: *Throw a fist-sized ball of webbing at a target to ensare them.* Reflex save vs grapple, and they need to spend at least a standard action to get out. Loses the secondary benefit of Web, where they have to immediately make another check or get stuck again when moving out, but it's still a decent spell. Keep fire away from the web.

Divination

⊗ **Anticipate Peril^Y**: *Target gains a bonus on one initiative check.* Minutes/level means you do indeed need to anticipate it. At low levels it's worse than Heightened Awareness, but the bonus stacks with HA so if you like having high initiative this becomes Green at higher levels once low level slots become less important.

⊗ **Authenticating Gaze**: *Gain a bonus on Appraise/Linguistics checks related to books and scrolls, along with some magical detection abilities.* In a normal campaign this won't see much use. However, up to +10 is a massive bonus, so this is Blue in an intrigue campaign or if your group actually uses Appraise.

⊗ **Comprehend Languages**: *You understand all languages.* This won't come up every day, but keep a scroll on hand for when it does.

⊗ **Cultural Adaptation**: *Adapt to fit the local culture.* May be useful in an intrigue campaign. For an enchantment specialist, +1 (charm) DC for 10 minutes/level isn't bad at higher levels. If neither of these apply, pass.

⊗ **Cultural Adaptation (Taldan)**: *Better impersonate the member of a specific culture.* Why is this a separate spell? Exact same thing as above, but on less spell lists and with more colonialism flavor.

⊗ **Detect Charm**: *Detect charm, compulsion, and possession effects in the area.* Use Detect Magic instead.

⊗ **Detect Metal**: *Detect metal objects or creatures.* Notably missing the line about being blocked by dirt/stone/metal/etc... which, since it's an emanation, means even a sheet of paper blocks it. Too bad, if it ignored barriers this might be an interesting way to look for buried treasure or places to mine.

⊗ **Detect Radiation**: *Detect radiation in the surrounding area.* Higher duration and area than most Detect spells, and no concentration. Are you in a campaign where radiation is common? Take this to avoid dying from radioactive poisoning. Otherwise, pass.

⊗ **Detect Secret Doors**: *Reveals hidden doors within 60 ft.* You need to already suspect there's secret doors with that duration. May come up in an intrigue campaign, but otherwise you should just be using perception or letting the party rogue take care of this.

⊗ **Detect Undead**: *Reveals undead within 60 ft.* If you suspect one of the nobles in your intrigue campaign is secretly an undead. Otherwise, pass. They'll make themselves known soon enough.

⊗ **Discern Next of Kin**: *Read the target's mind to learn about its family.* Another one for the intrigue campaigns. Learn if someone is lying about their family. Otherwise, if you need to know this just let the party face use diplomacy.

Ears of the City: *The target of this spell sees and hears a stream of past scenes and pieces of conversations related to local people and events.* When time is of the essence or you just don't like talking to people, this will quickly let you gather information.

⊗ **Heightened Awareness**: *Your recall and ability to process information improve.* Solid duration, decent bonus to knowledges, and an initiative bonus once you get to the boss so you can go first and land a control spell. This is a great wand spell.

⊗ **Identify**: *Gives +10 bonus to identify magic items.* Wizards and Arcanists usually won't need this since you have a good Spellcraft, but having a scroll in case you fail the roll with Detect Magic isn't a bad idea. Sorcerers aren't Int-focused, so this is more useful for them, except you probably have better things to do with your spells known. For them, and most other classes that could get this spell, a wand will do nicely.

⊗ **Kreighton's Perusal**: *Gain a brief understanding from a book as if you had read it for 1 hour.* Combine this with Skim, and libraries won't stand a chance.

⊗ **Linked Legacy**: *Share information with all targets of the spell in the blink of an eye.* Did you know that talking is a free action that can be taken even outside of your turn? If you want to share the information from a knowledge check at range, use Message, it has a higher range.

⊗ **Locksight**: *Determine from a distance the quality of a lock and whether it is open, closed, or jammed.* Maybe in an intrigue campaign for helping plan out a heist.

⊗ **Mindlink**: *Communicate a great deal of information in an instant.* When time is of the essence, and your GM decided talking as a free action doesn't let you instantly share a book's worth of knowledge.

⊗ **Pierce Facade**: *Gain a +5 insight bonus to Perception to see through disguises.* Another one for the intrigue campaigns.

⊗ **Planar Orientation**: *Locate places of power on your current plane.* If you're travelling to other planes and your party tends to get lost, this might be useful. Staying on the material plane? Pass.

⊗ **Rune Trace^M**: *Learn information about a magical rune without triggering it.* Maybe for figuring out a "warning: nuclear waste site" sign. Or in an archology campaign. Even then, the material component costs will add up.

⊗ **See Alignment**: *Pick an alignment; in your sight, creatures and items with that alignment emit a ghostly radiance.* If you want to confirm someone's alignment in an intrigue campaign maybe. Having the party cleric cast Detect Evil will usually be much better than this.

⊗ **Skim**: *Read four times faster than normal.* Combine with Kreighton's Perusal, and libraries won't stand a chance.

⊗ **Speak Local Language**: *Target gains the ability to speak and understand a regional human language.* There might be some uses if you didn't need to know the language yourself.

⊗ **Speechreader's Sight**: *Read lips from a distance.* Another one for the intrigue campaigns.

⊗ **Starsight**: *Observe the night sky as if it were a clear and unobstructed night.* If you're taking the Stargazer prestige class, this will let you use the Stars Are Right ability regardless of the current weather. Otherwise, pass.

⊗ **Sure Casting**: *Treat your CL as 5 higher for the purposes of bypassing SR with the next spell you cast.* If only this were a swift action spell. Maybe in a campaign with lots of SR, like Wrath of the Righteous? Decent spell to Quicken.

⊗ **Technomancy**: *As detect magic, except detecting the presence of technological objects.* Are you in a high-tech campaign? Take this. Otherwise, pass.

⊗ **True Skill**: *Gain an insight bonus equal to half your caster level on one skill check.* If you know you're about to make an important skill check, this will make sure you don't fail it.

⊗ **True Strike^Y**: *+20 on your next attack roll.* Normally, this isn't worth your standard action. However, if it's Quickened (preferably via rod), it suddenly becomes much better. Also, this is an option for Shared Training, giving this to your fighter is powerful.

Enchantment

⊗ **Aphasia**: *Prevent a target from understanding language.* A hilarious way to become immune to language-dependent spells. Alternatively, buy earplugs. There's little point using this offensively, enemies will still be able to act normally even if they can't understand each other, and this is too short to use out of combat.

⊗ **Bungle**: *Target takes a -20 penalty on its next attack roll or check.* Did you know that knowledge checks don't require an action? This can be discharged to no effect easily. Even if your GM ignores that, there's still far better options.

⊗ **Charm Fey**: *As charm person, but targets fey.* Good if you frequently encounter fey. Not so good otherwise. Keep in mind fey have good will saves from racial HD.

⊗ **Charm Person**: *Makes one person your friend.* Hours/level. Cast this out of combat if possible. Keep in mind the charisma checks to get them to do things. Blue for Sorcerers or if you're in an intrigue campaign.

Coward's Cowl: *Enhance a target's defensive instincts.* Most of these bonuses are irrelevant, but the +1 DC on all spells cast as readied actions for minutes/level is good as a prebuff. Remember that you can choose any condition for ready, "when the next person in initiative starts their turn" is a valid choice. Readying does limit you to standard action spells or quicker, but that's most of them anyway. Red for anyone that wants to be in melee.

⊗ **Deja Vu**: *Make a creature repeat its actions.* No save. Either force someone to do the exact same thing with the same target two turns in a row, or give them a round of confusion. If facing a prepared caster that doesn't have the same spell prepared twice, they'll be confused. Same with someone who charges. Enemy full attacked without taking a 5ft step? 5ft step away. Even if not going for the confusion, knowing what an enemy will do gives your party a tactical advantage.

⊗ **Delusional Pride**: *Target is penalized on attacks and checks but gains bonus against charms and compulsions.* The penalties are too low for this to be good. Add that it's save negates and single target, and you've got a bad spell.

⊗ **Hypnotism**: *Fascinates 2d4 HD of creatures.* Fascinate is a decent condition, but it ends as soon as your party attacks. The single requires might be useful, but the HD limit means this won't be useful after a few levels.

⊗ **Implant Urge**: *Implant a subconscious goal into a creature.* Intrigue spell, but you're better off just casting Charm Person.

⊗ **Keep Watch**: *Allow creatures to stand watch without fatigue throughout the night.* An alternative to Alarm. Depending on how your GM interprets "vigorous activity", this can go up to Blue. Can you use the night to copy spells while your allies are watching for enemies? How about crafting?

⊗ **Lock Gaze**: *Compels the target to look only at you for the duration of the spell.* Squishy mages do not want enemies focusing their attacks on them. Potentially usable by Melee Mages, but the debuff isn't strong enough to justify requiring a save.

⊗ **Memorize Page**: *Target perfectly memorizes one page of information.* Potentially usable in an intrigue campaign. Sneak in, memorize an important document, and use it as a reference for forgeries without anything going missing.

⊗ **Memory Lapse**^Y: *Subject forgets events back to last turn.* Another spell for intrigue campaigns. Sadly useless in combat.

⊗ **Moment of Greatness**: *Doubles a morale bonus.* This is a neat way to give the party an increased bonus from bard, skald, cavalier, or barbarian abilities, or from your Heroism spells. This becomes Purple if you're a Pact Wizard or have some other way of getting an oracle curse, as the Legalistic curse gives a 1/day +4 morale bonus on any roll. Including

things like the number of levels drained by Enervation, or the number of monsters summoned by a Summon Monster spell (as long as you're summoning 1d3 from a lower level). Minute/level duration, so you can use this as a prebuff.

⊗ **Reveal Secrets**: *Target reveals if it has secret knowledge of a topic.* Intrigue spell, but just cast Charm Person instead.

⊗ **Sleep**^Y: *Puts 4 HD of creatures into magical slumber.* Amazing at level 1. Useless at level 5. Make use of [Coup De Grace](#) once all still living enemies are sleeping.

Sow Thought^R: *Plant an idea in the mind of the subject.* Mess with someone forever. Amusing, but unlikely to be useful as intended outside of an intrigue campaign. However, permanent duration makes this a great dispel trap. Cast it on yourself and your party members with the thought "I have a sow thought active as a dispel trap". Multiple times, at different CLs. If you're an Arcanist or Exploiter Wizard, use your arcane pool to cast this at +1 CL so hostile dispels that don't target a specific spell have to roll exactly the DC to dispel your buffs, or they're getting a Sow Thought instead. Also a fun spell to use [as a trap](#) as a GM.

⊗ **Unprepared Combatant**: *Target takes -4 on initiative and Reflex saves.* Will save. The initiative part won't matter. That is a hefty reflex penalty, but you're probably better off casting a spell that actually shuts down the enemy if you can get them to fail a will save.

Evocation

⊗ **Bestow Planar Infusion I**: *Grant the target the effects of a planar infusion.* The effects of this spell depend entirely on which plane you're on when you cast it, and you have to stay there to keep the effect. The effects range from amazing (advantage on initiative) to terrible. Red if you're staying on the material plane, as it does nothing there.

⊗ **Burning Hands**^Y: *1d4/level fire damage (max 5d4).* Could be useful if you know you're going against swarms. Otherwise, being near melee to do a bit of damage is a bad idea for most casters. Blue for focused blasters, such as Draconic Sorcerers and Admixture Wizards. See the [Blockbuster Wizard Guide](#) for an example of how to build around this spell.

⊗ **Dancing Darkness**: *Create four spheres of floating darkness.* Dancing Lights, but reduces the light level by one. This can be better than the second level Darkness, as just like with Dancing Lights you're getting a 25ft radius, but note that this doesn't suppress non-magical light sources such as torches. However, in most cases buying a scroll of Arcane Mark with the Umbral metamagic to get permanent darkness will be better.

⊗ **Ear-Piercing Scream**^Y: *Deal sonic damage and daze target.* Daze is a good status, and it comes with some chip damage of a great damage type.

⊗ **Flare Burst**: *As flare, but affects all creatures in 10 ft.* As with Flare, Dazzle is a terrible status.

⊗ **Floating Disk^Y**: *Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.* For transporting the 50 goblin scimitars you looted back to town. Or ride it yourself if you don't feel like walking. You can also make an improvised mage tank with this spell. Get a medium-size metal box with arrow slits for you to cast out of (no floor to save weight), get on the disk, and put it on top of yourself. That'll get you improved cover (+8 AC, +4 reflex) and improved evasion, plus immunity to ground-based effects since you're floating, for hours/level.

⊗ **Gentle Breeze**: *Light wind protects one target from clouds, gases, heat, and vapors.* A spell to make your cape billow in the wind? Awesome flavor, terrible effect. Also that's already a cantrip.

⊗ **Hydraulic Push^Y**: *Wave of water bull rushes an enemy.* Ranged bull rush. Push enemies into pits or off of cliffs. Green for a Foresight Diviner, or School Arcanist taking the same, as you can guarantee success via Prescience, only using this if you get a good roll.

⊗ **Magic Missile^Y**: *1d4+1 damage; +1 missile per two levels above 1st (max 5).* Automatically deal damage to a target, no save, no attack roll. It's not a lot of damage, but sometimes you just need those last few points to down a boss or an incorporeal. Better for Sorcerer and Arcanist, as you typically won't know ahead of time how many you'll need. Potential wand spell for your Use Magic Device familiar. Decent Dazing + Heighten metamagic base, forcing 5 will saves vs daze to occupy a boss can be useful at higher levels. However, Ball Lightning will eventually Targets a creature, so no [attacking the darkness](#).

⊗ **Shocking Grasp^Y**: *Touch delivers 1d6/level electricity damage (max 5d6).* Most mages don't want to go into melee. However, this is the core spell of most Magus builds for a good reason, so if you're a Melee Mage this will come in handy.

⊗ **Snowball**: *Throw a conjured ball of snow at a target.* Ranged Shocking Grasp. If you want to do damage, it's there. Blue if you can use the [pre errata-nerf-rewrite version](#), which is Conjunction, SR:No, and adds a fort save vs Stagger on top of the damage. Or if you're an Arcane Trickster.

⊗ **Thunderstomp**: *Trip one creature within range.* Grease is usually better. However, Foresight Diviners will make good use of this similar to Hydraulic Push.

⊗ **Touch of Combustion^R**: *Cause someone to combust with a touch.* If you want to do damage with a melee touch attack, use Shocking Grasp.

⊗ **Unwelcome Halo^R**: (Sarenrae) *Force a halo around a target, preventing it from hiding in the dark.* This is a first level spell that overrides Deeper Darkness, a third level spell. If you have a non-good party member, this is better than Daylight for countering darkness. Oh and you can also use it on enemies that like to hide to stop them from doing so. Blue if you frequently run into magical darkness.

Illusion

⊗ **Alter Musical Instrument:** *Make one instrument sound like a different kind of instrument.* Fun flavor. Unfortunately, I can't think of a single mechanical use for this.

⊗ **Auditory Hallucination:** *Create a phantasm with auditory effects.* This lets you create outcomes with information you don't have, as long as you can imagine it happening. The example of having orcs hear their chief calling for help is a good one. Target half of them, and if you were stealthy enough you've just split the combat in two for a few rounds. No verbal component.

⊗ **Blend^R:** *Change the color of yourself to match your surroundings and gain a bonus to Stealth.* +4 stealth and Hide in Plain Sight. Unlike Invisibility, this lets you hide even from something with blindsight, scent, or other special senses, and it lasts 10 times as long. If you're focused on stealth, or are sharing this with the party rogue via Shared Training, it's great. Even if not, combine it with invis next level to be nigh undetectable by non-magical means.

Blend with Surroundings: *Change the appearance of a creature to better blend in with its surroundings.* +20 stealth, but you can't move. Good in intrigue campaigns for listening in on a meeting if you sneak in ahead of time.

⊗ **Blurred Movement:** *As blur, but only while you are moving.* Okay spell for running away.

⊗ **Clarion Call:** *Make yourself heard over great distances.* If you're leading an army or regularly need to use diplomacy on large crowds, this will be frequently useful. If not, there's still some fun shenanigans to be had. Cast it on the stealthy rogue. Cultists praying? God answers. Orcs gathering around a statue? It's speaking to them. Or cast it on your Raven familiar, have it land on the statue of a dragon, and command some kobolds. If cast on a Bard, this increases the range of their performance by 150ft, since you need to hear them and perception gets -1 per 10ft distance. If you use this regularly, get a wand.

Cloak of Secrets: *Filter speech from a given area to sound like a different conversation.* For having a secret conversation in an intrigue campaign.

⊗ **Color Spray^Y:** *Knocks unconscious, blinds, and/or stuns weak creatures.* So this is an amazing save or lose spell. But you have to be close to melee, which most squishy mages want to avoid, while Melee Mages tend to have lower DCs. Goes down to Green after a few levels due to higher HD enemies getting reduced effects, but a 1 turn AOE Stun is still good, and makes for a nice 5th level Quickened spell on a Sorcerer.

⊗ **Darting Duplicate:** *Summon a duplicate of yourself to provoke enemy attacks of opportunity.* Will save or waste an AoO. Except, what if they have combat reflexes? Only reason this isn't red is because of the swift action casting time.

⊗ **Dazzling Blade:** *Make a weapon appear dazzlingly shiny, making it easier to disarm and feint in combat.* At low level, these bonuses aren't worth it. But later on, up to +5 to Feint and Disarm will be a good prebuff if someone in your party does either of those. The discharge effect (save vs blind for 1 round) isn't worth it on its own, but may as well use it if the duration is about to run out.

⊗ **Decrepit Disguise**: *Make an object seem worthless.* Maybe for getting a valuable/stolen item past inspection in an intrigue campaign?

⊗ **Disguise Self**: *Changes your appearance.* Scout out that orc camp while looking like an orc. Blue for intrigue campaigns. Technically, I think the bonus from this stacks with Oath of Anonymity, for +20 on disguise checks. If you plan to use this regularly, buy a [Hat of Disguise](#).

⊗ **Disguise Weapon**: *Changes one weapon's appearance.* Sneak a sword into a party by disguising it as a walking stick. Not doing that? Pass.

Fool's Gold (VC): *Disguise copper pieces or silver pieces as gold pieces.* A spell for scamming merchants, who will call the guards to issue an arrest warrant for you once the spell wears off.

⊗ **Hide Bruises**: *Disguise a creature's injuries, making them more difficult to heal.* This spell is just rude. And generally useless except for trolling npcs you've beaten up but left alive.

⊗ **Illusion of Calm**: *You appear to be standing still, even when you take some actions.* Removes concentration checks for casting defensively. Take a 5ft step to get out of melee instead.

⊗ **Incessant Buzzing**: *Summon illusory wasps to distract creatures.* Buzz buzz! Force spellcasters to use a move action. Unfortunately, they tend to only need a standard action to cast. Maybe if you're fighting a melee warpriest?

⊗ **Lose the Trail^R**: (Norgorber) *Obscure a target's tracks when fleeing from a pursuer.* Okay for being harder to track after completing an assassination.

⊗ **Magic Aura**: *Alters object's magic aura.* Maybe for an intrigue campaign. Otherwise, that days/level duration has potential, but Sow Thought makes a better dispel trap.

⊗ **Mirror Mantis**: *Creature sees a looming assassin whenever they see their reflection in a mirror.* Generally if you're going to assassinate someone, you don't want them to know hours ahead of time. Maybe if you want someone nervous but not dead in an intrigue campaign?

⊗ **Negative Reaction**: *Targeted creature may not positively influence anyone.* In most campaigns, this will never come up. But if you know you're going to be up against someone using intimidate to demoralize or bluff to feint, or your campaign frequently uses the performance combat rules, -10 is a massive penalty.

⊗ **Open and Shut**: *Obfuscate whether a door is open or closed.* Cast this on a closed door to have it appear closed, let the party interact with it to make their saves (at +4 since you tell them it's an illusion), then open the door and have your ranged characters attack with the enemies unable to see them. Remember, you only get a save if you interact with an illusion (see Silent Image). Silent Image can do the same thing, but that requires concentration while this doesn't. They also take a -5 penalty on listen checks to detect the party, but if they're

being attacked it's kind of obvious regardless. Sight perception checks auto-fail, since regardless of the -5 they see a solid object in the way.

⊗ **Quintessence**: *Mask any flaws of or damage to a creature or object.* Another spell for scamming merchants and getting the guards called.

⊗ **Shadow Trap**: *Pin someone's shadow, causing them to become stuck.* Use it on an enemy that doesn't have ranged attacks before they charge in to keep them out of the fight for a while. Blue for a Wayang, who get [+2 DC](#) to [shadow] spells.

⊗ **Shadow Weapon**^Y: *Create a quasi-real masterwork weapon.* This makes Icicle Dagger look good. Just use a normal weapon if your build uses them.

⊗ **Shadowfade**: *Become invisible to creatures using darkvision.* If you need to be sneaky in the Underdark, this is good. Otherwise, it's a decent way to scout out a monster's lair at night. Just hope they don't have scent.

⊗ **Silent Image**^Y: *Creates minor illusion of your design.* This was one of my first spells cast in PF. A wall of "fire" splitting the battlefield, and by merging one end with an existing wall the goblins wasted two turns running around it and then another to get to us while the martials took out the ones on our side of the wall. Silent Image is an incredibly versatile spell. Replicate higher level spells. One-sided illusory darkness/fog is fun. Cover up a pit so enemies will fall in, or make an illusory pit so they avoid that area. Create completely over the top effects like the descent of a cult's god by combining it with a sound creating spell, such as Ghost Sound or Clarion Call. Best used in ways where the enemies won't try to directly interact with the image, per the [disbelief rules](#) they won't get a save unless they do. For Figments and Glamers, per Ultimate Intrigue, this requires at least a move action studying the target (if they have reason to suspect an illusion), a standard action attacking it, or greater, such as spending a minute on a diplomacy check against an illusory ogre. One downside, it requires concentration, which in PF means spending your standard action each turn to maintain it. Of course, if you have a Use Magic Device familiar to cast this from a wand and spend its actions maintaining it or you took the [Effortless Trickery](#) feat, or a [Phantasmal Gem](#), that's not an issue.

⊗ **Vanish**: *As invisibility for 1 round/level (5 max).* Short duration, but often that's all you need. Makes for a good Quickened spell.

⊗ **Ventriloquism**: *Throws voice for 1 min./level.* The big problem with this is that everyone hearing it gets a save. Four guards hear this, one saves, all of them know it's an illusion. Much shorter range than Auditory Hallucination. One potentially hilarious use: Depending on how you read this, you can either make it seem like your voice is coming from inside an area of Silence as long as both you and the one hearing it are outside the area, or use this to cast while inside an area of Silence by having your voice appear from outside the area.

Necromancy

⊗ **Bed of Iron**: *Allow the enchanted to sleep comfortably in medium or heavy armor.* Just cast Keep Watch instead.

⊗ **Cause Fear**: *One creature of 5 HD or less flees for 1d4 rounds.* And then loses the same number of rounds having to run back, if cast on a melee enemy. It even makes them Shaken for a round on a successful save, so this is never fully wasted. Until you start running into enemies with HD 6+ anyway, then this becomes useless.

⊗ **Chill Touch**: *One touch/level deals 1d6 damage and possibly 1 Str damage.* Most mages want to stay at range, and this isn't worth the action to cast even for a multiattacking Melee Mage.

⊗ **Decompose Corpse**: *Turn a corpse into a clean skeleton.* Skeletons make for better undead than Zombies. But Animate Dead already removes the flesh when animating them.

⊗ **Depilate^R**: *Creature takes -2 penalty to Diplomacy, Intimidate, and Perform for 1 week.* A spell for trolling NPCs. Maybe in an intrigue campaign, where the flavor may have further consequences?

⊗ **Grasping Corpse^M**: *Cause a corpse to grab or trip a foe.* For the evil Foresight Diviner. Anyone else, use Thunderstomp. Or Grease. This does let you grapple, which may be useful. Requiring a corpse shouldn't be an issue, those are dime a dozen around adventurers.

⊗ **Interrogation**: *Target answers questions or suffers pain.* If you're playing an evil intrigue campaign, this is your torture spell. Effective +4 sense motive isn't bad.

⊗ **Itching Curse**: *Creature takes -1 penalty to attack, saves, skill checks, and ability checks.* Not enough of a penalty to be worth it. Also, 5 HD limit. Good for trolling NPCs.

Night Blindness: *Impair target's vision as if it were darker.* If you're in the Underdark or on the Shadow Plane, this is effectively permanent Blindness, with medium range and SR:No. Less likely to come up otherwise. Makes for a good Persistent spell.

⊗ **Phantom Blood**: *Gain temporary hp if Con loss would knock you out or kill you.* Prevent Sudden Barbarian Death Syndrome (SBDS)! On yourself. To a maximum of 10 hp. Even for a Melee Mage whose build includes a Barbarian/Bloodrager dip, this won't be useful.

⊗ **Positive Pulse**: *Energy harms undead or bolsters the living.* The damage is terrible, and the buff only lasts 1 round.

⊗ **Preserve**: *Prevent objects from rotting and spoiling.* It doesn't preserve a large enough amount to save lives. Maybe if you're fetching exotic produce for a noble?

⊗ **Ray of Enfeeblement^Y**: *Ray causes 1d6 Str penalty + 1 per 2 levels.* At low levels, the penalty is too reliant on the dice roll, and at higher levels you have better attacks than a spell that needs both a touch attack and a save. Worth noting that it's a penalty, which works even on things immune to ability damage, though those are often also immune to fort saves.

☒ **Ray of Sickening**: *Ray makes subject sickened.* With a long enough duration to be worth it. Requires both a touch attack and a save.

☒ **Repair Undead**: *Heals one undead of 1d8 hp + 1/level (max +5).* Cure Light Wounds for your undead minions. Except your wand of Infernal Healing also works on undead and heals more.

☒ **Restore Corpse**: *Skeletal corpse grows flesh.* Skeletons are better undead than Zombies.

☒ **Sculpt Corpse**: *Makes corpse look like another creature.* For intrigue campaigns. Assassinate a noble and disguise the noble's corpse as a random nobody with this. Nobody's going to question another dead beggar in the slums, so no save either.

☒ **Skin Tag**^M: *Curse food or drink to gain a familiar connection to the creature.* Offensively, this is terrible since it requires multiple saves, and 25gp is a lot at level 1. However, at higher levels you can use it as a buff. Use a touch-range mind-affecting spell or a hex on an ally at a range of 1 mile. Mindlink is much better with a high range, as is [Life Giver](#). The [haunted] tag stops you from preparing a new spell in its slot while it's active, so consider a scroll.

☒ **Touch of Blindness**: *Coat a creature's eyes in darkness, blinding them.* Melee touch + save makes this bad for most mages. However, a natural attack focused rogue getting this via Major Magic will get good use out of it, forcing a save vs blindness with each hit for more sneak attack damage.

☒ **Undine's Curse**^R: *The target loses its body's natural ability to breathe automatically.* You are now breathing manually: The Spell. Potentially useful for an assassin who wants to kill with no evidence. Sneak in, cast it on someone who's sleeping, and by the time they're discovered in the morning the magic will have worn off, the target dead by suffocation with no signs of a struggle or foul play.

Unlock Flesh: *Stagger a living creature or deal 1d6 damage/level to a corporeal undead.* Melee touch and a save, but with an actually good effect. On living creatures anyway. Green for those who don't mind being in melee.

Transmutation

☒ **Alchemical Tinkering**^R: *Transform an alchemical item or firearm into another similar item.* So in theory this spell is very versatile. However, this is unlikely to see use in actual play. The list of [alchemical items](#) is large, and there's a bunch of good ones. But for most people going through the list will be too much work to make use of one spell, and even if you do and buy some alchemical items for each price range, what's the chance you're going to remember that one specific item when you randomly encounter an ooze? The firearm part is unlikely to come up, no matter how amusing turning a cannon into a pistol may be.

☒ **Alter Winds**: *Increase/decrease strength of natural winds.* One minute casting time, tiny radius, wind strength only changes by one category regardless of CL, the area is immobile.

⊗ **Animate Rope:** *Makes a rope move at your command.* Move action take out a rope, standard action cast this, next turn standard action throw the rope, move action command the rope to entangle someone. Consider using a [Tanglefoot Bag](#) instead.

⊗ **Ant Haul:** *Triples carrying capacity of a creature.* Did you just find a dragon's hoard and it had all its money in copper pieces? Cast this on the party's highest strength character. Can be combined with [Muleback Cords](#) for silly levels of carrying capacity. Green if you have a flying mount, as it helps keep them in light encumbrance so they can still fly while carrying you.

Blood Money: *Use your own blood in order to create valuable material components.* Here's a reason not to dump strength. All those spells with expensive material components just got a split rating solely based on whether you have this. Buy wands of Lesser Restoration (750 gp paladin version) and use them to restore your strength after using this. Your party cleric can use it on you, or invest in Use Magic Device and do it yourself or have your familiar use it. You'll have a hard time getting to the 52 strength needed to not go unconscious when trying to cast Wish with this, but almost anything else is fair game. Purple if you're just using it for less expensive combat spells, Pink with all the shenanigans you can do out of combat. [False Focus](#) fills a similar role for smaller costs, and Blood Money may also be worth considering wherever this guide mentions it.

⊗ **Body Capacitance:** *Store electricity attacks used against you and release the energy as a touch attack.* Requires the opponent to do something specific, and it's a melee touch attack? Just take Shocking Grasp.

⊗ **Bouncy Body:** *Transmute the subject's flesh into rubber, helping to protect against falls and grapples.* This is funny, but unfortunately not good. Grease and Liberating Command do a much better job against grapples, and Feather Fall works better for falls.

⊗ **Break^Y:** *Gives an object the broken condition.* Use it on weapons, armor, and shields. If you can get this off against someone in full plate, it's -5 AC for the rest of the battle, though anyone wearing full plate probably has a high fort save. Mending will restore your loot.

Brightest Night: *Grant improved low-light vision to several creatures.* Low-light vision isn't particularly useful. The only real use I can think of for this is if you have a chained rogue in the party, which can't sneak attack enemies with concealment. But if a game doesn't allow unchained rogue, it's probably a core rulebook only game and doesn't allow this spell.

⊗ **Burning Disarm:** *Make a metal item become red hot, forcing those holding it to drop it or risk searing their hand.* Not enough damage to be worth it. If you want to disarm someone, use Grease instead.

Chastise: +5 bonus to convince a target to do what you want or get in trouble with their superiors. Oh god they made a Karen spell. Good for intrigue campaigns, otherwise pass.

⊗ **Coin Shot:** *Turn coins into deadly projectiles.* Hilarious, but doesn't do enough damage to be worth it normally. Blue for Arcane Tricksters or Rogues taking this via Major Magic. If you have TWF you'll soon be able to throw all three in a single round, and a spell you can

cast before combat that allows multiple sneak attack touch attacks is good. Also I demand to do 1d7 damage with my electrum coins.

⊗ **Crafter's Curse**: *Subject takes –5 on Craft skill checks.* If you feel like trolling an NPC.

⊗ **Crafter's Fortune**: *Subject gains +5 on next Craft check.* You can [craft magic items](#) with a Craft check, but even with +5 your Spellcraft will be higher than an untrained craft skill. The mundane item crafting rules are terrible, so this won't help there either. Becomes Green once you get Fabricate, with this plus a few other buffs even a Sorcerer can easily beat the check to make masterwork items on a Take 10. Sorcs with Fabricate should get this on a wand instead of wasting a spell known.

⊗ **Damp Powder**: *Ruins ammunition loaded in the targeted firearm.* You have to be facing gun using enemies, which most campaigns don't have. But if you are, this is great. How many Gunslingers put ranks into spellcraft? It's a trained only skill, so they can't even try the check otherwise. Will save vs lose two turns, one attacking and one clearing the gun.

⊗ **Dancing Lantern**: *Animates a lantern that follows you.* In most cases, you're better off casting the Light cantrip. However, this is a level 1 [light] spell that's on both the Wiz/Sorc and Cleric lists. [Equipment Trick \(Sunrod - Like the Sun\)](#) lets you cast it as a second level spell, which means you only need to dip a single level into Cleric/Oracle to get into Mystic Theurge, letting you enter at level 4. This use is Pink. Per this official [dev post](#) you only need a single spell, and the [FAQ](#) stopping SLAs from qualifying only restricts things like the Aasimar racial SLA, not an actual spell cast at a higher level, so it works. Unwelcome Halo also works, but that has a religion restriction.

⊗ **Emblazon Crest**: *Display your crest on anything you carry.* Vanity spell. If you're important enough to have a crest, get it permanently stitched on your clothes or painted on your armor/shield.

⊗ **Endothermic Touch**: *Stagger a creature and reduce their speed by half, but increase the time they can hold their breath.* Targets only reptiles and dragons. If you're in a campaign full of those and don't mind being in melee, Stagger is a powerful debuff.

⊗ **Enlarge Person**^Y: *Humanoid creature doubles in size.* This increases your fighter's size, and with that his reach. Get an attack of opportunity against anything that tries to get into melee.

Enlarge Tail: *Increase the reach and power of your tail.* Are you a Melee Mage with a tail attack? Get this. Otherwise, pass. If someone else in the party has one, this is a good Shared Training spell.

⊗ **Erase**: *Mundane or magical writing vanishes.* If you want to remove a tattoo, or make sure your stolen loot doesn't come with any identifying arcane marks, this does what it says. Lets you remove magical glyph/rune spells, for as rare as they are. Also useful for Explosive Rune abuse.

⊗ **Expeditious Excavation**: *Moves 5-ft. cubes of earth.* Lesser Create Pit, but it has the utility of being an actual pit. For when you don't want to wait for your Unseen Servant to dig a hole. Grease does the prone thing better.

⊗ **Expeditious Retreat**^Y: *Your base land speed increases by 30 ft.* Cast Mount instead and ride it. Enhancement bonus, so doesn't stack with Haste or similar spells.

⊗ **Fabricate Bullets**^M: *Converts 1 pound of metal into ammunition.* At low levels, this will save 28 gp on bullets per cast if you have a Gunslinger in the party. However, they'll want to switch to Alchemical Cartridges for free action reloading after a bit, and neither this nor Abundant Ammunition can make those. No gun user in the party? Pass.

⊗ **Fabricate Disguise**: *Create a disguise in an instant.* Cast Disguise Self instead if it's urgent. If not, make the disguise normally.

⊗ **Face of the Devourer**^R: (Rovagug) *Horribly mutate the target's face, disfiguring it while granting it a natural attack.* +4 Intimidate is good, and so is giving your martial an extra attack on a full attack as a prebuff.

⊗ **False Face**: *Polymorph into a disguised identity.* In an intrigue campaign, having multiple identities will come in very handy. This is an actual change, unlike Disguise Self, but you can't imitate others. Hidden in the [polymorph] descriptor is a +10 to disguise checks. Having an active polymorph lets you choose whether to be affected by any others cast on you, and suppresses any size changes. It won't stop Baleful Polymorph as that'll dispel this, but there's a few other lesser used ones, and it'll stop Enlarge/Reduce Person.

⊗ **Feather Fall**^Y: *Objects or creatures fall slowly.* Can target multiple creatures, so this may save your entire party's life at some point. Having some version of this is mandatory once you learn Fly. Other options besides the spell: [Ring of Feather Falling](#), [Snapleaf](#), [Lesser Talisman of Beneficial Winds](#). Wand/Potion won't work, those take a standard action to use and if you're in freefall you probably don't have that. Pink in a mythic campaign, the Augmented Mythic version becomes a massive nuke by dumping out a bag of pebbles. Can't get that via Ascendant spell however.

⊗ **Ferment**: *Affected liquid becomes alcoholic.* Most casters won't have a use for this, even for intrigue campaigns there's much better ways to kill someone than using this to disguise poison. However, if you have specifically a martial wielding a [Syringe Spear](#), this becomes Blue. Being injected counts as ingesting the liquid (potions wouldn't work otherwise), and a fort save vs effectively Sicken that lasts the whole combat is great. If you can get your CL check high enough, you can even add it as a rider to the poisons they're injecting with it. (Semi-related note, the combination of Syringe Spear + [Dreamtime Tea](#) would be rated Pink regardless of this spell, no save unconscious for minutes, save is only vs addiction.)

⊗ **Forced Quiet**: *Target cannot make loud noises.* Short duration makes the stealth bonus useless. But the restriction against shouting might come up in an intrigue campaign.

⊗ **Grappling Scarf**: *Enchanted scarf functions as grappling hook with 100 ft of rope.* Buy some actual rope. Grappling hook optional. Either way, have the martial carry it until you get a bag of holding.

⊗ **Gravity Bow**: *Arrows do damage as though one size category bigger.* Not worth it in most cases, but if you're going Arcane Archer or using Shared Training to use it on the party's archer fighter it's a decent prebuff.

⊗ **Handy Grapnel**: *Transform a ropelike object into a retracting grapple.* For when you need to get somewhere but can't land a grappling hook.

⊗ **Hide Weapon**: *Hide a weapon within your own arm.* Ew. But if you want to stealthily bring a weapon along, this works.

⊗ **Hobble**: *Reduce creature's speed.* Close range means this won't delay the melees by more than a turn, and for that Burning Sands is more effective.

⊗ **Jump**: *Subject gets bonus on Acrobatics checks.* Making someone jump 10ft further is unlikely to come up. At level 5 when you get +20ft, you can instead cast Fly.

⊗ **Jury-Rig**: *Removes the broken condition from the targeted object.* Maybe if you have a gun user on the team. Generally, use Mending instead.

Keyhole: *Create a keyhole in any door or enlarge an existing keyhole.* Makes lockpicking easier. +5 is a good bonus, but it's only for one door. The hole could have a use for bypassing or looking through a door.

⊗ **Liberating Command**: *Target makes an Escape Artist check as an immediate action and gains a bonus on it.* Help an ally escape from a grapple. To ensure they get out, wait until your turn, cast Grease on them for another +10, then cast this. Note that you can't use this on yourself, as it's an immediate action to cast and requires an immediate action from the target.

⊗ **Lighten Object^R**: (Gorum) *Decrease the target's weight by half or reduce the armor check penalty of armor.* -1 ACP for a few minutes is not worth a spell slot. And 1 cu ft/level isn't enough to use it on anything else either, use Floating Disk or Ant Haul to transport it instead.

⊗ **Long Arm**: *Your arms lengthen, giving you extra reach.* A classic for Alchemists, who also give it to the martials via Infusion. You can do the same thing via Shared Training. Otherwise, pass.

⊗ **Longshot**: *Grants a +10-foot bonus to the range increment for any ranged weapon fired.* Ranged weapons already have a high enough range, this wouldn't make a difference if you're at an actually far distance, and this is self only. Decent if you have a Gunslinger in the party, guns have a low range increment and only target touch in the first one.

⊗ **Lucky Number**: *Tweak tiny variables in a creature's immediate future.* Fun spell to use at the start of the day, but too unreliable to rate any higher.

⊗ **Magic Weapon**: *Weapon gains +1 bonus.* And notably, as a magic weapon it can hurt incorporeals. Also lets your DPS bypass DR/Magic. Keep at least a scroll of this handy until your weapon users get +1 weapons.

⊗ **Marid's Mastery**^R: *Target gains bonus to attack/damage when combat is in water; penalty if on land.* This would be great if it didn't have the willing requirement.

⊗ **Mirror Polish**: *Polish a metal item until it's usable as a mirror.* Either buy a mirror for 10gp or use the material component to just polish the item without this spell. There is one use for this however, and that is creating inconspicuous mirrors (metal bowls, metal picture frames, etc) for later use with Irriseni Mirror Sight.

⊗ **Mirror Strike**: *You may strike multiple opponents with a single attack.* This has the D&D 5e True Strike problem, where you could use the action needed to cast this to attack and attack next turn for the same 2 attacks but better. Even for a Magus this is useless, they can use Arcane Mark to get an extra attack, and without doing half damage.

⊗ **Monkey Fish**: *Gain a climb speed and a swim speed of 10 ft. for a time.* Not very fast, but it is two movement modes you didn't already have. Most mages have terrible climb and swim skills, and may want to keep a scroll of this handy.

3.5 Pattern Recognition: *Gain an insight bonus on Search checks and Survival checks to follow tracks.* Here's some of that weirdness of very old spells. Search is no longer a skill, so it gives a bonus to Perception instead. The check to follow tracks will rarely come up, but a long duration Insight bonus to Perception is useful. For reference, here's the [Conversion Guide](#), and a [wiki link](#) with the text if you don't want to log in to download the official pdf.

⊗ **Peasant Armaments**^R: (Milani) *Transform improvised weapons into actual weapons.* Also grants proficiency. A low level muscle wizard can pick up a [sledge](#), cast this and Enlarge Person, and start smashing with a 3d6 damage weapon. Otherwise, pass.

Pesh Vigor^M: *Increase target's strength with consumption of pesh.* The bonus does outscale Strength belts, but the duration is too short if getting the maximum bonus and at low levels the self-damage can matter. However, this spell adds nicely to the Blood Money + Unseen Engineers combo, though not most other uses of BM since you'll go unconscious a round later.

⊗ **Poisoned Egg**^R: (Norgorber) *Transform a single egg into a dose of poison.* This spell is hilarious. Unfortunately, the poison is terrible and I haven't found a single creature vulnerable to eggs.

⊗ **Polypurpose Panacea**: *Gain a relaxing or entertaining effect.* Wakefulness giving +5 vs Sleep effects could be useful, though it's a resistance bonus so it won't stack with your cloak. Lucid Dream is technically a way to get to the Dimension of Dreams, which may open up some possibilities. None of the other options are worth a first level slot.

⊗ **Recharge Innate Magic**^R: *Regain a use of all 0-level and 1st-level spell-like abilities.* If you have racial SLAs, this is trading one slot for multiple casts. A gnome with the Faerie

Dragon Magic alternate racial trait can use this to regain both Grease and Silent Image. No racial SLAs? Pass.

⊗ **Reduce Person^Y**: *Humanoid creature halves in size.* All of these bonuses are good for your typical mage, or anyone using dex for attacks. However, there's nothing as impactful as the increased reach from Enlarge Person.

⊗ **Refine Improvised Weapon**: *Transform improvised weapon into a masterwork simple or martial weapon.* If this were permanent it might be useful.

⊗ **Reinforce Armaments**: *Temporarily mitigates the fragile quality in targeted weapon or armor.* There is a very brief period where this is useful, giving a weapon masterwork before your martials can afford to buy one. +1 attack with a decent duration.

⊗ **Sculpted Cape**: *Enchanted cape stiffens and can bear weight.* Use the time you'd have spent learning this getting an actually useful object for the job.

⊗ **Serren's Swift Girding**: *Immediately clad a number of targets in armor.* The armor being a material component has some amusing implications, like the original being destroyed and exact duplicated being created around the targets, which continue to exist non-magically since it's instantaneous. It's okay for helping against night ambushes, but you're better off casting Keep Watch so they can keep their armor on. Pink when combined with Fungal Blisters for massive damage (though note the religion requirement on that), or as an infinite money exploit with Blood Money by putting previously non-existent suits of Adamantine Full Plate on people (they were used as a material component, so no returning to blood).

⊗ **Snapdragon Fireworks**: *Create 1 dragon firework/level.* By itself, the damage and Dazzle are both terrible. However, you can launch them as a move action, which makes it a good Dazing spell.

Spirit Share: *Grant beneficial liquids with a touch.* Cast it on your familiar to turn it into a combat medic, healing and giving out buffs from potions. Don't have a familiar? Get one. Not just for this, they're all sorts of amazing.

⊗ **Stone Fist**: *Your unarmed strikes are lethal.* Maybe for someone who wants to transform to attack, but doesn't have any useful polymorph spells yet?

Strong Wings^R: *Enhance the target's wings, giving them greater fly speed and maneuverability.* Additional mobility is good, but that duration is just too low. If it were hours/level like Longstrider it'd be much better.

⊗ **Sundering Shards**: *Sundered item explodes, dealing 1d6 damage to adjacent creatures.* Non-scaling damage. Also, don't destroy your loot by using sunder.

⊗ **Touch of Gracelessness**: *Subject loses 1d6 + 1 Dex/two levels and is prone to falling down.* Same problems as Ray of Enfeeblement, except a melee touch + save is even worse than ranged touch + save. The prone won't come up, you have to be in melee so they'll just full attack you.

⊗ **Touch of the Sea**: *Swim speed becomes 30 ft.* If you're going for a swim, this will let you get to your destination more quickly than Monkey Fish. Avoid underwater combat, the rules for that are terrible. Duration is too low to use in a primarily aquatic campaign.

⊗ **Transfer Tattoo**: *Transfer a magical tattoo from one creature to another.* When you aren't satisfied with just looting equipment. Unlikely to come up, but you may as well keep a scroll on hand in case you run into an enemy with a neat magical tattoo. May have some weird interactions with tattoos from class features and feats. Can you steal a [Varisian Tattoo](#)?

⊗ **Tripvine**: *Animate a rope/vine/etc. to trip nearby creatures.* This spell has some problems. How often does the rope attack? Does it take AoOs? What is that save doing? This does have a long enough duration that you could use it as a trap, but just save yourself the headache and use Grease instead.

⊗ **Unerring Weapon**: *Grants a +2 bonus, +1 per four caster levels, on attack rolls to confirm a critical hit.* Does your party have a crit fishing fighter/magus? This is an okay buff, though the short duration brings it down. Otherwise, pass.

Unhallowed Blows: *One natural weapon or unarmed strike of subject undead gets +1 on attack and damage rolls.* Magic Weapon for the low level necromancer. Lets your undead bypass DR/Magic and hit incorporeals.

⊗ **Urban Grace^R**: *Move through crowds and urban settings with ease.* Parkour! It does its job, but the bonuses aren't anything spectacular.

⊗ **Vocal Alteration**: *Disguise target's voice.* Intrigue campaign spell. But the duration is too short to really do much intrigue.

⊗ **Weaken Powder**: *Targeted firearm's ammunition halves the firearm's range and imposes a -2 penalty on damage rolls.* If you want to use a spell specifically to target gun users, Damp Powder does this better.

⊗ **Windy Escape^R**: *Briefly become insubstantial, allowing an attack to pass harmlessly through you.* Immediate action negate a crit or sneak attack and get DR 10/Magic against the attack. Even once enemies start using magic weapons, negating the bonus damage from a crit/sneak attack will come in handy.

⊗ **Wizened Appearance**: *Make a target appear as an older version of itself.* As False Face, but you're probably only getting one or two extra identities out of this.

⊗ **Youthful Appearance**: *Target appears younger.* As Wizened Appearance, but for already old characters.

2nd-Level

Abjuration

Anti-Summoning Shield: *Impede the use of summon spells.* Useless at low levels. Becomes better at higher levels, but by that point you can do better than a will save vs disabling a single one of a creature's abilities.

⊗ **Arcane Lock**^M: *Magically locks a portal or chest.* Permanently add +10 to the DC to open a thing. GMs will get plenty of use out of this, but as a player it has limited utility. Maybe a scroll in case you're being chased by a monster, or need to reinforce a gate during a siege.

⊗ **Book Ward**: *Protect a book from fire, acid, and water.* Or another object. Days/level opens up some fun uses. That tower shield your fighter is using for full cover? Protect it from both fire and acid. Your gunslinger will appreciate their blackpowder cask being immune to fire and water. Or protect your spellbook, but most GMs don't target those.

⊗ **Bullet Shield**: *You gain a +4 deflection bonus to AC against firearm attacks.* Touch range. If you're in a campaign with lots of guns, this is great. Otherwise, pass.

⊗ **Bullet Ward**^F: *Adamantine bullets intercept firearm attacks.* Stack with Bullet Shield for +14 AC vs guns. This will get expensive quickly however.

⊗ **Crimson Confession**: *Touching the marked object or area turns one's skin red.* For intrigue campaigns. The effect itself is meh, but it's a permanent ward.

⊗ **Death from Below**^R: *Target gains dodge bonus to AC against larger creatures.* Too short duration to be useful.

⊗ **Diminished Detection**: *Reduce the areas of divination spells for the purpose of targeting you.* Intrigue campaign spell. You can probably slip under the radar with this if you're careful with your positioning.

⊗ **Disrupt Link**: *Sever the target's link with her bonded creature.* But they continue to be on the same team and will use the free turn to harm you.

⊗ **Endure Elements, Communal**: *As endure elements, but you may divide the duration among creatures touched.* The reduced duration here matters a lot. If you'd need this, buy a wand of Endure Elements instead.

⊗ **Escape Alarm**: *As alarm, but alerts you when a creature leaves the area.* GM spell. The normal Alarm can do this, just cast it on the door/hallway leading out of where you're keeping them. If not in a prison, Keep Watch will let you keep an eye on them.

⊗ **Escaping Ward**^R: *Gain maneuverability by avoiding the attacks of larger creatures.* Duration is too short, and how often are you being missed by the melee attack of a large creature?

⊗ **Gird Ally**: *Grant your summoned creatures a deflection bonus to their AC. Ask the cleric to cast Shield of Faith instead. It lasts 10 times as long and has a higher bonus.*

Influence Wild Magic: *Stabilize an area of primal magic. Does anyone even use the primal magic subsystem? If you're scared of failing the concentration check, try finding ways to boost that instead of learning this spell. None of the primal events are deadly anyway.*

⊗ **Miserable Pity**: *Opponents cannot attack a pathetic creature. Ask the cleric to cast Sanctuary, it's better and a level lower.*

⊗ **Nondetection, Lesser**: *As nondetection, but only protects against spells that target an area. Duration is too short to be useful in most cases.*

⊗ **Obscure Object**: *Masks object against scrying. Maybe in an intrigue campaign.*

⊗ **Painful Revelation**: *Damage creature who recognize an illusion for what it is. Damage is too low to be worth a second level slot.*

⊗ **Protection from Arrows^Y**: *Subject gains DR 10/magic against ranged attacks. Until your opponents start using magic weapons, this will keep you safe from archers. Incidentally, this works against guns and shuriken just as well as it does arrows. Even better against guns, since it'll probably take longer until you run into enchanted firearms.*

⊗ **Protection from Evil/Chaos/Law/Good, Communal**: *As protection from evil, but you may divide the duration among creatures touched. Now you can protect your entire party from mind control! See the non-communal version.*

⊗ **Protection from Technology**: *+2 to AC and saves, plus additional protection against technology. If you're in a high-tech campaign, this will be useful. Otherwise, pass.*

⊗ **Radiation Ward**: *Protect a creature against radiation. If you're in a campaign with lots of radiation, it's good. Otherwise, pass.*

⊗ **Resist Energy^Y**: *Ignores 10 (or more) points of damage/attack from specified energy type. Proactive protection is much better than reactive healing. Keep at least a scroll of this or the communal version on hand whenever possible.*

⊗ **Suppress Charms and Compulsions**: *Either grant a bonus to saves against, or suppress, charm and compulsion spells. Reactive version of Protection from Evil. They don't need to make a second save against the effect, but the short duration and requiring concentration reduce the effectiveness. Keep a scroll on your Use Magic Device familiar if you can.*

⊗ **Warding Weapon**: *The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity. If you want to cast without provoking AoOs and are unsure about being able to 5ft step, cast Illusion of Calm instead.*

⊗ **With the Wind**: *Protect a target from being blown away by wind of less than windstorm force. Minutes/level is too short for extended flying, but what makes this really bad is that the*

category below Windstorm is Severe, which only checks Small creatures and blows away Tiny creatures. Checked does not generally matter, so unless you have a halfling with permanent reduce person in the party, pass.

Conjuration

☒ **Acid Arrow**: *Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.* The damage is too low to be worth it, but it does ignore SR and deal damage every round. That makes it a good vehicle for dazing spell, force a will save vs dazed for 2 rounds, each round.

☒ **Ally Across Time**: *Summon a duplicate of yourself from a parallel world to aid another.* Being limited to 1 at a time makes this not worth it. Army Across Time later on however...

Alter Summoned Monster: *Swap one summoned creature with another.* If used for its intended purpose it's mediocre. However, Mount and Communal Mount produce creatures that are valid targets for this. Heighten metamagic + Mount + this = Summon Monster at 2 hours/level. Heighten Communal Mount will get you up to 6 for one of your highest level slots and multiple second level slots. Great wand spell if you want a whole lot of long duration summons. You can get this even crazier by being a Samsaran and getting the summon monster spells at lower levels from the Summoner list. Or, depending on your interpretation of the interaction between metamagic reducers and heighten spell (there's no official ruling, they only can't reduce spells below their original level so no cantrip Magic Missile), Magical Lineage + Metamagic Master to get monsters from a list 2 higher than the highest you could normally cast. Combined, this would get you Summon Monster 5/7/8 in spell slot level 2/3/4, plus the casts of ASM. For 2 hours/level. Becomes Pink somewhere along that combo.

☒ **Apport Object**: *Send or receive a small object via teleportation.* Looks neat, but being limited to close range kills it.

☒ **Arrow Eruption**: *Creates duplicates of killing arrow.* This requires you to have killed someone with an arrow. Would be good for an arcane archer, if it didn't specifically exclude their main gimmick.

Blade Tutor's Spirit: *Summon a spirit to help your more reckless attacks.* Neat idea, too low bonus to be worth a second level slot at first. If you Shared Training it once the bonus is a bit higher, getting rid of your fighter's power attack penalty isn't bad. Good for a Magus as well, but they can cast it themselves.

☒ **Callback**: *Teleport a familiar or spirit animal to your side when it is injured.* Useful for sending your familiar to scout. The damage does not have to be inflicted by an enemy, it can poke itself to trigger the teleport if things are looking dangerous. Also potentially useful for a Mauler familiar, pull it back if it takes too much damage.

☒ **Cloud of Seasickness^R**: (Besmara) *Create a sickening cloud that mimics the effects of seasickness.* This isn't a bad spell, but Euphoric Cloud does what this wants to do much better.

⊗ **Create Pit^F**: *Creates an extradimensional pit.* Reflex save or [fall in the hole](#). The area is effectively 20x20ft, since they still have to save at the end of their turn if standing on the edge. If you have a fighter that likes combat manoeuvres, they'll love bull rushing people into this. You can also do it yourself via Hydraulic Push. This is an amazing area control spell, take some enemies out of combat while others are forced to avoid the area. Few NPCs and even fewer monsters put ranks into Climb, so once they're in they aren't getting out. For bonus points, dump something nasty into the pit along with your stuck foes, like a Summon Swarm or an Aqueous Orb. Falls off a bit once enemies start flying, but even then you won't be facing only flying enemies. This spell is part of dealing with magic immune enemies 101.

⊗ **Cushioning Bands**: *Force bands protect against crushing.* DR 2 that only reduces bludgeoning attacks isn't much, but once this lasts all day it might be an okay buff for your melee martial.

⊗ **Dust of Twilight^Y**: *Black particles extinguish light sources within area.* Inverse Glitterdust, with instantaneous Fatigue instead of save every round Blindness. Keep in mind that getting Fatigued when you're already suffering from it will stack to Exhausted.

⊗ **Euphoric Cloud^M**: *Fog obscures vision and fascinates living creatures.* Fascinated is a good condition hindered by it breaking when they see an obvious threat... except they're also in a fog cloud, so they can't see past 5ft. If someone makes the save, they can either choose to leave, or try to shake someone else out of it... and then immediately become fascinated again themselves. Drop it on a group of archers to take them out of the fight. Medium range will let you cover an entire group of enemies from a distance, who will stand by while your party closes the distance. The extra 1d4+1 rounds will never come up, as they can't leave the cloud while inside it and once the spell runs out they'll immediately see the fighting and snap out of it. And no, this isn't a cloud of weed smoke, the material component shows you're getting them high on shrooms instead.

⊗ **Fiery Shuriken**: *Calls forth several fiery projectiles ready to be flung at opponents.* Mediocre damage and terrible duration. However, if you're an Arcane Trickster, this does let you sneak attack an extra time each round as a swift action, and getting two sneak attacks per round instead of one is great. Suffers from the same FAQ as Scorching Ray, which is why AT need to use the swift action version.

⊗ **Fog Cloud^Y**: *Fog obscures vision.* All the same tricks as Obscuring Mist, except now you can cast it at range. Blue when combined with Ashen Path.

⊗ **Garden of Peril**: *Grow a group of poisonous mushrooms.* Mass sicken for 1d4 rounds. You've got better options.

⊗ **Glitterdust**: *Blinds creatures, outlines invisible creatures.* AOE Blindness is great even if they get a save every round, and no save SR:No make invisible/stealthy creatures visible to everyone is a great bit of extra utility.

⊗ **Instant Weapon**: *Summon a melee weapon to wield.* Draw a weapon as a move action instead of casting this as a standard. You can't even give it to someone else. The only

somewhat redeeming factor is the full damage to incorporeals, but they tend not to have much hp so casting Magic Weapon on the fighter's sword will do just fine.

Lead Plating: *Enclose the target in a thin sheath of lead.* Duration is too short for intrigue campaigns. But this will protect you from radiation if your campaign uses that and you haven't invented hazmat suits yet.

 **Mount, Communal:** *As mount, but you may divide the duration among creatures touched.* Wall of horse! All the benefits of Mount, but now you have multiple. By using the Spirit of Wine [alchemical power component](#), you can get +1 horse for 3 gp before your CL is high enough to summon six by default. Pink when combined with Alter Summoned Monster, see that spell for details.

 **Mud Buddy:** *Create a small minion out of mud.* Unseen Servant, but you can see it and it can swim. Higher strength, but can be attacked. If you want a long duration minion to order around in an underwater campaign, this works.

 **Reloading Hands:** *Loads a single shot into your weapon every round.* If you need free action reloading, get Rapid Reload. Combine with Alchemical Cartridges if it's a gun.

 **Retrieve Item:** *Call a small item into your hand from anywhere.* You have to cast it on the item beforehand, and can get it back from within long range. The 1 lb limit makes it much worse, but permanent duration means you can just cast it on all your trinkets in downtime.

 **Returning Weapon:** *Grants a weapon the returning special weapon quality.* The returning quality is terrible. Have your thrown weapon user buy a [Blinkback Belt](#) instead.

 **River Whip:** *Create a whip of water that you wield as a weapon.* Repeated touch attacks makes me think Arcane Trickster, but those should generally stay at range.

 **Rock Whip:** *Create a whip that passes through unworked stone.* Maybe you could use this to look for gems in a mine, since it passes through stone? Terrible duration, so even the free bull rush on hit doesn't save this. Can't cast while you have Elemental Body active, so no hitting people from inside the floor as an earth elemental. Burrow could work, but even then, your speed is low enough that the enemies can just stay out of range, and you have far better things to spend your actions on.

 **Shackle:** *Summon manacles onto a target creature.* Melee touch attack and reflex negates, but if it works this completely shuts down a humanoid enemy. Even pure Str fighters will have a hard time with the DC 28 strength check to break masterwork manacles. Blue when used at range via Spectral Hand.

 **Slick Walls:** *Increase the DC of Climb checks in the area.* Doesn't work on Create Pit.

 **Slipstream:** *Wave boosts creature's speed.* Untyped speed increase for 10 minutes/level. For yourself, you're better off casting Mount, but this will increase your martial's mobility. The swim speed can also be useful when Touch of the Sea doesn't last long enough to get the job done.

☒ **Stone Call**: *2d6 damage to all creatures in area. 40ft radius. This is utterly massive, twice the radius of a Fireball. And it makes that area difficult terrain. Force enemies to waste turns getting to you and prevent charges. It also makes a great Dazing spell, will save vs 2 rounds of daze to every enemy on the map.*

☒ **Stone Discus**: *Flying discus deals bludgeoning or slashing damage. Similar to Scorching Ray, but physical damage, SR:No, and not a touch attack. That last one really hurts this spell. However, as an Instantaneous Creation spell, the discuses stay around as non-magical objects with the properties they were created with. Stone is a [special material](#). What if you made arrows out of the stone created by this spell? The nonmagic crafting rules are terrible, but making some arrows with them is easily doable. And now your party's archer bypasses DR magic, silver, cold iron, and adamantite.*

☒ **Storm of Blades**: *Create swords and propel them towards your target. The sword is a material component, which means it's destroyed when you cast this spell. Janky way of destroying an artifact sword aside, this spell becomes a potential build around when you use it with [False Focus](#). Colossal size is x16 cost, and a [Rhoka](#) has a base price of 5 gp. By replicating a Colossal Rhoka as the material component, you're launching up to five attacks, each dealing 6d6 slashing with an 18/x2 crit range.*

☒ **Summon Cacodaemon**: *Summon a cacodaemon. This is the cheapest way to get soul gems. 90 gp a piece if you get a wand. Once the fight is over, cast this once for each enemy, have the [Cacodaemons](#) eat their souls (no save), and spit out the soul gem before they vanish. Soul Lock is not a spell, so the gems remain even after it vanishes. As an alternative to Blood Money, get the [Soul-Powered Magic](#) feat and replace your expensive material components with soul gems. Or find a night hag to sell them to, even CR 1 souls have a value of 1000 gp. Pink if you're evil, Red if you're not.*

☒ **Summon Monster 2**: *Summons extraplanar creature to fight for you. Nothing here is better than casting Communal Mount for multiple horses. Their attacks aren't particularly good, but nothing is stopping them from attacking and there's a lot of them. Plus they provide area control and are hp sponges.*

☒ **Summon Swarm^Y**: *Summons swarm of bats, rats, or spiders. Never summon the rats. Spider and Bat swarms are made of Diminutive creatures, which means they're immune to all weapon damage. If you're up against stealthy foes, bats can fly and have blindsense. The spider poison will usually be saved against, but it's a nice cherry on top. Drop it on top of a Create Pit spell so the enemies can't run away.*

☒ **Vine Strike**: *Enhance one of your natural or unarmed attacks with thorny vine growth. Most mages want to stay far away from melee. Green for natural attack using muscle wizards, or if you're sharing this with your party monk via Shared Training.*

☒ **Web^Y**: *Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement. Save vs grapple. Succeeded, or broke out? Make another check as soon as you try to move out or get stuck anyway. Your enemies are going to slowly trickle out of the web to be picked off by your martials. Just make sure you don't set the web on fire, the damage is terrible and not worth losing the battlefield lockdown. Note the anchor requirement. In a dungeon or forest this won't be an issue, but you can't cast this spell in an open field. Try to*

figure out the terrain you'll likely be fighting in, and switch between this and Create Pit depending on whether you think you'll have anchor points or not.

⊗ **Web Shelter**: *Create a comfortable shelter made of webbing.* Flavorful camping spot. Rope Trick will usually be better.

⊗ **Whip of Spiders**: *Create a whip made of poisonous spiders.* Okay but why though. Just cast Summon Swarm instead.

Divination

⊗ **Anticipate Thoughts**: *Gain increasing bonuses to AC and on attack rolls and damage rolls against one creature.* Round/level spells need to be impactful. This isn't.

⊗ **Aram Zey's Focus^F**: *Grant the trapfinding ability or a +5 Disable Device bonus.* The bonus on finding traps is too low to be worth it, but rerolling disable device checks is good if you invested into that. As is being able to disarm magical traps, you likely won't get more than 1-2 with the minutes/level duration but this is a level lower than Dispel Magic.

Blood Transcription: *Learn a spell from the target's blood.* It'll get you more spells. Keep a scroll around if you're evil.

⊗ **Carrion Compass**: *Animate the target undead's organs to lead you to its most recent controller or cause of undeath.* If you need to find a sneaky necromancer, it does its job.

⊗ **Commune with Birds^R**: *Ask a question to all birds within a mile of your location.* Speak with Animals, for a single question. This is a good way of collecting information, there's birds almost everywhere.

⊗ **Create Treasure Map^M**: *Creates treasure map out of a creature's corpse.* Pay 100 gp to have your GM create a side quest.

⊗ **Detect Magic, Greater**: *As detect magic, but learn more information.* Usually, just normal Detect Magic is enough. However, in an intrigue campaign this will be useful, identifying casters and letting you bypass Magic Aura.

⊗ **Detect Thoughts**: *Allows "listening" to surface thoughts.* Surface thoughts is enough if your party face steers the conversation in such a way that they'll think about what you want to know.

⊗ **Determine Depth**: *Determine the exact thickness of a wall, ceiling, or other barrier.* Duration is too short for scouting out a cave system. If you need to dimension door to the surface without knowing your exact depth you can just teleport the maximum distance and use feather fall.

⊗ **Elemental Speech**: *Enables you to speak to elementals and some creatures.* Lesser Tongues. Maybe if you want the elementals you summoned to do more than fight, and your GM doesn't let you precisely direct them otherwise.

⊗ **Embrace Destiny**: *Roll a single d20 and use its result later on.* This effect is great as a free action, which a Foresight Diviner gets. Not so much when it costs a standard action.

⊗ **Enchantment Sight**: *See enchantment spells active on creatures.* Just cast Detect Magic. Only reason this isn't red is because it doesn't need Concentration.

⊗ **Identifier's Eye**: *As per detect magic, except affecting a creature you touch.* Just cast Detect Magic, or Identify if you need the bonus.

⊗ **Know Peerage**: *Target uses your Knowledge (nobility) ranks.* Now your Barbarian can embarrass themselves slightly less at the gala. Even for an intrigue campaign, not worth it.

⊗ **Locate Object**: *Senses direction toward object (specific or type).* Could be useful, but not being able to find unique items unless you've observed it in person makes it much worse.

⊗ **Locate Portal**: *Detect portals within range.* This is mostly a plot spell. However, if you find yourself on a hostile plane such as Avernus, this may help you find a portal to somewhere less likely to kill you. Alternatively, if you're in the Stolen Lands, the Worldwound, or another location where the planar fabric has more holes than swiss cheese it could be helpful.

⊗ **Page-Bound Epiphany**: *Fill an empty book with knowledge on a topic from around the world.* Up to +10 to a knowledge check. It's fine, but I prefer Tears to Wine for boosting knowledges.

⊗ **Psychic Reading**: *Read surface thoughts to learn information about a subject.* No save, but the chance of false information makes this far less useful.

3.5 Reveal True Shape^M: *Reveal the true form of a magically disguised/transformed creature.* But don't stop them from using any of their transformed abilities.

⊗ **Secret Speech^R**: (Calistria) *Send secret messages to others within normal speech.* Telepathy, but they have to be in line of sight and actively looking for the message. The long duration makes this amazing for intrigue campaigns.

⊗ **See Invisibility**: *Reveals invisible creatures or objects.* This can prevent TPKs. The duration is long enough that it can last an entire dungeon. You want to have some source of this available at all times. A scroll works, but the best one might be the [spellbook ritual](#) from a copy of [Journeyman Book of Rul Thaven](#). Swift action, only lasts 1 round, but that's enough to drop a Glitterdust so the entire party can see them. Glitterdust isn't an easy replacement for this, since you need to already know where they are to get them.

⊗ **Sense Vitals**: *Gain the ability to sneak attack.* The duration is too short, so it's only okay even for an Arcane Trickster.

⊗ **Share Language**: *Subject understands chosen language.* Only useful in the rare campaign that cares about language barriers, for the few levels that better options aren't available, and you need to get the target to (choose to) fail a save without being able to communicate.

⊗ **Share Memory**: *Share one memory with the target.* In most cases, just telling the person about the memory or using Silent Image to recreate the image works, but having a memory might count as firsthand knowledge for Scrying.

⊗ **Spell Gauge^R**: (Nethys) *Discover some spells the target has prepared.* And then proceed to get destroyed by those spells because you just wasted your turn doing nothing.

⊗ **Storm Sight**: *Spread your senses through a storm, learning about other creatures affected by the weather.* A nice spell if you happen to be in a storm. Maybe if you're heading to the Eye of Abendego.

⊗ **Track Ship**: *Use a piece of a ship to track it on a nautical chart.* If you're in a nautical campaign, this may be useful.

⊗ **Twisted Futures**: *Prevent creatures from taking advantage of "roll twice, take better" abilities.* This is a GM spell. Monsters tend not to use reroll abilities.

⊗ **Undeath Sense**: *As per detect undead, but affecting a creature you touch.* Same as Detect Undead. Longer duration and no concentration, but outside of an intrigue campaign the undead will reveal themselves soon enough anyway.

Enchantment

⊗ **Adoration**: *You gain a bonus on Diplomacy checks and performance combat checks.* +2 Morale to diplo is probably not worth a second level slot, but if you want every bonus to it's there.

⊗ **Arcane Disruption**: *Make it difficult for others to cast arcane spells.* Single target. Casters tend to have good will saves and the concentration DC is too low, so drop a Euphoric Cloud on them instead.

⊗ **Aura of Distraction**: *Aura of psychic noise makes concentration difficult.* For Melee Mages, casting this can make it harder for enemies to cast defensively, provided you have enough reach so they can't just 5ft step away.

⊗ **Bestow Insight^R**: *Grant the target a bonus on a skill check and consider them trained.* Don't use this on untrained skills, use it to boost skills your party is already good at to ensure they succeed.

⊗ **Bestow Weapon Proficiency**: *Grants a creature proficiency in a single weapon for short period of time.* Not long enough to build around, and your party should be using weapons they actually know how to use.

⊗ **Compassionate Ally**: *Target is compelled to help injured ally.* Use this to take a melee out of the battle for a few rounds.

⊗ **Compel Tongue**: *As share language, but target can only speak and write in the language imparted.* Maybe via Spectral Hand, to stop the commander of an army from giving directions by only letting them speak Sphinx?

⊗ **Compulsive Liar**: *Prevent target from speaking the truth.* Potentially amusing for an intrigue campaign, but it's hilariously easy to get around. "I am *not* under a magical compulsion to only tell lies, and that person is *not* the one who would have cast it on me."

⊗ **Covetous Urge**: *Target is compelled to steal valuable objects.* The combat use is mediocre, but this could be used to get someone arrested for thievery in an intrigue campaign.

⊗ **Daze Monster**: *Living creature of 6 HD or less loses next action.* It'd be only okay even without the HD limit.

⊗ **Delay Pain**: *Ignore pain for 1 hour/level.* How often do you run into pain effects? May as well keep a scroll around just in case.

⊗ **Demand Offering**: *Make a creature give you an object it's holding.* You have to be in melee while casting this, can't even hold the charge to cast then move in. If you want to disarm someone, use Grease or Pilfering Hand.

⊗ **Haunting Reminder**: *After Intimidating a creature, make it afraid of your retribution.* If you're playing a thieves guild campaign this might come in handy.

⊗ **Heckle**: *Shift the target's attitude one step more hostile towards you and everyone else nearby. This also penalizes his attacks, saves, and certain skill checks. -2 on attacks and saves for minutes isn't bad, and doesn't actually require an attitude change if they were already hostile. Also has some utility in intrigue campaigns.*

⊗ **Hidden Presence**: *Prevent creatures from noticing your presence.* Invisibility, but it allows a save and only works against a few creatures. At least it also works against special senses.

⊗ **Hideous Laughter**^Y: *Subject loses actions for 1 round/ level.* Not as good as the Hold Person the cleric gets at this level, but it's still a hard shut down spell. Unlike hold person, if they fail the second save they don't get to keep trying. Try combining it with Aqueous Orb.

⊗ **Hoodwink**: *Distort all of the targets senses.* Maybe in an intrigue campaign? Breaking on an attack stops every other use I could think of.

⊗ **Intensify Psyche**: *Amplify the targets emotions.* Skill boost and +1 DC to a few spells.

⊗ **Investigative Mind**: *Roll twice and take the higher roll when using certain mental skills.* Advantage on knowledge skills is good, and the duration means it'll help you identify all the monsters in the dungeon.

Mortal Terror: *Frighten creature with an existential crisis.* And if it fails the initial save, it'll have to keep making saves for the fear to get worse. After the second failed save, it's probably not attacking anymore. Blue if you have a rogue with [Shatter Defenses](#) in the party, they're shaken for a round even on a save.

⊗ **Oppressive Boredom:** *Target loses its next action.* It's not bad, but Sensory Overload does this better.

⊗ **Passing Fancy:** *Control the topic of conversation.* Intrigue campaign spell. It'll get you plenty of interesting information to use.

⊗ **Qualm:** *Target gains penalties on ability checks, skill checks, and concentration checks until it spends an entire round doing nothing.* -10 concentration is not bad. But if you can get them to fail a will save, use one of the above action denying spells instead.

⊗ **Seducer's Eyes^R:** (Calistria) *Gain a bonus on Charisma-based skills towards those who find you attractive.* Untyped, so it stacks with everything, and it has a good duration. Considering how attractive the average PC picture is, this will usually be active. Self-only, but you could Shared Training it over to your bard.

⊗ **Sensory Overload:** *Make concentrating difficult for a creature, forcing a save to perform standard or full-round actions.* If they fail the initial save, they need to save each round or lose their standard action that turn. Hideous Laughter is usually better, but the int restriction and bonus to saves for other creature types means this will be good as well.

⊗ **Tactical Acumen:** *You gain an additional +1 on attack rolls or to AC due to battlefield positioning.* The bonus scaling means this is better at higher levels, +2-4 attack when flanking is good, especially with a melee heavy party. Except by that point you have better things to do, and most high level mages don't like being this close to the enemy.

⊗ **Touch of Idiocy:** *Subject takes 1d6 penalty to Int, Wis, and Cha.* Melee touch, no save. By itself, it's fine but inconsistent. With metamagic, it becomes great. Lesser Metamagic Rod this and deliver it via Spectral Hand. At higher levels, you could go Reach Empowered Maximized Touch of Idiocy in an 8th level slot (or lower with a rod), for a no save -9 to all mental stats on a ranged touch. A lot of NPC casters haven't minmaxed their casting stat, so this can prevent them from using their higher level spells.

⊗ **Touch of Mercy:** *Change the damage a creature can deal from lethal to nonlethal.* Use it on your fighter if you need to take someone alive.

⊗ **Unnatural Lust:** *Target is compelled to kiss or caress another.* Funny, but not particularly powerful. The existence of this spell, Seducer's Eyes above, and more, make being asexual the most powerful choice.

Evocation

⊗ **3.5 Admonishing Ray**: *Fire multiple rays that deal nonlethal force.* Scorching Ray, but nonlethal force damage. Force is much better than Fire since almost nothing resists it while fire resist is very common, but it's worse against undead and constructs which are immune to nonlethal. Also good if you want to take someone alive. Blue for Arcane Tricksters.

⊗ **Aggressive Thundercloud**: *Flying storm cloud deals 3d6 electricity damage.* Electric version of Flaming Sphere. Lower speed, but it flies. Good pick for a Blaster. Potential Dazing spell candidate.

⊗ **Beacon of Guilt**: *Cursed object highlights creatures that attempt to take it.* If you want to do this, use Crimson Confession instead. It's permanent, so you can stack multiple to ensure they fail the save.

⊗ **Burning Arc**: *Fire an arc of flame from your fingers which bounces from target to target.* Single target Fireball. The spread damage isn't enough to matter. Flaming Sphere mostly fills this role better at this level. Blasters going for Magic Trick (Fireball) may want this, as it benefits from the various CL increases to deal the most damage in a single turn.

⊗ **Burning Gaze^Y**: *Inflict 1d6 fire damage to creature by looking at it.* That damage is not worth your standard action. But add Dazing metamagic and give it to your familiar, and suddenly each round an enemy has to make a fort save or lose 2 rounds with no further action from you.

⊗ **Burst of Radiance**: *Fill the area with a blinding light.* Similar to Glitterdust. The anti-stealth utility is more important to have than this spell's damage, but Reflex vs Blinded is good. 1d4 rounds is about how long you'd expect until they save against Glitterdust as well.

Contact Entity I: *Ask eldritch entities to find and converse with you.* Plot/NPC spell. Even if you're a cultist, there has to actually be an entity of that type within range (not trivial since a lot of these are aliens or tend to live on another plane), and you have no idea whether you contacted anything or not.

⊗ **Continual Flame^M**: *Makes a permanent, heatless light.* Cast it on a Dull Grey Ioun Stone during downtime to ward yourself against magical darkness. Makes for a good Heightened spell, as the higher level spell will prevail when light and darkness clash. Also makes a good [Eclipsed](#) spell, it's a +0 metamagic that turns this into a permanent version of Darkness, buy a scroll. Higher radius than Umbral Arcane Mark, but this can be dispelled while that can't.

⊗ **Darkness^Y**: *20-ft. radius of supernatural shadow.* Darkvision is common enough that this usually won't be useful. Also there's a permanent way to have Darkness right above this in Continual Flame.

⊗ **Defensive Shock**: *Electricity damages your attackers.* Not enough damage to be a deterrent, and if you want a defensive spell Mirror Image is much better.

⊗ **Elemental Touch**: *Gain energy damage touch attack.* Worse than Vine Strike.

⊗ **Fiery Runes**: *Charge a weapon with magical fiery runes.* Magic Missile damage, but if you cast it before entering the boss arena it costs your martial's swift action instead of your standard action.

⊗ **Fire Breath**: *Exhale a cone of flame at will.* 7d6 damage is not worth 4 of your standard actions. Blasters will be using Intensified Burning Hands at this level to much greater effect.

⊗ **Fire Sneeze**: *Sneeze flame to set your enemies on fire and knock them prone.* Forcing you to be a 5ft step away from a monster's full attack and locking you out of standard actions? Even Melee Mages have better things to do.

⊗ **Flaming Sphere**: *Rolling ball of fire deals 3d6 fire damage.* Gives you something to do with your move action, if you want to do single target damage this does add up to far more than second level spells usually have. Good pick for a Blaster, either this or Intensified Burning Hands will be your main damage spell this level. Potential Dazing spell candidate.

⊗ **Flickering Lights**: *Create an area of inconsistent lighting.* Fun if your goal is to cause as much chaos as possible. If your goal is to be effective however, this is far too inconsistent.

⊗ **Flurry of Snowballs**: *Cone-shaped blast of snowballs deals 4d6 cold damage.* By itself, the damage isn't worth it. However, this is a 30ft cone SR:No reflex save spell that does damage, making it a good base for a Dazing spell.

⊗ **Force Sword**: *Create a magical longsword made entirely of force.* If it turned the damage to force, it'd be worth considering. As is, it goes on the pile of useless weapon creation spells.

⊗ **Frigid Touch**: *Target takes cold damage and is staggered.* No save stagger is great. Melee touch attack not so much. Combine with Spectral Hand if you aren't a Melee Mage. This will remain relevant for a long time against multi-attacking monsters.

⊗ **Frost Fall**: *The area is covered in a chilling frost.* The area is too small to be useful as a control spell, and the damage is too low for a blast spell.

Ghost Whip: *Create a ghost touch whip that passes through objects.* Another weapon creation spell, but 15ft range incorporeal touch attacks might have a use.

⊗ **Gust of Wind**^Y: *Blows away or knocks down smaller creatures.* Dispel cloud spells, get rid of fog, blow away swarms, and plenty of other utility. Keep a scroll handy.

⊗ **Gusting Sphere**^R: *Release a swirling ball of wind to move around and knock your enemies about.* [Severe wind](#) isn't going to be relevant often, which is why With the Wind was rated so poorly. The damage is terrible, and the bull rush has a mediocre bonus. It does a lot of things, but none of them well.

⊗ **Ice Slick**: *Coat an area with thin ice, dealing cold damage and causing creatures to fall prone.* This is just reflavored Grease with a tiny amount of damage, and a level higher. Cast that instead.

⊗ **Imbue with Elemental Might**: *As imbue with spell ability, except you transfer your elemental assault ability to the target.* I've found two "elemental assault" abilities this could be referring to, one a Magus arcana and the other a Suli racial ability. Neither are worth a second level slot to share.

⊗ **Light Prison**^R: (Iomedae) *Surround a creature with a light prison, damaging and blinding it if it attempts to escape.* In most cases, this is worse than Glitterdust or Burst of Radiance.

⊗ **Molten Orb**: *Molten metal splash weapon deals 2d6 fire damage plus ongoing damage.* Not enough damage to be worth it.

⊗ **Pilfering Hand**: *You may seize an object or manipulate it from afar.* Steal an enemy's weapon. Or a caster's component pouch. Try to aim for low CMD targets. Blue for a Foresight Diviner, who will want one of these prepared for when they get a good roll. Makes for a good Reach spell, steal the BBEG's artifact without them even seeing you.

⊗ **Protective Penumbra**: *Shadow protects the target from light.* The cantrip Penumbra had a use, but at this level just buy a scroll of Umbral Arcane Mark or Eclipsed Continual Flame.

⊗ **Revealing Light**: *As light, but hampers Stealth checks.* None of the abilities this helps against are things you should be encountering with any regularity. Maybe a scroll if you're going up against a thieves guild that has their base in the jungle for some reason?

⊗ **Ricochet Shot**^Y: *Imbues a projectile weapon to give its ammunition the ability to ricochet.* Giving your archer more shorts would be great, but the limited uses means this will rarely be worth it.

⊗ **Scorching Ray**^Y: *Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).* By base, Admonishing Ray is better as far more foes resist fire than nonlethal force. However, fire damage can be massively boosted. For an Arcane Trickster, this will probably be your primary attack spell for a while. However, note the [FAQ](#) limiting simultaneous spell attacks to a single proc of sneak attack.

⊗ **Shatter**^Y: *Sonic vibration damages objects or crystalline creatures.* Will save or lose your sword or armor. Only works against non-magical objects, so it'll fall off later. Don't bother with the AOE version. The damage to crystalline creatures is fine, but not enough to keep this around by itself.

⊗ **Sonic Scream**: *Create a cone of damaging sound at will.* Just as bad as Fire Breath.

⊗ **Spontaneous Immolation**: *Target takes 3d6 points of fire damage and catches on fire.* Great flavor for a powerful wizard. Too bad the damage is terrible for anything more than cowing peasants.

⊗ **Telekinetic Strikes**: *Imbue a creature's limbs with force, adding damage to unarmed strikes.* If you have a monk on the team, that damage could add up.

3.5 Veil of Ash: *Conjure a small cloud of burning ash in the target's face.* Use Glitterdust instead.

Illusion

Assumed Likeness: *Cloak yourself in a phantasm that elicits certain emotions from observing creatures.* The bonuses aren't bad, but requiring a save and needing to be close to the ones you get the bonus against reduces how much you can do with this.

☒ **Blur:** *Attacks miss subject 20% of the time.* Decent defensive buff. You probably don't want to be in melee, but this is touch range and can be used on your fighter as well.

☒ **Body Double:** *Change one creature to look and act like another.* This has potential to cause chaos in combat, but the duration removes any other uses and the 50% affects your party as well. For added weirdness, by RAW, both targets have a 50% chance of attacking themselves if they're in melee with each other.

☒ **Dark Whispers:** *Whisper through the shadows.* Greater Message. This has potential in an intrigue campaign. Otherwise, the cantrip will suffice.

☒ **Disguise Other:** *As disguise self, but affects you or another.* You can now disguise your party face. Like Disguise Self, Blue for intrigue campaigns, okay otherwise.

☒ **Familiar Figment:** *Create an illusory duplicate of your familiar to fool enemies.* If you have a [Mauler](#) familiar, this will save its life. Otherwise, keeping your familiar safe is still good but they tend not to get targeted unless you give the GM a reason to.

☒ **Ghostly Disguise:** *You look like a ghost of yourself.* In an intrigue campaign, combine this with Disguise Self and go to town. You are now a dead ancestor passing on their will from beyond the grave.

☒ **Haunting Mists:** *Creatures are shaken and take Wis damage.* This has two conflicting goals, and depending on which of them you're going for you should use either Obscuring Mist or Euphoric Cloud. Also I don't think this works with Ashen Path.

☒ **Hidden Blades:** *Turn weapon or ammunition invisible.* You'd think wielding an invisible sword would give actual bonuses when attacking. Still, if you need to sneak a weapon in somewhere or have someone who uses feinting in the party, the bonuses are good.

☒ **Hypnotic Pattern:** *Fascinates (2d4 + level) HD of creatures.* Euphoric Cloud is better than this in every way.

☒ **Illusory Maze:** *Create an illusion of an ever-changing maze of glass.* This effectively makes the area difficult terrain. For that, Burning Sands or Stone Call are better.

⊗ **Invisibility^Y**: *Subject is invisible for 1 min./level or until it attacks.* Buffing allies is not an attack. Neither is summoning, and your summons can attack freely without you breaking invisibility. Plenty of battlefield control spells can still make your enemies' lives difficult even without including them in the area on cast. And then there's the utility of giving your rogue +20 stealth to scout ahead.

⊗ **Invisibility Bubble**: *As invisibility, but altered to work better underwater.* If you're in an aquatic campaign, this is your Invisibility, but note the differences such as the size limit. Otherwise, may as well keep a scroll around in case you need an underwater area scouted.

⊗ **Jitterbugs^{RY}**: *Force a creature to become jittery, taking a penalty on Dexterity-related checks and being unable to delay, ready, or take a total defense action.* No save, but... when's the last time you saw an NPC ready an action?

⊗ **Mad Hallucination**: *Target takes penalties to mental actions.* Give the target a penalty to will saves, if you can already get them to fail a will save.

⊗ **Magic Mouth^M**: *Objects speaks once when triggered.* You're unlikely to need this often. However, if you have False Focus to ignore the material component, this is a permanent duration spell you can spam during downtime, resulting in [shenanigans](#).

⊗ **Minor Image**: *As silent image, plus some sound.* This is better than Silent Image + Ghost Sound, since you can include the sounds at range. Still, for most purposes Silent Image will suffice, and for truly convincing illusions you'll want next level's Major Image.

⊗ **Mirror Image^Y**: *Creates decoy duplicates of you (1d4 + 1 per three levels, max 8).* One of the best defensive spells in the game. Try to cast it before combat. Also makes for a good Shared Training spell.

⊗ **Misdirection**: *Misleads divinations for one creature or object.* I recently encountered an NPC that detected as a sandwich via this. Hilarious spell, but unlikely to come up outside of an intrigue campaign.

⊗ **Obscured Script**: *Make the text on a page more difficult to decipher.* GM spell. It can't be used to intentionally falsify the contents, and it's hard to use "you can't read this" as a player.

⊗ **Paranoia**: *Target becomes hostile to all creatures.* Decent debuff. Makes flanking a lot easier if you have a rogue in the team. It also turns off all teamwork feats they may have.

⊗ **Peerless Integrity**: *Conceal the alignment of creatures from divination magic.* Pretend to be a paladin. Misdirection will usually be better, but this is an AOE so you can make your entire party of murderhobos look holy.

⊗ **Phantom Trap^M**: *Makes item seem trapped.* Cheaper than an actual trap. As a spell, the DC to disarm is 25 + spell level = 27. Permanent, so if you want a location protected, combine with False Focus and spam it everywhere to create enough noise so they won't notice the real traps.

⊗ **Planetarium**: *Project a current image of the night sky in places you would normally be unable to view it.* Upgrade to Starsight if your party contains a Stargazer, now you can use the Stars Are Right ability without access to the surface. Provided needing to concentrate isn't an issue. Might also come in handy if your party contains a Heavens Oracle/Shaman. This spell does raise some questions, the stars you see are based on the time of day so are you able to see the stars that are normally obscured by the sun? Which stars are visible depends on where in its orbit around the sun Golarion is. I'm not sure how to make use of seeing the stars you'd normally see 6 months earlier/later, but at least NPC astronomers would likely be interested.

⊗ **Raiment of Command**: *Cloak yourself in an illusion of authority.* These are some good untyped social bonuses, with a long duration. And unfortunately self only. Potential candidate for Shared Training if you're not a face yourself.

⊗ **Searching Shadows**: *Shadows search for a creature or object in range.* If someone fails their reflex save, they're stuck with no way of escape until you choose to release them. Unfortunately, it needs Concentration.

⊗ **Secret Sign**: *Invisibly inscribe a small mark or message on a creature or object.* If you need to advertise a black market, it's there.

Semblance of Flesh^R: (Brigh) *Disguise a construct as a creature of flesh.* Maybe if you're in a high-tech campaign/Numeria and need to smuggle something past the Technic League? If it disguised an undead, that would see far more use.

⊗ **Shadow Anchor^{RY}**: *Tether a creature to its shadow, preventing it from moving too far.* Use the first level Shadow Trap instead.

⊗ **Shadow Claws**: *Claws of shadow deal slashing damage and Strength damage.* You could stack it with Chill Touch, but that's too much effort for not enough payoff.

⊗ **Shifted Steps**: *Make a target sound as if elsewhere.* Ventriloquism has the same general use and is longer duration along with being a level lower.

⊗ **Silent Table**: *Give yourself privacy by muffling sound leaving the area.* Decent stealth spell, cast on a pebble in your pocket it's kind of like Invisibility but for sound. Including the sounds of spellcasting. For its intended use, the level 1 spell Shield Speech is far better.

⊗ **Symbol of Mirroring^M**: *Triggered rune creates mirror images.* That "functions as" is reminiscent of programmers importing code without reading the documentation. You can't trigger this yourself, nor can anyone you attune to it, and you're unaffected by the mirroring. Still, even with all the junk, this is a party-wide mirror image. Most symbol spells don't have a required size. Scribe the symbol in a book, open it when you want to activate it, affect the party, and close it again so the enemies don't also get mirror images. 10 minutes means you can re-trigger it for multiple combats. Blue if you have False Focus or Blood Money, removing the expensive material component.

⊗ **Sympathetic Aura**: *As magic aura, but affects all similar objects in a 5-foot radius.* This is a plot spell. Maybe if you need to disguise a shipment of potions as a shipment of vinegar for some reason?

⊗ **Twilight Haze**: *Illusory fog obscures vision.* Shorter range and duration than Fog Cloud, but works underwater. All the tricks from Obscuring Mist still work, but as an illusion it can't be combined with Ashen Path.

⊗ **Umbral Weapon**: *Create a shadowy afterimage that can damage enemies if the initial attack misses.* Damage and duration are too low to be worth it.

Necromancy

⊗ **Blindness/Deafness^Y**: *Makes subject blinded or deafened.* Only a single save, but Fort is usually the highest save of creatures you want blinded.

⊗ **Blood in the Water**: *Enhance those with a blood frenzy.* You do not have a shark in the party. Even if you do, the bonuses aren't enough to justify casting a rounds/level spell.

⊗ **Bloodbath**: *Cause yourself and enemies to bleed.* If you want to do level d6 damage, cast Burning Arc instead.

Bloody Tears and Jagged Smile^R: (Szuriel) *Become more intimidating with black eyes that weep blood and turn your teeth into jagged fangs.* +4 DC for [Fear] spells, with a long duration. This is amazing, but it's religion locked. Yes, even for wizards/sorcs, you can cast race restricted spells but not religion restricted spells.

⊗ **Bone Fists**: *Gain armor spikes which provide +1 natural armor and a +2 damage with natural weapons.* Decent buff if you have a natural attack user or an animal companion in the party. Can target multiple creatures, and could even be Blue if your party is full of them.

⊗ **Boneshaker**: *Momentarily control a living or undead creature's skeleton.* The damage is okay, but you're probably better off with Burning Arc.

⊗ **Brow Gasher**: *Slashing weapon deals bleed damage to an opponent's head.* The penalties take too long to stack up, and rounds/level means it can't be used as a prebuff.

⊗ **Command Undead**: *Undead creature obeys your commands.* Mindless undead don't get a save, and this lasts days/level. Always have a scroll on hand in case you run into something worth keeping. Even better for Necromancers, who can use this to exceed the HD limit on Animate Dead.

⊗ **Companion Life Link**: *Sense whenever your companion is wounded and call out to it in a time of need.* Know that they're hurt, but be unable to do anything about it. This isn't a teleportation spell, they still have to return manually. Callback works better for a familiar.

☒ **Corpse Lanterns**: *Create a sickly version of dancing lights.* Perfect for Halloween. But other light spells will serve you better, this isn't worth a second level slot.

☒ **Crafter's Nightmare**: *Create a poltergeist to disrupt crafting and spellcasting.* If Crafter's Curse wasn't enough to troll that poor NPC crafter, now you get to lock down a second level slot for several days (thanks to the [haunted] descriptor) to mess with them even more.

Curse Terrain, Lesser^M: *Curse an area with three mild hazards.* You have no control over when or where they appear, but if you want to screw over a large area it exists. [Here](#) are the hazards it can create. You need Blood Money if you want to use this, since you'll likely want to renew it every day and this spell is not worth the material cost.

☒ **Defending Bone^R**: (Pharasma) *Animate a bone to float near you and block physical attacks.* Block up to 50 damage with a single spell, lasts hours/level. Only downside is the religion requirement. Good spell for Shared Training.

☒ **Defoliate**: *Hurl a tiny ball of negative energy to destroy plant life.* The area isn't large enough to use for combat, but the line version could save you a long time chopping through a dense plant barrier.

Drain Construct: *Incapacitate a construct by draining its animating force.* The penalties are decent, and constructs tend to have terrible will saves.

☒ **Dress Corpse**: *Doctor the evidence on a corpse.* If you need to do this, use Sculpt Corpse instead.

☒ **False Life^Y**: *Gain 1d10 temporary hp + 1/level (max +10).* Hours/level makes this a good buff later on when second level slots aren't as important anymore. Can also cast it on your familiar depending on what you're doing.

Ghoul Hunger^R: (Urgathoa) *Awaken an unnatural hunger in the target, causing it to seek out humanoid flesh.* If you're an Urgathoa worshipper, this is an alternative to Hideous Laughter that only affects humanoids.

☒ **Ghoul Touch**: *Paralyzes one subject, which exudes stench that makes those nearby sickened.* Paralyze is one of the best conditions you can inflict. Target someone next to your fighter/rogue so they can [Coup de Grace](#) on their turn, turning this spell into a Fort Save or Die. Downside: Touch range. Blue when combined with Spectral Hand.

☒ **Languid Venom^M**: *Delay a poison's onset and hide its presence.* Intrigue spell. Poisons are kind of terrible, so good luck killing someone with this.

☒ **Life Pact**: *Affected creatures automatically donate hp to stabilize fallen ally.* Could save you from dying, or ensure you go down with your allies. Go for False Life instead.

Limp Lash: *Paralyze an enemy from the neck down.* Ranged touch attack to force an enemy to spend their move action getting out of range.

⊗ **Lipstitch**: *Sew the target's lips together.* So many spells, so few without verbal components. Lock an enemy spellcaster out of the fight, they tend of have poor fort saves. The flavor hurts to just think about.

⊗ **Mathematical Curse**: *Use the Path of Numbers to place a mathematical curse on someone.* Too unpredictable and touch range, but this could theoretically give some major penalties.

⊗ **Pernicious Poison**^Y: *Target takes a -4 penalty against poison.* Touch range, and this probably isn't worth using Spectral Hand on.

⊗ **Scare**: *Frightens creatures of less than 6 HD.* You're never affecting more than 1 creature with this, the HD limit makes it useless before then.

Sentry Skull^{MR}: *Create a grisly sentinel from the severed head of a humanoid or monstrous humanoid.* This is kind of two spells in one since it comes with a free Magic Mouth, and it is permanent, but Ew.

Shared Suffering^F: *Deal damage to another creature by harming yourself.* It's like magic missile, but a worse damage type, higher level, and it hurts you.

⊗ **Skinsend**: *Animate and possess your own skin as if it were a separate creature.* This is a personal spell, so you could use it on your familiar. It gives construct immunities. An Alchemist could use this with Infusion and apply it to an enemy via a Syringe Spear for an easy coup de grace. Also just... why? Why does this exist?

⊗ **Spectral Hand**: *Creates disembodied glowing hand to deliver touch attacks.* All those spells that got their rating reduce for being touch range? You can now use them at Medium range instead, though note that the touch attack roll still uses your melee attack bonus (with +2). Do a Ctrl+F for "Spectral Hand" to find all the good spells to use with this. Consider using Reach metamagic with those spells later on if your ranged attack bonus is higher, possibly via a rod. Also lets you deliver Shared Training spells at range.

Steal Voice: *Target gains the croaking spellblight.* Use Lipstitch instead to shut down casters.

⊗ **Stricken Heart**: *Touch attack deals 2d6 damage and staggers target.* No save stagger. It's Frigid Touch, but with lower damage, and cares about death and precision immunity instead of cold immunity. Spectral Hand it.

⊗ **Touch of Bloodletting**^R: (Zon-Kuthon) *Cause any wounds the target has to bleed profusely.* Exhausted is good, melee touch plus will save and being negated if they get any healing not so much. Spectral Hand candidate.

⊗ **Unsettling Presence**: *Inflict creatures with paranoia and be repulsive to others.* Good flavor, unlikely to ever matter mechanically.

⊗ **Unshakable Chill**^Y: *Target is afflicted with severe cold.* Maybe as a torture spell?

Transmutation

⊗ **Aboleth's Lung^R**: *Allow the target to breathe water at the cost of no longer being able to breathe air.* By itself, a level lower than Water Breathing for extended underwater exploration. Combined with Spectral Hand, and depending on your interpretation of the [suffocation rules](#), this is a touch attack + will Save or Die. Can you hold your breath if your lungs are full of water? I'd say no. And since this swaps air and water, it makes them go unconscious after a round, the death after 3 rounds a small bonus.

⊗ **Accelerate Poison**: *Hastens targeted poison's onset.* Poison sucks, and so does melee touch + fort save.

⊗ **Adhesive Blood**: *Attackers' weapons stick to your gluey blood.* Use Mirror Image instead, you're squishy and don't want to take hits. But this might make an amusing Shared Training spell for your fighter.

⊗ **Air Step**: *Tread unsteadily on air, with limitations.* It's fine, but Levitate is usually better.

⊗ **Alter Self**: *Assume form of a Small or Medium humanoid.* Decent utility and scouting spell. Blue for Melee Mages or those with Mauler familiars, who can transform into a [Sewer Troll](#) to get 3 natural attacks, 2 of which have reach.

Amplify Stench: *Amplify your natural stench ability.* A quick search on AON showed that none of the PC races have this ability.

⊗ **Angelic Aspect, Lesser**: *Gain some minor aspects of angelic creatures.* The main benefit here would be the Protection from Evil, which you can cast a level lower.

⊗ **Animal Aspect^Y**: *You gain some of the beneficial qualities of an animal.* Each of these effects by themselves is decent, but what makes it good is the versatility of having all of them in one spell.

⊗ **Ant Haul, Communal**: *As ant haul, but you may divide the duration among creatures touched.* The increase in carrying capacity from not just using it on your highest strength PC is marginal, and you'll usually prefer the higher duration.

Ashen Path: *Allow one or more creatures to ignore airborne effects and see through magical smoke and fog.* Long duration, usable on the entire party. Suddenly your Obscuring Mist and Fog Cloud become mass no-save blindness. Your bow user can now snipe your Euphoric Cloud targets one by one without the 50% miss chance giving them a turn. You can also get this continuously via a [Goz Mask](#).

⊗ **Badger's Ferocity**: *Weapons are keen while you concentrate.* Concentration spells need to be extraordinarily powerful to be worth it. This is not.

⊗ **Bear's Endurance**: *Subject gains +4 to Con for 1 min./level.* Decent buff, and most people will buy belts of Str/Dex before getting Con, so this will be useful for a while. However, beware of Sudden Barbarian Death Syndrome from the HP loss when the spell runs out.

⊗ **Billowing Skirt**: *Enchanted skirt slows your fall and allows you to hover.* Amusing mental image, but just prepare Feather Fall.

⊗ **Blood Armor**: *Your blood hardens when you are wounded, increasing your AC.* Cast Mirror Image instead. Or Blur, it will prevent more attacks than this.

Blood Blaze^R: *Ignite the blood of those who come near you.* Short duration, low damage, and it only has a 1/8 chance of actually hitting the target.

⊗ **Boiling Blood^Y**: *Targets take fire damage; orcs get +2 Strength.* Not enough targets, but if you have multiple orcs in the party this might be okay. Cast out of combat, and drop concentration to start the rounds/level duration as soon as combat begins.

⊗ **Brittle Portal^R**: (Rovagug) *Reduce the hardness of objects within the area.* Flavorful spell, but Break or Shatter will usually be better.

⊗ **Bull's Strength**: *Subject gains +4 to Str for 1 min./level.* Decent buff for your fighter before they get a belt.

⊗ **Buoyancy**: *Targets easily float on water.* Immediate action Mass Save or Lose if you're underwater. Purple even on land for an entirely different reason, this is an immediate action spell that can target multiple people. It can be used as an immediate action soft counterspell. If they fail the will save, they were just [affected by a non-damaging spell while casting](#) and get to make a concentration check vs this spell's DC + spell level or lose the spell. If there's two casters, one casting a round-long spell (such as summon monster) and another starts casting a normal spell, you can get them both with this. Your party is targeted by an AOE Greater Dispel Magic and you didn't prepare any Sow Thought dispel traps? Respond with this, and your permanent spells (cast at CL-1) are safe. Could make a good Umbral spell, force not just a concentration check but give them a 50% miss chance on their spell attack roll. Or Heighten/Persist to increase the chance of the counterspell working. And on top of all that, it's Feather Fall for people on a boat.

⊗ **Carry Companion**: *Shrink an animal or magical beast down to stone, ready to be enlarged again when summoned.* If your GM enforces limitations on taking your pet T-Rex into the library and you're frequently in urban settings, this may come in handy. Could potentially build a hilarious beastmaster character with this, who when needed just casually pulls out a dozen combat trained Bisons (CR4, 75gp) and has them stampede the monsters.

⊗ **Cat's Grace**: *Subject gains +4 to Dex for 1 min./level.* Decent buff for archers and rogues.

⊗ **Celestial Companion**: *Give your companion protections against evil creatures.* DR 5/evil or silver for minutes is pretty good. Provided you have an animal companion.

⊗ **Certain Grip**: You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD. This will rarely come up, but when it does it's a decent buff.

⊗ **Codespeak**: Speak, read, and write a new code language. For an intrigue campaign, when Shield Speech isn't enough.

⊗ **Darkvision**: See 60 ft. in total darkness. Hours/level. Having light active may give away your position in a dungeon or if you need to sneak anywhere else. You probably aren't using darkness offensively since fog is much better.

⊗ **Destabilize Powder**: Ammunition in the targeted firearm is prone to misfire. Damp Powder is better, and it's a level lower. Gunslingers have Quick Clear, so a misfire isn't as bad as having to spend a full-round action clearing damp gunpowder.

⊗ **Diminish Resistance**: Weaken a creature's resistance to one type of energy. Alternatively, use a type of energy they don't resist.

⊗ **Disfiguring Touch**^Y: Target becomes disfigured. Lesser Bestow Curse. The penalties aren't good enough to justify melee touch + will save.

⊗ **Dragonvoice**: Emulate the vocal inflections of dragons. +6 to Diplomacy, against dragons only. The sorcerer/bard should keep a scroll handy. Could help with taking over a clan of kobolds. Makes your voice heard twice as far, which could lead to some interesting results when combined with Clarion Call.

⊗ **Eagle's Splendor**: Subject gains +4 to Cha for 1 min./level. Decent buff for the Sorcerer or Paladin before they get a headband.

⊗ **Eldritch Conduit**: Create a conduit with which you can cast area effect spells from. This feels like it should have potential, but adding an extra save and wasting a turn isn't good in combat, and the rounds/level duration makes using it on a minion difficult. It can't be used to surround a minion with an Antimagic Field either, since emanations aren't one of the area types that can be used with this.

⊗ **Eroding Ray**: Ranged touch attack deals 2d6 to construct or object, +1 ray/four levels (max 3). Ignoring hardness could come in handy, but this doesn't do enough damage to be worth it.

⊗ **Extreme Flexibility**: Gain a bonus to AC, on Escape Artist checks, and when grappling. Grease gives +10 vs grapples rather than +4. Cast that instead.

⊗ **False Age**: Change to become one age category younger or older. Cast Withered Appearance or Youthful Appearance instead, it lasts 6 times as long and the +1 to mental stats isn't worth the increase in level.

⊗ **Fear the Sun**: Impose light blindness on your enemies. The blindness only lasts until the start of their turn, and you have a lot of other options for mass blindness at this level.

⊗ **Fleeting Defect**: *Cause a single object to become broken. Can also disrupt a construct's animating force.* Break is better for breaking objects, and a level lower. But the penalties to a construct are a decent debuff.

⊗ **Fleshcurdle**^Y: *Warp a creature's flesh, penalizing it in attack, defense, or movement.* Reducing natural armor by 4 would be good, but the things you'd want to use it on tend to have great fort saves.

Fleshy Facade: *Alter your appearance to appear living.* Take one of your zombie guards along without immediately getting run out of town when visiting. Not a necromancer? Pass.

Fool's Gold (AA)^F: *Make someone who accepts one of your gold pieces more vulnerable to your magic.* Avoid messing with merchants, it never ends well.

⊗ **Fox's Cunning**: *Subject gains +4 to Int for 1 min./level.* DC boost for the Wizard, damage and DC boost for the Alchemist throwing bombs.

⊗ **Full Pouch**^M: *Divide a consumable alchemical item into two nearly identical copies.* Instantaneous, and doesn't require you to use the duplicate immediately. On its own, duplicating alchemical items and increasing their save DC is great. Create a large amount of [Cytillish Stun Vials](#) in downtime, and either throw them yourself or have your familiar do it. Be sure to read the [splash weapon rules](#), you're targeting AC 5. The "slight reduction in quality" has no mechanical impact and going by the DC increase the copy is even better than the original, so you could buy a vial of [Perfect Ice](#), duplicate it a few times, and sell the copies for a Pink infinite money exploit. Or duplicate [Surgical Jelly](#) and [Consecrated Salts](#), lower profit per cast but you should have no trouble selling them to churches. Makes for a good Heightened spell.

⊗ **Fungal Blisters**^R: (Cyth-V'sug) *Develop a small number of fungal growths which burst as you take damage, choking your enemies with harmful spores.* By itself the damage is nothing special, but combined with Serren's Swift Girding or [Armiger's Panoply](#) to instantly detonate all the blisters, this becomes a Pink point blank nuke. At level 10, you're looking at 10-15 blisters, each detonating for 5d6+5 damage, average total damage 281 before metamagic. Makes for a good Persistent, Empowered, and/or Maximized spell. Shared Training it to your fighter if you'd prefer not to be this close to the enemies. However, note that you need to worship a demon lord to cast this.

⊗ **Glide**: *You take no falling damage and move 60 ft./round while falling.* Ends as soon as you touch the ground, Feather Fall is usually better.

Grasping Vine^R: *Sprout a 20-ft long vine that can assist with numerous tasks.* Most of which are better handled by Unseen Servant.

⊗ **Greensight**: *Grant a target the ability to see through plant matter as if it were transparent.* Great in a wilderness campaign. Otherwise, get a scroll.

⊗ **Harmless Form**: *Transform the target into a "harmless" animal.* An alternative to Carry Companion for taking your T-Rex to the library.

⊗ **Hidden Knowledge**: *Remove one piece of information from your memory and turn it into a magical tattoo.* Trust nobody, not even yourself. Maybe for an intrigue campaign?

⊗ **Human Potential**: *Grant target a +2 enhancement bonus to an ability score.* Apparently that potential isn't very great. Cast one of the +4 stat spells instead. Being able to choose the stat does not make up for halving the bonus.

⊗ **Kinetic Reverberation**: *Channels the force of an enemy's attack back into its weapon.* Newton's third law only applies when you use magic to make it happen. This spell has amusing implications, such as sneak attacking by striking your soft vitals also hurting the weapon more. But mechanically, you're unlikely to destroy any weapons with this since it doesn't bypass hardness and even if you do, you just destroyed your loot. Go for spells that stop the enemy from hitting your party instead.

⊗ **Knock^Y**: *Opens locked or magically sealed door.* Lock DCs tend to be 20, 25, 30, or 40. PF nerfed this spell by making it a CL check, but it's good to have around if you don't have a disable device user on the team and don't want to risk the damage or noise from having the fighter smash the lock with a pickaxe/sledgehammer.

⊗ **Levitate^Y**: *Subject moves up and down at your direction.* Immunity to melee enemies. This will come in handy until you learn Fly, you can somewhat emulate it by carrying a long stick and moving along a wall or the ceiling. Also a decent utility spell, 100 lbs/level could let you levitate a wagon with multiple people on it.

Mage's Crawl Space: *Create a personal hideaway in a surface.* Self-only Rope Trick, but slightly safer. Potential utility for storing your Valet familiar for uninterrupted crafting. Could also use it to tunnel through a stone wall, as there's nothing stopping you from casting it multiple times, and you get ejected to the nearest open space, not your original location.

Magic Siege Engine: *Siege gains +1 on targeting and damage rolls.* If you're going for a [siege engine mage build](#), this is good. Otherwise, pass.

⊗ **Make Whole^Y**: *Repairs an object.* Infernal Healing works on constructs, and Mending is usually enough for objects. Repairing a magic item could come up, but the 2xCL requirement means you'd probably need to buy a high-level scroll for that anyway.

⊗ **Mark of Blood**: *Imbue some of your life force into a creature, being able to permanently detect its location.* This could be a useful in an intrigue campaign or if you need to transport someone alive (and can't knock them out for some reason). Cast this and poke them with a needle.

⊗ **Masterwork Transformation**: *Make a normal item into a masterwork one.* You might cast this once or twice to keep relevant a weapon your martials want to keep for sentimental reasons and allow it to be enchanted. Potential Pink infinite money exploit with Blood Money, buy cheap non-mwk weapons, cast this, sell them for a profit.

⊗ **Merge with Familiar**: *Merge the body of your familiar or spirit animal into your own.* Keeps your familiar safe. If you don't want to use a [Familiar Satchel](#).

⊗ **Mirror Hideaway**: *As many as eight creatures hide in an extradimensional space.* Alternative to Rope Trick, but it leaves a mirror instead of a dangling rope. Better in locations where there's supposed to be mirrors. Makes a good Extended spell before level 8.

⊗ **Owl's Wisdom**: *Subject gains +4 to Wis for 1 min./level.* Decent buff for your cleric, but he can cast it himself.

⊗ **Pouncing Fury**: *Make a full attack with your claws after a charge.* The worst version of Pounce I've ever seen. But even bad pounce is still pounce.

⊗ **Pyrotechnics**: *Turns fire into blinding light or choking smoke.* Buy a [Waterproof Miner's Lantern](#) to turn the fireworks version of this spell into a 120ft cone of Blindness. They need line of sight to the fire, and that lantern only shines light in a cone. If you have False Focus or are willing to spend 50 gp per cast, [Flash Powder](#) as an alchemical power component increases the blindness duration to 1d4+2 rounds and gives +1 DC. The smoke cloud version is worse than Euphoric Cloud, but it's still a decent debuff and has a higher range.

⊗ **Quick Change**: *Use change shape as a swift action and surprise foes.* All the PC races I could find with Change Shape either want to stay in their transformed state or can already change as a swift action.

⊗ **Raven's Flight**: *Quickly turn into a tiny blurred shape with flight.* Spend your turn flying 200ft straight line via the Run action, or 100ft via double move. Good for getting places the Levitate + long stick combo won't take you. You can think of it as Lesser Dimension Door.

⊗ **Recoil Fire**: *Ammunition in the targeted firearm generates excessive recoil.* Even in a campaign where you face Gunslingers, Damp Powder is much better.

⊗ **Reinforce Armaments, Communal**: *As reinforce armaments, but you may divide the spell's duration among objects touched.* The only use of the non-communal version was before your party got masterwork weapons. They have those now.

⊗ **Remarkable Legerdemain**: *Conceal items with uncanny skill.* Neat for party tricks. Not so good for an adventurer.

⊗ **Rope Trick**: *As many as eight creatures hide in extradimensional space.* A spell for safe camping. The rope can't be hidden, but that doesn't mean you can't make it harder to find by casting the spell behind a 5ft tall pile of boxes. Or using rope of a color that blends in with the surroundings, like a vine in a jungle. Makes a good Extended spell before level 8, if you're buying a wand/scrolls of this it's slightly cheaper to get a CL5 extended version instead of a CL8 version.

⊗ **Rovagug's Fury^R**: (Rovagug) *Create a minor earthquake to trip creatures.* Uses your actual CMB instead of the usual CL+Stat of maneuver spells. Normally that'd be terrible, but you have to be a Rovagug worshipper to cast this, so your CMB is probably fine.

⊗ **Rune of Rule^M**: *Bestow upon a creature one of the seven runes of rule.* Seven spells in one, and all of them are good single-use prebuffs for different situations or plans. 24 hours, so

cast it before resting. Becomes great if you have False Focus to ignore the material component for frequent use.

Scale Spikes: *Enhance a target's scales with jagged spikes.* Even if you have a party member this can target, they can just buy armor spikes.

⊗ **Sculpt Simulacrum:** *Alter a simulacrum's appearance.* If you're making simulacra of someone powerful to get servants, it may be a good idea to not have them be recognizable. Or have them impersonate someone. Also just a fun flavor spell for giving your simulacra some flair. If you aren't making simulacra (yet), pass.

⊗ **Silk To Steel:** *Use a scarf as a shield or whip.* Rounds/level. This wouldn't be good even as hours/level.

⊗ **Snow Shape (Ulfen):** *Form snow into any shape you wish, including hard ice weapons.* Fun flavor, but you can't really do much with this.

⊗ **Solidify Earth:** *Harden earth and stone, impeding burrowing creatures.* You only have line of effect to the top layer of earth/stone, but reaching 10ft deep would make sense with the area. That aside, while this is a good area and effect, the burrowing creatures can just burrow down and wait out the spell to not worry about the entangle or being caught out in the open. Often you just need to get past them however, and in that case this spell will either make the battle a fair bit easier or win it entirely. Shutting down tremorsense will also come in very handy against non-burrowing creatures that rely on it to see your party.

⊗ **Spider Climb^Y:** *Grants ability to walk on walls and ceilings.* This spell is made much worse by the existence of Levitate and the first level Monkey Fish.

⊗ **Splinter Spell Resistance:** *Create an aura around a target weapon to weaken a foe's magical defenses.* Early on, this isn't worth it. But later on, it's a decent prebuff, slap it on your fighter's sword before you enter the dragon's lair.

⊗ **Squeeze^R:** *Increase the target's flexibility, allowing it to move through tight spaces and squeeze with ease.* Reduce Person does this better, and at a lower level.

⊗ **Stabilize Powder:** *Ammunition in the targeted firearm is less likely to misfire.* Negating the misfire chance for a single shot is not worth a second level slot.

⊗ **Staggering Fall:** *Make a falling creature hit the ground harder.* Immediate action cast. If you have a trip build in the party this is great, otherwise it's still good to combo with Grease. Be sure to talk with your GM to figure out how that save works if taking this. Text trumps table, so I think it's the will saves and no fort save.

⊗ **Steal Breath^R:** *Steal the breath from a creature's lungs.* Cast Lipstitch instead. Or Aboleth's Lung.

Steal Size: *Reduce a creature's size, enlarge your own.* The target having to be a humanoid that's larger than you kills this spell.

☒ **Stone Throwing**: Grant the subject the rock throwing and rock catching abilities. This isn't a spell to cast on PCs. Flying enemies? Deadly aura? Just kind of bored? Cast this on your horse. Or other animal companions.

☒ **Sun's Disdain**: Curse a creature, giving it light blindness and making it susceptible to light spells. Melee touch + will save for 1 round of blindness. Maybe for trolling NPCs.

☒ **Tattoo Potion**^M: Mix a potion that creates a magical chest tattoo when drunk. 500 gp component to turn a potion into... a scroll that doesn't need to be drawn but requires a bare chest to use.

Tears to Wine: Turn nonmagic liquids into special mead or wine, enhancing the intelligence and wisdom of those who drink. Good long-duration party-wide bonuses that scale with level. You'll enjoy the knowledge and spellcraft boosts, and everyone will appreciate the perception boost. May be worth getting on a CL15 wand from the Bard list.

☒ **Telekinetic Assembly**^F: Assembles a siege engine using 1 fewer worker for every two caster levels. A key part of the [Siege Engine Mage](#) build. If not going for that, pass.

☒ **Telekinetic Volley**: Touch a group of items, launching them as ranged attacks. This is so much worse than Coin Shot.

☒ **Thunder Fire**: Ammunition in the targeted firearm deafens opponents. AOE Deafen isn't bad, but you need to be facing Gunslingers who won't care much about losing their hearing.

☒ **Time Shudder**: Nearby creatures are affected by haste or slow each round. For when you want to troll the GM and the other players at the same time.

Transmute Wine to Blood: Transform a bottle of fine wine into a pint of animal blood. If you have a non-evil vampire in the party for some reason, this will let you ethically feed them.

☒ **Twisted Space**: Targeted creature's attacks target a random square instead of the intended target. As amusing as having enemies hit each other is, this just isn't worth casting.

Visualization of the Body^M: Gain a +5 bonus on checks with one physical ability score for 24 hours, discharge for a one-time physical boost. The bonus to your max hp will come in handy, as will the immediate action heal, but the 200 gp material component drags it down. Good spell to Blood Money, 15 gp for the Lesser Restoration wand charge is a much better cost. You can only have one [meditative] spell at a time, and only prepared casters can use them.

Visualization of the Mind^M: Gain a +5 bonus on checks with one mental ability score for 24 hours, discharge for a one-time mental boost. As Visualization of the Body above, but you're getting an untyped +5 to your int skills instead of increased survivability.

☒ **Whispering Wind**: Sends a short message 1 mile/level. Surprisingly versatile. Send a message without needing line of sight, into a high tower or through a window. Use it as a

distraction tactic, sounds coming from behind a nearby door. Could even scout with it, send a whisper into a cave and see if anything reacts.

⊗ **Winged Sword:** *Grant a weapon the throwing special ability.* Don't throw your sword.

3rd-Level

Abjuration

⊗ **Ablative Sphere (Garundi)^M**: *Create a protective sphere around yourself, providing you with improved cover.* And becoming entirely immobile. Cast Mirror Image instead.

⊗ **Allied Cloak**: *Enchanted cloak grants shield bonus to AC and can use aid another on you once per round.* Aid Another can be very good, but this doesn't get any of your aid another boosters and the duration is too short to be usable.

⊗ **Blade Snare**: *Create an invisible snare to trap weapons.* A neat concept ruined by a far too low bonus. CMD tends to be high enough that you might not even succeed on a nat 20.

⊗ **Clay Skin**: *Grants DR 5/Adamantine.* Prevent up to 50 damage, with a long duration. And importantly, without the expensive material component of Stoneskin. Slap it on your fighter.

⊗ **Cloak of Winds**: *Creates a screen of wind around you.* Protection from swarms. +4 AC against all ranged attacks, including touch attacks like Scoring Ray, could come in handy. Still, third level feels a bit too high for this.

⊗ **Discharge**: *Dissipate the charges from a technical object or hamper a creature with the robot subtype.* If you're in a high-tech campaign, keep a scroll of this around in case you're near a reactor that's about to explode. Otherwise, pass.

⊗ **Dispel Magic^Y**: *Cancels one magical spell or effect.* Remove a critical buff from an enemy, suppress a key magic item, or end a debuff that's making your fighter useless. You won't need this every day, but when you need it, this can save your party. Purple for a Foresight Diviner, who can pre-roll the d20 to ensure the dispel succeeds. If you have False Focus (or don't mind spending gold), [Cold Iron](#) is +1 and an [Avidais Idol](#) is +2, which stack together.

⊗ **Dragon Turtle Shell**: *Treat the natural attack damage of a creature attacking you as 1/5CL sizes smaller.* Rounds/level, and only very slightly reduces damage.

⊗ **Dweomer Retaliation**: *Gain hit points and damage your opponent immediately after counterspelling a spell.* Counterspelling is only worth it as an Arcanist, who can do it as an immediate action... which means you don't have an action to cast this, even if it were worth it.

⊗ **Explosive Runes**: *Deals 6d6 damage when read.* For normal use, this isn't worth a third level slot. However, they are permanent, which means you can cast a whole lot of them in downtime. There is no limit to how many you can put on a scroll or page. Pre-cast Spectral Hand. Give the rolled up scroll to your flying familiar drop it over the enemies, or have a summon carry it, Small Elementals are an intelligent Summon Monster 2 option. Cast Erase at CL1 through the hand. Erase targets the entire scroll, including the several hundred Explosive Runes on it. Choose to fail the checks, or if you're forced to roll you have a 65% chance of failing for each one. Good luck surviving that nuke, this use is Pink.

⊗ **Guardian Monument, Lesser:** *Bless a monument to imbue nearby humans with 2/magic damage reduction.* Maybe if you're rallying a town against an impending goblin invasion?

⊗ **Guarding Knowledge:** *Gain a +4 insight bonus on saving throws vs a creature's ability you have identified with a Knowledge check.* It's an okay pre-buff if you know you're going to be fighting something with exactly one very dangerous ability.

⊗ **Magic Circle against Evil/Chaos/Good/Law:** *As protection spells, but 10-ft. radius and 10 min./level.* When Communal Protection from Evil doesn't last long enough. But good luck staying this close together in combat. Required if you're going Planar Binding.

⊗ **Nondetection^M:** *Hides subject from divination, scrying.* This will let you stay hidden against the various creatures with constant detect magic/detect good/see invis. Combine with Invisibility, Negate Aroma (via UMD from a wand), and Fly for maximum stealth. Better if you have False Focus to ignore the material component, which also lets you add [Myrhh](#) for a DC of 16+CL.

⊗ **Numerological Resistance:** *Use the Path of Numbers to grant your allies resilience in the face of elemental dangers.* Overcomplicated worse version of Communal Resist Energy.

⊗ **Protection from Arrows, Communal:** *As protection from arrows, but you may divide the duration among creatures touched.* Your enemies will probably be using magic weapons at this point.

⊗ **Protection from Energy:** *Absorb 12 points/level of damage from one kind of energy.* In most cases, Resist Energy provides enough protection.

⊗ **Quell Energy:** *Reduce the target's ability to tap into a specific energy type.* Inverse version of Resist Energy. This is usually worse since you can't precast it, but against a boss that spams energy AOE's of a specific type you could stack them for increased protection.

⊗ **Resist Energy, Communal:** *As resist energy, but you may divide the duration among creatures touched.* And now your entire party is coming out of that dragon's breath weapon relatively unscathed.

⊗ **Rune of Warding^M:** *Place a visible glyph of warding to protect a door or other entryway.* Not enough damage, and can't stack them. Maybe for scaring away commoners.

⊗ **Scales of Deflection:** *Treat your normal AC as your touch AC against the next touch attack that targets you.* Cast Mirror Image instead to have multiple touch attacks miss you.

⊗ **Selective Alarm:** *As alarm, but only against selected creatures.* The regular Alarm will be enough for most people, but if you want to make a selective dynamic entry pass system this will let you do it. Could come in handy in an intrigue campaign.

⊗ **Shield Companion (ACG):** *As shield other, but affecting your companion creature.* Most people would rather have damage go the other way via a Protector familiar. However, you

can choose whether to take the damage and this does last a long time, so if you have a Mauler familiar while being a backline mage yourself, this could let you save your familiar's life.

⊗ **Stunning Barrier, Greater**: *Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you.* Stunning opponents is good, but you have to take hits to proc this and the short duration stops you from precasting this.

Conjuration

⊗ **Ablative Barrier^Y**: *Surrounds the target with layers of force.* Nonlethal damage will make you go down just as fast as lethal damage. It does double the efficiency of any healing you receive since that cures the same amount of lethal and nonlethal, including things like Fast Healing, but compare that to Clay Skin which prevents the damage instead of converting it. If you want the AC, cast Mage Armor.

⊗ **Apport Animal**: *Send or receive a Tiny or smaller animal via teleportation.* Notably does not work on familiars, as they are Magical Beasts, not Animals.

⊗ **Aqueous Orb**: *Creates rolling sphere of water.* Fun battlefield control spell. They do have to fail two saves to be engulfed, but you can try every round, and this gives you something to do with your move action. Once you've picked up a few foes, send it off a cliff or into a Create Pit spell. If you manage to engulf an enemy with a low Will save, Hideous Laughter will make them start [drowning](#), going unconscious immediately and dying after 3 rounds.

⊗ **Ash Storm**: *Hamper vision and movement.* This is good, but it's a slightly worse version of Sleet Storm since it produces actual difficult terrain. See that spell for details.

⊗ **Calistria's Guardian Wasps**: *Summon a swarm of wasps to ward and area.* Somehow not religion locked. Usually normal Alarm is enough, but this does last for days so you can use it to protect your base, and the automatic summon isn't bad either.

⊗ **Conjure Carriage**: *Create a fine carriage.* You're usually better off with Communal Mount. For long distance travel, buy actual horses, this can't easily go off road and they're cheap by this point.

⊗ **Draconic Ally^M**: *Creates a semi-living intelligent draconic servant that loyally obeys and serves you.* Days/level duration, flying, intelligent minion. It gets the abilities of the Form of the Dragon spell, which includes flight, breath weapon, energy resistance, ability scores, etc, but not the size, so it's still Tiny. Becomes Blue when combined with Blood Money or cast via Shadow Conjuration to ignore the 250 gp material component.

⊗ **Evaluator's Lens**: *Summon a lens of force to help protect yourself from figments/patterns or identify items.* If your group uses Appraise, the +10 will be useful. Otherwise, pass.

⊗ **Fleshwarping Swarm^R**: *As summon swarm, but the swarm makes creatures more susceptible to transmutation spells along with penalizing Dexterity.* Things aren't going to

fail the distraction save often enough for this to be worth a higher level slot than Summon Swarm.

☒ **Force Anchor**: *Skewer and anchor incorporeal targets with a force anchor.* If your GM plays incorporeals intelligently, having them pop in and out of walls, this will force them to stay out in the open. Ready an action to snipe them as soon as they emerge. You won't need this often, but having a scroll handy could save your party.

☒ **Gloomblind Bolts^R**: *Create bolts of negative energy to harm the living or heal the undead, possibly blinding the target.* Scorching Ray with side of Blindness. You have better options both for damage and for AOE blindness.

☒ **Grasping Tentacles**: *Use a mass of tentacles to perform dirty tricks.* CMD is usually not the best thing to target, and these tentacles don't do enough to be worth it.

☒ **Ice Spears**: *Force a number of giant spears of ice from the ground.* Gets a massive CMD boost to trip larger creatures, but those tend to have low reflex and just fall to Grease. The area denial pillars could be useful, but a Create Pit spell will usually work better.

☒ **Infernal Challenger**: *Summon a bearded devil to preform a Hellknight initiation.* This is a plot spell. It will be cast by an NPC if it's needed.

☒ **Iron Stake**: *Hurl a spike of cold iron at a foe.* The damage is not worth a 3rd level slot, but it's okay at shutting down Fey SLAs. However, concentration modifiers go up a lot faster than the DC.

Irradiate: *Flood an area with dangerous radiation.* [Radiation effects](#). The lower levels of this aren't worth it, but if you can boost your CL up to 17, 4d6 Con Drain on a DC 30 Fort save is not bad.

☒ **Knell of the Depths**: *Imbue someone with a curse that causes them to sink quickly in water and suffer a -10 penalty to Swim checks.* Melee touch + will save, and a 1 round casting time. If you're in a pirate campaign, this is an okay Spectral Hand spell to make sure anyone that goes overboard doesn't come back.

☒ **Leshy Swarm^R**: *Call for a leshy swarm to aid you.* Even with the added immunities, a rat swarm has worse statistics than any of the other Summon Swarm critters.

☒ **Mad Monkeys**: *Summon a swarm of mischievous monkeys.* You're usually better off casting Stinking Cloud, but the swarm non-poison Nauseate plus stealing every turn make it an okay summon.

☒ **Minor Reversion**: *Store a replica of yourself in the Akashic Record, end the spell when injured to be healed 1d8+1/level.* Cast False Life instead, it'll provide you with a bigger buffer in a lower level slot.

☒ **Nauseating Trail**: *Creature leaves a trail of stinking cloud squares.* You might be able to do something with this, readied actions, and a companion that runs across the path an enemy is taking. But generally, Stinking Cloud will be much better.

☒ **Pellet Blast**: *Creates an explosion of conjured metal pellets.* The damage alone isn't worth it, but this is a SR:No Reflex AOE, making it a good alternative to Fireball as a third level base for Dazing spell if facing fire resistant or magic immune enemies. Add on Persistent as well once you have 8th level slots, those adamantine golems won't stand a chance. If you have False Focus, you get to bypass DR for free, otherwise keep some of each material on hand.

Penumbral Disguise: *Mask your features with shadowy illumination.* The bonuses to stealth and disguise are okay, but in an intrigue campaign the complete anonymity will come in handy. Even True Seeing can't see through it, as it's not an illusion or transmutation.

☒ **Phantom Driver**: *Conjures a phantom to drive vehicles.* This will rarely come up. However, this can drive any vehicle. Any. Be it a chariot, flying carpet, ship, ancient technological vehicle, or even a modern tank you somehow got from another world. Or if you want to get around in style, it can drive a Phantom Chariot.

☒ **Phantom Steed^Y**: *Magic horse appears for 1 hour/level.* A nice upgrade to Mount if you're actually using it for riding. As you level up, it can walk on water, walk on air, and even fly.

☒ **Phase Step**: *As per dimension door, but with more restrictions and affecting a creature you touch.* Lower level alternative to Telekinetic Charge. Use this to get your martial into melee. Suddenly your fighter is in a flanking position and making a full attack instead of taking AoOs and having to spend a move action.

☒ **Planar Inquiry^M**: *Call an outsider to answer questions.* This is a disguised divination spell. Gain information from knowledge skills you don't have, or gather information without people knowing you're asking. However, you could just Visualization of the Mind to get the skill ranks, or Ears of the City to gather information. Green when combined with Blood Money, just ignore the glares from the outsider at the weird offering.

☒ **Rain of Frogs**: *Summon a swarm of poisonous frogs.* Unlike Mad Monkeys, these are immune to weapon damage. Enemies won't usually fail their saves, but forcing two per turn, one against nauseate and one against 1d4 con damage, is decent.

☒ **Returning Weapon, Communal**: *As returning weapon, but you may divide the duration among weapons touched.* The returning quality is terrible. Have your thrown weapon user buy a [Blinkback Belt](#) instead.

☒ **Secret Coffer**: *As secret chest, except the coffer is smaller and can only remain on the Ethereal Plane for a short time.* For hiding things. Except you still need to keep the replica on you, which defeats most of the purpose.

⊗ **Sepia Snake Sigil^M**: *Creates a snake-shaped text symbol that immobilizes reader.* This is the lowest level way to get someone into suspended animation. If you need that, cast it with Blood Money or via Shadow Conjunction to remove the 500 gp cost.

⊗ **Silver Darts**: *Cone of silver darts deals 1d6 piercing damage/level, less against armored targets.* Just cast Fireball.

⊗ **Sleet Storm**: *Hampers vision and movement.* Giant area, no save. Everyone is blind now, and can only move at half speed, which stacks with difficult terrain. Long range, so drop it on some archers, or just use it to take people out of the fight for a round or two. Purple with Ashen Path, your party can see through the storm and snipe the enemies while they're in disarray.

⊗ **Spectral Scout**: *Summon a spectral animal to scout for you.* Its main use is being incorporeal. Use it to peek through doors, walls, even the floor and ceiling. The duration will last you an entire dungeon.

⊗ **Spiked Pit^F**: *As create pit, but filled with spikes.* Damage was never the point of Create Pit, and the extra damage is not worth the higher level slot. Especially with the lower climb DC. However, this is a spell that repeatedly damages and has a save, but not a save to avoid the damage, making it a great Cherry Blossom metamagic base.

⊗ **Stinking Cloud^Y**: *Nauseating vapors, 1 round/level.* Nauseate is a great condition, and they get to keep saving if they stay in the cloud. Combine with Ashen Path to let your archers see through it. Purple if you get the cleric to cast Communal Delay Poison on the party.

⊗ **Storm Step**: *Use lightning to quickly travel a short distance, harming all in your path.* A Magus would put this to good use, but you aren't one. Even melee wizards have better things to do with their standard actions.

⊗ **Summon Monster 3**: *Summons extraplanar creature to fight for you.* Several nice options. I recommend the Leopard for DPS (pounce+rake = 5 attacks), Electric Eel for aquatic fun, Crocodile for grapple, Lantern Archon for summoning multiple with a higher level spell, and Dire Bat to ride on via Heighten Communal Mount + Alter Summon Monster. If you use this or any other Summon spell, make sure you have the stat block handy and be prepared to take quick turns. Don't slow down the game or make the GM's life hard (making the monsters' lives hard is totally fine).

⊗ **Summon Totem Creature (Shoanti)**: *Summon animals sacred to your tribe.* Hard backstory requirement. If you happen to fulfill them, this is a long duration summon spell.

Sundered Serpent Coil: *As black tentacles, except creating a decapitated snake to grapple your enemies.* Single target grapple. It's fine, but you have better control spells.

⊗ **Swarm of Fangs**: *Summon a swarm of animated, flying teeth.* It's automatic damage over time, but nothing else.

⊗ **Swipe**: *Attempt to magically wrest an item from the target.* Pilfering Hand was last level. At least this is SR:No, but that's unlikely to matter against the targets you would steal from.

Unseen Engineers: *Conjure a small team of tiny engineers to construct a trap for you.* Traps cost CR x 1000 gp to make. If you use Blood Money or Shadow Conjunction to bypass that, this suddenly becomes much better. Even more so if you have access to the [trap creation rules](#). Shadow Conj does probably reduce the damage to 20%, but more than makes up for it by letting you create a CR 50+ trap.

⊗ **Urban Step**: *Step into one doorway and out another.* Requiring both line of effect and line of sight makes this a worse Raven's Flight.

⊗ **Wall of Mist**: *Create a wall of mist that creates concealment.* Just cast Fog Cloud. Or Sleet Storm if you want to hinder movement.

⊗ **Waves of Blood**: *A cone of blood pushes creatures, sickens them, and makes the ground slick.* CMD is usually not a good defense to target, but for a Foresight Diviner this is decent since they can be relatively sure it'll succeed.

Divination

⊗ **Arcane Sight**: *Magical auras become visible to you.* Detect Magic will usually cover this, but this is the better spell to Permanency. It also has utility as a pseudo See Invisibility, you'll see the auras of any invisibility spells and know what squares to target with Glitterdust. Plus, glowing blue eyes, yes please.

⊗ **Aura Sight**: *Alignment auras become visible to you.* Alignment auras are usually less important to see than magic auras, but you don't have the Detect Evil line of spells on your list, so this is the best way you have to see them.

⊗ **Blood Biography**: *Learn about a creature with its blood.* Solve a murder mystery even if the killer was smart enough to destroy the jaw for the cleric's Speak With Dead. If not dealing with those, could also be useful for learning what dangers are ahead.

⊗ **Clairaudience/Clairvoyance**: *Hear or see at a distance for 1 min./level.* Seeing a single spot at a decent distance is fine, but the long casting time makes it harder to use in a dungeon. Can still be useful, especially in urban settings where distance won't be an issue, but in most cases Spectral Scout is better.

⊗ **Cleromancy**: *Use rolled dice to grant luck bonuses to future spells.* Normally, this is too short for the +4 Luck to a few rolls to be worth it. However, it also applies to all d20 rolls, including ability checks. A wizard attempting a Planar Binding will need this for the Cha check.

⊗ **Detect Anxieties**: *Learn what makes a creature anxious.* +2 Intimidate isn't worth a third level slot. Cast True Skill instead.

⊗ **Detect Desires**: *Learn what a creature desires.* +2 Diplomacy isn't worth a third level slot. Cast True Skill instead.

⊗ **Detect Mindscape**: *Sense the presence and attributes of mindscapes.* If you're in an Occult campaign, being able to see into mindscapes will be useful. Otherwise, pass.

⊗ **Discern Value**^F: *Quickly analyze the monetary value of objects and identify which are most valuable.* If you frequently need to do this, invest into the Appraise skill.

⊗ **Domination Link**: *Read thought echoes of a creature mentally controlling another.* If you're hunting a vampire or other creature that love spamming mind control, this can help you find them. But you could just get the same information by using Dispel Magic or Protection from Evil to get rid of the domination and asking.

⊗ **Find Fault**: *Learn many of the target's weaknesses and gain a +5 bonus on your next attack.* Knowing a monster's abilities is good, but spending an action and spell slot to do so isn't. A wizard or arcanist should have good knowledges anyway, and a sorcerer has more important things to do with their spells known.

Fortune's Path^{MF}: *Gain a glimpse of the future.* The chance of an inaccurate prediction makes this unreliable. Still, if you predict a non-major event you can be sure it's correct. Better with False Focus to avoid the material component so you can spam it in downtime to get tons of predictions.

⊗ **Gilded Whispers**^M: *Use a single coin as a conduit for eavesdropping.* Maybe for an intrigue campaign.

⊗ **Glimpse the Hidden**: *As per see invisibility, except affecting a creature you touch.* With that duration, just Glitterdust the thing you want them to see.

Harrowing^Y: *Use a Harrow deck to predict the future.* Days/level makes this an okay prebuff spell to cast before heading out of town. The bonuses are minor, and there's a chance of a penalty.

Insect Scouts: *Create insects to scout an area for you.* Learn the layout of a dungeon, cave, or sewers before heading in, and get to reroll a few perception/stealth checks, or even disable device for Arcane Tricksters. Not as good for urban settings, where they'll stand out more.

⊗ **Irriseni Mirror Sight**: *Look through a mirror and see out of another mirror.* One of very few ways to scry a location instead of a creature. Spy on creatures without a saving throw. Or use it for two-way communication by revealing yourself in the mirror, just be sure to pick up lip reading by putting a point in linguistics.

⊗ **Locate Weakness**: *You roll damage twice when you roll damage for a critical hit and take the best damage.* Wizards are not crit fishers. But if you have a fighter with a 15-20 crit falchion or similar, this makes a decent Shared Training prebuff.

⊗ **Open Book**: *Make it permanently easier to learn more about a target.* Maybe for interrogation, or if you need to catch-and-release a prisoner.

⊗ **Pack Empathy**: *Create an empathic bond with allies.* Message is usually enough, and lets you communicate verbally. Unlimited range may be useful at some point however.

⊗ **Perfect Placement**: *Grant tactical knowledge to your allies, increasing their AC and Reflex saves.* Much worse Haste, without the things that make it good. Insight bonuses are rare, but they're small enough that the rounds/level duration makes it not worth casting.

⊗ **Pierce Disguise**: *See through low-level magical disguises.* For intrigue campaigns, this will let you see through Disguise Self and Alter Self.

⊗ **Reveal Mirage**: *Discern illusory terrain from range.* Plot device spell. If your GM loves using mirages, get a first level wand from the Ranger/Hunter list and UMD it instead of learning this.

⊗ **Revelation**: *Gain great insight into the inner workings of a puzzle, device, or trap.* For when a puzzle has you stumped. Beyond that, maybe for an Arcane Trickster to disable device, or it could be used for UMD to activate something? That single-use skill bonus is probably not worth the slot.

⊗ **See Beyond^M**: *+5 Perception (+10 vs ethereal or invisible) for 24 hours, discharge to temporarily gain x-ray vision.* Not bad, but you're usually better off using Visualization of the Mind/Body. Good spell to Blood Money. You can only have one [meditative] spell at a time, and only prepared casters can use them.

⊗ **Seed Spies^R**: *Create a group of wafting seeds with magical intellect that can spy for you.* Being unable to see or unable to repeat speech would be doable, but both together kills the spell. Cast Insect Scouts instead to scout out a place.

⊗ **Seek Thoughts**: *Detects thinking creatures' thoughts.* If you suspect there's an evil cultist hiding in the crowd, this can help you find them.

⊗ **Share Language, Communal**: *As share language, but you may divide the duration among creatures touched.* Just cast Tongues.

Shared Training: *Share your teamwork feats with allies.* Teamwork feats are great. Especially [Bonded Mind](#) and [Share Spells](#). Take both, cast this to give Bonded Mind to your party, and suddenly you can cast self only spells on your team members. Alternatively, give them Share Spells (or both at CL 9) so they can cast their own personal-range spells on you. Sure, you could convince your party to take the feat, but then I wouldn't have an easy spell to reference for this combo. And sometimes that's not an option, such as for living world campaigns. Another alternative is a [Ring of Tactical Precision](#), by wearing it for an hour you imbue it with a teamwork feat which its wearer gets. Pass it around out of combat. The ring will also come in handy later on with Army Across Time. And then there's [Coordinated Blast](#) turning off all friendly fire - including lingering area spells like Web, Stinking Cloud, or even Antimagic Field. CB requires a racial SLA, so plan ahead.

Skyshroud: *Unobstructed view of the sky from underground.* Another way for a Stargazer to use their Stars Are Right ability without access to the surface, if the GM vetoed concentrating on Planetarium while preparing spells.

Spherescry^F: *Scry through a sphere of annihilation.* Which has consumed part of your body in the past. This is so absurdly specific I'm curious what led to its creation.

☞ **Spirit Bonds**^M: *Gain a bond with 1 creature/3 levels for 24 hours. End bond to send a message as Sending.* In most cases, Message works better, but it could be useful at some point. Blood Money as needed. You can only have one [meditative] spell at a time, and only prepared casters can use them.

☞ **Threelfold Sight**: *When rolling a d20, roll 3d20 and choose the middle result.* By itself, this will let you get average rolls without using take 10. Pink when combined with a lesser maximize rod or prepared with Maximize spell in a 6th level slot. Those d20s are technically "variable numeric effects" of the spell, so this will make you Nat 20 all attacks, saves, and skill checks for 3 minutes. Empower isn't as good, but if you've ever wanted to roll a natural 30 on a d20 this could let you do it. Due to how they stack, using both would replace all affected d20 rolls with $20 + (3d20 \text{ take middle})/2$ rounded down.

☞ **Tongues**: *Speak and understand any language.* The ultimate answer to any language barrier. Except written texts. You still need Comprehend Languages for those.

Unravel Destiny: *Creature takes a penalty to rolls based on number of hero points possessed.* Most campaigns don't use hero points. Even if you are in one that does, probably only the boss has them, and if you can get them to fail a save you can shut them down far harder than this.

Unspoken Name: *Learn when a nearby creature refers to you with a particular name or title.* Most people will have no use for this. However, in an urban intrigue campaign this could let you find hidden enemies once you become somewhat known. Perhaps if you're leading a large force, say an army into the worldwound, it could help find demonic spies.

☞ **Voluminous Vocabulary**: *Grant ability to speak, read, and write one or more languages for 8 hours.* Tongues with a longer duration, but only for one or two specific languages. If you're in a city and nobody speaks the local language, this will be very useful.

Enchantment

☞ **Aversion**: *Cause the target to avoid an object or location.* Will save vs Nauseate, still Sickened on a save. Make the target of their aversion something they can't get away from, like their own armor. If they fail the save, they can't even take it off since that needs full-round actions, and they can't take those while nauseated. Stinking Cloud is AOE while this is single target, but Will instead of Fort will be good against fighter types.

⊗ **Babble**: *Target becomes nauseated and causes nearby creatures to become fascinated.* Use Aversion for the nauseate, or Euphoric Cloud for the fascinate. The fascinate here will never be combat relevant, since they can see you approaching menacingly.

⊗ **Bleed for your Master**: *Compel a companion to take damage for you.* Immediate action negate an attack could be decent, except you risk losing your pet. Better if you have an improved familiar with regeneration, such as an Inevitable Arbiter or Kyton Augur.

⊗ **Blood Rage**: *Inspire a number of creatures into a rage, increasing their strength but lowering their AC.* In combat, just cast Haste. However, this can provide a morale bonus to strength for classes that wouldn't otherwise have access to them. Such as for casting Blood Money out of combat, cast this and intentionally take damage from your allies to save an extra 5000 gp. Just make sure you either cure the ability damage or finish casting by the time this runs out a few rounds later, or you're going unconscious from the strength damage until it's cured.

⊗ **Burdened Thoughts**: *Force heavy encumbrance onto a creature.* Make them unable to fly because they're sad. This is hilarious. Notably, this works on things that aren't flying with wings, which would resist most other control spells trying to bring them down. Though you could just cast Fly on the fighter. For high-dex creatures, this caps their dex bonus to AC at +1.

Business Booms^M: (Downtime Spell) *Promote your business with magic and increase the amount of activity it receives.* Are you running a business? This will be useful. If not, pass.

⊗ **Charitable Impulse**: *Compel a creature to aid others rather than use violence.* Charm Person, but usable in combat. You can't attack them, but you can slay their allies with their help. At this level every intelligent enemy is going to have plenty of items, including several they'll be severely hindered without.

⊗ **Contagious Zeal**: *Grant bonuses and temporary hit points that spread from creature to creature.* It's not a bad buff, but in most cases Heroism or Haste will be a fair bit better.

⊗ **Deep Slumber**^Y: *Puts 10 HD of creatures to sleep.* Good at level 5. Terrible a few levels later.

⊗ **Deflect Blame**: *Blame someone else for your actions.* Maybe for an intrigue game?

Draconic Malice: *Cause living creatures to lose their immunity to fear or mind-affecting effects vs your spells.* Bypassing mind immunity has potential out of combat if you capture something and want it on your team. In combat, just cast something they're not immune to.

⊗ **Gullibility**: *Target takes a -10 penalty to Sense Motive and creatures using Bluff against them gain a +10 bonus on such checks.* Just cast Charm Person.

⊗ **Heroism**^Y: *Gives +2 on attack rolls, saves, skill checks.* This is a great long-duration buff.

⊗ **Hold Fey**: *As hold person, but targets fey.* Paralysis is good, but Fey have good will saves. Green if you find yourself in the first world or the stolen lands.

⊗ **Hold Person**: *Paralyzes one humanoid for 1 round/level.* Even a level after the cleric, this is still good. Cast it when your target is next to the fighter (or within a 5ft step) so they can Coup De Grace on their turn.

⊗ **Inflict Pain**: *Target takes a -4 penalty on attack rolls, skill checks, and ability checks.* Doesn't penalize saves, and you can do much worse on a failed will save. Still, at least it lasts a round even on a successful save.

⊗ **Lover's Vengeance^M**: *Inspire yourself or a lover into a rage against someone who wronged you.* The Rage spell sucks, and even if it didn't, this is way too situational.

Matchmaker: *Cause two creatures to fall in love.* Are we absolutely sure necromancy is the evil school? The only potentially justifiable use for this I can think of is for someone who's unhappy with their arranged marriage but doesn't want to be.

⊗ **Mindlocked Messenger**: *Target gains a message that can be given only to its intended recipient.* Depending on your usage case, Whispering Wind, Minor Dream, or Irriseni Mirror Sight will usually work better.

⊗ **Pillow Talk**: *Sleeping creature answers your questions.* Maybe for an intrigue campaign?

Prosperous Room: (Downtime Spell) *Increase the appeal a targeted room has.* If you're using the downtime capital rules, it's good. Otherwise, pass.

⊗ **Psychic Leech**: *Leech a target's strength, forcing them to become fatigued in order to grant you power.* Single target, meh penalty, will save, irrelevant bonus.

⊗ **Pugwampi's Grace**: *Force the unluck effect of a pugwampi onto an unwilling creature.* Will save or get 5e style disadvantage on all d20s.

⊗ **Puzzle Box**: *Target forgets how to use commonly used objects.* The best you're getting out of this is -4 attack for weapon nonproficiency.

⊗ **Rage**: *Gives +2 to Str and Con, +1 on Will saves, -2 to AC.* And makes the targets unable to cast spells. Willing only. Cast Haste instead.

⊗ **Reckless Infatuation**: *Target is compelled to stay near another.* If you want to stagger a target, cast Slow. Amusing for trolling NPCs, cast this on one and Unadulterated Loathing on the other.

⊗ **Slave to Sin**: *Draw out a creature's inner sin.* Sicken + Stagger isn't bad, but single target and new save every turn needs to shut the target down hard to be worth it.

⊗ **Stage Fright**: *Give the target a -4 penalty on ability checks, skill checks, and any checks requiring concentration.* Much less relevant than the rolls Inflict Pain affects.

⊗ **Suggestion^Y**: *Compels subject to follow stated course of action.* Classic out of combat charm effect, get someone to do something with a long duration.

⊗ **Unadulterated Loathing**: *Target is compelled to avoid another creature.* Nauseate is better than stagger, but just cast Stinking Cloud or Aversion. Amusing for trolling NPCs, cast this on one and Reckless Infatuation on the other.

Evocation

⊗ **Air Geyser**: *Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.* Lower damage than a single-target Fireball. Massive blast of air could be useful in a pirate campaign, but you have Gust of Wind for that.

⊗ **Apsu's Shining Scales**: *Gain +5 armor bonus to your AC, natural attacks are good and silver, and infuse your breath weapon with holy power.* Maybe for a Melee Mage that makes heavy use of polymorph spells? But even then you're better off just casting Mage Armor.

⊗ **Battering Blast**: *Hurl a fist sized ball of force to damage your enemy and knock them back.* Starts out weak, being a Hydraulic Push with 2d6 damage tacked on. As you level, it gets better. At level 10, it's Hydraulic Push at +10 with 10d6 damage. What makes this Pink is that it doesn't have a CL cap, so if you go full on [Singularity Sorcerer](#) and stack CL to technically finite limits via Army Across Time or Simulacrum, it can destroy the multiverse.

3.5 Blacklight: *Create an area of total darkness.* Magical Darkness, but you can still see through it. Just keep in mind that your party can't. Good for when you don't want the movement impairing part of Sleet Storm.

⊗ **Call the Void**: *Surround yourself with an aura of nothingness.* A 5ft aura. The silence effect shuts down casters fairly well, so if you're a grapple build or Shared Training it over to your grapple fighter, this becomes decent.

⊗ **Campfire Wall**: *Creates a shelter around a campfire.* You'll usually be better off casting Rope Trick, but for levels 5-7 this is good if you don't have Extend spell. It's probably better to pick up Tiny Hut for that, this does have additional anti-invis utility but that spell is combat relevant.

⊗ **Chain of Perdition**: *Creates a floating chain of force.* Kind of an indestructible summon that uses a combat maneuver every round. It attacks automatically, but (per dev post) you need to spend a move action to have it change targets. You might be better off with Summon Monster 3 for a Crocodile, it'll have a similar CMB, or even slightly higher when you first get it.

⊗ **Channel the Gift^R**: (Nethys) *Fuel a target's spellcasting, spontaneously cast spells without expending the slot.* Some out of combat utility if you want to cast a spell multiple times but don't want to spend the 15 minutes preparing into an open slot. If you have a 6th or 4th caster in the party, this might let you trade up via early access spells. Pink for technically

letting you cast spells without preparing them, allowing you to access Dragon Disciple as a prepared caster, and any other prestige classes that require spont casting.

Contact Entity II: *Ask more powerful entities to find and converse with you.* See the first Contact Entity.

⊗ **Contingent Action:** *Set the condition for triggering a target's readied standard, move, or swift action.* Your earliest contingency spell. Some uses: On speaking a specific word, move away from whatever bad thing got you to trigger it (dodge fireballs etc). Mini-haste, cast on your fighter to take an attack when triggered. When an enemy charges, the fighter moves into the path to interrupt the charge, since a charge has to target a specific creature so you can move adjacent to them the action is wasted. Downside, it only lasts minutes/level and takes a minute to cast. Blue as an option for Shadow Evocation to insta-cast it, or Contingency to have it last days per level. Also a good option for Summon Monster 6, summon a shadow demon and have it use it's 3/day shadow evoc to grant your party 3 extra actions.

Dark-Light: *Create a dazzling light that only affects those without light sensitivity.* Fireball size AOE, Fort vs Blindness. It's not bad, but Pyrotechnics was last level if you want mass blindness.

⊗ **Daylight^Y:** *60-ft. radius of bright light.* If you need a giant area lit up, this works nicely. You'll usually just care about not having to deal with magical darkness however, and for that a Heighten Continual Flame works better.

3.5 Diamond Spray: *Fire a cone of slivers that deal 1d6 damage/level and bypass adamantine and cold iron DR.* 3.5 weirdness: 20ft cone instead of the usual 15/30ft. Could be useful, since this is Fireball damage that's less likely to be resisted, but by this level you really don't want to be this close to enemies. If you need to break through a barrier, cast Break, Shatter, or give the fighter a pickaxe/sledgehammer.

⊗ **Distracting Cacophony:** *Noise makes it difficult to cast.* Except they can just move out of the area and then cast.

⊗ **Draconic Reservoir^Y:** *Subject can absorb energy damage and enhance melee attacks with it.* If you're somewhere that enemies are consistently using a specific type of energy, they're probably also resistant to it. Go with Protection From Energy or Communal Resist Energy instead.

⊗ **Ectoplasmic Snare:** *Tendrils of ectoplasm grapple a creature and tether you to it.* Mostly just a worse Sundered Serpent Coil, especially since it requires Concentration. But it does let you grapple incorporeal and ethereal creatures, which could be useful.

⊗ **Elemental Aura:** *Creates an aura of energy around you.* Rounds/level and not enough impact.

⊗ **Final Sacrifice:** *Cause a summoned creature to explode.* Fort Save or Die for a summon, then some irrelevant AOE damage. Maybe against an Eidolon, but they get +4 on the save.

☒ **Fireball^Y**: *1d6 damage per level, 20-ft. radius.* This is the baseline by which all other damage spells are measured. The damage isn't particularly high, but it's good for clearing out large amounts of minions. Where this spell really shines is as a build around and metamagic base. Dazing and later Persistent turn it into a great Reflex Save or Lose. Intensify, Empower, Quicken in various combinations let you make a blaster that spams only this spell. Sorcerer bloodline arcana (Draconic/Orc/Solar) for bonus damage per dice, and/or Evocation Admixture wizard school to swap elements. Sorc Bloodline Mutations for more damage/dice, penetrating SR and fire resist. Magical Lineage + Metamagic Master traits to reduce metamagic costs by 2 levels, and Outlander (Lore Seeker) for +1 DC and CL, take a drawback and get all three. Spell Specialization feat for +2 CL. [Magic Trick](#) (Fireball) with the Cluster Bomb and Concentrated Fire tricks plus Widen Spell is 5d6/2CL damage in a 5ft radius as a 6th level spell (4th with traits) with no CL cap.

☒ **Firestream^{RY}**: *Spray a rushing stream of fire from your hand.* Concentration and a bad effect.

☒ **Force Punch^Y**: *Target takes force damage and is pushed away.* Melee touch + save. Maybe for a Melee Mage that casts this before combat and holds the charge to give their first attack some extra punch.

☒ **Heatstroke**: *Fire a ray to give someone heatstroke, dealing 1d4 nonlethal damage and inducing exhaustion.* Fire immunity negates it since this is fire damage [per dev post](#), and depending on your reading of whether this spell refers to the [environmental rules](#), curing the nonlethal damage might end the exhaustion. However, that -4 on the save for wearing heavy clothes or any armor is a big upside. Beyond that, refer to Ray of Exhaustion.

☒ **Hydraulic Torrent^Y**: *Creates torrent of water that bull rushes any creature in its path.* Greater Hydraulic Push. You're past bull rushing with spells at this point, and line spells tend to be hard to line up.

☒ **Lightning Bolt^Y**: *Electricity deals 1d6/level damage.* Fireball's weaker brother. Getting enemies to line up for this is much harder and less likely to happen than just creating a giant ball of fire. It's an okay alternative if you need to be surgical with your spells.

☒ **Motes of Dusk and Dawn**: *Create up to four motes that shed light or darkness.* Upgraded version of Dancing Lights and Dancing Darkness, it now changes the lighting by 2 levels. Deeper Darkness isn't on your list, so if you want to do that, you can. For 1 minute. Probably go for Wall of Split Illumination instead of you want this.

☒ **Night of Blades^R**: (Norgorber) *Create an immobile wall of tiny black blades.* This spell is for sending a message, not for being effective. Fireball will do more damage.

☒ **Numerological Evocation**: *Use the Path of Numbers to fire rays of elemental energy.* Effects with overcomplicated math in Pathfinder are either ridiculously broken (like Sacred Geometry) or worthless. This is one of the worthless ones.

☒ **Pain Strike**: *Inflicts 1d6 nonlethal damage 1 round/level.* If you want to do nonlethal, cast Admonishing Ray instead.

Recharge^M: *Restore charges to a technological item.* 500 gp material component. If you're both in a heavy tech campaign and also have Blood Money, it's decent. Otherwise, pass.

⊗ **Sheet Lightning**: *Create an area of electricity that dazes all those within.* 20ft rad AOE. Daze is good, even if it's for a single round. However, Fort tends to be the highest save. Electric Immunity will negate the daze as well, but the entry on Resistance has no such text, and this is further reinforced by the Resist Energy spell only negating damage.

⊗ **Shifting Shadows**: *Obscure the appearance of all creatures within the shifting shadows.* Flanking with your enemies will make your rogue happy, but you could also just blind them with Pyrotechnics.

⊗ **Silverlight**: *Create a bright silver light that is harmful to those vulnerable to silver.* Dazzle is terrible, and the save vs sicken is not worth the other downsides over Daylight.

⊗ **Spotlight**: *Create a mobile area of bright light while also suppressing light surrounding it.* If the target doesn't have darkvision it can't see you, but your party can see it. In most cases Glitterdust is better. Bards will probably take this spell just to cast it on themselves.

⊗ **Thunderstomp, Greater**: *Trip multiple creatures within range.* You're past tripping with spells at this point, and line spells tend to be hard to line up.

⊗ **Tiny Hut**: *Creates shelter for 10 creatures.* 20ft rad sphere of one-way total concealment. Protect your ranged characters while making life hard for ranged enemies, with no save. Targeted spells can't get you in the hut, though rays can try to target your square with the usual 50% miss chance, and AOE spells will ruin your day. Melee enemies can just run in, but they'll be flat footed against attacks from inside the sphere until they do since they can't see anything in there. Long duration, so you can set it up before the battle if you get the chance. The duration is so long you could even rest inside this, from level 5-7 this is a better choice for that than Rope Trick unless you Extend it.

⊗ **Trial of Fire and Acid**: *Cover the target creature in burning acid.* Damage over time without secondary effects is bad.

⊗ **Twilight Knife**: *Floating knife attacks with you.* Flanking partner for Melee Mages, but rounds/level makes it questionable whether it's worth it considering how short combats tend to be.

⊗ **Unflappable Mien^F**: *Protective barrier of force knocks creatures and deals force damage.* Good duration and immediate action activation, but the effect is nothing special. Could be useful if you know you'll be facing unarmed/natural opponents since this can interrupt the 5ft shuffle and prevent an entire full attack. Good against incorporeals, as they'll take full damage from this and their touches tend to be deadly to low-str mages.

⊗ **Vengeful Comets**: *Create a group of orbiting comets that can immediately strike those who target you with spells.* If you could launch them when they target you rather than when you're affected, this'd be a great spell. But as is, this isn't impactful enough for a rounds/level spell.

Violent Misfire: *Cause a firearm to misfire and explode.* Damp Powder is still better than even a guaranteed misfire with the abilities gunslingers have.

⊗ **Wall of Split Illumination:** *Create a wall of illumination, darkness on one side, light on the other.* Probably a better Deeper Darkness alternative than Motes of Dusk and Dawn due to the higher duration. Also has the utility of being both Daylight and Deeper Darkness in a single slot depending on which you need at the time. It also fully obstructs vision, though you have better ways of doing that, such as Sleet Storm and Tiny Hut.

⊗ **Wind Wall:** *Deflects arrows, smaller creatures, and gases.* Invalidate low level archers. Against other ranged weapons, Tiny Hut is better. Archers, make sure you get an answer to this spell in case an enemy uses it, such as the Lob Shot feat or a quiver of Cyclonic enchanted arrows. Also blocks out swarms entirely, unless they're intelligent enough to fly high enough to get over the wall. Keep a scroll handy.

Illusion

⊗ **Adjustable Disguise:** *As disguise self, but you can change the disguise as a swift action.* Definitely useful for a creative player, but if you would use this instead of Disguise Self often you're probably better off buying a [Hat of Disguise](#) and switching at will as a standard action.

⊗ **Appearance of Life:** *Undead appear to be alive.* Necromancers, you can now take your undead guards into town safely, no longer limited to one zombie by Fleshy Facade. Though you are still limited to 2x CL HD worth of undead. The material component has interesting implications. You have to be able to manipulate a material component, so you probably can't use this on opponents in combat, but material components are annihilated as part of casting a spell, meaning you can No Save SR:No remove any living creature from existence with this, earning Pink status. It having no listed cost also means your average spell pouch has an unlimited supply of mice to fuel this spell, they're probably feeding on the butter for the Grease spell.

⊗ **Audiovisual Hallucination:** *Create a phantasm with auditory and visual effects.* Upgrade to Auditory Hallucination, but now you're paying an extra spell level over Minor Image for the combination of automatic will save and being able to use information you don't know but the target does.

⊗ **Dazzling Blade, Mass:** *As dazzling blade, except with multiple weapons.* Your party does not consist of multiple people constantly using feints and disarms. And even if you have two, just cast the non-mass version twice.

⊗ **Displacement:** *Attacks miss subject 50% of the time.* Mirror Image is better in just about every way. While the miss chance doesn't have a limited number of hits, it effectively does due to the rounds/level duration.

⊗ **Display Aversion:** *Create an illusion to repulse a vampire.* Just buy an actual holy symbol instead of learning this spell.

⊗ **Fearsome Duplicate^R**: *Create a menacing duplicate of yourself to interact with others.* Weird scouting spell, with some minor skill bonuses. Use Spectral Scout instead.

⊗ **Hallucinatory Decor**: *Change the appearance of a structure to suit your tastes.* This spell is a lifestyle choice, but unlike Unseen Servant it doesn't also have other uses.

⊗ **Illusory Poison**: *Create a phantasmal poison on a weapon.* Poison is bad. Adding an extra will save makes it even worse.

⊗ **Illusory Script^M**: *Only select creatures can read text.* If you want to send a secret message, it works. But you could use Whispering Wind, Minor Dream, or Irriseni Mirror Sight instead and not pay the 50 gp.

⊗ **Invisibility Bubble, Giant**: *As invisibility bubble, but capable of affecting larger creatures.* Mass Invisibility for sneaking in as a group in an aquatic campaign.

⊗ **Invisibility Sphere**: *Makes everyone within 10 feet invisible.* Mass Invisibility for sneaking in as a group. Keep in mind that exiting the sphere makes you visible, and you don't become invis again by re-entering, and staying together this close can be difficult.

⊗ **Isolate**: *Make a creature invisible and silent to their allies.* Melee touch + Will save. At this level you've got much better disables. But this could be interesting to use as a GM.

⊗ **Loathsome Veil**: *Nauseates and/or sickens weak creatures.* Just cast Stinking Cloud and sicken the non-weak creatures as well, without an HD limit.

⊗ **Major Image**: *As silent image, plus sound, smell, and thermal effects.* An image that will convince anyone unless they spend an action to try disbelieving (see Silent Image).

⊗ **Minor Dream^R**: *As the dream spell, except delivering a shorter message.* Another alternative to Irriseni Mirror Sight for long distance sending of messages.

⊗ **Oneiric Horror**: *Distract and fatigue the target with a creature from its nightmares.* Single target shutdown, new save each turn. Wasting their turns is less harmful than Hold Person's paralysis and it doesn't add prone like Hideous Laughter, but this works on any living creature regardless of creature type or int score. Use it on low will monsters.

⊗ **Phantasmal Affliction**: *Convince a target that it contracted an affliction.* Two saves makes this far worse than just using a non-illusion shut down spell.

⊗ **Phantasmal Reminder**: *Creature re-lives an injury, taking 1d6 damage/level.* Two saves for a single target Fireball. Cast Admonishing Ray instead.

⊗ **Selective Invisibility**: *Allow one creature to see you while invisible.* Has to be cast in combat, which is just not worth it.

☒ **Shadow Enchantment**: *Use material from the Shadow Plane to create an illusory version of an enchantment spell.* Decent for a shadow caster. If not focusing on those, it's still a lot of different effects in one slot, including some same level ones like Suggestion and Hold Person via the Psychic list, but getting two saves severely hampers it.

☒ **Shadowmind**: *Force a target to see more darkness around them.* Blind them with Pyrotechnics instead.

☒ **Shroud of Innocuity**: *Disguise creatures as ordinary.* For an intrigue campaign, this will let you disguise your entire party for the whole day.

Silt Sphere: *Illusory silt hides creatures while underwater.* Depending on your usage case, Giant Invisibility Bubble or Tiny Hut will work better.

☒ **Stolen Light**^F: *Store images within a gem.* Magic camera! Sadly very expensive to use, but the flavor is awesome.

☒ **Sunstalker**: *Creature becomes invisible in sunlight.* Needing a standard action to become invisible again makes this not worth it. Use Pyrotechnics or Sleet Storm + Ashen Path instead. Or just Invisibility.

☒ **Twine Double**: *Create a simulacrum of yourself out of cloth and twine.* It can't do much, but it is a minion that lasts for minutes. Has a much better use late game, dump a ton of these into a timeless Greater Create Demiplane to become functionally super immune to scrying.

☒ **Vision of Hell**: *Illusory hellscape makes creatures shaken.* Penalties to saves are much worse if they have to fail a save to get them.

☒ **Wall of Nausea**: *Creatures that pass through the wall are nauseated and might fall prone.* Usually you're better off casting Stinking Cloud. But this is non-poison Nauseate.

Necromancy

☒ **Accursed Glare**^R: *Channel a fell curse through your gaze.* Will save vs 5e style disadvantage on attacks and saves is a decent debuff. Unlike Pugwampi's Grace it doesn't work on all d20s, but it works even if they have a luck bonus.

☒ **Animate Dead, Lesser**^M: *Create one skeleton or zombie.* For Necromancers. It's not a very good minion, but it is a minion. And it's permanent. You're getting this a level later than the cleric, but there's a feat that'll get you the non-lesser version at this level, see Animate Dead for that and various other notes on raising undead. Better with Blood Money or False Focus to ignore the material component. If you're not evil, pass.

Aura of Cannibalism: *Sap the strength of those around you.* Turn commoners into HP batteries. Lose all of them to a Fireball.

☒ **Barrow Haze**: *Fog obscures the vision of others and extends the range of your hexes.* Blacklight, but fog instead of darkness. You don't have hexes, so just go with Ashen Path plus other fog spells.

Black Sword of War^R: (Szuriel) *Enchant a weapon to deal extra bleed damage.* The damage is too low for a third level slot even as a prebuff. If you're worshipping the horseman of war, you're doing it for Bloody Tears and Jagged Smile, not this.

Bleed Glory: (Mythic) *Increase the cost to use mythic power.* This is a spell for the GM to use. You aren't going to exhaust the boss' mythic pool with this.

☒ **Catatonia**: *Make a willing target appear to be dead.* Play dead... and count as a corpse for most effects. I'm fairly certain there's some way to abuse this, but I'm having a hard time figuring out what exactly. Unconscious creatures are considered willing, so if you can knock someone out for a round this could keep them down for hours if coup de grace isn't an option.

Create Soul Gem^F: *Draw a recently dead creature's soul into a gem.* Summon Cacodaemon is better than this in every way.

☒ **Deathwine**: *Turn a potion into a pool of necromantic energy.* An expensive way to boost your CL for one spell. 50 gp for +1, 300 gp for +2, 750 gp for +3. This is green mostly for use with spells where you need to meet a CL threshold, like Animate Dead or Simulacrum.

Eldritch Fever: *Target gains the eldritch ague spellblight.* You have better ways of shutting down casters.

☒ **Gentle Repose**: *Preserves one corpse.* Keep a scroll on hand in case you need to transport a dead ally to a temple. This could be the difference between needing to pay for a Raise Dead or a Resurrection. Depending on your reading, it might even let Breath of Life work with repeated applications.

☒ **Halt Undead**: *Immobilizes undead for 1 round/level.* Non-intelligent undead don't get a save, but it breaks if they're attacked. Use Command Undead instead and get a new minion.

☒ **Healing Leak**: *Touched target only gains and grants half the benefits from magical healing.* In-combat healing is generally terrible.

☒ **Healing Thief^Y**: *You siphon half of all magical healing that the targeted creature receives.* In-combat healing is generally terrible.

Horrifying Visage: *Cause creatures to gain a phobia.* [Phobia](#) isn't harmful enough to use a third level slot on.

☒ **Howling Agony**: *Screaming pain limits the target's actions.* Being able to scream to negate the penalty is hilarious. But the penalty isn't big enough either way, and Fort tends to be the highest save.

☒ **Hydrophobia**: *Make targets become deathly afraid of water.* Good in an aquatic campaign, force everyone that fails a save out of the fight for a few rounds. You can split the fight in half with this. If staying on land, pass.

3.5 **Impede Speech**: *Interfere with the target's ability to speak.* Lipstitch is a level lower and better at shutting down casters. If that spell makes you go squick, this is a possible alternative to use with Spectral Hand.

☒ **Ki Leech**: *Add to your ki pool when you critically hit.* You do not have a Ki pool. Do not dip monk as an arcane caster, even the bonus AC from Scaled Fist is not worth losing a level of casting for a Sorc.

Malediction^F: *Curse a dying creature to finish it off and gain hero points from its life force.* Temporary hero points are amazing, and unlike the cleric's Heroic Fortune this does not have a material component. At higher levels, this is a third level spell to cast after battle to restore a higher-level slot. Downsides: It's very much an evil spell, and your campaign has to allow hero points to use it.

☒ **Marionette Possession**: *As magic jar, but limited to line of sight.* And to willing targets. If not using Shared Training, use this to possess your fighter and cast all those self-only buffs on "yourself", then return to your body, leaving the fighter transformed into an Euryale. Alternatively, "Willing" includes coerced and unconscious creatures. Knock out a high-Str creature, possess it, have a minion or friendly cleric heal your new body, and use that Strength score for Blood Money shenanigans. Knock yourself out shortly before the spell ends, and keep the creature in storage for future bleeding.

☒ **Mark of Spite**: *Deal damage to yourself to damage the marked target.* Ranged touch + Fort save, self-damage, and mediocre single-target damage.

☒ **Necromantic Burden**: *Make undead more difficult to control.* The GM can use this as a nice self-buff for a Lich. As a player, freed undead tend to be at least as hostile as controlled undead.

☒ **Necrostasis**: *Stagger an undead creature.* Instead of staggering them, cast Command Undead to turn them into a minion. Or if you want to stagger them, cast Slow.

☒ **Outbreak**: *Diseased creatures in the area become extremely contagious.* Diseases are extremely ineffective and difficult to use as a player. The GM might get some use out of this.

☒ **Ray of Exhaustion**: *Ray makes subject exhausted.* -6 Str and Dex is a decent debuff. If they make the save, you can cast it again, they can't resist if they're already fatigued from the first time. Also see Heatstroke.

☒ **Sands of Time**^Y: *Target temporarily ages.* Melee touch. No save, but -1 Str/Dex/Con is not worth a third level slot.

☒ **Siphon Might**: *Drain strength from a creature and transfer it to another.* Ray of Exhaustion will usually be better. However, this has potential when combined with Blood

Money and a willing creature with high Str, such as an Earth Elemental from Summon Monster. Maximize and Empower this to get a +16 enh to Strength for a few rounds, saving an extra 8000 gp. If you're a HH Pact Wizard and took the Legalistic curse, cast Moment of Greatness for 1d6+5+8, with Max+Emp that becomes 28 enh Str, saving 14000 gp.

☒ **Symbol of Exsanguination^M**: *Triggered rune causes nearby creatures to bleed.* 1d6 per round is not worth the 500 gp material component. Even with Blood Money this is mediocre, but it's permanent so may as well if you don't have any better traps.

☒ **Toxic Gift**: *Target suffers the effect of the poison in you.* Poison is generally not combat relevant.

☒ **Toxic Rupture**: *Force a target to save against its own poison.* The main danger of poison as a PC is that it continues even after combat, the few rounds this will be active won't matter.

☒ **Unliving Rage**: *As rage, except affecting only undead.* Necromancers, if you're raising an army, this is a good buff for your minions. Pre-cast it and concentrate until combat starts, then immediately drop concentration to start the duration without wasting precious actions.

☒ **Vampiric Hunger**: *Grant a target the fangs and hunger of a vampire.* If you have a Constrictor Snake animal companion or similar grappler on the team, this will keep them healed. Otherwise, pass.

☒ **Vampiric Touch^Y**: *Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.* Melee touch, so save. This is good for a Melee Mage, pre-cast it and hold the charge to get a bunch of extra damage and temp hp when you first hit an enemy. If you prefer the back line, pass.

☒ **Virulent Miasma**: *As fog cloud, but vapor is diseased.* Cast Stinking Cloud instead.

Transmutation

☒ **Adroit Retrieval**: *Instil the target with the ability to withdraw items quickly.* Could be useful if you have a ton of metamagic rods and want to swap between them quickly. However, the [Handy Haversack](#) you should already have lets you retrieve items as a non-provoking move, and you can have two [Spring Loaded Wrist Sheaths](#) for swift action retrieval which doesn't provoke.

☒ **Air Breathing**: *Allow creatures to breathe air.* Water Breathing, but for aquatic campaigns. Otherwise, if this is needed, the GM will probably provide a source.

Ancestral Regression^R: (Drow) *Conceal a drow's appearance with that of a surface elf.* Maybe if you're playing as a drow in an intrigue campaign.

☒ **Anchored Step**: *Vines beneath your feet stabilize you but slow you down.* +10 CMD is massive, but your CMD is probably terrible enough this won't matter. Could make for a good

Shared Training spell on your fighter if you know you'll be fighting things that like to trip or use any of the other maneuvers.

⊗ **Anthropomorphic Animal**: *Animal becomes bipedal*. Congratulations, your horse now passes the Harkness Test. Great for Blood Money shenanigans, use this on an animal with high strength then possess them with Marionette Possession. Beyond that, this can be used to create a new species. Use this on a pair of animals and permanency it, cast Primal Regression on them via a scroll/druid, have them fail the save so they take int drain (which actually reduces the score unlike ability damage), and then scroll/druid for Awaken on both of them. To make two of them so they can reproduce, this costs 22900 gp if using scrolls. 19000 gp if using a druid. With druid + Blood Money, it goes all the way down to 50 gp for two BM scrolls for the druid to use when casting Awaken.

⊗ **Ape Walk**: *Enchant someone to climb as well as an ape*. Just cast Monkey Fish, Spider Climb, or Fly.

Arcane Reinforcement: *Add your Spellcraft to Craft when creating a magic item*. The mundane item crafting rules are realistic for the middle ages, which means they're utterly worthless for a PC. Either buy the mundane items from an NPC, or wait until you can cast Fabricate.

⊗ **Aroden's Spellsword**: *Merge a melee weapon with a rod or staff*. For roleplaying as a swordmage. But if you want that you should go Magus instead.

⊗ **Assume Appearance**: *Use a creature's corpse to adopt its form*. If you want to assume the form of a noble in an intrigue campaign for multiple days. Be sure to use Gentle Repose so you can refresh the spell. But this feels more like a GM spell for an impostor to use.

⊗ **Beast Shape I^Y**: *You take the form and some of the powers of a Small or Medium animal*. Become a Dog or an Eagle for infiltration and scouting. But minutes/level is kind of short for that, and if you want a combat polymorph look at Monstrous Physique instead. Can't cast spells in this form.

⊗ **Blast Barrier**: *Create a rippling but unstable wall from the earth*. While this is an actual wall, needing concentration kills it. Use a different spell if you want to split the battlefield, maybe Sleet Storm or Stinking Cloud.

⊗ **Blink^Y**: *You randomly vanish and reappear for 1 round per level*. 20% chance of not doing anything yourself, but 50% chance of being unaffected by opponents. When you consider that your party isn't just you, that's not a good trade. Plus, terrible duration, so you'd have to cast it in combat.

Blood Scent^R: *Magnify the target's ability to smell the presence of blood*. If you have a Skald or some Barbarians in the group, the bonus is decent, but Heroism is better. Beyond that, scent against injured creatures can help prevent sneaky enemies from escaping.

⊗ **Blood Sentinel^M**: *Animate an animal sculpture to be your temporary familiar*. It is a familiar, and it has a decent duration. But the int drain when it dies, and not being able to cast it if you already have a familiar (you should), make it far worse.

☒ **Blot**: *Destroy all writing within an area.* Just destroy it by mundane means, like a pickaxe/sledgehammer and fire. Not even usable for Explosive Runes cheese, since Dispel Magic (though not the Greater version) auto-succeeds on dispelling your own spells.

☒ **Bone Flense**: *Cause a target's bones to erupt in sharp, jagged spurs, inflicting bleed and sickened.* If hit by a Red Mantis Assassin or a Sawtooth Sabre. For about as much effect as a single-target Fireball.

☒ **Burrow**^Y: *Target gains a burrow speed of 15.* Or 5ft through non-loose material, such as solid stone. Next level's Elemental Body is much better, but for now, this is a movement form you didn't previously have.

☒ **Cauterizing Weapon**: *Infuse a weapon with just enough energy to negate regeneration.* By RAW, a creature with Regeneration cannot die unless it's suppressed, so even something like a Disintegrate or Coup De Grace won't kill it. If your GM rules it this way, definitely keep a scroll (at high enough CL) on hand in case you run into a monster with regen (good) and you don't have a holy weapon, or similar.

Control Vermin: *Control a number of vermin for you and your allies to ride.* It doesn't make them less hostile, but if you have someone with Handle Animal on your team this can get you some minions for a few hours. Vermin tend to have terrible will saves.

☒ **Countless Eyes**: *Extra eyes give all-around vision.* Flanking is just +2 to hit, but if you're fighting a thieves guild this will help prevent a lot of sneak attacks.

☒ **Daggermark's Exchange**: *Transmute one poison into another of equal or lesser value.* Poisons are still terrible.

☒ **Darkvision, Communal**: *As darkvision, but you may divide the duration among creatures touched.* Your party probably doesn't have that many characters without darkvis. If you do, this can be useful, see the non-communal Darkvision.

☒ **Deft Digits**: *Animate a glove or gauntlet from a distance.* Manipulate objects at a distance, with a higher strength than Mage Hand and Unseen Servant. This would be good if you invest into Disable Device, except in that case you're probably going Arcane Trickster, and their Ranged Legerdemain ability mostly does this anyway.

☒ **Devolution**^Y: *An eidolon temporarily loses 1 evolution +1/five levels.* Sadly does not let you [return to monke](#). If you can get an eidolon to fail a will save, you can do worse.

☒ **Disable Construct**: *Touch attack makes a construct helpless for 1 round/level.* Hold Person, but for constructs. Can't Coup De Grace them, and this is a melee touch, but they tend to have terrible saves. Better with Spectral Hand.

☒ **Dongun Shaper's Touch**: *Temporarily reshape nonmagical materials.* Probably has some creative uses, but the change only lasting 24 hours makes it much less useful.

⊗ **Earth Tremor**: *Unleash a tremor that creates difficult terrain and can knock foes down and damage them.* Shapable Grease that also does some damage.

⊗ **Enter Image**: *Transfers your consciousness to an object bearing your likeness.* Needing lots of images of yourself everywhere makes this a spell for the BBEG, not for players. Use Irriseni Mirror Sight instead.

⊗ **Erode Defenses**: *Eat away at the damage reduction and natural armor of your opponent.* Minor penalties with a new save each round.

⊗ **Eruptive Pustules**: *Acid boils burst when you are attacked.* This is barely a deterrent to being attacked. Use Mirror Image instead.

⊗ **Excruciating Deformation**: *Target takes Dex and Con damage.* 1/round, with a save each round.

⊗ **Fins to Feet^R**: *Give a creature legs, allowing it to walk on land.* If you have a merfolk or similar in the party that finds it embarrassing to be carried around on a Floating Disk all the time.

⊗ **Fire Trail^R**: *Leak a trail of flame that follows your every step.* Weird damage over time spell. Not enough damage to be worth it.

⊗ **First World Revisions^R**: *As ancestral regression but for disguising a wayang as a gnome.* If your party contains a Wayang and you're in an intrigue game, +20 Disguise is neat. Otherwise, pass.

⊗ **Flame Arrow**: *Arrows deal +1d6 fire damage.* If you have an archer in the party that shoots multiple arrows per turn, cast this on their quiver. A dedicated archer is firing 4 arrows per turn at level 6. Up to 50d6 damage is great for a third level slot, and it lasts long enough to last the dungeon. This stacks with any enchantments they already have on their bow/arrows. If you have Rime Spell, pick up a Rod of Elemental Spell to have all your archer's attacks no-save Entangle for 3 rounds.

⊗ **Flash Fire**: *Ammunition in the targeted firearm creates a tremendous flash capable of blinding the weapon's bearer and those around him.* Two saves for blinded? Use Pyrotechnics for blinding, or Damp Powder for wasting a Gunslinger's turns.

⊗ **Fly^Y**: *Subject flies at speed of 60 ft.* You are now moving in three dimensions. Bypass obstacles by flying over them. Be immune to melee enemies, or if you're facing flying enemies you can use this on your fighter and watch as they get knocked out of the sky. This is a staple spell for a good reason. Too bad it only lasts for minutes/level, but that's what Overland Flight is for in a few levels.

Forced Mutation: *Warp a creature's flesh, inflicting deformities and penalties to Constitution and Charisma.* The penalties aren't bad, but they aren't enough to justify melee touch + fort save.

⊗ **Fractions of Heal and Harm^R**: (Nethys) *Heal yourself with the next spell that also deals damage.* Just cast False Life.

⊗ **Gaseous Form^Y**: *Subject becomes insubstantial and can fly slowly.* Become fog. Slip into tight spaces. Being unable to cast while fog sucks, and enemies will start having magic weapons by this point. This is more of a utility spell than a defensive spell for combat.

⊗ **Golden Guise**: *Cause an object to briefly transform into gold.* Stylish, but the debuffs aren't worth it, and it doesn't last long enough for the more fun uses.

⊗ **Haste^Y**: *One creature/level moves faster, receives +1 on attack rolls, AC, and Reflex saves.* One of the quintessential buff spells. Give your martials more attacks per round, speed them up so they can get in melee more easily, topped off by a few minor numeric buffs. This is one of the few spells that's worth the +5 level adjustment on Ascendant spell, an extra move action each turn for the entire party is easily worth an 8th level slot. Your martials can now move in and still full attack on the same turn.

⊗ **Heart of the Metal^M**: *Enable weapons to overcome DR like adamantine, cold iron, or silver.* The entire party now bypasses DR. Keep a scroll around of each type, preferably scribe them yourself with False Focus so you don't need to pay the material cost.

⊗ **Hollow Blades**: *Target's weapons deal damage as if they were smaller.* By one size. This is not a significant damage debuff.

⊗ **Hostile Levitation**: *Levitates the targeted creature up off the ground.* Up to -5 to attacks they they need to take a full round action to reset is okay, but at this level you want single target spells with a save to shut the target down harder than this.

Imbue With Addiction: *Target becomes addicted to a drug.* At most, this is a fort save vs -2 to Dex, Con, Str, and Wis. The best material component for this effect is Opium, 25 gp and major addiction.

Improve Trap^R: *Increase a trap's effectiveness.* If you're combining it with Unseen Engineers to make the trap it constructs even more deadly, it's okay. Otherwise, pass.

⊗ **Infuse Self**: *Assume the form of a native outsider.* Not worth the slot increase over Alter Self.

⊗ **Iron Spine**: *Turn creatures skeleton into sharp iron, increased effect against creatures vulnerable to cold iron.* Ranged touch, no save. Use it only against creatures that have DR/cold iron, such as Fey. A lot of demons have DR/cold iron or good, which should also count. They can choose to act and be nauseated every turn, or hold absolutely still and be unable to take any non-mental actions. Either way, they're out of the combat. How good this is depends on how often you encounter such creatures.

⊗ **Ja Noi Aspect**: *Take on the appearance and some qualities of a ja noi oni.* Rerolling a will save would be good, if the duration didn't force you to cast it in combat. You're better off just

casting Protection From Evil and being immune to the worst will saves. The healing isn't worth it, use a few charges from your wand of Infernal Healing for that..

Kalistocrat's Nightmare: *Any coin a creature touches turns into a copper piece.* I guess we needed some sort of in-universe answer to wizards destroying the economy by abusing Blood Money + Fabricate. But it's not a very good one.

⊗ **Keen Edge:** *Doubles normal weapon's threat range.* If you have a crit fishing fighter/magus in the party, this is decent. But Haste will usually be a better use of the slot.

⊗ **Lightning Conductor:** *Absorb electricity damage and discharge it with a touch, weapon, or ray.* Any enemies that are consistently using electricity are probably resistant to it themselves. Use Resist Energy or Protection From Energy instead.

⊗ **Magic Weapon, Greater^Y:** *Weapon gains +1 bonus/four levels (max +5).* At level 8+, this is an all-day buff for your martials. The progression is about the same as when they'd be able to afford a weapon of that enhancement bonus, but this spell means they can choose to only get +1 and spend the rest on special weapon abilities, such as Keen and Holy.

⊗ **Mark of Buoyancy:** *Make a touched object weightless.* Possible Spectral Hand candidate to take a melee enemy out of combat. Blood Money + Permanency make it okay for utility. Maybe use it to get a floating building?

⊗ **Monstrous Extremities^R:** (Lamashtu) *Mutate an extremity of the creature touched.* Flavorful, but not worth a third level slot.

⊗ **Monstrous Physique I^Y:** *Take the form and some of the powers of a Small or Medium monstrous humanoid.* If you're a Melee Mage, or have a Mauler familiar, this will massively enhance your melee capability. Turn into an [Euryale](#) for 6 attacks with 10ft reach. You could also wield a weapon, but that would make the bites secondary, not worth it. Snake Independence is not one of the abilities granted by this spell, so the bites are primary by base, but you have to attack normally with them. Alternatively, the [Popobala](#) has a 30ft fly speed and 5 attacks (3 primary, 2 secondary). You could also Shared Training to make your fighter an Euryale, he'll love having 6 extra attacks. You can still cast in this form.

⊗ **Paragon Surge^R:** (Half-Elf) *+2 enhancement to Dexterity and Intelligence, gain use of any one feat.* An amazing spell, but unlike most racial spells you actually have to be a half-elf to use it. Sorcerers can use it to pick [Expanded Arcana](#) for spontaneous access to their entire spell list. This was limited [via FAQ](#) so you're stuck with your choices for the day. Unless of course you pick up [Emergency Attunement](#) to re-pick anyway. All high level half-elf sorcs should have that feat and this spell.

⊗ **Polymorph Familiar:** *Give your familiar the shape of another animal.* You can already share Beast Shape to your familiar, and the one at this level is a lot worse than Monstrous Physique. However, the higher level versions of Beast Shape are very strong choices for a Mauler familiar, and this lets you cast up to a 6th level spell as a 3rd level slot.

Prehensile Pilfer^R: *Allow the target's tail to make Dirty Trick or Steal maneuvers.* Just cast Haste.

⊗ **Pup Shape**: *Transforms a single animal or magical beast into a younger and cuter version of itself for a short period of time.* Including reducing its HD. This does as much harm as it does good, making it terrible both for your own minions and as an offensive spell.

⊗ **Raging Rubble^R**: *Animate an area of rocks to create a dangerous, rolling area of debris.* Just cast Summon Swarm.

⊗ **Resinous Skin**: *You gain DR 5/piercing and +4 to CMD against disarm attempts.* It's fine, but Clay Skin has a better DR type, and the minor other bonuses don't make up for that.

⊗ **Resize Item^M**: *Resize a magical weapon or suit of armor to become larger or smaller.* Most magic items resize to their wearer. But not magic weapons and armor. If you find a particularly good magic weapon/armor of the wrong size for your fighter, this is fine. Good to have around once you get Permanency, combine it with Blood Money and size will never be an issue again.

Restore Mythic Power: (Mythic) *Transfer some of your mythic essence to another creature.* Giving up 3 so they gain 1. For a PC this is terrible. But if you have mythic minions that can cast this, such as Simulacra, it suddenly becomes a lot better.

⊗ **Rune of Durability**: *Inscribe a rune upon a weapon to double its hit points.* Sunder and other weapon damaging effects are rare, but this is permanent and has no cost, so you may as well add this to all of your party's weapons when you have the time.

Scale Spikes, Greater: *As scale spikes, except with a higher enhancement bonus.* Even if you have a party member this can target, they can just buy armor spikes. You're better off using the slot for Greater Magic Weapon on their actual weapon instead of armor spikes that don't do much.

⊗ **Sebacous Twin^R**: (Cyth-V'sug) *Extract a half-formed parasitic clone from the target, causing it to siphon blood and distract its host.* Even if they fail all the saves, this is bad.

⊗ **Secret Page**: *Changes one page to hide its real content.* Very niche, but it's permanent and doesn't have a cost. Maybe for a necromancer that wants to hide that their book is full of evil spells?

⊗ **Serren's Armor Lock**: *Cause the joints of an enemy's armor to stiffen and wrap around the wearer.* If you want a save vs Stagger, cast Slow. This is reflex rather than will, but it only works on heavy armor users, and those tend to have both bad reflex and bad will.

Share Glory: (Mythic) *Imbue targets with a fraction of your mythic nature.* Mythic spells tend to have devastating effects on non-mythic creatures. But the duration on this is too low to protect your non-mythic minions in a mythic campaign.

⊗ **Shifting Sand**: *Creates difficult terrain and erases tracks, can carry along some creatures and objects.* You have to be in an area with an earthen/sandy floor, but if you are, this is great. If you have a lesser quicken rod, dropping this + Slow will lock down the entire battlefield.

⊗ **Shrink Item**: *Object shrinks to one-sixteenth size.* Loot absolutely everything. Or bring along a cannon. Later on, you'll want to get a thin lead cone of about your size, and cast Shrink Item (+ Permanency + Blood Money) on it. Paint it with arcane looking symbols and wear it as a hat, the spell even gives it a cloth-like texture. If you are forced into an Antimagic Field, the hat will immediately unshrink and block the field's emanation, letting you teleport away. What, did you think the classic wizard hat was a cone for no reason? Bonus points for putting a shunken lead plate on your boot soles to cover against AMF from below as well.

⊗ **Slow^Y**: *One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.* Mass Stagger is amazing. Halving their speed ensures they aren't going anywhere soon. The minor numeric debuffs are just the icing on the cake. Becomes even better if you have False Focus (or are willing to spend some gold) to use [Tanglefoot Bags](#) as alchemical power components. If they fail the will save against Slow, they're automatically entangled for 2d4 rounds, and get to make a reflex save (effective DC 18 after the debuffs) or be stuck to the floor instead of just moving at 1/4th speed. Flying creatures get to make the save or plummet out of the sky instead of getting stuck to the floor.

⊗ **Spider Climb, Communal**: *As spider climb, but you may divide the duration among creatures touched.* Sharing this with your fellow ranged characters will effectively make them immune to melee if they go on the ceiling. Though Fly will usually be better, it is single target.

Steal Years: *Temporarily steal youth and vitality from the target.* This is unlikely to age them up even a single category. Also, please don't force the GM to have to think up exact ages for every creature you fight.

⊗ **Strangling Hair^Y**: *Your hair animates and grapples.* Cast Sundered Serpent Coil if you want single target grapple, that doesn't need concentration.

⊗ **Tail Strike**: *Grow a tail and gain a tail slam attack.* If you're a Melee Mage, this gives you yet another attack while polymorphed. Probably not worth the 3rd level slot even then.

⊗ **Threefold Face**: *Gain two more faces, which grant you bonuses to sight.* Pseudo-immunity to blindness isn't bad, but this is too short since you usually won't know when an enemy will try that.

Thunderous Footfalls: *Knock down smaller creatures by moving close to them.* Could be funny to use on an Enlarge Person'd barbarian, but prone isn't a good enough condition for third level fort save spells. And the halved speed hurts.

⊗ **Touch Injection^Y**: *You can deliver an infusion, elixir, poison, or potion as a touch attack.* You can use this to have your familiar deliver a potion of a rounds/level buff. Unlike Spirit Share, this is only a single effect, but this has a long enough duration to use at any point in the day without needing to cast it in combat. Use it later on when 3rd level slots aren't as important anymore, action economy is king and this saves you an action. If you use this often, it may be worth getting your familiar a set of [Poisoner's Gloves](#).

☒ **Toxic Blood**: *Turn your blood into venom, poisoning creatures that wound you.* Every time the fighter gets hit, his attacker gets to make a save vs 1d2 con damage. Can at least use it as a prebuff, but this probably isn't worth a slot. Great as a passive buff with Permanency + Blood Money however. Renew it every time your DC increases. Depending on your reading, this may have a 120 gp material component (cost of a dose of black adder venom), or be free (no listed cost in the spell itself). If you want to be silly, there's also the UltraRAW interpretation of the spell consuming the vial, but not the venom, which proceeds to splash on your hand.

☒ **Twisted Innards**: *Avoid critical hits and sneak attacks by making your vital organs writhe around.* If you're a Melee Mage or fighting against the thieves' guild, this is a decent prebuff at higher levels once third level slots aren't as important.

☒ **Undead Anatomy I**: *Take the form and some of the powers of a Small or Medium undead.* The polymorph rules forbid taking the form of templated or advanced versions of creatures, but two of the examples given (skeletons and zombies) are templated creatures. That weirdness aside, you're getting three attacks and darkvision regardless of undead chosen, and for that you already have Alter Self.

Unhallowed Blows, Greater: *As per unhallowed blows, but a +1 bonus per 4 caster levels.* Necromancers, if you're raising an undead army, this is your Greater Magic Weapon, and it affects all your minions. Otherwise, pass.

☒ **Versatile Weapon**: *Weapon bypasses some DR.* If you only have one martial, this is better than Heart of the Metal. Otherwise, it's competing against Greater Magic Weapon, and that has a much better duration. Regardless, keep a scroll around to help with DR/Bludgeoning and DR/Slashing.

☒ **Water Breathing**: *Subjects can breathe underwater.* You won't need it often, but when you do, you'll be glad to have a scroll around. Affects the entire party. Aboleth's Lung is a level lower, but if you don't plan on being underwater for the whole duration this is a welcome upgrade.

Universal

☒ **Collaborative Thaumaturgy**: *Apply a metamagic property to an ally's spell.* Did your GM say no to [Sacred Geometry](#)? The [mathematical proofs](#) of true 100% success chance not enough? Now you can extend you fellow caster's spells for free with this. Well, at the cost of a third level slot. Still probably worth it at high levels.

Lissalan Snake Sigil^{MR}: (Lissala) *As sepia snake sigil, except using the Thassilonian schools of magic.* This is actually 7 different spells, one of each school. All of them are worse than Sepia Snake Sigil.

4th-Level

Abjuration

⊗ **Absorb Rune I^M**: *Absorb a magic rune up to 3rd level, which can be moved or dispelled.* If it's your own rune, just cast it where you want it the first time. Can remove hostile rune/symbol spells, but for that the first level Erase is better.

Absorbing Barrier: *Protect an area from ranged attacks.* This is an anti-army spell, with you leading your own army. If you don't have your own army, Communal Protection from Arrows is better due to actually targeting your party instead of affecting everything (including enemies) in a specific area. If not facing an army, well, by this point everyone has magic weapons.

⊗ **Aram Zey's Trap Ward^M**: *Protect yourself against magical traps.* Duration will last you a dungeon, undo triggering a magic trap if you succeed a CL check. What makes this bad is that the DC for disabling a magic trap is $25+2\times CL$, so there's a good chance you can't make this even on a nat 20.

⊗ **Caustic Safeguard**: *Imbue an object with an acidic protective ward.* Mediocre damage, if you want to protect an object from commoners you have lower level spells for that.

⊗ **Charon's Dispensation**: *Protection from the River Styx.* Even if you find yourself at the Styx, that thing is massive. Minutes/level will not last you anywhere near long enough to cross it.

⊗ **Conjuration Foil**: *Interfere with nearby teleportation effects.* If someone tries to "teleports behind you" against you, send them somewhere else. Better for a Foresight Diviner, who can use this outside of combat as well. They always act in the surprise round and usually go first, so they're never unable to use this due to being flat-footed.

Curse of Magic Negation^M: *Target gains the negated spellblight.* 50% spell failure, with a will save an expensive material component. Just cast Lipstitch to shut down casters.

⊗ **Dimensional Anchor**: *Bars extradimensional movement.* No escape, and no save. Ranged touch and SR:Yes, but if you don't want the BBEG to escape, this is how you do it. Lots of Outsiders have the ability to teleport, so this will also be handy if you find yourself in Cheliox or the Worldwound. Required if you're going Planar Binding.

⊗ **Dream Shield**: *Ward a target's mind to protect them while unconscious.* If you're worried about someone messing with your dreams, Keep Watch is a first level spell that makes you entirely immune instead of just resistant.

⊗ **Enchantment Foil**: *Trick opponents who try to cast enchantments on you.* Enchantments are common, and +4 on saves against them is decent. Though if you see someone casting them, get out the Communal Protection From Evil or Magic Circle Against Evil.

⊗ **Fire Trap^M**: *Opened object deals 1d4 + 1/level damage.* This is bad enough that even being permanent can't save it.

⊗ **Firewalker's Meditation^M**: *resist fire 10, DR 5/magic, +4 to saves vs pain for 24 hours, discharge to temporarily increase to resist 30, DR 10, and immunity to pain.* These bonuses are not worth the 400gp material component. If you have Blood Money, it's okay, but you're usually better off using Visualization of the Mind/Body. You can only have one [meditative] spell at a time, and only prepared casters can use them.

⊗ **Globe of Invulnerability, Lesser**: *Stops 1st- through 3rd-level spell effects.* Caster bosses will usually be higher level than you, but there's still plenty of level 1-3 spells that are dangerous. Against a 6th caster like Magus or Summoner it can prevent all of their spells at this level, but they have other options. Same against a larger amount of low-level casters, but that's not as frequent of an encounter. Keep a scroll around. GMs, if your players are using powerful metamagic spells such as Dazing Fireball, keep in mind that while they use a higher level slot they still count as their original spell level and will be blocked by this.

⊗ **Homeward Bound**: *Return a creature to its home plane.* 1 minute casting time and melee touch. The target technically doesn't have to be willing, but it might as well be. It can be cast before combat, holding the charge, but that's still a melee touch + will save. You could use this to return a friendly outsider back home, but the most likely use is returning yourself to the material plane if you find yourself in the first world, the abyss, or another plane you'd prefer not to be.

⊗ **Magic Circle Against Technology**: *Protects those in an area with protection from technology, and other effects that suppress or resist technology.* If you find yourself in a high-tech campaign, this will be useful. The spell seems to imply it keeps Robots out the same way Magic Circle Against Evil keeps out summoned creatures, even though Protection From Technology does not have that effect the way Protection From Evil does. My rating is based on it having that effect.

⊗ **Medusa's Bane**: *Become immune to gaze attacks and reflect them back on the creature using it.* Gaze attacks are rare but powerful. Other options are averting your eyes, getting a 50% chance to be unaffected by giving the creature concealment, or looking away entirely, being unaffected entirely but giving them total concealment. You can't use spells to target something with total concealment, but AOE's still work. Keep a scroll of this handy.

⊗ **Nondetection, Communal^M**: *As nondetection, but you may divide the duration among creatures touched.* Maybe for protecting against See Invis if your party is sneaking somewhere under an Invisibility Sphere?

⊗ **Protection from Energy, Communal**: *As protection from energy, but you may divide the duration among creatures touched.* Party-wide immunity to the BBEG's main element. Communal Resist Energy will be useful more often, but against a high-damage enemy the difference will be noticeable.

⊗ **Rebuke Technology**: *Render a piece of technology inert.* Are you in a high-tech campaign? Tech creatures have terrible fort saves, so they'll likely be down even though they

get two saves. If they fail the second one, they're out for the entire duration. If not fighting robots, pass.

⊗ **Remove Curse**: *Frees object or person from curse.* If you have a cleric in the party, let him prepare this when needed. Otherwise, you should have it in your spellbook, curses tend to be permanent unless removed. A scroll won't be enough due to the CL check.

⊗ **3.5 Shield Speech, Greater**: *Communicate freely with a group of nearby people without anyone else being able to overhear.* Worse than the non-greater version, you can be overheard by a literal fly on the wall with this version.

⊗ **Soul Vault**: *Protect your soul from harmful effects after death.* A very specific set of protections. 'The +4 could be useful against a demilich sucking your soul. It gives a save if one is not normally allowed, but what kind? Do you get to choose? Regardless, you're usually better off using the slot for not dying in the first place.

⊗ **Spellcrash, Lesser**: *Target loses a 3rd-level prepared spell or spell slot.* GM spell to deplete your resources. As a player, this is not worth it. The save only happens after the first spell is drained, but they can keep casting their other spells unhindered, and enemy casters generally don't need to worry about multiple encounters in a day.

⊗ **Stoneskin^{MY}**: *Grants DR 10/adamantine.* 250gp material component. Great if you have Blood Money. If you don't, stick with Clay Skin.

⊗ **Suppress Primal Magic**: *Suppress the effects of primal magic.* Does anyone even use the primal magic subsystem? If you're scared of failing the concentration check, try finding ways to boost that instead of learning this spell. None of the primal events are deadly anyway.

⊗ **Thaumaturgic Circle**: *As magic circle, but affecting a non-alignment subtype or outsider race.* Lets you get Protection From Evil's effects against true neutral outsiders. How many of those use mind control? Not needed for Planar Binding, Magic Circle Against Evil already works for binding TN outsiders.

⊗ **Tough Crowd**: *Grant allies a +4 bonus to resist enchantments/illusions.* On a single save. Not worth the 4th level slot.

⊗ **True Form^Y**: *Removes polymorph effects.* Can dispel Baleful Polymorph. But so can Dispel Magic, a level lower. Against lycanthropes and other shapechangers, you can do so much worse if you can get them to fail a will save.

⊗ **Unholy Ward**: *Resist damage from holy sources, smite evil, etc.* If you're evil and have a band of paladins on your trail, this will reduce their damage. Except their swords will still kill you. Go with Mirror Image instead.

⊗ **Ward Shield**: *Enchant a shield with Spell Resistance and a bonus against area-effect spells.* Selective spell resistance. This avoids the main problem with SR, which is that it also stops your allies from using buffs on you. Doesn't work on AOE spells, but that +5 reflex

against them will often add just as high a chance of being more or less unharmed. Anyone can wear a Mithral Buckler to benefit from this.

Conjuration

⊗ **Acid Pit^F**: *Creates a pit with a layer of acid on the bottom.* A decent upgrade to the Create Pit line, it deals damage every turn if they stay in the pit rather than Spiked Pit's damage if they try to climb out, but good luck to anything trying to make that DC 30 Climb. Big downside: It melts your loot. And may remind your GM that nat 1s on saves against magic can harm equipment. Still, like Spiked Pit, this is a spell that repeatedly damages and has a save, but not a save to avoid the damage, making it a great Cherry Blossom metamagic base.

⊗ **Anywhere but Here**: *Transport yourself and willing creatures to a random planar destination.* Only if not on your home plane. Can get your entire party out of whatever planar killzone you've gotten yourself into this time. While the plane you're going to might not be friendly either, it's at least safe at the moment and can give you time to prepare a few Homeward Bound to get everyone back to the material plane.

Beanstalk: *Create an enormous beanstalk that leads into the clouds.* Calm down there, Jack. Just cast Fly on your fighter and have him carry the party. You can't walk on clouds anyway.

⊗ **Bind Sage**: *Summon a caulborn to answer questions.* It has +14 on all knowledges. This is a disguised Divination spell. You're probably better off just using Visualization of the Mind and gaining the skill ranks yourself. But if you don't have Blood Money, this is a spell without an expensive material component, unlike VotM.

⊗ **Black Tentacles^Y**: *Tentacles grapple all creatures within a 20-ft. spread.* Shut down a field of enemies, provided you can beat their CMD. That's far from guaranteed at this level, but it will work well against minions. Great for a Foresight Diviner, who can choose to only cast this when they know it'll succeed. Drop a Stinking Cloud on top of the tentacles to not give them any chance of escape, preferably same turn via a Lesser Quicken Rod.

⊗ **Celestial Healing, Greater**: *As celestial healing, except target gains a stronger aura and fast healing 4 instead of 1.* Just use four charges from your wand of Infernal Healing.

⊗ **Conjure Deadfall**: *Create a spiked falling block above the heads of your enemies.* Just cast Fireball.

⊗ **Create Armaments**: *Create a nonmagical weapon, shield, or set of armor.* The material component means all you did was save a trip to the blacksmith. However, if you combine this with Blood Money it becomes a Pink infinite money exploit, letting you create thousands of gold in value per day. Though you may have some trouble selling all those Adamantine Full Plates. Be sure to buff your Craft skill to the point where you succeed on a Take 10, via True Skill, Tears To Wine, Heroism, Cleromancy, and maybe Visualization of the Mind.

⊗ **Curse of Dragonflies**: *Target a creature with a curse that impacts its ability to fly.* This is hilarious. Good? Not so much.

⊗ **Dimension Door^Y**: *Teleports you a short distance.* You can now teleport. No line of sight or line of effect needed. This is amazing both as a way to escape combat and as an utility spell. Verbal only, so can be cast while pinned.

⊗ **Fleshworm Infestation**: *Worms deal hp and Dex damage.* Melee touch, save every round, and even if they fail all of them your third level control spells are better.

⊗ **Freedom's Toast^R**: (Cayden Cailean) *Teleport the target a short distance while freeing them from restraints.* Greater Liberating Command. It's a good effect, just probably not worth a 4th level slot.

⊗ **Ghost Wolf^R**: *Summon a wolf mount made of black smoke which emanates fear.* Not worth the level increase over Phantom Steed.

⊗ **Gravel Vortex**: *Create a hail of tiny pieces of rock and dust.* This is not worth +2 levels over Stone Call.

⊗ **Infernal Healing, Greater**: *As infernal healing, except using fast healing 4.* Just use four charges from your wand of Infernal Healing.

⊗ **Master's Escape**: *Create a link between you and a summoned creature, allowing you to switch places.* Rounds/level, so has to be cast in combat, and your summons are usually in melee so this isn't much of an escape. If you want to teleport, cast Dimension Door. Raven's Flight is also a good movement alternative.

⊗ **Minor Creation**: *Creates one vegetable object.* A holdover from AD&D when spells were extremely open to player creativity, this is one of the most versatile spells in the game. Instead of trying to sum up the many things you can do with this, I'll point you to [this thread](#) if you plan to use this spell. A few notes: Pathfinder [defines](#) all things as animal, mineral, or vegetable (there's no "etc" for kingdom like there is for class), so the things you can create with this are far more open ended than you'd think. And since the material component does not have a listed cost and is a tiny amount, a standard spell component pouch contains anything you'd want to create. Including something like several gallons of [Black Lotus Extract](#), if you wanted to make poison good here's how you do it, contact poisons can be used as injury poisons to with immediate onset time. You can also make a [siege engine](#) anywhere with this + Telekinetic Assembly.

⊗ **Phantom Chariot**: *Conjures a quasi-real heavy chariot pulled by four horses.* When you want to travel in style, cast this along with Phantom Driver. Communal Phantom Steed is usually better.

⊗ **Phantom Steed, Communal**: *As phantom steed, but you may divide the duration among creatures touched.* Give your entire party great mobility with a long duration. Like the non-communal version, gets better as you level up and it gains more movement types.

⊗ **Poisonous Cloud**: *As per fog cloud, but lethally poisonous.* 1d2 con damage per round is far worse than the nauseate of Stinking Cloud.

⊗ **Rising Water**: Create a pillar of water. Surprisingly good defensive spell if you're naturally able to fight underwater. The underwater combat rules have led to a near-TPK for my party multiple times, reversing that on the enemies can be devastating.

⊗ **Secure Shelter**: *Creates sturdy cottage*. A flavorful spell for camping. But mechanically it's probably not worth the +2 spell levels over Rope Trick.

⊗ **Shadow Invasion**: *Create an area of darkness that strengthens shadow spells and attracts kyttons*. The increased realness could be useful, but it's only against targets within a small area and takes an action to cast in combat. Plus, you can already exceed 90% realness.

⊗ **Solid Fog**^Y: *Blocks vision and slows movement*. Cast Sleet Storm instead.

⊗ **Summon Accuser**: *Summon an accuser devil to do your bidding*. If you're evil, this is a decent long-duration summon spell for scouting and spying. Keep in mind summons can't teleport.

⊗ **Summon Cacodaemon, Greater**: *Summon 1d4+1 cacodaemons*. If you don't have a wand, this is Pink, giving more soul gems than the non-greater version. But you really should just get a wand. Or multiple. Or none, if you're not evil.

Summon Genie, Lesser^F: *As summon monster I, except you can summon one janni*. Not worth it as a combat summon. The only one of its SLAs that would be usable is Speak With Animals, but just buy a scroll/wand from the druid list and UMD it.

⊗ **Summon Monster 4**: *Summons extraplanar creature to fight for you*. At this level, you've got the Bison for bull rushing + tanking + damage with power attack, Lion for 5 attacks on a pounce, and Hound Archon for tanking with DR 10/evil + constant Magic Circle against Evil as a neat secondary buff. If you summoned the archon via Mount + ASM, it also has at-will Aid to give your party temp hp. Keep in mind it can't use Continual Flame or Teleport as a summon. The animals also have 5+ HD, so they get DR 5/evil from their Celestial template.

⊗ **Summon Ship**: *Conjure a ship out of extradimensional materials*. Need to cross the ocean, but the harbor blew up? Cast this and Skeleton Crew, and you're on your way.

⊗ **Touch of Slime**: *Touch infests a target with green slime*. For a melee touch + fort save, I'd expect more than 1d3 con damage per turn at this level.

⊗ **Trade Items**: *Swap a focus object with a target object*. I can think of lots of amusing uses for this. None of them are worth a fourth level slot.

Vomit Twin^{RY}: *Vomit an ooze copy of yourself that you can swap places with*. Dimension Door is much better for teleporting. For defences in combat, go with Mirror Image.

⊗ **Wall of Brine**^R: *Conjure a 5-foot-thick wall of seawater with a powerful current*. It's a full-round action to swim half your land speed. A creature would need to start next to the wall and have a speed of at least 45ft to cross it, making this an actual wall. It's high enough that it'll reach the ceiling. And it's shapable so you can encircle half the enemies with this and

watch them be unable to do anything while your party takes out the other half. Don't bother concentrating on this, rounds/level is enough.

Web Cloud^R: *Create a cloud-like spread of flame-resistant webbing.* Web is a very good spell. Even 2 levels higher, it's a good effect now that you no longer need anchor points. The web moves, but they remain trapped even after it passes.

Divination

⊗ **Akashic Communion^{FM}:** *Make 1 knowledge check /3 levels with a +10 bonus.* 100 gp material component, and wildly inaccurate results on a nat 1. Use Hypercognition instead.

⊗ **Arcane Eye:** *Invisible floating eye moves 30 ft./round.* Unlimited range, though you still need line of effect, so the curvature of the planet will limit your range past a certain point. Scout out that suspicious village at range by casting this a 200ft above the town centre, get an overhead view, and send it down to check out the details. Use it to look up close at the surface of the moon, or even look at other planets and solar systems, a few casts and some ranks in Knowledge Engineering should get you a good enough view of the planet's surface to Greater Teleport there.

⊗ **Detect Scrying^Y:** *Alerts you to magical eavesdropping.* Good duration, so you can have this up at all times. You can even get an image and location of the scryer. Except, PCs tend to be the ones doing the scrying, so it's unlikely to come up outside an intrigue campaign.

Harvest Knowledge: *Sift through a creature's memories and make Knowledge checks with their modifier.* If you need to get information from someone that's refusing to talk while Zone of Truth is active, this works.

⊗ **Hypercognition:** *Rapidly recall everything you know about a subject.* Boosting a single knowledge check probably isn't worth it for a 4th level spell, but +10 insight is a good bonus.

⊗ **Insect Spies:** *Use magic beetles as spies.* Insect Scouts, but now you also learn about the dungeon's inhabitants in addition to getting the layout.

⊗ **Locate Creature:** *Indicates direction to known creature.* The range limit makes it useless in most campaigns, but in urban/intrigue campaigns it won't be much of an issue.

⊗ **Meticulous Match:** *Determine if two things are identical.* Medieval Fantasy style blood testing. For intrigue campaigns.

⊗ **Mnemonic Siphon:** *Steal the spells of a creature carrying the affected object.* This is how you exchange spells known between a wizard and non-spellbook casters. Knock any caster enemies you come across unconscious and bring their body along until this spell doesn't give you any more spells from them. This will save you lots of gold on buying scrolls to scribe.

⊗ **Named Bullet^Y:** *Imbues ammunition with accuracy against a specific creature type.* How good this is depends on what ranged party members you have. Best is Gunslinger with x4 gun

crits, but an x3 composite longbow crit will also be devastating. Especially if you pre-cast several of these, your archer/gunner might be able to one-round the boss.

Probe History^R: *Find answers to Knowledge questions by looking at alternate realities.* +5 to a single knowledge check. Cast Hypercognition instead.

 **Questing Stone:** *Turn an ioun stone into a scrying sensor.* Just cast Arcane Eye, every difference is a major downgrade.

 **Sand Table:** *Create a model of the surrounding land and the creatures nearby.* If commanding an army, this is a Arcane Eye + Silent Image. Otherwise, not worth casting.

 **Scrying^F:** *Spies on subject from a distance.* Learn what a creature is doing. Spy on the BBEG's plans (might take a few tries). Scry&Die has been a classic strategy for a long time, get their location via a scry spell, Teleport the party in, and assassinate them. Or look up the mayor of a small town on the other side of the continent and scry them to unlock a new teleport point. This can also be used as a pseudo Sending with built in back and forth, Message has a decent chance to work through the scrying and it's a cantrip so you can just cast it until it works.

 **Share Senses:** *Perceive the world around your familiar.* Early access to the level 13 Scry on Familiar ability. But it can already talk to you, so just have it look around and report back, possibly via Message. Or use Arcane Eye so you don't need to deal with the range limit.

 **Speak with Plane:** *Speak with a manifestation of a sentient plane.* Amusing flavor, but unlikely to every come up even if you're going plane hopping. Most planes aren't sentient.

 **Symbol of Revelation^M:** *Triggered symbol reveals illusions.* Contingent Faerie Fire. It's not worth 1000 gp, but combined with Blood Money this becomes immunity to invisible enemies. It's permanent, so cast several in downtime, attuning your party to each one. Most symbol spells don't have a required size. Clip a page with it inscribed to your robes while you're out adventuring, and replace it as needed. If you have several symbol spells, create a page of symbols and wear them all like a Japanese Ofuda talisman. Or on sticky notes, depending on what flavor you're going for.

 **Tongues, Communal:** *As tongues, but you may divide the duration among creatures touched.* Now your entire party can speak all languages. In most cases, the non-communal version is enough, with them translating for the rest of the party.

 **Vicarious View:** *Plant a scrying sensor that you can use to spy on a creature, object, or location.* Even in an intrigue game, the duration makes it mediocre. Scrying already follows creatures.

 **Watchful Animal:** *Place a scrying sensor on your animal companion or familiar.* Longer lasting version of Share Senses, but without actual sharing of senses.

Enchantment

Amnesia: *Target loses most of its memories.* Will save or lose all class abilities and feats. This is a massive debuff to a lot of enemies, though it won't hurt monsters much. 1 round casting time, mind-affecting compulsion, and SR:Yes are also all downsides.

⊗ **Antithetical Constraint:** *Constrain the target so they cannot make attack rolls against anyone except those of the opposite alignment.* Depending on your party's alignment, this can be a good shut-down spell. Just don't try using it against demons if half your party is paladins.

Apparent Treachery: *Shroud creatures in an aura of suspicion and paranoia.* Upgraded version of Shifting Shadows. Could cause chaos, but it's much better as a spell for the GM to use on players.

⊗ **Aura of the Unremarkable:** *Make actions seem mundane to nearby creatures.* Maybe for an intrigue campaign. But even then, anyone further than 30ft away is unaffected.

⊗ **Bite the Hand:** *Compel a summoned creature to attack its summoner.* If you're up against a summoner, just use AOE control spells.

⊗ **Charm Monster:** *Makes monster believe it is your ally.* If you're a Sorcerer, this is great. Befriend anyone or anything (that isn't immune) and make them your minion. Less good if you can't consistently make those Cha checks. Keep in mind the +5 on their save if in combat.

⊗ **Confusion^Y:** *Subjects behave oddly for 1 round/level.* AOE shutdown spell. 75% chance of doing nothing. If they roll "attack nearest creature" and that target is also confused, they're now both locked attacking each other instead of rolling the d100.

⊗ **Control Summoned Creature:** *Direct a summoned monster as if you had summoned it.* A single summoned creature is not worth your time.

⊗ **Crushing Despair:** *Subjects take -2 on attack rolls, damage rolls, saves, and checks.* The debuff is okay, but at this point, if you're using Cone spells, you want them to be more devastating than this.

⊗ **Daze, Mass:** *As daze, but affecting multiple creatures.* Sheet Lightning was last level, doesn't care about creature type, and isn't mind-affecting.

⊗ **Debilitating Speech:** *Disparage your opponents, sapping their will to fight.* If you get them Cowering, this is good, but the HD limit hurts. Also, why is this not a Bard spell?

⊗ **Demanding Message:** *Send messages as per message with a suggestion for one creature.* Normally, not worth the level increase over Message or Suggestion. For an intrigue campaign, you could cast this while someone is in public, not send any messages so they don't notice it, and then later on give them the suggestion once they're somewhere their odd behaviour is less likely to be noticed, without needing direct line of sight or line of effect.

Enticing Adulation: *Force a creature to protect and care for you.* This buff is not worth a 4th level slot.

⊗ **Fiendish Wrath:** *Targets gain a moral bonus to Strength, Constitution, and Will, as well as the rend ability with claws or unarmed strikes.* If you have multiple natural attack users or unarmed strikers in the party, this is okay. Use it as a prebuff, and drop concentration as soon as combat starts to begin the duration.

⊗ **Fleeting Memory:** *Create a gap in the target's memory.* Get enough time to dump all the social spells (charms etc) on a target that you want. They forget you cast this spell even if the save is successful, so you can keep trying if needed.

⊗ **Forgetful Slumber^R:** *As deeper slumber, but only on one creature. This also causes them to lose some memories.* In an intrigue game, had an inconvenient encounter with someone you don't want dead? Now you can make them forget all about it. But the HD limit hurts.

⊗ **Geas, Lesser:** *Commands subject of 7 HD or less.* The non-lesser version is good. But will save and HD limit make this not worth taking.

⊗ **Hollow Heroism:** *Provide a heroism effect that you can reverse at any time.* This will never come up. Even if it does, you want your backstab to have more impact than this.

⊗ **Hypnotism, Greater^R:** *As Hypnotism affecting more creatures and involving more requests.* Impressively worse than Euphoric Cloud from 2 spell levels ago.

⊗ **Inveigle Person:** *Humanoid becomes friendly to all other creatures.* This is an interesting charm spell, and notably usable in combat as it doesn't get the +5 save like Charm Person.

⊗ **Lost Passage^R:** *Enchant an area to confuse those who travel within it.* GM spell for making the path to the lost ruins harder to find.

⊗ **Mad Sultan's Melody:** *Bizarre cacophony fascinates eldritch creatures.* This is intended for horror adventures, but if you can get the eldritch monstrosity to fail a will save you can do so much worse to it.

⊗ **Malicious Spite^M:** *Target is compelled to plot against another.* This could cause some fun social mayhem, but the range and components make it hard to use. Combined with Blood Money and Memory Lapse it's okay. Much better as a GM spell for the villains to use.

⊗ **Mindwipe:** *Erase a portion of the target's mind and experiences, inflicting negative levels.* Just cast Enervation.

⊗ **Moonstruck:** *Subject is enraged and confused.* Mostly worse than Confusion, but forcing attacks via natural weapons shuts down most casters hard. One of my characters died as a result of the BBEG casting this on them, and it turned into a near-TPK. Still, most enemy casters will probably roll better on their Will saves than I did, and Lipstitch with its Fort save is better at shutting them down.

⊗ **Nixie's Lure^R**: *Create a seductive song to lure all nearby creatures.* Affects all creatures, including your party, so make sure they cover their ears. The HD limit brings this down, it'd be a decent control spell otherwise.

⊗ **Overwhelming Grief**: *Grieving target can take no actions and is denied its Dex bonus.* New save each round, but at least your rogue can sneak attack them without chance of retaliation until they save.

Sacrifice: *Make a sacrifice to aid conjuring and commanding a planar creature.* If you're evil, sacrificing the souls of others will give you nice bonuses to Planar Binding. Otherwise, pass.

⊗ **Seeds of Influence**: *Weaken a creature to your divinations and enchantments.* Save penalties if you can already get them to fail a save.

⊗ **Symbol of Laughter^M**: *Triggered rune makes nearby creatures lose actions for 1 round/level.* Contingent AOE control spell. It's not worth the 2000 gp, but if you have Blood Money, what I said for Symbol Of Revelation applies here as well.

⊗ **Terrible Remorse**: *Creature is compelled to harm itself.* Just cast Confusion. Or Overwhelming Grief.

⊗ **Triggered Suggestion**: *As suggestion, but triggered only and target doesn't remember the suggestion.* Intrigue campaign spell. Turn someone into a sleeper agent for days/level. Be sure to combine it with Fleeting Memory so they don't remember the suggestion after the trigger either.

Evocation

⊗ **Aggressive Thundercloud, Greater**: *Flying storm cloud deals 6d6 electricity damage.* It's still decent damage over time and something to do with your move action, but this was a lot better when you only had level 2 spells.

⊗ **Agonize**: *Pain encourages an outsider to obey you.* If you're an evil wizard looking for every advantage when Planar Binding, here you go.

⊗ **Ball Lightning**: *Flying balls of lightning deal 3d6 electricity damage each.* Okay damage, and by positioning them well you can control the battlefield a bit. But where it really shines is as a repeatable multi-target move-action reflex-save damage spell, making it a great Dazing spell.

⊗ **Bestow Planar Infusion II**: *Grants the target the benefits of an improved planar infusion.* Like the first one, bonuses range from good to terrible depending on the plane. Useless on the material plane.

⊗ **Bit of Luck^R**: Gain a pool of luck that can be used to add a luck bonus to attacks and skills, which can turn a failure into a success. Up to +3d8, after you know whether it'll make a difference. This is great both for ensuring your rays hit and that you succeed on important skill checks, with a good duration.

⊗ **Blast of Wind**: As gust of wind, treater creatures in the area as smaller than they are for the effects of the wind. The lower level version is enough for utility, and at this level Fort save vs get pushed back isn't enough.

⊗ **Brightest Light**: As daylight, but lasts longer and can dispel darkness effects. It is three times as long as Extended Daylight would be. But you usually don't need that long of a duration, and for suppressing darkness effects, Heightened Continual Flame is enough.

⊗ **Contingent Scroll^F**: Transfer a scroll's power to the target; the scroll is then triggered as contingency. Action economy is king in PF, and this lets you cast a spell without spending an action. Downside, you're spending a 4th level slot for a level 1-2 spell when you first get this, and those scrolls will get expensive. Blood Money can't create magic items, so that won't help.

⊗ **Controlled Fireball**: As fireball, but secretly deals less damage to your allies. In most cases, you're better off putting Selective on Fireball. However, the wording implies that you only need line of sight, not line of effect. This makes the spell significantly better.

⊗ **Creeping Ice**: Sheet of ice slowly spreads outward on a horizontal surface. Freeze a lake or river. While this is unlikely to be useful outside of helping an army cross a body of water, it's an amazing flavor spell.

⊗ **Deadman's Contingency^F**: Set one of a list of contingencies for your demise. Instead of casting this, spend the slot not dying. Great GM spell.

⊗ **Detonate^M**: Inflicts 1d8/level energy damage to all creatures within 30 ft. With a 1 round delay, so they can just move out of the way. Do not cast Fireball centred on yourself.

⊗ **Dragon's Breath^Y**: Gives you a dragon's breath weapon. Similar to Fireball, this is a good base. Having every element available as an AOE with a single spell is likely to be useful for anyone. If you're a non-blaster Sorcerer but want a damage spell just in case, this covers most bases. Admixture Evocation wizards don't need this, since they can already swap elements.

⊗ **Emergency Force Sphere**: Create a quick hemispherical wall of force to protect you from falling debris. The ultimate in defensive caster technology. As an immediate action, say no to any attack. The sphere is 10ft x 10ft x 10ft, with one of the corners of your square as its center. The sphere does not block line of sight, but it does block line of effect, preventing you from casting most spells out of it while it persists. Makes for a good Fleeting spell, letting you dismiss it as a swift action once you're ready to resume casting offensive spells.

⊗ **Fire Shield^Y**: Creatures attacking you take fire damage; you're protected from heat or cold. Rounds/level and self only make using this questionable, but there are few ways to

halve damage in PF. If you would choose to halve Fire rather than Cold, look at Water Shield instead.

⊗ **Flaming Sphere, Greater**: *Rolling ball of fire deals 6d6 fire damage and ignites targets.* It's still decent damage over time and something to do with your move action, but this was a lot better when you only had level 2 spells. Metamagic stacking on Fireball is where Blasters want to be from now on.

3.5 **Hurricane Blast**: *Create a severe blast of air bursting out from you.* Gust Of Wind, but in a 20-25ft radius around yourself instead of a 5ft line.

⊗ **Ice Storm^Y**: *Hail deals 5d6 damage in 20 ft. radius cylinder.* This is not worth +2 levels over Stone Call.

⊗ **Martial Telekinesis^R**: *As the combat maneuver version of telekinesis, with some additional changes.* Combat maneuvers are several levels ago, but this does have long range.

⊗ **Mydriatic Spontaneity**: *Cause splitting headaches and an oversensitivity to light and darkness.* Will save vs Nauseated and chance at Blinded. Only single target sadly.

⊗ **Pyrotechnic Eruption**: *Erupting flames burn a target several times.* Just cast Fireball.

⊗ **Resilient Sphere**: *Force globe protects but traps one subject.* Reflex save or get bubbled for minutes/level, or until you release them. With 30 hardness and 20xCL hp, even at high levels anything unable to teleport will have trouble breaking through.

⊗ **River of Wind**: *A stream of wind causes nonlethal damage and can knock down or push creatures.* Much worse than Wall of Brine for control, and not worth the slot increase over Gust of Wind for utility.

⊗ **Rope Tornado**: *Tornado-force winds knock creatures prone or from the air.* Prone isn't a good enough status at this level, and not worth the slot increase over Gust of Wind for utility.

⊗ **Shout^Y**: *Deafens all within cone and deals 5d6 sonic damage.* Verbal only. Mediocre damage and a mediocre condition.

⊗ **Suppressing Stone^{FR}**: *Infuse arcane power into an ioun stone to protect you from mental attacks.* Use the Wayfinder method of using Protection From Evil as an immediate action instead.

⊗ **Telekinetic Charge**: *Launches an ally through the air.* Upgrade to Phase Step, launch your fighter into melee so he can full attack on his turn.

⊗ **Unbearable Brightness**: *Your glowing body dazzles or blinds others.* You got the ability to mass blind people 2 spell levels ago, Pyrotechnics being the best option.

⊗ **Vitriolic Mist**: *As fire shield, except acid damage.* Look at Water Shield instead.

⊗ **Volcanic Storm**: *Hot rocks deal 5d6 damage.* This is not worth +2 levels over Stone Call.

⊗ **Wall of Fire^Y**: *Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.* A fun spell to duplicate with Silent Image against unintelligent enemies, but at this level the damage is terrible.

⊗ **Wall of Ice^Y**: *Ice plane creates wall or hemisphere creates dome.* Split the combat in half. Enemies can break through, but that might take a turn or two. In most cases, Wall of Brine will be better.

3.5 **Water Shield**: *Surround yourself with a protective spout of acid.* Rounds/level and self only make using this questionable, but there are few ways to halve damage in PF, and this halves both Fire and Acid.

Illusion

⊗ **Complex Hallucination**: *Create a phantasm with effects for all senses.* Another upgrade over Auditory Hallucination, this time you're paying an extra spell level over Major Image.

⊗ **Dreadscape**: *Surroundings and unfamiliar creatures seem like something out of a nightmare.* Scared is basically Shaken. Mass Shaken is not enough at this level.

⊗ **Dream Dalliance**: *Create a phantasm that leeches onto the psyche of a nearby creature.* For an intrigue campaign, this could allow for a slow assassination. As an instantaneous effect, it'll be difficult to figure out what's wrong. Or cast it on your rogue so they stop being so edgy, break enchantment in the morning optional.

Fool's Teleport: *Become invisible, but appear as if you used teleportation magic to escape.* When Invisibility Sphere's 10ft limitation is causing problems, this is Mass Invisibility, three spell levels early.

⊗ **Geomessage**: *Leave a message hidden on a surface.* If you'd be able to set this up with someone, Secret Sign, Whispering Wind, Minor Dream, or Irriseni Mirror Sight are all better choices.

⊗ **Hallucinatory Terrain**: *Makes one type of terrain appear like another (field as forest, or the like).* Good duration, but for most combat relevant uses a familiar using a wand of Silent Image will be enough, and for most out of combat uses a 30ft cube/level isn't enough for actually big changes.

⊗ **Horrific Doubles**: *Call forth disturbing mirror images.* Mirror Image is an amazing spell. Adding a minor debuff would be okay even at +2 levels, but with the chance of making your party shaken as well you're better off just using the level 2 version.

⊗ **Illusion of Treachery**: *Make it seem like another is responsible for your attacks.* They see the attack coming from both of you, so you can't even use this to blame the murder of a noble on the butler.

⊗ **Illusory Wall**: *Wall, floor, or ceiling looks real, but anything can pass through.* Permanent duration, no component cost. Blocks sight even if they disbelieve, while you can see through it. Small area, so cast it during downtime. All your windows are now one-way, and all your pit traps can't be seen.

Inhibiting Patterns: *Create illusory pillars that block movement.* A wall spell that they get a will save to move through.

⊗ **Instant Fake**: *Provide a short-term replica of an object.* For Arcane Tricksters that like stealing things. Probably not worth a 4th level slot.

⊗ **Invisibility, Greater**: *As invisibility, but subject can attack and stay invisible.* Invis for combat. Your rogue is now always sneak attacking and hitting flatfooted AC. Though you may also want to consider Pyrotechnics with Persistent spell to instead blind all the enemies.

⊗ **Magic Aura, Greater**: *As magic aura, but also affects creatures and allows more options.* In an intrigue campaign, your magical disguises are now immune to someone having detect magic active. Otherwise pass, this is more of a GM spell.

⊗ **Mindscape Door**: *Create a portal allowing entry to and exit from a mindscape.* If you're in an occult game, this will be useful. Otherwise, you're unlikely to encounter a mindscape unless you create it yourself.

⊗ **Minor Phantom Object^R**: *As minor creation, except the object created is a semi-real illusion.* Just cast Minor Creation, it's better in almost every way.

⊗ **Phantasmal Asphyxiation**: *Trick a creature into thinking it can't breathe.* Even if your GM said no to Aboleth's Lung, this isn't good.

⊗ **Phantasmal Killer^Y**: *Fearsome illusion kills subject or deals 3d6 damage.* The first true Save or Die. Good if you're superboosting your illusion save DC, not so good otherwise since it allows both a Will and Fort save. The feat [Resilient Illusions](#) can make the will save much more difficult.

⊗ **Quieting Weapons**: *Weapons make no sound and quiet their victims.* Your gunslinger no longer alerts half the dungeon when they fire their weapon. Could also be useful in intrigue campaigns for silent assassinations.

⊗ **Rainbow Pattern**: *Lights fascinate 24 HD of creatures.* Good for a Heavens Oracle taking Awesome Display to ignore the HD cap. Not so good for you, just cast Euphoric Cloud.

⊗ **Shadow Barbs**: *Create a vicious spiked chain enshrouded in shadow.* Weapon creation spell. The weapon isn't bad, but only you can wield it. If you want to melee, cast Monstrous

Physique or Beast Shape, and if you want a good weapon for your party, cast Greater Magic Weapon.

⊗ **Shadow Conjuraton**: *Mimics conjuration below 4th level, but only 20% real.* If you're not a shadow caster, duplicate Draconic Ally and Unseen Engineers with this to avoid their material costs. Stone Discus could be interesting, create shadow stone and make arrows that have an 80% chance to fly through walls (objects always make their save). Sure, they have a 50% miss chance even if you get their square via Shadow Projection + Message, and they get a save to reduce the damage, but your party's archer is still sniping creatures with no chance for them to retaliate. If you are a shadow caster, see [this guide](#).

Shadow Dragon Aspect: *Shroud yourself in a shadowy illusion of a dragon.* Not worth it for most mages, but if you're witchballing via Army Across Time this is Pink, providing infinite damage on a melee attack.

⊗ **Shadow Jaunt**: *Teleport, leaving an illusion of yourself in the space you left.* The free stealth check is neat, but you're generally better off casting Mirror Image or a control spell.

⊗ **Shadow Step**: *Teleport from one shadow to another.* At first glance, this is just a worse Dimension Door. However, it is a way of instantaneous travel without the [teleportation] descriptor and doesn't move you via another plane, so it should technically let you bypass Dimensional Lock and similar effects.

⊗ **Shadowform**: *Replace the target's body with mystic shadow material, causing them to take less damage from attacks.* Treat your enemies as illusions. This is amusing, but the rounds/level duration keeps it not as good as shutting enemies down with a control spell.

⊗ **Shocking Image**: *As mirror image, but the duplicates emit electrical damage when destroyed.* Minor reflect damage is not worth +2 spell levels.

⊗ **Simulacrum, Lesser**^M: *Creates a double of a weak creature.* No magical abilities and hours/level duration severely limit this. With Blood Money it's okay, make a half-level copy of your fighter to use as cannon fodder that respawns each day.

⊗ **Wandering Star Motes**: *Outlines subject and produces light as a sunrod.* Single target Daze effect. New save every round, but infinite bouncing on a save makes this interesting. Both better and worse the more enemies you're fighting, it has more chances to work but it's still only keeping one creature at a time out of the fight.

Necromancy

⊗ **Aggravate Affliction**: *Force ongoing afflictions to trigger.* Most of these afflictions aren't worth inflicting in the first place.

⊗ **Animate Dead**^{MY}: *Creates undead skeletons and zombies.* Necromancers, this is the spell your build is based around. Get a [Voidstick](#) or a wand of Desecrate to double the animation HD cap. There have been [multiple](#) guides [written](#) on this spell. You'll usually want to make

[Bloody Skeletons](#) whenever possible to protect your investment since they revive an hour after dying (prepare Disrupt Undead to execute them if you need room in your HD pool), or [Frostfallen](#) if it's too high HD or uses wings to fly. If you have too many undead, Command Undead your most powerful ones to get more room. Wizards do get this a spell level after Clerics, but if you take the [Experimental Spellcaster](#) feat for the [Undeath](#) word you can get it as a level 3 spell, without any material component costs. Alternatively, Blood Money is great for saving on onyx cost. Keep in mind that this spell is a standard action, so you can cast it in combat, though you probably won't be able to use Desecrate in that case. If not evil, pass.

☒ **Bestow Curse**: *−6 to an ability score; −4 on attack rolls, saves, and checks; or 50% chance of losing each action.* Confusion gives a 75% chance of effectively not acting, as an AOE. With how open ended it is, it's still an okay debuff if you want something to Spectral Hand.

☒ **Bloatbomb**: *Kill a weak creature and turn its corpse into an explosive trap.* Limited to targets with max HD of half your CL.

☒ **Bloody Arrows**: *Enhance ranged weaponry to deal bleed damage.* Slow damage over time.

☒ **Boneshatter**: *Create fractures and splinters in the bones/carapace of a creature.* Ray of Exhaustion with some bonus damage.

☒ **Calamitous Flailing**: *Cause the target's attacks to gain a miss chance.* Worse than a single-target Confusion.

☒ **Contagion**^Y: *Infects subject with chosen disease.* Diseases aren't good. The best one is Shakes, with 1d8 Dex damage that can't be increased by metamagic. The disease will only trigger once (fights aren't lasting a day), and the further disease DCs are terrible. Good GM spell to use on a town.

☒ **Contingent Venom**^M: *As languid venom, but with a triggering condition.* Intrigue spell. Poisons are kind of terrible, so good luck killing someone with this

☒ **Curse of Befouled Fortune**^R: *Target can't gain the benefit of any luck ability.* This won't be much of a problem for enemies. But as a GM spell, it will cause the players plenty of headache.

Curse Terrain^M: *Curse an area with four hazards.* You have no control over when or where they appear, but if you want to screw over a large area it exists. [Here](#) are the hazards it can create. You need Blood Money if you want to use this, since you'll likely want to renew it every day and this spell is not worth the material cost.

☒ **Cursed Treasure**: *Target object curses the next creature to touch it.* If you want to protect your treasury, this is permanent and has a low cost. Much better as a GM spell.

☒ **Daemon Ward^M**: *As death ward, but against daemons.* Much worse Death Ward, but if you're fighting daemons and don't have a cleric in the party, you need it. Alternatively, buy a [Death Warden's Bandolier](#) for a 1/day 11 minute death ward that covers the entire party.

☒ **Death Knell Aura**: *Create an aura that feeds on the souls of those who die within it.* Apparently, the life of a dying creature is worth 1d8 temp hp, +1 CL, and +2 enh to Str, non-stacking, for 10 minutes per HD. If you need to get a specific CL, killing a rat with this is another +1 on top of Deathwine.

Deathless^Y: *Prevent death from hit point damage so long as this spell persists.* If someone in your party has the Diehard feat, is an orc with Ferocity, or similar, this is immunity to HP damage. Just make sure you heal them before the spell ends or they'll die. Even if not, preventing death by HP damage is good, though you could just Shared Training them a Mirror Image instead. Worth the +5 levels for Ascendant spell to make it party-wide.

Earsend: *Animate and send your ear to spy for you.* Just use divination spells.

☒ **Enervation^Y**: *Subject gains 1d4 negative levels.* By itself, ranged touch no save 1d4 neg levels is decent. Keep in mind neg levels reduce CL, and while they don't lose prepared spells they can't cast them if reduced below the minimum CL. Amazing if you're a HH Pact Wizard with the Legalistic curse, letting you make that 1d4+4 neg levels. Prebuff with Moment of Greatness, and it's 1d4+8. Good with Empower, (1d4*1.5)+12 neg levels is worth a 6th level slot. If you're also a Foresight Diviner and use this spell when you roll a nat 20 with your prescience, this could go all the way up to (2d4*1.5)+24 negative levels. Thanatopic metamagic (or a rod) lets you affect undead and those under Death Ward.

☒ **False Life, Greater**: *Gain 2d10 temporary hp + 1/level.* It's okay, but you have better defensive spells by this point.

☒ **Familiar Melding**: *Possess your familiar.* You can't cast while in its body, so just send it off on its own with a Message active and talk to it.

☒ **Fear**: *Subjects within cone flee for 1 round/level.* Decent crowd control. They also have -2 on saves, so follow it up with more crowd control.

☒ **Flesh Puppet^M**: *Control a zombie in human guise.* Fast Zombies are an okay choice for undead, but far from the best one. And this one ends if a string snaps.

☒ **Frigid Souls**: *Disrupt and dispel spells that protect against cold.* Just cast Fireball. GM spell.

☒ **Geb's Hammer**: *Draw the remains of nearby destroyed undead, throwing them as a single mass of flesh at your enemy.* Your undead should mostly be Bloody Skeletons, who are undying.

Hunger for Flesh: *Give a creature a bite attack and a hunger for its own kind's flesh.* Cast Moonstruck instead. Or Confusion.

Infuse Decay^F: *Imbue a corporeal undead's natural attacks with dangerous spells.* For Necromancers. Is it worth locking down your fourth level slots to give your bloody skeletons a 1/day Shocking Grasp (possibly Intensified) on hit? Probably not.

Infuse Effigy: *Infuse an effigy with a powerful curse.* GM spell. Also, why doesn't this have the [evil] tag?

⊗ **Masochistic Shadow:** *Animate a target's shadow, making it hunger for it's owner's life energy.* Strength damage is good, especially if you can land this on a target with low base Str. Not so much the save each round and taking multiple turns to shut an enemy down.

⊗ **Mischievous Shadow:** *Curse a creature's shadow to disrupt their actions.* Once every 10 minutes. Not particularly effective.

Mythic Severance: (Mythic) *Restrict target's access to its mythic power.* Shutting down access to mythic power can severely hinder a boss, if your table uses those rules. Also a good GM spell.

⊗ **Object Possession, Lesser:** *Project your soul into an object, animating it.* Animated objects are fun. If you're not giving up your own abilities to use them.

⊗ **Positive Pulse, Greater:** *A large pulse of positive energy damages undead and bolsters living creatures.* This would be okay as a second level spell.

Project Weakness^R: *Curse the target with the weaknesses of your vampirism.* You have to be a vampire to use this. Good GM spell.

⊗ **Purge Spirit:** *Deal 1d6 points of damage per level to one haunt or spirit creature and stagger it.* Incorporeals can be annoying to deal with, and this does full damage to them. Alternatively, trap them in a Resilient Sphere, they can't go through force effects. Or take Ectoplasmic Spell and use lower-level spells. For haunts, spam them with Disrupt Undead from out of range instead.

⊗ **Riding Possession:** *As possession, but you observe instead of control the subject.* While this does have a much longer duration than Scrying for observing a target, it also comes with the problem that you die if your body isn't in range when the spell ends. For most possession effects, that's not an issue, just walk back into range or bring your body along. But here, you have no control over what the body does.

⊗ **Sadomasochism^R:** (Zon-Kuthon) *Take more damage from opponents, but force them to become demoralized.* Single-target Shaken is not worth a 4th level slot.

⊗ **Shadow Projection:** *Temporarily become a shadow.* Turning yourself into a shadow isn't worth it in most cases. But turning your familiar or animal companion into one is amazing. Hours long incorporeal scout, and for combat it has a 1d6 Strength damage touch attack it can take from inside the floor. See if it can still report back via Message while scouting. Incorporeals can mostly ignore walls, but need to stay adjacent to a surface, so can only pass through barriers that aren't thicker than their square. Shadows [can speak](#), and have something

resembling arms with hands and fingers, so if you have Eschew Materials (such as by being a Sorcerer) this becomes amazing to use on yourself.

☒ **Skeleton Crew**: *Turn corpses into obedient skeleton crew.* This is an undead creating spell without the [evil] tag. Probably a misprint, but still interesting. Combine it with Summon Ship, and you got yourself a ghost ship ready for travel.

Umbral Infusion: *Infuse mindless undead with power from the Shadow Plane, increasing their power.* This would be the Necromancer's Heroism, except the undead has a 50% chance of turning on you.

☒ **Undeath Inversion**: *Alter an undead creature's energy affinity so it takes damage from negative energy and heals from positive energy.* You're much better off with Halt Undead or Command Undead for hostile undead, and your wand of Infernal Healing can already heal your undead minions.

☒ **Wall of Blindness/Deafness**: *Translucent wall blinds or deafens creatures that pass through it.* It doesn't block sight or ranged attacks. Just cast Pyrotechnics. Or Wall of Brine for an actually good wall.

☒ **Wall of Bone**: *Create a wall of bones that damages and grapples adjacent creatures.* [Wall of Skeleton!](#) The CMB is low enough that it's unlikely to grapple anything, but it will likely act as a mild deterrent against anyone smashing this in melee. Probably still worse than Wall of Ice due to the lower size and durability, but not by enough to negate how awesome the flavor is for a Necromancer. But it is still much worse for control than Wall of Brine.

Transmutation

☒ **Absorbing Inhalation^R**: *Completely inhale a cloud-like effect, keeping it stored harmlessly in your body.* You have to make a CL check, and being able to exhale the cloud isn't worth the increase over Dispel Magic. For no-check getting rid of clouds, there's Gust of Wind. This spell does work against breath weapons, but the source of those won't be affected by exhaling it, and you're probably better off using Communal Resist Energy for that.

Abyssal Vermin^R: (Deskari) *Infuse vermin with fiendish qualities.* Even if you use vermin, this isn't worth a 4th level slot.

☒ **Adjustable Polymorph**: *As alter self, but you can change the shape as a swift action.* In most cases where you'd want this, last level's Adjustable Disguise will be enough. For combat uses, you aren't going to switch forms. There's also a [Greater Hat of Disguise](#) to switch forms at-will as a standard action, though it's a lot more expensive than the Disguise Self lesser hat.

☒ **Age Resistance, Lesser**: *Ignore penalties from middle age.* This is +1 Str/Dex/Con. Even lasting all day, that's not worth a 4th level slot.

⊗ **Animal Aspect, Greater:** *As animal aspect, but you gain two animal qualities.* None of the upgraded effects by themselves are worth a 4th level slot, but the flexibility of having all of them in a single spell makes it decent.

Assume Appearance, Greater: *Use a likeness to adopt a dead creature's form.* If you were using the non-greater version in an intrigue campaign, you can now refresh it via an image instead of needing to return to the corpse. Better as a GM spell.

⊗ **Baphomet's Blessing:** *Transmute the target's head into that of a bull.* Melee touch + Fort save. Spectral Hand it, and the reduction to 2 Intelligence makes for a good shutdown against any enemy Int casters.

⊗ **Beast Shape II^Y:** *You take the form and some of the powers of a Tiny or Large animal.* You have better choices for scouting, though it is versatile. For Melee Mages, turning into a [Giant Octopus](#) gives you 9 attacks, 8 of which have 20ft reach and Grab. Polymorph spells don't remove the ability to breath air, but you also gain the ability to breath water due to the swim speed. Pick up the Multiattack feat if you plan on using it a lot. There's also the [Dire Tiger](#), 5 attacks on a pounce is good if you expect the enemies to be highly spread out. Can't cast spells in this form.

⊗ **Calcific Touch:** *Touch attack slows target, 1d4 Dex damage.* Most mages want to stay at range, and you probably have better Spectral Hand options. But if you're a Melee Mage, familiarize yourself with the rules on [Holding the Charge](#). You are considered to be holding the charge until all charges are expended [per this FAQ](#). Too bad it's limited to 1/round, but even that is pretty good.

⊗ **Claim Identity:** *Steal a creature's face.* Better to kill them and use Assume Appearance or the Greater version, much better duration.

⊗ **Cloud Shape^R:** *Assume the appearance of a large cloud.* You can't cast in cloud form. This is a 10 minute/level duration flight spell, but Imbue With Flight below is hours. Probably not good for scouting, they can't tell you're not a cloud but a cloud being where it shouldn't is still suspicious.

⊗ **Concealed Breath:** *Hold breath without negative effects.* Water Breathing mostly covers this, but if you need to burrow or visit space this will come in handy.

⊗ **Conversing Wind:** *As whispering wind, except it can carry responses and multiple messages.* At this point, you're better off using Irriseni Mirror Sight or the Scrying + Message combo.

⊗ **Create Holds:** *Create handholds out of earth, plaster, stone, or wood.* Communal Spider Climb was last level.

⊗ **Crimson Breath:** *Spit poison at a creature.* If you want to use poisons, see Minor Creation.

⊗ **Curse of Burning Sleep**: *Creature catches fire the next time it sleeps for an hour.* Not even useful for a delayed assassination, with that range they'll know you cast it.

⊗ **Darkvision, Greater**: *See 120 ft. in total darkness.* Most things have 60ft darkvision. Being able to see things before they see you gives you a good chance at a surprise round.

Earth Glide^R: *Allow a target to swim through stone, dirt, and other earth.* 1/4th speed and 1/10th duration of Elemental Body. You can still cast spells while this is active, but that does not make up for the 5ft speed.

⊗ **Elemental Body I^Y**: *Turns you into a Small elemental.* Great for out of combat mobility. This gives you either a 60ft fly speed (same as Fly), 60ft swim speed plus water breathing, or 20ft burrow plus earth glide, which is an entirely new movement mode. Keep in mind you can't cast while in most polymorphs, including this one.

⊗ **Elemental Mastery^R**: *Gain mastery over your elemental essence, granting bonus movement and attack.* Only for Ifrit, Oread, Suli, Sylph, or Undine, and the effects are worse than Elemental Body.

⊗ **Energy Hack**: *Change the energy of your spells to match an energy you were attacked with.* Enemies that consistently use an energy type tend to be immune to it. However, you could use this by being included in an ally's Fireball to change all your blasts to fire while in Irrisen, or similar.

⊗ **Enlarge Person, Mass**: *1 humanoid creature/level doubles in size.* You're unlikely to have more than 1-2 people that benefit from this in the party. But if you're leading a group of NPC fighters it's okay.

⊗ **Eyes of the Void**: *See 60 ft. in darkness, including magical darkness.* Did you forget your Heightened Continual Flame ioun stone at home? This will let you see through magical darkness.

⊗ **Fair is Foul**: *Curse someone with a disfiguring or painful mutation.* These tend to be minor penalties, and it's random which one they get.

⊗ **Fey Form I**: *Assume the form of a Small or Medium fey creature.* If the chosen fey has SLAs of spells you can cast, you can cast those spells without Verbal or Somatic components, and they can't be countered (but you're still spending your own spell slots). [Ijiraq](#) has Dimension Door, Sleet Storm, and Fly. Not as good as Beast Shape for combat. Can still cast while in this form.

Film of Filth: *Cause the target's flesh to exude a layer of putrescent slime with a horrible stench.* Sicken isn't enough at this level, and if you want Nauseated, Stinking Cloud was last level.

⊗ **Firefall**: *Causes fire to burst up, dealing 5d6 fire damage.* 60ft radius is massive, and the 120ft radius blindness is a fun bonus, even if you can't turn it into a cone like with Pyrotechnics. Though the only time this is likely to be useful is if you're facing an army.

Flaming Aura: *Gain the fire subtype or enhance an already existing subtype.* The fire subtype gives immunity to fire and vulnerability to cold. Elemental immunities aren't easy to get at this level. The damage isn't worth it, if you want to cast this multiple times, Shared Training it to your party to make them fire immune as well.

Frosty Aura: *Gain the cold subtype or enhance an already existing subtype.* As Flaming Aura right above this, but swap Fire and Cold.

⊗ **Hellmouth Lash^R:** *Transform your tongue into a whip made out of energy.* Another weapon creation spell, this time stopping you from casting while it's active.

Ignoble Form: (Drow) *Transform the target drow into a half-elf form.* We already have Ancestral Regression a level lower.

Imbue with Flight^Y: *Grant creatures the ability to fly at your command.* Greater Floating Disk, or create flying carpet. Hours/level, and if your party size is 4 or less, it can carry the entire party. Make sure to prepare Feather Fall just in case.

⊗ **Innocuous Shape:** *Creatures actions are seen as innocent.* If you want to scout around as a common housecat, this is better than Beast Shape.

⊗ **Irregular Size:** *Creature's limb shrivels.* Melee touch + Fort save. The main use for this would be against 2-handed fighters, who would suddenly be unable to wield their greatsword. But those tend to have pretty good fort saves.

⊗ **Liquefy:** *Transmute an object into a liquid version of itself.* Fort save or lose an item for a few rounds. Target a wizard's spell component pouch, a cleric's holy symbol, or a rogue's dagger.

Magic Siege Engine, Greater: *Siege engine gains +1 on targeting and damage rolls for every four caster levels.* If you're going for a [siege engine mage build](#), this is good. Otherwise, pass.

⊗ **Majestic Image:** *As enter image, but also gain bonuses on social skills while in the image.* The bonuses aren't worth a 4th level slot.

⊗ **Make Whole, Greater:** *As make whole, but repairs 1d6+1/level damage to a max of 10d6+10.* Keep this in your spellbook to repair destroyed magic items if needed. The spell's CL needs to at least equal the item's, so a scroll is probably not enough.

⊗ **Malfunction:** *Construct behaves oddly for 1 round/level.* Confusion is a great spell. Constructs tend to be annoying to deal with, so even a single-target version is good. Rating depends on how often you fight constructs.

⊗ **Miasmatic Form^{MR}:** *As gaseous form, except the form is dangerous to creatures who touch it.* Gaseous form is more of a hinderance at this level than a boon. As for the nauseating part, just cast Stinking Cloud.

⊗ **Mirror Transport**: *Mirror becomes a multiple-use dimension door. One-way. Maybe if you need to transport more people than you could with D-Door?*

⊗ **Mnemonic Enhancer**^F: *Prepare extra spells or retain one just cast.* Trading a 4th level spell for 3 spell levels is not worth it. But the cantrip option is good. Wizards only get 4 cantrip slots per day, this increases that to 10. Also a good Scroll spell, scribing a scroll of this costs 350 gp while a level 3 [Pearl of Power](#) costs 9000 gp (4500 if you craft it). That's 26 (13) scrolls of this before the pearl would be cheaper, and you can use multiple scrolls in a day. Only wizards can cast this, no Arcanists or Sorcs allowed.

⊗ **Monstrous Physique II**^Y: *Take the form and some of the powers of a Tiny or Large monstrous humanoid.* For the Melee Mages, you can now turn into a [Four Armed Gargoyle](#) for large size, 6 attacks, flight, and some numeric bonuses from the spell. [Deathsntacher](#) has 6 attacks, flight, scent, and pounce. Last level's Euryale is still a perfectly valid contender, and doesn't require going up a spell level. Can still cast while in this form, make use of that with Calcific Touch.

⊗ **Naga Shape I**^R: *Take the form of a Large naga.* The only naga worth turning into would be the Royal Naga with it's 5 bites, but the spell specifically excludes it.

⊗ **Obsidian Flow**: *Converts the surface of the ground into molten glass.* Entangle plus difficult terrain is a good combination, SR:No and some incidental damage make it even better.

⊗ **Rags to Riches**: *Enhance an object to function as if it were masterwork quality.* Not worth a fourth level slot.

⊗ **Reduce Person, Mass**: *As reduce person, but affects 1 humanoid creature/level.* Similar to Mass Enlarge Person, how many people in the party really need this?

Renovation^M: (Downtime Spell) *Rearrange and resize rooms in a building you constructed.* Even if using the downtime system, I'm having trouble finding any mechanical effect his would have.

⊗ **Resilient Reservoir**^R: *Store hit point damage as magical energy.* Out of combat, have your allies bonk you with a small [Mancatcher](#) CL times before this runs out to get +CL insight bonus on a skill check. Up to +20 on a check isn't bad.

⊗ **Revenant Armor**: *Grant a suit of armor limited animation when its wearer falls unconscious or is killed.* Alternatively, spend the slot making sure your allies don't die in the first place.

⊗ **Ride The Waves**: *Target can breathe water and swim.* Hours/level swim speed, plus Water Breathing. If you want to go diving, it's good.

⊗ **Rigor Mortis**: *Painfully swell a targets joints.* Not worth a fourth level slot.

☒ **Scorching Ash Form^{RY}**: *Change someone into a gaseous cloud of hot ash and smoke, dealing fire damage to those they move through.* Fire subtype can be good, but use Flaming Aura for that. Gaseous form is more of a hinderance at this level than a boon.

☒ **Shadowy Haven^R**: *Create a hidden room to conceal you on the edge of the Plane of Shadow.* Worse than Rope Trick.

☒ **Share Shape**: *As beast shape II, but you may only assume the form of an animal type identical to your companion or familiar.* Hours/level. Now this is the duration I want for scouting transformations. How useful it is depends entirely on what form you chose for your familiar. Can't cast spells while in this form.

☒ **Stone Shape^Y**: *Sculpts stone into any shape.* The amount of stone you can shape is too low, but creative players will get use out of this. While fine detail isn't possible, if you have time you can make rough approximations and then do the stonework needed to make it work.

☒ **Sword to Snake**: *Change an object into a venomous creature.* Great flavor, way too weak effect.

☒ **Symbol of Slowing^M**: *Triggered rune slows creatures.* Contingent AOE control spell. Probably not worth the 1000 gp, but with Blood Money it's amazing. If you have both a Symbol of Slowing and a Symbol of Laughter, they don't have a full round action to make the second save needed to stop laughing. Beyond that, see my notes on Symbol of Revelation.

☒ **Tail Current**: *Create a current in water to enhance or impede swimming.* As Tailwind, but for leading an army underwater.

☒ **Tailwind**: *Create a current of wind to enhance or impede flight.* You have better movement options, such as Communal Phantom Steed or Imbue With Flight, but if you're leading an army this will help speed their movement.

☒ **Telekinetic Maneuver**: *Perform a telekinetic combat maneuver.* You do get to make one each round, but the range is short and it needs Concentration.

☒ **Temporary Graft**: *Graft a body part onto yourself to gain one of several benefits.* None of these effects are worth a fourth level slot.

Thanatotic Fury: (Giant) *Stifle other creatures' abilities to cast divine spells by attacking them.* There are no player races with the Giant subtype. This is a GM spell.

☒ **Vermin Shape I^Y**: *Take the form and some of the powers of a Small or Medium vermin.* None of the forms here are as good as Beast Shape or Monstrous Physique.

☒ **Warp Metal**: *Warp wood, affecting metal objects.* Make gunslingers cry. Beyond that, this has lots of utility for a creative player.

⊗ **Wave Form:** *Briefly turn into a huge wave that knocks down everything in your path.*

Most mages don't want to be in melee. Even those who do have better ways of getting there than this.

5th-Level

Abjuration

⊗ **Banishing Blade**: *Enhanced weapon gets free bull rush attempts on attacks.* Low enough CMB that it won't push anything, and rounds/level.

⊗ **Break Enchantment**^Y: *Frees subjects from enchantments, transmutations, and curses.* Dispel for instantaneous effects and other effects Dispel Magic doesn't work on. Keep it in your spellbook, chances are you'll need this at some point.

⊗ **Calm Air**: *Reduce the strength of wind in an area.* Neat utility, but by this level it shouldn't need a CL check. Great in a pirate campaign, suddenly your target ship can no longer use their sails to move. And if they try to row out, you can move the cylinder right back on top of them as a standard action.

⊗ **Covetous Aura**^Y: *Sap the powers of beneficial spells cast near to you.* With proper timing, you can copy up to CL spell levels worth of personal-range buffs from your party, and they stay the full duration. Limited to third level spells, but there's plenty you can do with that. Alternatively, use Shared Training.

⊗ **Darkvault**: *Ward shadows so light cannot penetrate them.* Even for characters that like darkness, this targeting an area instead of being able to move with you makes it far too weak.

⊗ **Devil Snare**^M: *Create an invisible circle to trap outsiders.* The shutdown effect isn't good enough for a control spell, and the duration is too short to use it for out of combat. If you want to capture an outsider, Dimensional Anchor into Resilient Sphere is much better.

⊗ **Dismissal**: *Forces a creature to return to native plane.* Pseudo Save or Die for outsiders. Single target, SR:Yes, Will save, and not actually killing them means using a control spell will usually be better. For utility, there's last level's Homeward Bound.

⊗ **Draconic Suppression**: *Stop a dragon from using its breath weapon along with reducing its magical prowess.* Dragons tend to have good Fort saves, and this doesn't even shut them down. Use Reflex spells against dragons.

⊗ **Globe of Tranquil Water**: *Create a bubble to block out all natural and magical precipitation within an area.* Depending on your reading of this, it's either a situational utility spell, or Seamantle 3 levels early. If it just affects existing water, this spell is probably not worth it due to the minutes/level duration. If on the other hand it fills the bubble with water as the first sentence says, you're getting all the benefits of underwater combat, such as +8 AC against everything outside the bubble, ranged attacks taking penalties, and non-piercing attacks dealing reduced damage. If you can breathe water, whether naturally or casting Water Breathing / Ride The Waves, this is a great defensive buff for a Melee Mage. Be sure to check with your GM what their interpretation of this spell is before taking it.

⊗ **Guardian Monument, Greater:** *As lesser guardian monument, except with DR 4/magic.* If there's an impending goblin invasion, just take care of it with your party instead of rallying the town.

⊗ **Life Bubble:** *Protects creatures from sustained environmental effects.* Long duration, and you can share it with the entire party. If you don't have a cleric for Communal Delay Poison, this also protects the party from your own cloud spells.

⊗ **Mage's Private Sanctum:** *Prevents anyone from viewing or scrying an area for 24 hours.* Protect your base from scrying and spying. Once you get a timeless demiplane via Greater Create Demiplane, you can have this permanently protect it without extra cost.

⊗ **Nex's Secret Workshop^M:** *As nondetection, but any number of creatures or objects in the area.* You can Blood Money this to Nondetection your entire party, but for protecting locations you're better off with Mage's Private Sanctum.

⊗ **Peacebond, Greater:** *As peacebond, but on multiple weapons, even if they aren't sheathed.* Will save + Strength check. You have better shutdown spells by this level, or the one before it.

⊗ **Planar Aegis:** *Use planar energy to protect yourself and retaliate with one energy type.* This is effectively Improved Evasion against one energy type, including negative. Rounds/level makes it much worse.

⊗ **Siphon Magic:** *Transfer a magical effect from another creature to yourself.* Covetous Aura is better, but this does allow for transferring a level 4+ spell. Even if it requires a check.

⊗ **Soothe Construct:** *Reduce the berserk chance of a construct.* If you're going to make constructs, don't choose ones that can go berserk.

⊗ **Spell Absorption:** *Use a counterspelled spell's energy in order to regain the use of your own spells.* 1 round casting time, rounds/level duration, and limited to level 3 spells.

Spellsteal: *Create a discordant blast of energy to disrupt a target's hold on magic and transfer it to you.* Like Mnemonic Siphon, but without the actual use.

⊗ **Stoneskin, Communal^M:** *As stoneskin, but you may divide the duration among creatures touched.* 250 gp/person. If you have Blood Money giving your entire team DR/Adamantine is great, but if you don't that cost hurts.

⊗ **Unbreakable Construct^M:** *Increase construct hardness or DR.* Rounds/level with a far too weak effect, and an expensive component to top it off.

⊗ **Wreath of Blades^F:** *Four mithral daggers speed around you, attacking nearby creatures and protecting your spellcasting from attacks of opportunity.* Mediocre damage aura, and you can get the not provoking part from Illusion of Calm, 4 levels lower and 10 times as long. You might be able to do something interesting if you enchant them with spell storing, but

that'll get expensive. 38k gp is too much to spend on this, and rounds/level weighs even that use down.

Conjuration

⊗ **Acidic Spray^M**: *1d6/level acid damage plus 1 round of acid.* The damage is okay, but by this point blasters should mostly be using lower level metamagic'd spells. And it's a line.

Arid Refuge: *Creates a safe house for air-breathing creatures underwater.* You get Teleport at this level. If you need shelter, poof over to somewhere safe instead of casting this.

⊗ **Army Across Time**: *As ally across time, but more cubes and more duplicates.* Anyone can get a Hex without losing casting progression by taking a level in [Stargazer](#). Take the [Coven](#) hex, and have the time copies boost your CL. Can get to Pink levels if you invest in it. A [Ring of Tactical Precision](#) increases it to 2 per copy. Taking [Adopted](#) for [Helpful](#) increases that from 2 to 4. Once you get a timeless demiplane via Greater Create Demiplane, keep a maxed out AAT active so you don't need to start from your base CL each time. You can have at most 933 time clones in a 30ft radius sphere with you flying at the center, if you would exceed that taking the Extra Hex feat for [Scar](#) increases that range to 1 mile and a maximum of about 4.932.650.000 time clones. You do need line of sight to create the clones, see Simulacrum if you want to go above that. Calculating exactly what CL you get from this can be difficult, so I [wrote a script](#) where you can input your starting CL, how many times you're casting AAT, and the CL each copy's Aid Another is giving you to get the final CL you're casting at.

⊗ **Callback, Greater**: *Teleport a familiar or spirit animal to your side from miles away when it is injured.* By this point you should have better scouting options than sending your familiar, and the increased range doesn't help with the other uses.

⊗ **Cloudkill^Y**: *Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.* 1d4 con damage per turn, Fort half. In most cases lower level control spells will be better, but this is a good way to kill anything you trap inside a Create Pit or similar spell. Good GM spell.

⊗ **Cold Iron Fetters**: *Reduce the targets move speeds, increased effect with creatures vulnerable to cold iron.* Cast Slow or Dimensional Anchor instead, depending on which of these effects you care about. Or cast Shackle if you want actual manacles.

⊗ **Companion Transportation**: *Swap places with your animal companion, familiar, or spirit animal via teleportation.* Cast Dimension Door instead.

⊗ **Corrosive Consumption**: *Acidic patch damages an opponent.* Melee touch, no save. This takes multiple turns and can be easily removed.

⊗ **Damnation Stride^{RY}**: *As dimension door, except you leave behind a burst of flame.* The minor damage is not worth a level increase. Flavorful though.

⊗ **Duplicate Familiar**: *Create a duplicate of your familiar.* All those awesome ways to use a familiar I keep mentioning? You can now use two of them at once, with a good duration. Or even multiple, there's no limit to the number of duplicates beyond your spell slots.

⊗ **Flash Forward**: *Charge, then teleport back to starting position.* This does let you charge as a standard action, but Melee Mages generally want to stay in melee once they get there.

⊗ **Geyser**: *Creates a geyser of boiling water.* Fun, but not very useful at this level. Damage is too low, and it's too high level as a utility spell.

⊗ **Grease, Greater**: *As grease, but with a greater area and/or targets.* Neat, but about 2 spell levels too late.

⊗ **Greater Reversion**: *As minor reversion, but healing $3d8+1/\text{level}$.* Cast Greater False Life instead.

⊗ **Hostile Juxtaposition**: *You create a dimensional link with a targeted creature, and switch spots with it.* Single target and will negates bring it down, but being able to nope out of an attack is neat. You could also link with your fighter, but rounds/level and them probably already in melee make that not as good of an idea.

⊗ **Hungry Pit^F**: *As create pit, but dealing $4d6$ damage to those in it as it closes.* See last level's Acid Pit. Not destroying your loot might be worth the level increase, and this has an even higher Climb DC so anything that can't fly is definitely staying inside. $4 \times \text{CL}$ d6 is also decent damage, it is over time but if they can't get out that doesn't matter.

⊗ **Mage's Faithful Hound**: *Phantom dog can guard a location and attack intruders.* Cast Alarm instead. Or Summon Monster, those can actually move.

⊗ **Major Creation**: *As minor creation, plus minerals.* This can create anything except animal products. Perfect for creative players. Most of what I said for Minor Creation applies here as well, though this level also has Fabricate for similar utility.

⊗ **Pernicious Pranksters**: *Fey forces target enemies with random combat maneuvers.* Too random to be good.

⊗ **Planar Binding, Lesser**: *Traps extraplanar creature of 6 HD or less until it performs a task.* So this is exceedingly powerful, but... a lot of people, both players and GMs, just don't want to deal with this. Most games will have some sort of restriction on this, speak with your GM before taking this spell. If you go for it, make sure you have the proper Magic Circle spell and Dimensional Anchor. Eagle's Splendor, Visualization of the Mind, and Cleromancy will help with the Cha check if you're a wizard that dumped Cha. Sacrifice and Agonize are probably a bad idea, but if you're evil they might help as well. Threefold Sight can protect from getting a bad roll. Beyond that, look at the [guide](#) to planar binding.

⊗ **Release the Hounds**: *Summon a swarm of wolves.* It is a standard action summon, but it's worse than what you get with Summon Monster at this level, and doesn't get full swarm immunities.

⊗ **Roaming Pit^M**: *Create a mobile extradimensional pit.* If they make their first save, you can keep trying each round as a move action. Dump everything into the hole.

⊗ **Sealed Sending**: *Send a message scroll to any location you have previously been.* For an intrigue campaign, being undetectable by spells of level 4 or lower could be good. Otherwise, take Sending, it'll be useful more often.

⊗ **Secret Chest**: *Hides expensive chest on Ethereal Plane; you retrieve it at will.* 5000 gp focus cost. For hiding things. Except you still need to keep the replica on you, which defeats most of the purpose. Better if you get [Needles of Fleshgraving](#) to remove that weakness, but at that point you're spending 13000 gp to make this spell work. Alternatively, put the items in a bag of holding and turn them into a tattoo via the needles, that'll be cheaper and have a much bigger volume. You could use it to keep your backup spellbook safe, but Secluded Grimoire is a level 1 spell.

⊗ **Straitjacket**: *Restrain a creature's arms and grant it a second saving throw against certain magic.* If you want the grapple effect, cast Black Tentacles instead. For the extra save, Protection from Evil or Dispel Magic.

⊗ **Summon Ceustodaemon**: *Summon a ceustodaemon.* You're getting 3x CL8 Dispel Magic for one 5th level slot. That would be okay for out of combat dispelling, except Summon Monster has the Babau with at-will CL7 Dispel Magic. The Fly spells won't be relevant, since anything it cast ends when the summon runs out.

Summon Genie^F: *As lesser summon genie, except summon one djinni or 1d3 jann.* None of the Djinni's SLAs are useful, since they end when the summon spell runs out and summons can't use teleportation abilities.

⊗ **Summon Infernal Host**: *Summon host devils.* No useful SLAs, and for combat cast Summon Monster.

Summon Lesser Demon: *As summon monster, except to summon a brimorak, incubus, thoxel demon, 1d3 schir demons, or 1d4+1 vermlek demons.* Lots of options, none of which have useful SLAs.

⊗ **Summon Lesser Psychopomp**: *Summon 1d3 esobok psychopomps or 1d4+1 nosoi psychopomps.* Yet again, no useful SLAs. Can't even use the Nosoi's Speak With Dead due to the casting time.

⊗ **Summon Monster 5**: *Summons extraplanar creature to fight for you.* At this level we get the Dire Lion for the usual pounce-cat routine, Ankylosaurus for 15ft reach with Daze on hit (Fort save, but good DC), Babau as a sneak attacking flanker that also has CL7 Dispel Magic at-will making it a good out of combat summon, and the Large Earth Elemental gets Greater Bull Rush so anything it bull rushes provokes AoOs from your fighter.

⊗ **Surface Excursion**: *Temporarily teleport yourself and others to the surface.* Regular teleport is this level. Even if you're playing a Darklands campaign and none of you have ever

been to the surface, a single cast of this or any other way to view the surface will unlock it as a teleport destination.

⊗ **Teleport**: *Instantly transports you as far as 100 miles per level.* The quintessential wizard travel spell. Phantom Steed and Overland Flight are still useful for all-day mobility, but you aren't using them to travel. Unlock new travel locations via divination spells. Look up the mayor of a small town on the other side of the continent and view their location via Scrying or Irriseni Mirror Sight, or fly up high and cast Arcane Eye several hundred miles in your target direction.

⊗ **Unseen Crew**: *Create a number of invisible crew members to work on a ship.* Skeleton Crew was last level and creates 4 times as many crew members. But if you need to crew a ship and don't want to use undead, or hire NPCs, it's there.

⊗ **Walk the Plank**: *As create pit, but filled with water and contains sharks.* The effect is worse than the other pit spells at this level, but it's 20x20ft instead of the normal 10x10ft. With the reflex save or fall in from standing on the edge, that gives this a 30x30ft control area.

⊗ **Wall of Clockwork**: *Create a wall made up of spinning cogs and gears.* It's sturdy, but it's not a true wall since it doesn't block line of effect or creatures passing through.

⊗ **Wall of Stone^Y**: *Creates a stone wall that can be shaped.* Now this is a wall. Hard battlefield control with no save. Blocks line of sight, line of effect, and creatures. Just make sure your fighter has a pickaxe for after the battle if the enemies didn't break through. Also has great out of combat utility, instantaneous creation spell means the stone permanently stays as a non-magical object. This also means that only the origin point of the spell requires magic, similar to Acid Splash, you can have this grow into an Antimagic Field as long as the anchor points are outside it. If you want to build a bridge over a river or the foundation for a castle, this will work nicely.

⊗ **Whip of Centipedes**: *Create a whip made of poisonous centipedes.* Barely better than Whip of Spiders, 3 levels ago.

Divination

⊗ **Awaken the Devoured**: *Deal 1d8/level nonlethal damage to a daemon and make it confused.* If you're mostly fighting Daemons, this is a decent upgrade to Confusion. Otherwise, pass.

⊗ **Commune with Texts^M**: *Quickly search though a collection of texts to find the right information.* If you need to research something, combine this with Skim and Kreighton's Perusal. Libraries won't stand a chance. 250 gp component, so Blood Money it if you can.

⊗ **Contact Other Plane**: *Lets you ask question of extraplanar entity.* You want your divinations to be accurate, not intentionally lie to you.

⊗ **Dungeonsight^F**: *Receive a clear and memorable view of the layout of the nearby area.* It's okay for scouting out a dungeon, but you're usually better off with Insect Spies, Spectral Scout, or Shadow Projection.

⊗ **Foretell Failure**: *Learn if an action you are about to take would be too difficult; choose an alternate path if it is.* All this does is tell you whether you have at least a 50% chance. Slightly better out of combat where you can use Take 10, but even then, you could just buff the check more with lower level spells.

⊗ **Glimpse of Truth^M**: *Gain true seeing for 1 round.* Lasts until the start of your next turn. One round is often all you need, and this has 1/5th the component cost of next level's True Seeing if you don't have Blood Money.

⊗ **Locate Gate**: *Find a nearby magical portal.* Plot spell. This won't be useful to most players, especially since the range will usually be too short. Locate Portal was 3 levels ago.

⊗ **Mask from Divination^M**: *Protect a creature from divination effects.* Nondetection already covers non-targeting spells, as it specifically lists Detect spells as an example of what it blocks. The other parts are irrelevant for a player, making this a GM spell for "man in the iron mask" style plots.

⊗ **Mind Probe**: *Learn answers from a subject's memories.* This seems like something to use while the target is sleeping, otherwise you're better off using Detect Thoughts due to the casting time and duration.

⊗ **Prying Eyes**: *1d4 + 1/level floating eyes scout for you.* Good at scouting out a dungeon, though not much better than a Spectral Scout, or a familiar with Shadow Projection and Message cast on it. The ability to observe for hours and replay it in rounds may well be useful in other ways as well.

⊗ **Symbol of Scrying^M**: *Triggered rune activates scrying sensor.* Alarm, except it lasts until triggered. Not worth 1000 gp, but if you have Blood Money you may as well make a bunch of them in downtime and give them to your minions to use as free scrolls of Sending if they need to contact you.

⊗ **Telepathic Bond**: *Link lets allies communicate.* Being able to talk out of character, in-character, is fun. And unlike with Message, there's no chance they'll overhear the discussion about how best to murder them happening right in front of their eyes.

⊗ **Thoughtsense**: *Automatically detect nearby conscious creatures.* See Invisibility or Echolocation will usually be better (and last 10x as long), but this does beat all stealth. Including creatures hiding inside the ground or using the Dampen Presence feat. It reveals their square, but you still have a 50% miss chance.

⊗ **Trace Teleport**: *Determine where and when teleportation occurred, and glimpse the origin or destination.* You explicitly don't get enough information to teleport after them. If not for that, this would be good.

⊗ **Truespeak^R**: *Communicate with any creature with a mind.* Tongues + Speak with Animals. You don't get to speak with plants, vermin, or mindless undead.

Enchantment

⊗ **Apathy**: *Cause a creature to lose interest in its passions.* Maybe for an intrigue campaign, this does have a good range.

3.5 **Apparent Master**: *Take control over a construct, forcing it to regard you as its master.* Take one of the BBEG's minions and make it your own. Unfortunately, it's SR:Yes, and the best constructs are magic immune.

⊗ **Befuddled Combatant**: *Curse a creature to weaken the DCs of its abilities and deal minimum damage with its attacks.* Single target, Will save, and it's not even a hard shutdown.

⊗ **Charm Person, Mass**: *As charm person, but affects multiple creatures within 30 ft.* Charm a crowd, except their combined HD can't exceed 2x CL.

⊗ **Compel Tongue, Mass**: *As compel tongue, except it affects multiple creatures.* This was barely usable as a level 2 spell, making it mass doesn't help.

⊗ **Compelling Rant**: *People believe your ridiculous speech as long as you keep talking.* GM spell. No interrupting the BBEG's monologue.

Constricting Coils^R: (Ydersius) *Paralyze a target with constricting snake coils.* If you meet the religion requirement, this is a slightly better Hold Monster.

⊗ **Contagious Suggestion**: *Cast a suggestion that gets passed on to secondary targets.* Get an entire village to follow your suggestion. The limit of CL total HD makes this spell a lot worse.

⊗ **Curse of Disgust**: *Target is sickened while viewing trigger.* Sickened is not good enough at this level, especially with only a single target.

⊗ **Dahak's Release**: *You unleash all the target's anger and destructive urges, causing it to fly into a violent bloodlust.* Flavorful, but you're better off with Confusion or Moonstruck.

⊗ **Die for Your Master**: *A stronger version of bleed for your master, this forces the animal servant to intercept any attack that targets you, even if it does not require an attack roll.* Intercept the attack with an Emergency Force Sphere instead.

⊗ **Dominate Person^Y**: *Controls humanoid telepathically.* This is what you're trying to do if you focus on Enchantment spells. It's a single-target mind-affecting will save or lose, but it also comes with a days/level minion. How good this is depends entirely on how your GM interprets the new save for doing things against its nature.

⊗ **Feeblemind**: *Subject's Int and Cha drop to 1. Single target Will save or lose. Most targets that you want to use this on have good will saves, but the -4 if they're an arcane caster bumps it up to being decent.*

⊗ **Grand Destiny**: *Grant target a +4 competence bonus on any attack, caster level check, saving throw, or skill check (can be used multiple times at higher levels). +4 on critical SR checks can be good, as can adding yet another bonus type to your skills out of combat. But 5th level is a bit high for this.*

⊗ **Hold Monster**: *As hold person, but any creature.* Like with Hold Person, use it on a creature next to your fighter so they can Coup De Grace on their turn.

⊗ **Mind Fog**: *Subjects in fog get -10 to Wis and Will checks. -10 is a big penalty, but if you can get them to fail the Will save on this you could just use an AOE control spell to shut them down.*

⊗ **Passing Fancy, Mass**: *Control the topic of conversation among a group of people.* Intrigue campaign spell. Now you can get even more interesting information out of people.

⊗ **Pessimism**: *Force a creature to see the negative side of things.* As interesting as shutting down morale bonuses is, if you can get them to fail a will save you can shut them down entirely.

⊗ **Seek Shelter**: *Weak creatures are compelled to seek shelter.* Alternatively, have the party face yell "Get to safety!" and roll diplomacy.

⊗ **Sequester Thoughts^M**: *Erase a creature's memory about a single topic.* Maybe for an intrigue campaign? Beyond that, GM spell. The gem being a material component but there being a gem afterwards has weird implications similar to Serren's Swift Girding. That also creates a potential infinite money exploit with Blood Money by creating gems, but if you want to do that you have much better ways.

⊗ **Sleepwalking Suggestion^M**: *Cause a creature to perform a suggested action while sleeping.* Can cause lots of chaos in an intrigue campaign, especially since it doesn't need a save if they're already sleeping. Otherwise, just coup de grace them.

⊗ **Smug Narcissism**: *Target is distracted by its sense of self.* Funny, but unlikely to be useful even in an intrigue campaign.

⊗ **Symbol of Sleep^M**: *Triggered rune puts nearby creatures into catatonic slumber.* Only if they're 10 HD or less. Not worth the 1000 gp. Still, if you have Blood Money, slap it on your page of symbols. See my notes on Symbol of Revelation for that. If you don't have BM, this is still a good Shadow Enchantment spell next level.

⊗ **Touch of Slumber**: *Touched nonhostile creature falls asleep.* Sleep effects are powerful, but Will save + melee touch + non-hostile only makes this difficult to use.

⊗ **Untold Wonder**: *Treat penalties from emotion effects as bonuses instead.* Super immunity to Emotion effects, 10 minute/level duration, and +1 to all morale bonuses. If you have a skald or barbarian in the party this can remove the penalties of rage. A psychic casting Ego Whip 5 would be +5 Int/Wis/Cha. An HH Pact Wizard with the Legalistic curse turns their 1/day +4 to any roll to +5 to any roll, including things like Enervation's negative levels, number of Summon Monster critters, or even rolled hit points. Combine it with Moment of Greatness doubling morale bonuses, you choose in what order bonuses are applied. How good this is depends entirely on how many ways you have of using it.

Evocation

⊗ **Augmenting Wall**: *Create a wall of faintly shimmering elemental energy; this can be configured to allow ranged weapons to pass through it in one direction.* This could light up the arrows of an army. But if you're doing that, Flame Arrow is a third level spell, and with how short this lasts (especially if only adding fire one way), you probably won't get much more than 50 arrows out of this.

⊗ **Burn Corruption^R**: *Scour the life in an area, especially Abyssal life.* Just cast Fireball.

⊗ **Burst of Force**: *Emit a blast of force to damage and knock creatures prone.* Centered on yourself is generally a terrible idea.

⊗ **Cone of Cold^Y**: *1d6/level cold damage.* 60ft cone isn't bad, but Intensified Fireball is a level lower for the same damage, and can get both metamagic reducing traits, so Blasters should focus on that.

Contact Entity III: *Ask very powerful eldritch entities to find and converse with you, or they may reply telepathically.* See the first Contact Entity.

⊗ **Fire Snake^Y**: *Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level.* Surgical, but generally just worse than Cone of Cold.

⊗ **Icy Prison**: *Thick ice holds and damages the target.* Reflex Save or Lose, that kills if they don't have cold resistance and nobody breaks them out. The DC of the strength check is high enough that most enemies won't be able to do it, and nat 20 isn't an auto-success on ability checks. Entangle on a save is a nice consolation prize. Downsides: It is single target, you can't attack them while they're stuck in the ice, and if they have purely mental actions (such as SLA Plane Shift) they can still use those.

⊗ **Interposing Hand**: *Hand provides cover against 1 opponent.* No save, but Cover isn't enough at this level.

⊗ **Lightning Arc^Y**: *Targets in a line take 1d6 electricity/level.* Forming a line between two opponents is interesting, but blasters should be using metamagic'd Fireballs at this level.

⊗ **Pain Strike, Mass:** *As pain strike, but affects multiple creatures.* Mass sicken and slow damage over time. Not worth it.

⊗ **Runic Overload:** *Charge magical runes to an explosive degree.* This does nowhere near enough for such a specific targeting restriction.

⊗ **Sending^Y:** *Delivers short message anywhere, instantly.* The standard by which other magical communication is measured. Unlimited distance communication with no strings attached and a reply being allowed are great. The 10 minute casting time makes it not usable for urgent messages, and the 25 word limit can be annoying though shouldn't be a major issue. The only real problem with this is its level, a lot of games end around this time and using your highest level slots for Sending doesn't feel great. If you don't take this, you could also use Teleport to talk to them in person (provided you know their location), cast Irriseni Mirror Sight if you can both read lips, or make use of the Scrying + Message combo.

⊗ **Shroud of Darkness:** *Affected creatures have their vision impaired.* You've been able to mass blind enemies since 2nd level spells.

⊗ **Sonic Thrust:** *Sound moves targets away from you.* Telekinesis is the same level and can do the exact same thing, but also has other modes.

⊗ **Wall of Ectoplasm:** *Wall of spirits blocks movement on Material Plane and Ethereal Plane and causes fear.* Wall of Force also extends into the ethereal due to being a force effect, and isn't so easy to break.

⊗ **Wall of Force^Y:** *Wall is immune to damage.* Hard battlefield control with no save. Split the battlefield in half. You'll usually want to take either this or Wall of Stone. WoS has the upsides of being shapeable, higher range, and plenty of out of combat utility. WoF has the upsides of having a higher area, being near impossible to break, affecting incorporeal and ethereal enemies (though they can probably just go through the walls/floor), not needing existing stone, and going away once you're done with the enemies on your side.

Wall of Light: *Create a wall of blinding light.* By this level, you want your walls to actually block creatures.

⊗ **Wall of Sound:** *Sonic wall deflects and damages creatures.* Much worse than Wall of Stone/Force.

Illusion

⊗ **Appearance of Life, Greater:** *As appearance of life, but deceiving all of the senses.* Necromancers, got a super powerful undead guard under your control and want to take it with you into town without being attacked? Here you go. Though the non-greater version will be enough most of the time. Better as a GM spell.

Charnel House: *Create an area of semi-real gore.* Grease + Sicken is not worth a 5th level slot. Flavorful as a GM spell.

☒ **Cloak of Shadows**: *Shadows protect you from bright light and grants defensive abilities.* These benefits aren't enough for a defensive 5th level spell.

Create Mindscape: *Form an immersive mindscape.* This involves a ton of rules that aren't in the spell. It's effectively a No Save just Suck that also takes you out. They do get a save, but it's only to realize they're in an illusion, not to exit or resist it. And you can make it take at least a few rounds to get to the exit. The rules for psychic duels let you play a [game of pokemon](#) against the target, but unless you need to do it to stop them from fulfilling the escape clause it's better to just stay hidden. As an [immersive](#) mindscape, they aren't helpless, but they are denied their dex, can't take actions, and taking damage does not wake them. It also has a surprising amount of utility, you can decide the mindscape's shape/size/gravity [traits](#) similar to those of a demiplane. Read [this post](#) for details on using this. Make sure to talk with your GM before taking this spell, chances are they have no idea about these rules and table top RPGs are about collaborative storytelling so it's better not to spring this sort of surprise on them.

☒ **Deceitful Veneer**: *Make someone seem like an obvious liar.* Could be interesting in an intrigue campaign, but needing to be in close range makes it hard to frame someone, while not being in close range makes it trivial to prove something's wrong.

☒ **Deceptive Redundancy**: *Protect your magic from attempts to dispel it.* Only useful if they target a specific spell, otherwise dispel traps like Sow Thought will be more effective.

☒ **Dream**^Y: *Sends message to anyone sleeping.* It's okay if you need to send a long message to someone and don't know where they are. Otherwise, see Sending.

☒ **False Future**^M: *Cause divinations of the future to reveal the result you choose.* 100 gp cost. Unless you're specifically fighting a cabal of diviners, this is a GM spell. At least it (probably) counters True Strike?

☒ **False Vision**^M: *Fools scrying with an illusion.* 250 gp cost. GM spell for the BBEG to disguise his lair against Scry and Die tactics.

☒ **Illusory Hoard**: *Force the target to believe nothing in its hoard is missing or disturbed.* That material component has similar implications to Appearance of Life. Pool your party's wealth together to form a hoard as defined by this spell, add an artifact, take the artifact from the hoard, and use it as this spell's material component to annihilate the artifact without any of the risks of using Disjunction. This usage gets the Pink rating. The intended effect isn't worth a 5th level slot.

☒ **Impossible Angles**: *Distort geometry inside.* Use a Wall spell instead.

☒ **Major Phantom Object**^R: *As major creation except the object created is a semi-real illusion.* This is far worse than just casting Major Creation.

☒ **Mirage Arcana**: *As hallucinatory terrain, plus structures.* Creative players might find a use for this. It has tactile elements, unlike Persistent Image, and the duration is good. Here's [some ideas](#).

⊗ **Nightmare^Y**: *Sends vision dealing 1d10 damage, fatigue.* This is countered by Keep Watch, a level 1 spell.

⊗ **Oneiric Horror, Greater**: *As oneiric horror, plus Str damage.* This is barely an upgrade over the 3rd level version. It's even a partial downgrade, since they get to make a save to resist the fatigue.

⊗ **Persistent Image**: *As major image, but no concentration required.* You can finally create whatever illusions you want without concentration, and it lasts for minutes. Good for creative players. Beyond that, see my notes on Silent Image.

⊗ **Phantasmal Web**: *Catches subjects in illusory web.* Mass Grapple with a Will save, plus a Fort save vs Nauseated each round. To get out of the grapple, they first have to succeed the fort, then spend their standard on a CMB/Escape Artist check to get out of the grapple, then make another CMB/EA check if they move or go right back to being grappled. Even if they start their turn free, they still get to roll fort plus CMB/EA if they try to move. And as a bonus, they're in constant difficult terrain and everything has concealment (20% miss chance) from them. The "as if in a web" line is somewhat vague, but as the Saving Throw line does not list reflex, they shouldn't get one. This is a good Mass Save or Suck spell.

Scintillating Wall: *Create a wall that fascinates creatures that attempt to move through it.* Fascinate sucks unless you combine it with line of sight blocking, like Euphoric Cloud. You have much better walls at this level.

⊗ **Scripted Hallucination**: *As complex hallucination, but without concentration.* Make them believe whatever you want. It's fine, but out of combat the concentration doesn't matter and in combat you've got better mass will save spells, like Phantasmal Web.

⊗ **Seeming**: *Changes appearance of one person per two levels.* Mass Disguise Self. Still needs ranks in Disguise because it only gives +10. But this is good for Necromancers to disguise multiple undead.

⊗ **Shadow Evocation**: *Mimics evocation of lower than 5th level, but only 20% real.* You can now cast Contingent Action as a standard action. Keep in mind willing targets can choose to fail the save, and be 100% affected. Very good for Sorcerers that get access to a ton of spells with one spell known, and shadow casters who will want to read [this guide](#).

⊗ **Symbol of Striking^M**: *As symbol of death, but fills a 5-foot square.* It makes AoOs. The required size on this means you can't add it to your page of symbols (see Symbol of Revelation). Not worth the 300 gp, but if you have Blood Money you may as well set up a bunch of defenses in your base with this since it's permanent.

⊗ **Village Veil^R**: *Make an area seem worthless to others.* More of a house veil with that area and limited duration. GM spell.

Necromancy

⊗ **Absorb Toxicity**: *You become immune to diseases and toxins, absorb one, and then spread it to others.* 10 minutes/level is a bit short for this, but immunity to disease/poison is decent if you know you'll be facing those. You're much worse than the cleric at dealing with both of these however.

⊗ **Astral Projection, Lesser^M**: *Limited astral travel.* Astral Projection is amazing, but preventing you from leaving the Astral stops most of the uses. The forming of a new body is part of leaving the Astral, so can't cheese it with Plane Shift either. If you need to visit the Astral, this will work as a contingent resurrection in case you die there, so that's something at least. 1000 gp cost, Blood Money it if you can.

⊗ **Black Spot**: *Inflict a specific and feared pirate curse onto your target.* Melee touch + will save, and meh effect. GM spell.

⊗ **Blight**: *Withers one plant or deals 1d6/level damage to plant creature.* Maybe if the plot involves a colossal or bigger tree. But even then, if it's important it'll probably have protections.

⊗ **Blood Boil**: *Boil the blood of your enemies, dealing constitution damage and causing fatigue.* Single target mediocre damage over time spell.

Blood Tentacles: *Create writhing tentacles from your chest.* Cast this out of combat along with Communal Mount to get temp HP equal to your max HP for an hour.

⊗ **Conditional Curse**: *Bestow a curse that is difficult to remove without fulfilling the condition.* Plot/GM spell.

⊗ **Daywalker**: *Reshape an undead creature to appear living.* Necromancers, use Appearance of Life instead.

⊗ **Decollate**: *Target can safely remove its head.* Become a fake Dullahan. GM spell.

⊗ **Empathy Conduit**: *Create a conduit between master and familiar, allowing you to affect one while targeting the other.* To affect either of them, that one has to fail a will save. In which case you could have already shut them down.

⊗ **Feast on Fear**: *Targets are panicked, and you gain temporary hit points.* HD limit, and you have better ways to get single targets out of combat for a few rounds.

⊗ **Flesh Puppet Horde^M**: *Control multiple zombies in human guise.* You undead minions dying because someone brought scissors isn't fixed by adding more of them.

⊗ **Khain's Army**: *Create a small squad of ghouls led by a ghast, charged with necromantic energy.* These are far too weak even for a standard action summon. You also get to make a save against nausea from their Stench aura as they appear next to you. Amazing as a GM spell however, if the party encounters the BBEG early on just have them drop this and leave to more important business.

⊗ **Magic Jar^F**: *Enables possession of another creature.* More complicated than Possession, and much stronger. You can possess multiple creatures. No line of sight or line of effect needed, possess an enemy through a wall, have them attack their allies until they die, repeat. [Esoterum](#) can force enemies to fail their save, and does not have a save to resist it (only the addiction). Taking over a high Str body for Blood Money shenanigans works as well, but Marionette Possession was 2 levels ago. This spell can be gotten early as an SLA by being Human, taking [Planar Heritage](#) ([Nabasu](#) or [Treerazer](#)) and [Demonic Possession](#), though you need to start at middle age or higher to have the 21 Cha at level 1. This also lets you take [Improved Possession](#) to use all the abilities of creatures you possess instead of the limited set Magic Jar normally gives you. If you take Demonic Possession twice, you can permanently take over a creature by using it on yourself to refresh the duration.

⊗ **Object Possession**: *As lesser object possession, but with a larger object.* Animated objects are fun. But this is just much worse than Possess Object at the same level.

⊗ **Plague Carrier**: *Target's attacks carry filth fever.* Diseases are bad.

⊗ **Possess Object^F**: *Possess and animate one object.* Magic Jar is better, but being able to repeatedly possess objects without line of sight and line of effect is still great. Unattended objects don't get saves. Colossal Animated Objects are CR 11, so this is actually competitive for being a melee from a safe distance. There's even a [guide to becoming a mech pilot](#) with this spell.

⊗ **Possession**: *Project your soul into a creature's body.* Aww, they removed all the fun jank from Magic Jar. Still a decent spell, and it does have the upside that you don't die if the possessed body is out of range when it dies or the spell ends.

⊗ **Possession Trap^F**: *Place a protective ward to ensnare creatures that attempt to possess you.* It has a good duration, but Protection from Evil is a 1st level spell.

⊗ **Red Hand of the Killer**: *Stain the hand of a creature's killer red.* In an intrigue campaign, this could be useful for solving a murder mystery.

⊗ **Repair Undead, Mass**: *Heals undead of 1d8 hp + 1/level; affects 1 undead/level.* Buy more wands of Infernal Healing.

⊗ **Soulswitch^F**: *Swap your soul with your familiar's.* If you have an improved familiar with regen, or a Figment familiar, this lets you go places with far less danger. Though a figment familiar probably doesn't have the limbs to cast spells.

Steal Power: (Mythic) *Sap mythic power from another creature.* Mythic power is good. Slurp it up from your Simulacra if they aren't able to cast Restore Mythic Power.

⊗ **Suffocation**: Target quickly suffocates to death. Save or Lose/Die. If you're facing something with a low Fort and your GM said no to Aboleth's Lung, use this on them. Single target, but it does have a 1 round stagger as a consolation prize if they save.

⊗ **Summoner Conduit**: *The target takes damage whenever its summoned creature does.* Unlike Empathy Conduit, this only needs to target the summon. If you know the BBEG likes dropping summons then teleporting away, this will let you get at them. While it does have to be spell damage, it doesn't need to be hit point damage. Calcific Touch and Wracking Ray that summon until the BBEG is a statue.

⊗ **Symbol of Pain^M**: *Triggered rune wracks nearby creatures with pain.* Not worth the 1000 gp, and the penalty is low for a 5th level spell. But if you have Blood Money, slap it on your page of symbols. See my notes on Symbol of Revelation for that.

⊗ **Torpid Reanimation^M**: *Animate dead when a specific trigger condition occurs.* Not worth the level increase over Animate Dead. Great GM spell.

⊗ **Vampiric Shadow Shield**: *As fire shield, except attackers take negative energy damage and attacks heal you.* Minor reflect damage is not a deterrent.

⊗ **Waves of Fatigue**: *Several targets become fatigued.* No save, but Fatigue is too weak as a debuff at this level. Keep a scroll handy in case you're up against a tribe of Barbarians.

Wracking Ray: *Fire a ray to deal Dexterity and Strength damage.* Fort half doesn't matter as much when you're doing this much ability damage. Not being able to reduce a score below 1 keeps it from being a dragon killer like D&D 3.5's Shivering Touch. But while this spell can't reduce a score below 1, other spells can. Follow it up with a Calcific Touch or later on a Polar Ray, especially if you have a Quicken Rod.

Transmutation

⊗ **Alter River**: *Alter the flow of water in a natural freshwater channel.* Flood a castle/town, or save them from a flood. Dungeon full of monsters near a river? Now it's full of water and corpses, time for a dive. Blood Money + Permanency it. I might be overrating this, but playing god with our surroundings is awesome.

⊗ **Angelic Aspect**: *As angelic aspect, lesser with improved angelic qualities.* Lots of lower level buffs in one. Though you'll usually be better off casting Resist Energy, Clay Skin/Stoneskin, and Fly/Overland Flight.

⊗ **Animal Growth**: *One animal doubles in size.* Great buff, if you have an animal companion in the party. Even if not, buffing your summons isn't bad either.

⊗ **Baleful Polymorph^Y**: *Transforms subject into harmless animal.* Iconic, but we have better Save or Lose spells at this level.

⊗ **Beast Shape III^Y**: *You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.* At this level, Melee Mages upgrade last level's Giant Octopus form with Constrict and Poison for their bite (DC = Spell DC), and unlock the Huge [Allosaurus](#) with

15ft reach, Scent, Grab, and Pounce + Rake for 5 attacks on a charge (3 for normal full attacks). Can't cast spells in this form.

Blightburn Weapon: *Transform a weapon into pure blightburn.* Not enough damage to be worth a 5th level slot in combat.

⊗ **Carve Passage^{FR}:** *Excavate and move snow, earth, dust, and loose/packed rocks or ice chunks.* I love how this talks about using it to dig yourself out, while having Somatic and Focus components, making casting it while burrowed impossible. Use Dimension Door for that instead. This is massively overcosted as a 5th level spell. Despite that, there's no other spell that creates a permanent passage like this. You can get a Burrow speed as a 3rd level spell, but that doesn't leave behind a tunnel.

⊗ **Caustic Blood:** *Imbue your blood with corrosive acid, damaging those who wound you.* This is actually an okay amount of reflect damage, but rounds/level limits it. Maybe Shared Training it to your fighter?

⊗ **Condensed Ether:** *Creates a planar conjunction that slows movement, penalizes AC and Reflex saves, and imposes a miss chance on ranged attacks.* No save, but you have much better area control spells. Such as Wall of Stone/Force.

⊗ **Dissolution^M:** *Cause a tiny item to vanish from existence.* This spell clearly didn't go through proofreading. It suddenly brings up oil, and 1d0 damage? Luckily, it's terrible for anything more than trolling NPCs by making their keys disappear, so we don't need to think about that too hard.

⊗ **Echolocation:** *Sonic sense gives you blindsight 40 ft.* Prevent stealth. Decent duration, but in most cases See Invisibility is enough. For darkness there's Heighten Continual Flame, and for fog there's Ashen Path. You don't see things inside the ground, but you can just fly.

⊗ **Elemental Body II^Y:** *Turns you into a Medium elemental.* This spell chain is mainly useful for mobility, and you don't get any significant upgrade here.

Energy Siege Shot: *A Large siege engine deals energy damage that you designate with other effects depending on the type of energy you choose.* For a [siege engine mage](#), your attacks are now AOE's.

⊗ **Fabricate:** *Transforms raw materials into finished items.* You can now create non-magic items. Provided you have the raw materials, and can make a skill check which is easy to buff until you can take 10. The main downside is that you probably already have all the items you want, and they're decently enchanted. Still could be good for making your fighter that Adamantine Full Plate they've been asking for. Maybe using an adamantine door as material should you encounter one that isn't also enchanted. The material component continuing to exist after casting has weird implications, see Serren's Swift Girding for that. Pink if combined with Blood Money to True Creation whatever you feel like.

⊗ **Fickle Winds:** *Wind walls selectively block attacks.* Party-wide immunity to archers. But you have roughly a dozen other ways to make them highly ineffective by this point, such as Tiny Hut or Sleet Storm.

⊗ **Flexile Curse**: *Creature's armor and shield lose 1 AC and hardness/hour.* Far too slow to be good, and you aren't using this out of combat.

⊗ **Geniekind^Y**: *Gain the power and influence of a genie.* Good mobility options, brought down by the rounds/level duration. Not worth using as a combat form.

Gift of the Deep: (Sahuagin) *Grant a sahuagin unique powers like mutants.* If your party contains a bunch of Sahuagin martials for some reason, giving them an extra set of arms is good.

⊗ **Gravity Sphere**: *Alter the gravity in a 30-foot-radius area.* This feels like it should have some fun uses, but at rounds/level and low combat effectiveness I'm not sure there's anything worth a 5th level slot.

⊗ **Gravity Well**: *Increase the power of gravity in an area.* Cast Slow instead.

Half-Blood Extraction^{FMR}: (Half-Orc) *Transform a half-orc into a full-blooded orc.* Except for Ferocity, half-orcs are a much better race than full orcs.

⊗ **Hammer of Mending^{FR}**: (Torag) *Release a wave of energy to repair objects and constructs.* Use Make Whole to repair your magic immune constructs, and Infernal Healing for those that aren't.

⊗ **Hungry Earth**: *Enchant the ground to pull creatures beneath the surface.* Upgraded Black Tentacles, see that spell. It has actual potential for lethality instead of just meh damage, but the CMB is a bit low for this level. Still good for Foresight Diviners.

Lend Path: (Mythic) *Temporarily transfer one of your mythic path abilities to another creature.* This has the potential for shenanigans. If you can make a Simulacrum of a high-level mythic caster (such as [Baba Yaga](#)) and have it cast this, you can temporarily get extra mythic abilities. Even if you aren't mythic yourself.

⊗ **Lighten Object, Mass^R**: (Gorum) *As lighten object, except for multiple objects.* I guess now we know why Gorum's followers are all martials, his spells are terrible. This wasn't good as a level 1 spell, and the upgrade doesn't even increase the total maximum volume.

⊗ **Mantle of the Magic Warriors^R**: (Good) *Imbue targets with animal spirits, granting them unique bonuses.* Can only target good-aligned creatures, but giving multiple creatures the ability to fly is good.

⊗ **Master's Mutation**: *Mutate a summoned creature to grant it new abilities.* If you want a summon with these abilities, summon one that has them. If pounce were on the list this could be good, but it isn't.

⊗ **Monstrous Physique III^Y**: *Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.* At this level, Melee Mages upgrade the [Euryale](#) to have devastating poison on all 6 natural attacks. 1d4 Dex damage + 1d4 Con damage + Sonic vulnerability + need 3 saves to cure, DC = Spell DC, and hitting them while they're already under its effects

gives +2 DC (stacking for each dose they've failed a save against), forces another save that doesn't help them cure the ones they're already under, and increases the duration by 1/2 the base duration each time they fail (+3 rounds), though they still only have to make 1 save on their turn (against the increased DC). One of the few cases where poison is actually good, and oh boy is it good here. Popobala increase their fly speed to 80ft. You also unlock the Huge [Gegenees](#), 6 natural attacks with 15ft reach and each has Grab. You can still cast in this form.

☒ **Naga Shape II^R**: *As naga shape I, with improved abilities.* Still far worse than the other polymorph spells at this level.

☒ **Ooze Form I**: *Assume the form of a Small or Medium ooze creature.* Instead of cherry picking the bestiary, you get assigned specific abilities. One slam attack is not enough.

☒ **Open Arms**: *Ward off the challenge/smite and similar attempts of an enemy creature.* At this level, AC barely matters anymore, and this is way too situational.

☒ **Overland Flight**: *You fly at a speed of 40 ft. and can hustle over long distances.* Walking is for mortals, you are now flying all day every day. More fun than Imbue With Flight and unhindered by doors, but keep that spell in mind as well since it works for your entire party. Then again, if you have the slots, you could Shared Training this to your allies as well.

☒ **Parchment Swarm**: *Shredded parchment deals 1d6 points of damage per level, and has a spell effect if you shred a scroll.* Just cast Fireball.

☒ **Passwall**: *Creates passage through wood or stone wall.* Fun spell, but overcosted at 5th level when you can teleport instead.

☒ **Planar Adaptation**: *Resist harmful effects of other plane.* Neat for exploring other planes, but it only protects you. Splitting the party and your party dying are both bad options. In most cases, Life Bubble + Communal Resist Energy will work.

☒ **Planetary Adaptation**: *As planar adaptation, but only on different worlds of the Material Plane.* Same as Planar Adaptation.

☒ **Plant Shape I**: *Turns you into a Small or Medium plant.* Melee Mages, here's another spell for tearing your enemies apart. [Green Man](#) is an amazing form, 14 attacks, 6 of which have 30ft reach + Grab + Constrict, 6 of which are ranged with 120ft range, and medium size so you still fit through doors. Be prepared for the GM to ask you to make a DC 41 Knowledge Nature check to know about them. Can't cast spells in this form.

☒ **Polymorph**: *Gives one willing subject a new form.* Your fighter is now a Giant Octopus. Alternatively, use Shared Training to use Monstrous Physique on them.

☒ **Rapid Repair**: *Construct gains fast healing 5.* SR: Yes, so use your wands of Infernal Healing instead.

☒ **Reboot^F**: *Bring a destroyed construct back to action for a limited time.* Use this to get answers from a robot if you're in a high-tech campaign. Otherwise, not worth it.

⊗ **Rubberskin**: *Convert bludgeoning and falling damage into nonlethal damage.* Nonlethal damage will make you go down just as fast, but it does make you harder to kill. Any healing cures both lethal and nonlethal damage, but doubling the efficiency of your wands of Infernal Healing should not be a concern.

⊗ **Rune of Ruin**: *Curse a magic item, weakening it and causing its magical qualities to fail half of the time.* You want a much harder shutdown at this level if you can get them to fail a save.

⊗ **Sawtooth Terrain**: *Cause giant mantis limbs to sprout from the ground, damaging and crippling creatures.* Small area, requires a save, and mediocre debuff.

⊗ **Shapechanger's Gift**: *Temporarily change a target into an animal, humanoid, or monstrous humanoid.* In most cases you're better off using Shared Training for Monstrous Physique on your fighter since this is 2 levels behind, but 10 minutes/level is good.

Slough: *Slough off a target's skin.* Even if you don't mind the flavor, not enough for a single target save negates 5th level spell.

Steal Years, Greater: *As steal years, but steal a greater amount of years and for longer.* Not allowing death by old age means you can't even use this as a terrible save or die that only works on old people and goblins.

Strip Scales: *Reduce the target's natural armor.* You want a much harder shutdown at this level if you can get them to fail a save.

⊗ **Sun's Disdain, Mass**: *As sun's disdain, but targeting multiple creatures.* Mass Blindness for 1 round, Pyrotechnics was 3 levels ago.

⊗ **Telekinesis^Y**: *Moves object, attacks creature, or hurls object or creature.* Sustained Force has plenty of utility. The CMB check modes generally aren't worth it.

⊗ **Transmute Mud to Rock**: *Transforms two 10-ft. cubes per level.* You don't encounter mud as often as rock, but it is permanent. Using this as a follow up to Rock to Mud could be okay, but you're adding a save to an otherwise no save spell.

⊗ **Transmute Rock to Mud**: *Transforms two 10-ft. cubes per level.* Reduce your enemies' speed to 5ft, with No Save. This has a similar use case as the Create Pit line of spells. How good this is depends entirely on how often you're fighting on rocky terrain.

Transplant Visage: *Remove the face and eyes of a creature, magically melding them with your own.* You're better off with Alter Self, or Assume Appearance. GM spell.

⊗ **Treasure Stitching^M**: *Objects on cloth become embroidered.* When you want to loot absolutely everything from the dungeon, this will let you transport all of it. A 10ft cube is massive, and far more than any other transport spell thus far can carry. 100 gp cost, False Focus or Blood Money if you can.

⊗ **Undead Anatomy II**: *Take the form and some of the powers of a Tiny or Large undead.* Still limited to 3 attacks regardless of form.

⊗ **Vengeful Stinger^R**: (Calistria) *Grow a long, wasp-like tail with stinger.* Minor reflect damage is not a deterrent.

⊗ **Vermin Shape II^Y**: *As vermin shape, but Tiny or Large.* Unlike the first one, this is good for Melee Mages. The form you want is [Great Diadem Sea Urchin](#), only 3 attacks but they all force a save vs Stun + 1d2 Con damage, see my notes on Monstrous Physique for how polymorphed poison stacking works. Also comes with Scent, Tremorsense 30 ft, and the ability to breath water (you can still breath air). Can't cast spells in this form.

Vile Dog Transformation: *Transform ordinary dogs into fiendish minions.* Even for an hours/level summon, these are too weak.

⊗ **Waft^R**: *Alter the targets so they are light enough to be carried by the wind.* GM spell to use on the party in a windy area. For travel, use Teleport or Imbue With Flight.

⊗ **Wind Blades^R**: *Harden the air around the target into jagged invisible blades.* Melee touch, Will save, rounds/level, and mediocre damage.

Universal

Permanency: *Makes certain spells permanent.* Permanent spells are awesome, just make sure you have some dispel traps like Sow Thought so you don't immediately lose them all if an enemy decides to try using dispels on your party. Permanently having See Invisibility up makes sure you won't be surprised, and your fighter will appreciate a permanent Enlarge Person (if you aren't polymorphing them, doesn't stack). Even the Symbol spells might be worth making permanent for the page of symbols I mentioned in Symbol of Revelation. Amazing if you've got the strength to Blood Money it, and if you don't, there's always Bull's Strength/Siphon Might + Blood Rage + Marionette Possession.

6th-Level

Abjuration

⊗ **Absorb Rune II^M**: *As absorb rune I, but affecting a rune up to 5th level.* If it's your own rune, just cast it where you want it the first time. Can remove hostile rune/symbol spells, but for that the first level Erase is better.

⊗ **Antimagic Field^Y**: *Negates magic within 10 ft.* Shut down all magic. Including your own. If facing a much more powerful wizard, it may be worth it, but there's several ways to break the symmetry and make it much better. [Arcane Archer](#) gets Imbue Arrow at 2nd level, letting you shoot an AMF arrow at someone. [Coordinated Blast](#) lets you exclude anyone who also has the feat, such as yourself, and isn't limited to instantaneous effects. It does require a racial SLA, but most races have an alternate racial trait to get one, so plan ahead. Excluding yourself means your magic isn't stopped, but you probably also don't get the protection. Perfect for a Melee Mage transformed into a Giant Octopus, Green Man, Gegenees, or another form with Grab. [Experimental Wordcaster](#) for [Negation](#) + [Burst](#) lets you cast a close-range AMF that lasts round/level. Ready an action to cast it on top of the wizard BBEG right before your fighter tries to grapple them, and they're locked down hard. If you're looking to counter an enemy's AMF, see Shrink Item.

⊗ **Discharge, Greater**: *As discharge, but with greater effects that can affect an area.* If you're in a high-tech campaign, this could be an okay utility spell to make an area safe for a bit. Otherwise, pass.

⊗ **Dispel Magic, Greater**: *Works as dispel magic, but can affect multiple targets.* Mass dispel. A great upgrade. Even better for Foresight Diviners who can pre-roll the dispel check, especially since this only uses one roll and compares it to everything you're trying to dispel. Beyond that, see my notes on the non-greater version.

Dust Ward: *Ward an item so it will be destroyed if others try to learn its purpose or use it.* Don't destroy your loot.

⊗ **Globe of Invulnerability^Y**: *As lesser globe of invulnerability, plus 4th-level spell effects.* It's still an okay protective spell, but now you're 2 spell levels behind instead of 1. And enemy casters are often higher level than you.

⊗ **Guards and Wards^Y**: *Array of magic effects protect area.* By now your party probably has a base of operations. For the choice of magical effects, the Stinking Clouds or Suggestion are probably the best ones. Amazing GM spell.

⊗ **Repulsion^F**: *Creatures can't approach you.* Mass movement restriction with a Will save. One problem: It also affects your allies.

⊗ **Spellcrash**: *Target loses a 5th-level prepared spell or spell slot.* GM spell to deplete your resources. As a player, this is not worth it.

⊗ **Symbol of Sealing^M**: *Create triggered wall of force.* Not worth the 5000 gp material component. But if you have Blood Money, this is neat for protecting your base.

⊗ **Undeath Ward**: *Create a barrier to repel undead.* No save if they have lower HD than your CL. Great for an undead heavy campaign, though undead have higher HD than CR.

⊗ **Wall of Silver**: *Wall of energy that only blocks and affects evil creatures and spells.* Doesn't block evil creatures.

Conjuration

⊗ **Acid Fog**: *Fog deals acid damage.* Just cast Fireball.

⊗ **Chains of Light**: *Hold a creature immobile with glowing chains with the added benefit of preventing the use of any extradimension travel.* Reflex save SR:No Paralysis, plus a Dimensional Anchor so they can't SLA Teleport/Plane Shift away. Now this is a Save or Lose, though single target keeps it from the highest rankings.

⊗ **Conjure Black Pudding^{MY}**: *Summon a black pudding.* It's an okay summon, but go with Summon Monster instead.

⊗ **Cruel Jaunt**: *Sense creatures suffering from fear, then teleport close to them.* Cast Dimension Door instead. Fun GM spell.

⊗ **Flash Flood**: *Wave of water batters and pushes creatures.* Cone of bull rush, minor damage, and double difficult terrain. A bit weak at this level.

Genius Avaricious: *Channel the power of Mammon into a single coin.* 3000 gp for up to +5 Cha, untyped, days/level. If you're a Sorcerer with Blood Money, you need this. Greater Shadow Conjuration will not work, as it removes the material component entirely instead of providing it by blood, thus giving none of the effects that rely on a component.

⊗ **Getaway**: *Teleports you and select creatures to predetermined location.* Great escape spell. Cast it in your home base, then teleport the party to your destination. If things go poorly, return everyone as a swift action. Keep in mind the 30ft restriction however. Luckily, dead creatures are both creatures and objects, so they'll be returned as well.

⊗ **Ice Crystal Teleport**: *Target is frozen, then teleported.* Long range for selecting the target is great, the 1d4 rounds delay not so much. Still great for utility.

⊗ **Janni's Jaunt**: *As plane shift, but only works on willing creatures and only transports to the Inner Planes.* Highly campaign dependent. If you need to travel between the Material, Astral, and Elemental planes, it's a cheaper Plane Shift. This can be used from any plane, but if you need to get back home, Homeward Bound was 2 levels ago.

⊗ **Minor Reversion, Mass:** *As minor reversion, but one creature per level.* Mass False Life isn't worth a 6th level slot.

⊗ **Planar Binding:** *As lesser planar binding, but up to 12 HD.* Refer to the Lesser version for my thoughts on this. You can now also use Genius Avaricious to further boost the Cha check.

⊗ **Summon Flight of Eagles^F:** *Summon giant eagles as mounts or battle companions.* Turns out, you can simply fly into Mordor. Giant eagles aren't worth a 6th level slot, but this is a long duration summoning spell for use with Alter Summon Monster. Though you should be using Heighten Communal Mount for that.

Summon Genie, Greater^F: *As lesser summon genie, except summon one shaitan, 1d3 djinn, or 1d4+1 jann.* Shaitan is a good summon, for one slot you get 3x Wall of Stone, 1x Transmute Rock to Mud, and 3x Quickened Glitterdust (low DC) along with Tremorsense 60ft so it knows where to glitter. CL casts of Stone Shape is a nice bit of utility.

⊗ **Summon Monster 6:** *Summons extraplanar creature to fight for you.* At this level we get the Dire Tiger for the usual pounce-cat routine, Huge Earth Elemental is still great at Bull Rushing, Shadow Demon for 3x Shadow Evocation for Contingent Action (see that spell), Lillend Azata as a summoned Bard, and Succubus for high DC charm and suggestion spam. Profane Gift from the Succubus is not a spell, so technically doesn't end when the summon goes away, this use is Pink.

⊗ **Summon Vanth:** *Summon a single vanth psychopomp.* Flying summon with higher damage than the Huge Air Elemental from Summon Monster. But this should have just been an option for SM6.

Teleport Structure^M: (Downtime Spell) *Teleport a building to a different lot.* If you're using the downtime rules, this will let you rearrange your buildings. Otherwise, pass.

Treacherous Teleport: *As teleport, except you choose some creatures to suffer a mishap or go elsewhere.* If you need to betray someone, this does work. But outside of intrigue campaigns, use regular Teleport.

⊗ **Wall of Iron^{MY}:** *30 hp/four levels; can topple onto foes.* You don't want it to fall over. Split the battlefield in two. It's a cross between Wall of Stone + Wall of Force. Instantaneous and medium range from WoS, not needing existing stone and high toughness from WoF. But it's also not shapeable, has the smaller WoS area, and is a level higher. It's still good, but you'll usually be better off with WoS/WoF.

⊗ **Whip of Ants:** *Create a whip made of army ants.* Just as bad as the other insect whip spells.

Divination

⊗ **Analyze Dweomer^F**: *Reveals magical aspects of subject.* For when you absolutely need to identify what magic is in use. Detect Magic + Spellcraft already does most of this.

⊗ **Battlemind Link^Y**: *You and an ally gain attack and AC bonuses.* This is just weird. 5e style advantage on initiative is good, so is +2 spell DCs, but how does it work? For attacking the same target, what if it becomes impossible before your ally's turn (enemy teleported away etc)? Do you both have to delay so you act right next to each other, and declare your actions at the same time?

⊗ **Contact Nalfeshnee^{MF}**: *Make knowledge checks, but suffer ability drain.* +23 Arcana/Planes, +20 others. A questionable upgrade to Planar Inquiry and Bind Sage, except it's not a Conj spell this time. 250 gp material, 2000 gp focus. You're still better off using Visualization of the Mind to get skill ranks in the knowledge and making the checks yourself.

⊗ **Dream Scan**: *Read a dreaming creature's thoughts.* This is as good as your Sense Motive. Two will saves, but you can try as often as you like if you're not in a hurry, they won't notice.

⊗ **Harrowing, Greater**: *As harrowing, except affect an entire group of creatures and allow them some measure of control over their destiny.* This is too random to be useful at this level, and while some of those extra abilities aren't bad, it's a 1/54 chance of getting the one you want.

⊗ **Legend Lore^{MF}**: *Lets you learn tales about a person, place, or thing.* You can use this to find a quest hook, but more importantly, you can use it to learn much more about the plot piece before you decide what to do about it. Most GMs love giving out lore. As a mage, knowing what's to come can be the difference between having the exact right spells prepared and none of your spells being useful. 250 gp component, Blood Money it if you can.

⊗ **Named Bullet, Greater**: *As named bullet, but deals 2 points of damage for every caster level.* This isn't enough of an upgrade to justify +2 spell levels.

⊗ **Prophetic Lore^{MF}**: *Prophesize about a person, place, item, or event.* Similar to Legend Lore, but more specific about what information you're supposed to get. Which one is better will depend on your GM. 150 gp component, Blood Money it.

⊗ **Sarzari Shadow Memory^M**: *Learn information to aid you in assassinating a creature.* 1500 gp component. If you have Blood Money and are in an intrigue campaign, it's decent.

⊗ **Telepathy**: *Communicate mentally with creatures within 100 ft.* Depending on use case, Telepathic Bond or Tongues will generally be better.

⊗ **True Seeing^M**: *Lets you see all things as they really are.* You will need this at some point. 250 gp component means you can't use it often, unless you have Blood Money in which case you want this active whenever possible.

Enchantment

⊗ **Bleaching Resistance^R**: *Ability score drain from the Bleaching doesn't affect your ability score modifiers.* NPC/GM spell. Ability drain done by the Bleaching ticks yearly and can't be cured without a Wish, but an adventurer will never suffer from it as they get more than enough excitement.

⊗ **Cloak of Dreams**: *Causes living creatures within 5 ft. to fall asleep.* Sleep is a great status, but this is a rounds/level defensive buff and still allows a Will save. Much better for Melee Mages, those turning their familiars into combat monsters, and those using Shared Training to cast this on their fighter.

⊗ **Envious Urge**: *Targets steal from or disarm others.* Amusing, but for Mass Will Save or Lose, there's already Confusion.

⊗ **Geas/Quest**: *As lesser geas, but affects any creature.* 10 minute casting time, and they still need to be able to understand you so no using it on unconscious creatures. However, this doesn't have a save. If you can get rid of that casting time, such as by casting this via Limited Wish, they just have to do what you told them to. Can't disobey, the penalty is specifically if they're unable to follow your command.

⊗ **Heroism, Greater**: *Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.* Great buff. But note the lower duration compared to the non-greater version.

⊗ **Mind Swap**: *Switch minds with another creature for 1 hour per level.* This should not be a level above Possession, it loses all the combat uses. For non-combat uses, Marionette Possession and Shared Training cover this 3 levels ago.

⊗ **Phobia**: *Induce an irrational fear in a creature to the point of madness.* Single target, and allows 2 will saves.

⊗ **Serenity**: *Peaceful feelings harm those attempting violence.* Minor damage over time is not enough. Cast Confusion instead.

⊗ **Suggestion, Mass**: *As suggestion, affects subject/level.* The classic charm effect, now affecting a crowd.

⊗ **Symbol of Distraction^M**: *Fascinates all creatures within 60 ft.* Not worth the 5000 gp. And not worth putting on your page of symbols, as Fascinate breaks when they see an obvious threat, which is why Euphoric Cloud is one of the few ways to use it effectively.

⊗ **Symbol of Persuasion^M**: *Triggered rune charms nearby creatures.* Still not worth 5000 gp, but with Blood Money this is a great inclusion for your page of symbols (see Symbol of Revelation).

⊗ **Unconscious Agenda**: *Plant a subconscious directive in the target's mind.* Maybe for an intrigue campaign, but you could instead cast Fleeting Memory + Triggered Suggestion.

⊗ **Utter Contempt**: *Target's attitude worsens by two categories.* If you can get someone to fail a save, it needs to do far more than this.

⊗ **Vengeful Outrage**: *Target is compelled to destroy one enemy.* +6 Morale bonus to Strength and Constitution for your fighter is an okay prebuff, but you could also just turn them into an Euryale.

Evocation

⊗ **Alaznist's Jinx**: *Inflict the spell burn spellblight.* Melee touch + will save + not a hard shutdown.

⊗ **Chain Lightning**^Y: *1d6/level damage and 1 secondary bolt/level.* By this level, blasters should be using metamagic'd Fireballs, and non-blasters want to be shutting enemies down instead of dealing damage.

⊗ **Chains of Fire**^R: *As chain lightning but with fire damage, albeit at a shorter range.* Just cast Fireball.

⊗ **Cold Ice Strike**: *Cone of ice slivers deals 1d6 cold/level.* Swift action cast, max 15d6. Blasters will want to use their slots on metamagic'd fireballs, but this is effectively an Intensified Quickened Lightning Bolt, which would be an 8th level spell. Good Dazing spell.

⊗ **Contagious Flame**: *Scorching rays cause 4d6 fire damage, then move on to new targets.* Just cast Fireball.

⊗ **Contingency**^{FY}: *Sets trigger condition for another spell.* Action economy is king. Days/level duration means you can even cast it the day before you head out. In addition to the usual triggers (hit by an attack etc), you can have this trigger as a free action out of turn by setting the trigger to be you saying a specific word. Clicking your heels together is a free action (your turn only) thanks to Boots of Speed, an alternative in case you're afraid of being hit by Silence. As for what to put into the contingency, Mirror Image is always good, as are various abjuration spells if you know what you'll be facing. Contingent Action is a good pick as well, taking a move action as a free action out of turn can save you. And then there's the weird uses, you could technically make a contingent Fireball, as long as you're within the area. Or a contingent maxed out Army Across Time, those are technically your body. As a personal-range spell, this is also great for sharing with your party via Shared Training.

⊗ **Cosmic Ray**: *Attack a creature with cosmic energy.* Single target damage. Even with a ranged touch instead of a save, this isn't going to be good often.

⊗ **Decapitate**: *Turn a critical hit into a decapitation.* If the attack brings them to 0 HP, and they fail a fort save. Not worth it.

Elemental Assessor: *Shoot a ray made up of multiple energies at your enemy.* Initial damage is too low and likely to get resisted, and they shouldn't survive long enough for the damage over time to matter. Invest in Knowledge skills to learn resistances.

☒ **Explode Head**: *Explode the head of a creature with 20 hp or fewer and deal damage in a 10-ft. radius around it.* Single target damage with a save isn't good enough at this level, and the lesser Power Word Kill effect doesn't make it better. Great BBEG/GM spell.

☒ **Forceful Hand**: *Hand pushes creatures away.* If you want bull rushes, cast Summon Monster for an earth elemental.

☒ **Freezing Sphere**: *Freezes water or deals cold damage.* 40ft radius is massive, and makes this a good Dazing spell. If you're fighting near water, trapping enemies in ice for effectively No Save immobilize is great. It can be held as a touch spell, can your familiar launch this spell?

☒ **Furious Fire Barrage**: *Conjure balls of flame to throw.* Just cast Fireball.

Hellfire Ray: *Damn creatures to Hell with a blast of pure hellfire.* Cast Battering Blast instead. Great BBEG/GM spell.

☒ **Last Azlanti's Defending Sword^F**: *Create a blade like mage's sword that focuses more on defense.* Cast Shield instead.

☒ **Leashed Shackles**: *Target is restricted to a specific location.* You have better reflex shutdowns at this level.

☒ **Mage's Decree**: *Send a message to creatures within miles.* Can't be blocked. If you're evil, use it for advertising. Otherwise, you could set up a news service with this, or use it as an emergency broadcast. For commanding armies, that range will be needed, battlefields tend to be massive.

☒ **Path of the Winds^R**: *Call forth mighty winds to clear a path for you.* Cool spell, but you're better off casting Wind Wall.

☒ **Sign of Wrath^F**: *Create a giant symbol of wrath to forcibly repulse all nearby creatures.* Fireball on yourself, plus bull rush, plus built in Selective. Neat, but not particularly powerful.

☒ **Sirocco**: *Hot wind does 4d6 damage, fatigues those damaged, and knocks creatures prone.* Good area denial spell. They're fatigued/exhausted regardless of the save.

☒ **Symbol of Storms^M**: *Symbol creates stormwinds and lightning when triggered.* Not worth 1500 gp, but if you have Blood Money it's a fine inclusion on your page of symbols (see Symbol of Revelation). Keep in mind those attuned are immune to all of the effects, both the wind and the lightning.

3.5 Torrent of Elemental Rage: *Fire raw elemental energy in a 30 ft. long line.* Weird movable Wall of Fire. Requires concentration and doesn't do enough damage.

☒ **Transfer Familiar**: *Temporarily grant control of your familiar to another creature.* Could be interesting with Duplicate Familiar.

Violent Misfire, Greater: *As per violent misfire, but 1 target/level.* You have so many better ways of dealing with gun users at this point.

Illusion

⊗ **Baleful Shadow Transmutation:** *Mutate someone's shadow and trick the creature into believing they've transformed.* Will save to disbelieve they're a bunny. If they fail, they lose all Ex, Su, and SLA abilities, along with any spellcasting, and get the Int/Wis/Cha of their new form. Did you know [Immunities](#) are Ex abilities? Some other fun ones are [Resistances](#), [DR](#), [not needing to breath](#), [Flight](#), [Blindsight](#), [Regeneration](#) (including the [Tarrasque's](#)). The Fort save against actually turning into the creature is just the cherry on top, and on the off chance they had an untyped physical ability the polymorph rules remove that as well. Polymorph immunity won't save you, only the second part is a polymorph and immunities got removed before that. Though being an undead/construct (immune to effects with Fort saves), or incorporeal/gaseous (called out by BST) prevents this from affecting a target. As does True Seeing, unless you use the [spellbook ritual](#) from [Runes of Wealth](#), turning this into a Transmutation spell, TS will be removed before the second half of BST so seeing through a transformation does nothing. Still incredibly good, and the only reasons this is below Pink by base is needing a save and being SR:Yes. Of course, if you have [Resilient Illusions](#), that save can suddenly become nigh impossible, especially if you also put Army Across Time in your Contingency.

⊗ **Dream Reality:** *Cause a creature to think it is dreaming.* Fleeting Memory from 2 levels ago should be enough for this, but the increased duration could come in handy.

⊗ **Illusion of Treachery, Greater:** *Make it seem like another is responsible for your attacks while concealing your own actions.* Unlike the non-greater version, this could be useful in an intrigue campaign. But it's overcosted at 6th level.

⊗ **Mislead^Y:** *Turns you invisible and creates illusory double.* Nice getaway spell, could get the enemies to waste a turn attacking the illusion while you run away. Though you could usually cast Teleport instead.

⊗ **Night Terrors:** *Disturb a creature's rest with dark dreams.* Melee touch + will save. Good GM spell to use on players.

⊗ **Permanent Image:** *This spell functions like major image, but permanent.* Permanent duration and no cost. This is great. Spam them during downtime, and move them around whenever you feel like it. The area they can move around in is set when you cast the spell.

⊗ **Phantasmal Putrefaction:** *Trick a creature into thinking their flesh is rotting.* AOE sleep would be good, but this requires them to fail 3 saves.

⊗ **Programmed Image^M:** *As major image, plus triggered by event.* Permanent Image is usually better, but this lends itself more to creative uses. 25 gp material cost is low, but Blood Money if you plan on spamming this.

⊗ **Psychic Asylum**: *Perform a lengthy mental task in a private mindscape.* Swift action cast. Eidetic memory is great for utility. In combat instantly preparing any spell from your book into an open slot and being able to cast it the same turn is amazing. Arcanist's [Quick Study](#) is often considered one of the best things about the class, and that's a full-round action. And as a bonus you can use it to end mind-affecting effects on you. Only downside is that it does cost a 6th level slot, but this is good to have once those aren't as valuable anymore.

⊗ **Shadow Enchantment, Greater**: *As shadow enchantment, except with higher level enchantments.* This is good just because it lets you cast Symbol of Sleep without the component cost. HD 10 or lower enemies will be rare at this point, but you'll still run into a few. Lots of flexibility, but the extra save hurts. Great for shadow casters, who will want to read [this guide](#).

⊗ **Shadow Endurance**: *Conjure protective wisps of darkness made from shadow.* The copy that appears when you go down has 1/4 your CL, which means it'll be only casting 1st and 2nd level spells. And this stops your party from using Breath of Life on you.

⊗ **Shadow Transmutation**: *Alter a creature's body with energy from the Shadow Plane, altering its form to match a shadow creature.* Unlike most of the shadow spells, limited to a very small number of spells. You're much better off using Shared Training and an actual polymorph spell.

⊗ **Shadow Walk**: *Step into shadow to travel rapidly.* If you have a general idea of where you want to go, but don't have enough information for Teleport, this will get you there more quickly than Imbue With Flight.

⊗ **Triggered Hallucination^M**: *As scripted hallucination, but it only appears when triggered.* At least this one is at the same level as Programmed Image. You can really mess with someone using this, but the delayed will save prevents it from being reliable.

⊗ **Veil**: *Changes appearance of group of creatures.* Necromancers, you can finally disguise your entire undead horde. Provided you can fit them in a 30ft circle, but that shouldn't be an issue. Decent upgrade to Seeming as it's no longer just visual, but it still needs a Disguise check so most mages won't need this.

Necromancy

⊗ **Banshee Blast**: *Cone deals 1d4 per level and panics creatures.* Panicked is a great status, but 2 saves is too much.

⊗ **Circle of Death^{MY}**: *Kills 1d4/level HD of creatures.* 500 gp cost, only creatures of HD 8 or lower. If you want to specifically target low HD enemies, use Greater Shadow Enchantment to make a page full of Symbol of Sleep. Or just cast Fireball.

⊗ **Contagion, Greater**: *Infect a subject with a magical disease.* This isn't even an upgrade for most mages. Good GM spell.

☒ **Create Undead^M**: *Create ghosts, ghouls, mohrgs, or mummies.* Necromancers, never create intelligent undead. They are not under your control, and can decide to attack you at any time. Command Undead allows a save and you have to make charisma checks whenever you want them to do something. And to top it all off, they're weaker than the undead you'll be creating via Animate Dead at this point.

Curse Terrain, Greater^M: *Curse an area with six dangerous hazards.* You have no control over when or where they appear, but if you want to screw over a large area it exists. [Here](#) are the hazards it can create. You need Blood Money if you want to use this, since you'll likely want to renew it every day and this spell is not worth the material cost.

☒ **Curse, Major**: *As bestow curse, but harder to remove.* This isn't even an upgrade for most mages.

☒ **Death Knell Aura, Greater**: *As death knell aura, except dying creatures die much faster within the aura.* This "upgrade" is actively detrimental. You don't want them dying to damage, you want them dying to the Death Knell save so you get bonuses.

☒ **Eyebite**: *Target becomes panicked, sickened, and/or comatose.* Adding a new target each turn could be interesting, but HD 10+ only being Sickened kills it.

☒ **Flesh Wall**: *Create a wall of zombies.* Flavorful, but worse than Wall of Bone. Or Wall of Force.

☒ **Hasten Judgement**: *Quicken a soul's journey to judgement-hampering resurrection or weakening undead foes.* Even with the reduced time limit, any BBEG that had a resurrection planned will still revive. Good GM spell.

☒ **Lash of the Astradaemon**: *Enhance your hands into fearsome claws that inflict negative levels.* Melee Mages can now get even more natural attacks that stack with those gotten via polymorphing, plus they inflict negative levels. Can be used as a prebuff, but you only get 1/2 CL attacks with this.

Spectral Saluqi^F: *Create a spectral saluqi, an undead canine, that can assist you in fighting spirits.* Even with a long duration, this is far too weak of a summon.

☒ **Symbol of Fear^M**: *Triggered rune panics nearby creatures.* 1000 gp probably isn't worth it for a single use, but if you have Blood Money it's a great inclusion on your page of symbols (see Symbol of Revelation).

☒ **Undeath to Death^{FM}**: *Destroys 1d4 HD/level undead (max. 20d4).* 500 gp. Limited to HD 8 or lower. Just cast Fireball.

☒ **Unwilling Shield^M**: *Subject shares wounds you receive.* 250 gp. If you can get them to fail a save, you can do much worse than this.

What Grows Within^R: (Xhamen-Dor) *Infect others with Xhamen-Dor's seeded infestation.* GM spell for cultists to convert commoners into minions of the great old ones.

⊗ **Wither Limb**: *Make one of the creature's limbs useless.* Melee touch + fort save. Use a different control spell and make their entire body useless instead.

Transmutation

⊗ **Age Resistance**: *Ignore penalties from old age.* At this point you're looking at +3 Str/Dex/Con. Probably not worth a 6th level slot, but better than the lesser version at least.

⊗ **Bear's Endurance, Mass**: *As bear's endurance, affects 1 subject/level.* Higher HP and fort saves are always good, and your party will probably have gotten Str/Dex belts rather than Con.

⊗ **Beast Shape IV^Y**: *You take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.* No longer just for Melee Mages. This level we get breath weapons. The best ones are [Gorgon](#) with a 60ft cone of petrification, and [Kamadan](#) with a 30ft cone of sleep. [Chimera](#) has 5 attacks and damage breath of a type chosen on cast. All DCs of your new form use the spell's DC instead. Can't cast spells in this form.

Borrowed Time^Y: *Take extra swift actions at the cost of Con damage.* Extra actions are amazing. The con damage and this being rounds/level don't change that. Keep a wand of Lesser Restoration (CL1 via the paladin list) on hand to restore your con after battle. Even better if you're somehow immune to ability damage, 5 damage is nothing.

Break, Greater^M: *Break all nearby objects.* Smash absolutely everything, including your own gear. Leave this to the barbarian/fighter.

⊗ **Bull's Strength, Mass**: *As bull's strength, affects 1 subject/level.* At this level, everyone that cares about strength has a belt.

⊗ **Cat's Grace, Mass**: *As cat's grace, affects 1 subject/level.* Higher AC and reflex saves are good, but by this level anyone who cares about that will have a belt.

Claim Identity, Greater^M: *Turn a creature into a mask, which can be used to take on its appearance.* Better to kill them and use Assume Appearance or the Greater version, much better duration.

⊗ **Control Water**: *Raises or lowers bodies of water.* Playing god with the environment is always fun. The area is massive. In a pirate campaign, this can trap an enemy ship in place with no save.

⊗ **Delectable Flesh^R**: *Make a creature so delicious that all others nearby are consumed by the desire to eat it.* Flavorful, but probably not worth the +2 levels over Confusion.

⊗ **Destroy Robot**: *Focus electricity on destroying a robot or robot-like creation.* Cast Disintegrate instead.

⊗ **Dimensional Blade**: Turn your weapon into a two-dimensional object that can more easily bypass armor. You don't fight with a melee weapon. Maybe use Shared Training to give it to the fighter? This is a swift action cast, but that would put you too close to the enemies, it only lasts 1 round, and touch attacks can't benefit from Power Attack.

⊗ **Disintegrate^Y**: Reduces one creature or object to dust. This is good single-target damage even for non-Blasters. What makes this worth it is also having utility for destroying objects, walls, load bearing pillars, and force effects in the same slot. If you're a Foresight Diviner and get a nat 20, quicken a True Strike (via rod) and cast this for a near guaranteed crit dealing massive damage, preferably against a low Fort enemy.

⊗ **Eagle's Splendor, Mass**: As eagle's splendor, affects 1 subject/level. Anyone who cares about Cha has a headband by this point.

⊗ **Eldritch Conduit, Greater**: Use Eldritch Conduit on more creatures at greater range. With the higher duration and range, this is best used on your own minions. Necromancers, send in the undead hordes and make use of the extended range.

⊗ **Elemental Body III^Y**: Turns you into a Large elemental. Melee Mages can now turn into large air elementals to pick up medium enemies with whirlwind (DC = spell DC). You're probably better off with the other polymorph spells, but it's an option.

⊗ **Emblem of Greed**: Transform a melee weapon into a powerful burning glaive like ones wielded by the ancient Runelords. Another case of the writers confusing Material and Focus components. Increasing your BAB to CL could have some neat utility. Becomes Pink when combined with Army Across Time or other CL stacking shenanigans, get more BAB than the highest AC in the game and attack for massive damage with Power Attack.

⊗ **Enemy Hammer^Y**: Allows you to telekinetically use a creature as a weapon. Great flavor, terrible effect.

Energy Siege Shot, Greater: As energy siege shot, but you can affect any size siege engine. Another upgrade for the [siege engine mage](#).

⊗ **Ether Step**: Step briefly into the Ethereal Plane to avoid attacks and dangers that would otherwise harm you. Say no to all attacks, at the cost of only having a move action on your turn. Trading your turn for the BBEG's is good. Emergency Force Sphere can also do this, but the protections are different enough that both are good. Being ethereal makes you unaffected by anything except abjurations and force effects.

⊗ **Fey Form II**: assume the form of a Tiny or Large fey creature. Melee Mages have some nice options. [Ankou](#) has 5 attacks, 3 with 2d6 bleed (doesn't stack). [Escorite](#) has 4 attacks, all of which do an extra 1d4 Con damage with no save. Can still cast while in this form.

⊗ **3.5 Flesh to Ooze^M**: Turn someone into an ooze. Fun, but not worth the level increase over Baleful Polymorph.

⊗ **Flesh to Stone^Y**: *Turns subject creature into statue.* Single target Fort Save or Die. Except they're not actually dead regardless of damage to the statue, so they can't be resurrected. Take the statue to a river and cast Transmute Rock to Mud. Good luck coming back from that with anything less than a Wish spell. Pink if your party contains an Android, they count as constructs and this spell makes them mindless, so this technically turns them into a mindless construct and thereby a valid target for Awaken Construct (+ Blood Money). Loop it with Stone to Flesh and FtS for infinite charisma.

⊗ **Fluid Form**: *Gain DR 10/slashing, increases reach 10 ft., and breathe water.* For a Melee Mage, +10ft reach is great, and this increases your reach while polymorphed. The other effects are neat, but not worth a 6th level slot on their own.

⊗ **Form of the Dragon I^Y**: *Turns you into a Medium dragon.* Melee Mages, all of these grant you 5 attacks, fly 60ft, and a breath weapon. Avoid the forms with vulnerabilities. The best is probably Green dragon, 30ft cone of acid. Can't cast spells with material components while in this form, unless you have Eschew Materials or drop the spell component pouch before casting then pick it back up.

⊗ **Form of the Alien Dragon I**: *Turns you into a Medium esoteric or outer dragon.* As FotD. Astral dragon's force cone does lower damage but almost nothing resists it. Nightmare gets See In Darkness. Occult gets bonus natural armor and save bonuses against evil spells.

⊗ **Form of the Exotic Dragon I**: *Turns you into a Medium imperial or primal dragon.* As FotD. Crystal's sonic breath and Umbral's negative breath are both neat, though they are lower damage.

⊗ **Fox's Cunning, Mass**: *As fox's cunning, affects 1 subject/level.* Anyone who cares about Int has a headband by this point.

3.5 Hardening: *Increase the hardness of materials.* This might not be likely to matter, but it's permanent and doesn't have a cost. Cast it on all your items in downtime. Make the bridges you built with Wall of Stone more durable.

⊗ **Human Potential, Mass**: *Grant multiple creatures a +2 enhancement bonus to any ability score.* Everyone has a belt/headband at this point.

Impart Mind^M: *Impart a portion of your intellect and personality into a magical item.* 1000 gp cost. This feels like it has potential, but I'm not sure how to properly make use of it. If you do use this spell, combine it with Blood Money.

Jatembe's Ire: *Create evil-seeking tendrils from tall grass and weeds.* 120ft radius. It's better Black Tentacles. Not mentioned in the spell is the +4 from the tentacles being Gargantuan, so this is d20+CL+17 vs CMD. Don't worry about including your party in the area, non-evil creatures are unaffected. This can also break a castle. Sure, the walls will likely withstand the damage, but everything they were supposed to protect will be in ruins. Even better if you're an Elf with the Illustrious Urbanite alternate racial trait so you don't need to worry about collateral damage, or a Foresight Diviner

⊗ **Knock, Mass**: *As knock, but affecting multiple targets.* Unlock absolutely everything. Still needs a CL check, but this could be useful if you encounter a lock that normally requires a bunch of keys at once.

⊗ **Mage's Lucubration**: *Recalls spell of 5th level or lower.* You'll usually be better off with [Pearls of Power](#). But like Mnemonic Enhancer, you could scribe a few scrolls of this to get extra casts when you really need them, a scroll of this costs 825 gp while a level 5 pearl costs 25000 gp (12500 if you craft it), that's 31 (16) scrolls before the pearl would be cheaper. And you can use multiple scrolls in a single day if you really need to. Wizard only, no Arcanists or Sorcerers allowed.

⊗ **Monstrous Physique IV^Y**: *As monstrous physique III, with more abilities.* None of the upgrades are worth using this over last level's version.

⊗ **Move Earth^Y**: *Digs trenches and builds hills.* Playing god with the environment is fun, and this is a permanent change. Reshape the countryside at your whim. Build towns, form a lake, or literally shape an upcoming battlefield if you're leading an army.

⊗ **Naga Shape III^R**: *As naga shape I, with greater abilities.* Still can't transform into royal nagas, the only good one.

⊗ **Oasis**: *Redirect the flow of water toward a designated point.* Playing god with the environment is fun, and this is a permanent change. This can turn a desert green if you're careful with your placement. Create a hexagonal pattern with this spell at each corner, and a distance slightly above a mile between them so they don't interfere with each other. Alternatively, draining water from a nearby settlement can doom a town if done correctly, one cast of this moves 1300+ gallons of water per day, enough to supply over 1500 people.

⊗ **Ooze Form II**: *Assume the form of a Large ooze creature.* Immunity to precision damage and crits is neat, but you can't cast in this form and it's not good enough for melee.

⊗ **Owl's Wisdom, Mass**: *As owl's wisdom, affects 1 subject/level.* Anyone who cares about Wis has a headband by this point.

⊗ **Plant Shape II**: *Turns you into a Large plant creature.* For Melee Mages. At this level the Green Man gains electricity resist 20, not a big upgrade and you may as well stay with the previous spell for that. If your GM said no to the Green Man, you also unlock the [Viper Vine](#), 5 attacks, 1 with high damage (the acid seems to just be part of the attack, not an ability) and 4 with grab and 20ft reach, along with constrict and resist acid 20.

⊗ **Redcap's Touch**: *Gain a +2 bonus on damage rolls and heal slightly when you kill a creature.* Cast Greater Heroism instead.

⊗ **Sabotage Construct**: *As confusion, but only affects constructs.* SR:Yes prevents it from being useful on the strongest constructs. Use Slow or Create Pit on the constructs instead.

⊗ **Sonic Form**: *Turn yourself into a creature of semisolid sound.* Incorporeal, but can't pass through objects. That and rounds/level make this far too weak as a buff spell.

⊗ **Stone to Flesh**: *Restores petrified creature.* Keep it in your spellbook, and keep a scroll on hand. You'll rarely prepare this, but when you need it you really need it. The target doesn't need to have been originally flesh, so you could use it to turn a load bearing pillar in the BBEG's base into flesh. Just make sure you have EFS and Teleport prepared if you try that.

⊗ **Tar Pool**: *Converts the top layer of the ground into hot tar.* Good area denial spell. Combine it with a quickened Slow (via rod) and they're moving at 1/8 speed. Reflex saves tend to be terrible at this level.

⊗ **Transfiguring Touch**^M: *Transmute a touched object to iron, paper, or wood.* You can convert lead into gold! Well, kind of. It costs as much as the material you create. There's always Blood Money, but you have how many infinite money exploits by this point? Just Fabricate some gold if you care about that. Could mess with structural integrity, but Disintegrate and Stone to Flesh are better at that.

⊗ **Transformation**^Y: *You gain combat bonuses.* 300 gp cost, Blood Money it. On yourself, this is terrible. But if you have a Mauler familiar or Shared Training it over to your rogue, they'll enjoy having a higher BAB. Only rounds/level unfortunately.

⊗ **Undead Anatomy III**: *Take the form and some of the powers of a Diminutive or Huge undead.* Still limited to 3 attacks.

7th-Level

Abjuration

⊗ **Antitech Field**: *Create a field that prevents advanced technology from entering.* If you're in a high-tech campaign, it's great. Rating falls off the further away from Numeria you are.

⊗ **Banishment**: *Banishes 2 HD/level of extraplanar creatures.* Keep several dozen holy symbols from different good-aligned deities on hand, and present each one when banishing an evil outsider to nearly guarantee the SR check succeeding and the save failing. Knowledge check them first to make sure they don't have a Plane Shift SLA, or they might come right on back.

⊗ **Circle of Clarity**^F: *Emanation hampers illusions and stealth.* Massively overcosted as a 7th level spell.

⊗ **Deflection**: *Attacks that miss are redirected back to the source of the attack.* Only on missing AC, not hitting a Mirror Image or similar. Investing in AC is pointless with how high attack bonuses are by this level.

⊗ **Expend**: *Wastes creatures' limited use magical ability.* They get to keep making saves until they succeed. It starts from abilities with the most uses, so the chance of this getting anything significant are far too low.

⊗ **Magnetic Field**: *Create a spherical magnetic field around yourself to pull metal objects toward you.* As fun as magnets are, pulling enemies closer to yourself is a bad idea, and the duration is too short for out of combat utility. Even for melee mages, just attacking is better than casting this.

⊗ **Sequester**: *Subject is invisible to sight and scrying; renders creature comatose.* If you need keep a plot item hidden. For creatures, if you just care about the suspended animation there's also Shadow Conjunction for Sepia Snake Sigil. Good GM spell.

⊗ **Spell Scourge**^R: (Nethys) *Create a whip that can lash spells from the minds of enemy spellcasters.* Will save or lose all active buffs. This is a single target Save or Suck, but if the target has enough buffs active your other control spells might not do anything. Unlike Greater Dispel Magic, this doesn't have a limit to how many spells it can remove. It's a DC 20 + Spell Level Knowledge Arcana check to identify spells in place, roll that first to make sure you need to cast this.

⊗ **Spell Turning**: *Reflect 1d4+6 spell levels back at caster.* Low amount of spell levels, but this does have a good duration. Useful if you're planning on going against an enemy wizard. Just make sure you cast your other buffs first.

Teleport Trap^M: *Create a trap that redirects teleport attempts into an area of your choosing.* Another layer of defense for your base. The will save makes this not as good. Blood Money it if you can. Good GM spell.

Conjuration

☒ **Caustic Eruption**: *Burst deals 1d6 acid/level and lingers.* SR:No, and the damage is fine, but at this level Blasters should be stacking metamagic on Fireball.

☒ **Create Demiplane, Lesser^F**: *Create your own demiplane.* Add some extra meaning to the term God Wizard. At this level it's just an extraplanar house, all the really good effects are in the next two levels. If you have Permanency + Blood Money, this has the lowest cost per cast. Alternatively, if you Army Across Time this to make a giant demiplane, it's still only one demiplane in terms of gold cost to make it permanent. If you don't want to wait, you can add the higher level abilities via scroll after making this permanent.

☒ **Dimensional Bounce**: *Teleport multiple times between two designated locations.* Come out of hiding, cast, teleport back into hiding. Rounds/level makes this not as good.

Elemental Bombardment^Y: *Hurl elementals from their respective planes onto your enemies.* Amusing for a siege, too bad you can't summon [titanium elementals](#). Huge elementals are from last level's Summon Monster. The extra damage is okay, but the best part of this is the range.

☒ **Expel Blood**: *Rip out the targets blood, forming it into a fiendish water elemental with blood drain.* Not enough of an effect for needing a save. Also, this forms an elemental the same size as the creature, con damage aside how do they survive this? Most creatures don't have anywhere near that much blood, humans are medium creatures and have 5 liters.

☒ **Frost Mammoth**: *Conjure a Huge mastodon made of ice and snow.* An okay summon if you're facing cold damage users, but you're usually better off with Summon Monster.

☒ **Hostile Juxtaposition, Greater**: *You may target one creature for every four of your caster levels.* Being able to nope out of attacks is neat, and chances are at least one of them will fail the save. But you're better off with a control spell to shut them down entirely.

☒ **Instant Summons^M**: *Prepared object appears in your hand.* 1000 gp cost. In most cases, use Secret Chest instead. It is permanent, so if you Blood Money this it could have some uses.

☒ **Joyful Rapture**: *Negate harmful emotions.* No check needed. Keep a scroll on hand, but generally don't prepare this. The ability damage curing is irrelevant, wands of Lesser Restoration are 15 gp per use.

☒ **Maddening Oubliette^R**: (Zon-Kuthon) *Transport the target to a dank prison in a horrific demiplane.* Maze is good because it doesn't offer a save. This offers an initial save, plus one every round.

⊗ **Mage's Magnificent Mansion^F**: *Door leads to extradimensional mansion.* Flavorful resting spell. Sure, you could instead teleport back to town, or rest in your demiplane. But this has far more style.

⊗ **Phase Door**: *Creates an invisible passage through a barrier.* Passwall was 2 levels ago, and you could Dimension Door if you don't want others to follow. However, this is technically permanent until it runs out of uses.

⊗ **Planar Refuge^M**: *Enforce the rules of the Material Plane on another plane.* 500 gp cost. Depending on how much you're interacting with other planes, this can go from good to keep a scroll around just in case. If you have Permanency + Blood Money, you can set up a massive area on another plane with this.

⊗ **Plane Shift^Y**: *As many as 8 subjects travel to another plane.* You'll want this in your spellbook and should keep a scroll on hand, but the cleric got access to it 2 spell levels ago. Traveling to other planes is useful. If you want a spell but can't find someone to copy from, how about checking the libraries of Heaven or Axis?

⊗ **Rampart**: *Creates 5-ft.-thick earthen barrier.* Wall of Force is usually better and 2 levels lower, but as an instantaneous Creation spell it actually creates the earth. This could be useful for locations where there's otherwise not much for plants to grow on.

⊗ **Signifer's Rally^M**: *Teleport allies to your location.* Needing line of sight/effect to your allies kills this. The 100 gp per ally teleported doesn't help either.

⊗ **Soul Transfer^M**: *Easily transfer a soul from one receptacle to another, or capture vulnerable souls that aren't bound to mortal flesh.* A far too expensive Save or Die against incorporeals. The transfer option still has the material component, and should never come up since you've been capturing souls via Summon Cacodaemon, which never runs out.

⊗ **Summon Monster 7**: *Summons extraplanar creature to fight for you.* At this level, the clear winner is the Tyrannosaurus with high damage, grab on hit with high CMB, swallow whole, scent, and +37 perception. It is gargantuan however, if you need something smaller the huge-size Greater Elementals are also a good choice.

⊗ **Teleport Object**: *As teleport, but affects a touched object.* If you want to teleport heavy objects, having the fighter pick it up and using normal Teleport is usually enough. Could be useful if you want to transport loot but not leave yourself. The range limit from Teleport still applies, so no sending something into the sun. And you still have the chance of a mishap, with no idea where it ended up. Overcosted at 7th level.

⊗ **Teleport, Greater**: *As teleport, but no range limit and no off-target arrival.* Now this is a worthy upgrade to Teleport. You do still need at least some idea of where you're going, but that's not an issue with all the divinations you have. Interplanar travel isn't possible, but interplanetary travel is. You can now get to those other planets you scouted out via Arcane Eye.

⊗ **Walk through Space^Y**: You can spend a move action to teleport 30 feet or to stand while prone without provoking attacks of opportunity. Rounds/level severely limits how useful this is. You already have Overland Flight active all the time, and you have lower level ways of avoiding AoOs. Incidentally, by this level, Teleportation Conjurers are teleporting 35ft as a swift action.

⊗ **Word of Beckoning**: As sending, but the target gets the ability to teleport to your side if they desire. Sending + Greater Teleport. It's fine, but you're probably better off just casting Sending and saving the extra pages in your spellbook.

Divination

⊗ **Arcane Sight, Greater**: As arcane sight, but also reveals magic effects on creatures and objects. You're better off with Arcane Sight + Permanency (+ Blood Money), you should have a high enough Spellcraft/Arcana to auto-succeed on those anyway. This is not worth +4 spell levels, especially since they kept the short duration.

⊗ **Insect Spies, Greater**: Use magic beetles as spies and also share their senses. Scouting without danger is neat, but Shadow Projection or Arcane Eye are probably better.

⊗ **Percieve Betrayal^F**: Sense when nearby creatures have traitorous intent towards your lord. You're a wizard, you don't have a lord. Even in an intrigue campaign, this doesn't actually identify the source.

⊗ **Retrocognition**: Gain psychic impressions from past events in a location. You can now look into the past. This is awesome, even if it won't come up often.

⊗ **Scrying, Greater**: As scrying, but faster and longer. Still has a will save, but now you can watch them for hours and can cast it without sitting around for an hour.

⊗ **Vision^{MF}**: As legend lore, but quicker. Instant cast is well worth the increased level. Causes Fatigue, but the wand of Lesser Restoration you'll use for Blood Money also removes that.

Enchantment

⊗ **Bite the Hand, Mass**: As Bite the Hand but with multiple creatures. If you're up against a summoner, just use AOE control spells.

⊗ **Crime Wave**: Compel targets to commit criminal actions. Amusing, but this isn't worth +3 levels over Confusion.

⊗ **Demanding Message, Mass**: *Send messages as per message with one suggestion for each creature.* Finding a use for the non-mass version was difficult enough. Cast Mass Suggestion instead.

⊗ **Hold Person, Mass**: *As hold person, but all within 30 ft.* Humanoids are still a common enemy type, and Paralyze is still a great condition. However, the new save each round makes this a bit worse, you can't just Coup De Grace all of them at once.

⊗ **Hollow Heroism, Greater**: *Provide a greater heroism effect that you can reverse at any time.* If you need to backstab someone, do it with a control spell.

⊗ **Inflict Pain, Mass**: *As inflict pain, but affecting one creature per level.* If you're giving someone a save, you want to shut them down on a fail.

⊗ **Insanity**: *Subject suffers continuous confusion.* Cast Confusion instead. Good GM spell.

⊗ **Inveigle Monster**: *As inveigle person, but affects any living creature.* This is an interesting charm spell, and notably usable in combat as it doesn't get the +5 save like Charm Monster.

⊗ **Lost Legacy**: *Target cannot leave a lasting impression on other creatures.* Melee touch + Will save. Maybe for an intrigue campaign? Good GM spell.

⊗ **Power Word Blind^Y**: *Blinds creature with 200 hp or less.* You generally don't know how much HP the enemies have, making this unreliable. Still, no save blind is good if you can land it.

⊗ **Pox of Rumors**: *Curse a creature to attract nasty rumors.* For an intrigue campaign, you can destroy someone's reputation with this. Unlimited range, and you can keep trying if you fail. Also an interesting GM spell.

⊗ **Seeds of Influence, Greater**: *As seeds of influence, but have a chance to dispel protective magic before it takes effect.* Use Greater Dispel Magic instead.

⊗ **Symbol of Stunning^M**: *Triggered rune stuns nearby creatures.* Not worth 5000 gp, but if you have Blood Money it's a great inclusion on your page of symbols (see Symbol of Revelation).

⊗ **Waves of Ecstasy**: *Pleasure stuns and staggers creatures.* Still staggers for a round on a save, but you have better control spells by now.

Evocation

⊗ **Archon's Trumpet**: *Paralyze all creatures in the area with the sound of a booming trumpet.* Fort save, 30ft cone. Paralyze is still a really good condition, but this is still just a Save or Lose.

⊗ **Bestow Planar Infusion III:** *Grants the target the benefits of a greater planar infusion.* Like the first one, bonuses range from good to terrible depending on the plane. Useless on the material plane.

⊗ **Contact Entity IV:** *Ask extraordinarily powerful eldritch entities to find and converse with you, or they may reply telepathically.* See the first Contact Entity.

⊗ **Delayed Blast Fireball:** *1d6/level fire damage; you can postpone blast for up to 5 rounds.* Blasters will still be stacking metamagic on lower level spells, Quicken Empower Intensify Fireball (with 2 MM traits) is nice at this level. You could use this during Time Stop, but that's about the least deadly use of that spell.

⊗ **Forcecage^M:** *Cube or cage of force imprisons all inside.* A good spell for holding enemies in place, but that 500 gp cost brings it down. Great if you cast it during a Time Stop so they don't get a save, and/or if you combine it with Blood Money.

⊗ **Grasping Hand:** *Hand provides cover, pushes, or grapples.* The Tyrannosaurus from last level's Summon Monster has a better CMB than this if you want to grapple a single target.

⊗ **Hungry Darkness:** *Create an area of massive darkness filled with unseen chewing teeth and ravenous maws.* 60ft radius is huge, and no save 2 Con damage per round is neat if you can lock down enemies with a control spell, such as trapping them in a Forcecage.

⊗ **Ki Shout:** *Target takes 1d6 sonic/level and is stunned.* Single target, save negates the stun, and only 1 round.

⊗ **Mage's Sword^F:** *Floating magic blade strikes opponents.* You have better things to do than damage over time, combats don't last more than a few rounds.

⊗ **Mydriatic Spontaneity, Mass:** *As mydriatic spontaneity, except it can affect multiple creatures.* Mass Will Save or Lose. Nauseate takes enemies out of the fight, and this affects creatures immune to Stinking Cloud.

⊗ **Prismatic Spray^Y:** *Rays hit subjects with variety of effects.* 60ft cone is a large area. It's unpredictable, but if there's a lot of enemies this is fun for causing chaos.

⊗ **Scouring Winds^Y:** *Winds block vision and deal 3d6 damage per round.* Fog Cloud + Wind Wall. Movable, but small radius. Overcosted at this level.

⊗ **Steam Ray Fusillade:** *As scorching ray, but once per round and works underwater.* Pew pew pew! Your own actions are better spent doing other things, but you can cast this on your familiar and have it blast away. Though it might be better to cast a control spell so the martials can clean up, a metamagic'd Fireball, or a Dazing Burning Gaze.

⊗ **Vortex:** *Creates a whirlpool in water.* If you're near water frequently, this is neat. But for immobilizing ships, Control Water is better and a level lower.

Illusion

Create Mindscape, Greater: *As create mindscape, but affecting more creatures, having a longer duration, and allowing magic alteration.* Mass No Save just Lose spell. You take yourself out as well, but it's worth it. Still can't coup de grace them, but until they find the way out of your maze your party can pile on the damage. You can also shut off magic in the mindscape. Beyond that, see the non-greater version. And be sure to talk with the GM before taking this, chances are they have no idea how mindscapes work.

⊗ **Dream Council:** *Communicate with multiple sleeping creatures.* Send multiple messages, or meet with the council of mages. Won't need this often.

⊗ **False Vision, Greater^M:** *As false vision, but moves with the target.* 500 gp cost. GM spell for the BBEG to disguise his lair against Stry and Die tactics.

⊗ **Invisibility Bubble, Mass:** *As invisibility bubble, but affecting all creatures within range.* Mass Invisibility, but underwater. Less likely to come up, but a scroll will be handy.

⊗ **Invisibility, Mass:** *As invisibility, but affects all in range.* When Invisibility Sphere's 10ft radius and Fool's Teleport's number of creatures aren't enough, this is the true Mass Invisibility.

⊗ **Lunar Veil:** *Dispel light and revert lycanthropes.* 120ft area is massive. But at this point lycans tend not to be that much of a threat, so Jatembe's Ire, Hungry Darkness, or some other control spell will usually be better. If you want to non-violently stop an entire village of werewolves, it works.

⊗ **Permanent Hallucination:** *As scripted hallucination, but permanent.* Eternally mess with someone. Not being able to target multiple creatures makes this worse, and you'll rarely need more than a few minutes duration regardless.

⊗ **Phantasmal Revenge:** *Ghost from corpse hunts killer.* You can't follow the phantasm, and for that save combination Phantasmal Killer is better. But if you come across a slaughtered village, casting this spell several times can let you defeat the enemy without even encountering them.

⊗ **Project Image^M:** *Illusory double can talk and cast spells.* You can now cast from a distance. Spectral Hand was fun, how about a version that lets you cast any spell through it? Rounds/level does slightly limit it, but that just means that you get to be 150ft away from the location you're ambushing from. The will save only tells them the image is fake, they're still affected by anything cast through it. Note the line of effect requirement, casting a Wall of Force or Emergency Force Sphere ends this spell, but hiding behind an illusory wall works. The image being able to cast illusions on itself has potential, have it enter combat while invisible for another layer of protection. Or have it cast shadow spells on itself, there's potential there.

⊗ **Shadow Conjunction, Greater:** *As shadow conjuration, but up to 6th level and 60% real.* You can now summon the Shaitan from Greater Summon Genie as a standard action, which

gets to immediately put down a Wall of Stone. Objects auto-pass their save, so your archer can fire through the wall 40% of the time, with similar implications as the non-greater version's discusses. Duplicating Major Creation will let you create almost anything, without the long casting time. If you are a shadow caster, see [this guide](#).

☒ **Simulacrum^M**: *Creates partially real double of a creature.* The easiest use of this is to make simulacra of yourself or other casters, getting a lot more low level spells per day. Move all those buffs over to the snow clones. Becomes Pink if you Blood Money this or once you start using it on monsters with abilities not tied to HD. For example, a [Solar's](#) level 20 cleric casting, or an [Efreeti's](#) 3/day Wish. If you make 3 [Winter Hag](#) simulacra and have them [form a coven](#), they can use this spell as an SLA with no material components, and coven SLAs only take 1 round to cast regardless of the original casting time. They could pump out Efreeti, or they could create even more hags and go exponential. To see that taken to its logical extreme, take a look at the [Singularity Sorcerer](#).

☒ **Subjective Reality**: *Convince yourself that something is an illusion, granting you the ability to ignore its actual presence.* Reject reality and substitute your own. It's only protection from a single target and rounds/level, but this is a potent defensive spell. One of the options for what you can ignore is a force. Choosing Gravity makes this the world's worst fly spell. But what if someone learns of and chooses to [ignore Coulomb Force](#)?

Necromancy

☒ **Control Undead**: *Undead don't attack you while under your command.* 2 HD/level and minutes/level. It's Mass Dominate Monster for undead. Keep the level 2 Command Undead in mind as well if you'd prefer to make a non-intelligent undead your permanent minion.

Create Variant Mummy^M: *Create a bog mummy, ice mummy, or Osirian tomb guardian.* You don't have control over them. Intelligent undead are far more hassle than they're worth.

☒ **Epidemic**: *Infect a subject with a highly contagious disease.* Diseases are still bad. Good GM spell.

☒ **Finger of Death^Y**: *Deals 10 damage/level to one subject.* Back in 3.5 this used to actually kill. The damage isn't much more than Disintegrate from last level, and that has far more utility. Suffocate is also a better Fort Save or Die.

☒ **Grim Stalker**: *Create a Grim to disrupt the targets sleep.* Not useful for players, but a great GM spell.

Hunger for Flesh, Mass: *Give creatures bite attacks and a hunger for their own kind's flesh.* Cast Confusion instead. Persist it, and it's still a level lower than this.

☒ **Object Possession, Greater**: *As object possession, but you can possess a construct.* Can't go further than medium range from the target, but possessing a construct and thereby having the construct type for the duration could open the door to some fun interactions. For possessing objects rather than constructs, use the 5th level Possess Object instead.

⊗ **Plague Bearer^R**: *Make the target a carrier of numerous diseases.* Diseases are still bad. You could cast this on your fighter to have the enemies save each round, but that does much less than casting a control spell instead.

⊗ **Plague Storm**: *Cloud infects creatures like contagion.* Diseases are still bad. Fun GM spell to send through a town.

Plundered Power^M: *Kill a creature and steal its strongest spell-like ability.* 2500 gp cost. Charm/Dominate them instead and have them use all their SLAs for you instead of just one. Shared Training if the one you want is self only.

Recorporeal Incarnation^F: *Wear the target corpse like a suit, disguising yourself as the deceased.* Getting the immunities and spell resistance of the corpse could be useful, but it's limited to humanoids. For an intrigue campaign, this is yet another upgrade to Assume Appearance.

⊗ **Symbol of Weakness^M**: *Triggered rune weakens nearby creatures.* Not worth 5000 gp, but if you have Blood Money 3d6 Str damage is a great inclusion on your page of symbols (see Symbol of Revelation).

⊗ **Temporary Resurrection^M**: *Bring a creature to life for 24 hours.* 500 gp cost. This lets you save a lot of diamond dust. Resurrect them with this, have the cleric prepare breath of life, and use it immediately when this spell runs out. The reason this works is because they died due to this spell, which doesn't have the [death] descriptor. When it ends, they simply gain the dead condition and drop to negative Con score hp. Incidentally, Breath of Life also works against Phantasmal Killer/Weird since they don't have the descriptor either.

⊗ **Umbral Strike**: *Throw a bolt of dark energy, dealing cold and negative energy damage.* If you want the damage, use Disintegrate. If you want the blind, use Pyrotechnics, Burst of Radiance, or Glitterdust. Preferably with Persistent metamagic.

⊗ **Waves of Exhaustion**: *Several targets become exhausted.* No save, 60ft cone. -6 Str and Dex is a good penalty if it's guaranteed with a large AOE.

Transmutation

⊗ **Age Resistance, Greater**: *Ignore penalties from venerable age.* +6 Str/Dex/Con is worth it. If someone else is venerable in the party, Shared Training it to them. Don't bother if they're only middle age or old, +1/+3 isn't enough. See Greater Bestow Curse for becoming Venerable.

Arcane Cannon^{FY}: *Your focus becomes a magical cannon that fires on its own.* By itself, this is terrible. But it is a weapon, so the many ways to buff those could improve it. It has the conductive property and fires without using your actions (every other turn), letting you deliver more SLAs and Su abilities. Rounds/level severely limits this even then.

⊗ **Aroden's Magic Army**: *Imbue all manufactured weapons in range with magic.* If you're leading an army, giving all of them much better weapons that last the entire day is great. Otherwise, pass.

⊗ **Artificer's Curse**: *Temporarily suppress the most powerful qualities of a magical item.* Dispel Magic can target items.

Awaken Construct^M: *Grant a construct humanlike sentience.* You don't control it, but creating life is fun. Pink if you have an Android in the party and combine this with Flesh to Stone, see that spell.

⊗ **Control Construct**: *Take control of a construct.* Concentration and having to roll each turn make this a bad idea in most cases. But managing to turn the BBEG's golem against him is hilarious.

⊗ **Control Weather^Y**: *Changes weather in local area.* You can now play god with the weather. Shape the battlefield ahead of time. If you know you'll be facing flyers create a hurricane. Use tornados to clear the ground. Bring forth dense fog to reduce visibility to 5ft. Or just use it to ensure your nap in the sun isn't interrupted by bad weather, you're a wizard you can do whatever you want. Use a greater maximize rod to set the duration at 48 hours and your home will always have exactly the weather you want.

⊗ **Elemental Body IV^Y**: *Turns you into a Huge elemental.* 120ft perfect flight is faster than anything else so far. Melee Mages can now turn into huge air elementals to pick up large enemies with whirlwind (DC = spell DC), and get DR 5/-. Can't cast spells while in this form.

⊗ **Ethereal Jaunt**: *You become ethereal for 1 round/level.* That duration and being unable to affect the material plane bring this down a bit, but you no longer need to care about walls at all.

⊗ **Fey Form III**: *Assume the form of a Diminutive or Huge fey creature.* You can now scout around as a [Sprite](#), getting diminutive size bonuses to stealth. Melee Mages unlock the huge [Tunche](#), with 5 high damage attacks, rend as a pseudo 6th attack, scent, and DR 5/cold iron. Can still cast while in this form.

⊗ **Firebrand**: *Allies gain flaming weapons, immunity to your fire spells, and a one-use ray of fire attack.* Rounds/level kills this. Maybe for a Blaster to avoid friendly fire, but even this, pick up Selective metamagic instead of this.

⊗ **Fly, Mass**: *One creature/level gains ability to fly.* It is faster than Overland Flight, but if any of your allies can't fly by themselves at this point you're probably better off using Shared Training to give them OF.

⊗ **Form of the Dragon II^Y**: *Turns you into a Large dragon.* Good bonuses for Melee Mages, and a large dragon will cause plenty of mayhem on the battlefield. Avoid the forms with vulnerabilities. The best is probably Green dragon, 30ft cone of acid. Can't cast spells with

material components while in this form, unless you have Eschew Materials or drop the spell component pouch before casting then pick it back up.

☒ **Form of the Alien Dragon II:** *Turns you into a Large esoteric or outer dragon.* As FotD. Astral dragon's force cone does lower damage but almost nothing resists it. Nightmare gets See In Darkness. Occult gets bonus natural armor and save bonuses against evil spells.

☒ **Form of the Exotic Dragon II:** *Turns you into a Large imperial or primal dragon.* As FotD. Crystal's sonic breath and Umbral's negative breath are both neat, though they are lower damage.

☒ **Giant Form I:** *Turns you into a Large giant.* Melee Mages, you can turn into a [Two-headed Troll](#) for 4 attacks, rend as a pseudo 5th attack, and regeneration 5. Also good for those not in melee, as written regen prevents death by any means until it's suppressed and this has a longer duration than Deathless. Fire/Acid is common, but there's [Moss Troll](#) with only Fire but also fire vulnerability (+50%), or [Rock Troll](#) for Acid/Sonic (sunlight petrification is not a "vulnerability" so you don't get it). Can still cast while in this form.

☒ **Ice Body:** *Your body becomes living ice.* A nice set of immunities, but only minutes/level. Note the fire vulnerability, don't cast this if you expect to face fire using enemies.

☒ **Infuse Robot:** *Transform a robot into a magical construct.* GM spell if you're in Numeria.

Legendary Proportions^M: *Increase the target's size by one category, granting bonuses.* 200 gp cost. A good buff for your fighter or any animal companions, better if you Blood Money it. Though you could Shared Training a polymorph spell over to them instead, size changing effects are suppressed while under a poly effect.

☒ **Magical Beast Shape:** *Assume the form of a magical beast.* Beast Shape 5. Melee Mages have a lot of choices here. The best is likely the [Dhurgiska Hydra](#) with 12 attacks and pounce, along with scent, a swim speed, and fast healing 5. Can't cast spells in this form.

Memory of Function: *Restore a broken object, drained piece of timeworn technology, or destroyed construct to a functional state.* 10000 gp cost. It's resurrection for constructs. If you're building expensive constructs, are in a high-tech campaign/Numeria, and/or have Blood Money, it's good to know. Otherwise, pass.

☒ **Ooze Form III:** *Assume the form of a Huge ooze creature.* Adding immunity to mind affecting is neat, but you can't cast in this form and it's not good enough for melee.

☒ **Particulate Form:** *Targets gain fast healing 1, immunity to bleed, critical hits, and precision damage.* Immunities for the whole party, but rounds/level makes it much worse. Maybe if you're fighting a whole guild of high level rogues.

☒ **Planar Adaptation, Mass:** *As planar adaptation, but affects multiple creatures.* You can now take your party along when exploring other planes. Life Bubble may still be enough depending on the plane.

⊗ **Planetary Adaptation, Mass:** *As planetary adaptation but on a group of creatures.* Same as Planar Adaptation, but for exploring those planets you found via Arcane Eye.

⊗ **Plant Shape III:** *Turns you into a Huge plant.* Melee Mages, at this level the Green Man gets DR 15/epic and slashing, and regeneration 5 suppressed only by deific or mythic. By RAW, regen makes you unkillable by any means unless suppressed. If your GM said no to the Green Man, you also unlock the [Corpse Lotus](#), 4 attacks with grab, constrict, and 25ft reach. Or the [Quickwood](#), 4 attacks, 3 of which have 60ft reach.

⊗ **Polymorph, Greater:** *Gives one willing subject a new, more powerful form.* Your fighter will still appreciate being turned into an Euryale, getting 6 extra attacks with devastating poison while still being able to use their weapon. But you could just Shared Training them a Monstrous Physique spell instead.

⊗ **Resonating Word^Y:** *Target is damaged, staggered, and stunned.* You have much better single target spells by now.

⊗ **Reverse Gravity^Y:** *Objects and creatures fall upward.* No Save just Lose for non-flying melee enemies. It's even SR:No. They do get a save to hold on if there's something to grab on to, but a lot of those (tables etc) will also be affected by the reversed gravity. Even if they pass, they can't exactly move in most cases. Also has plenty of potential for creative uses. Even the tiny amount of movement from minor earthquakes causes massive damage to buildings, how would the medieval cement made of much worse materials and by less skilled laborers fare against reversed gravity?

⊗ **Shadow Body:** *Turn your body into a living shadow.* Incorporeal, but can't pass through objects.

⊗ **Shapechanger's Gift, Greater:** *Temporarily change a target into an animal, elemental, fey, humanoid, monstrous humanoid, or vermin.* Your fighter isn't getting the Euryale's devastating poison from this, but it's still 6 extra attacks with an hour/level duration.

⊗ **Statue:** *Subject can become a statue at will.* Hardness 8, at the cost of not being able to take immediate actions or AoOs since free actions can only be taken on your turn. Beyond that, what becoming a statue actually entails is poorly defined. This does last all day and can be cast on someone else, but it's likely to be a bad trade in most cases.

⊗ **Submerge Ship:** *Turn a ship into a submarine.* Maybe for a naval/pirate campaign? It's kind of short at 2-3 hours, but this could be used to get away from or ambush another ship. Could even make a port that's only accessible via this spell. The biggest problem is that Greater Teleport is the same level, so you have little reason to be using a ship otherwise at this point.

⊗ **Temporal Divergence^M:** *Take two distinct actions, learn the results, then choose one to take effect.* 100 gp cost, swift action cast. This lets you cast a pseudo Persistent spell, stacking with the actual metamagic/rod for 4x save take lowest. Or you could use it with a spell that'll instantly win the fight if they fail a save plus a less devastating but more reliable spell like Wall of Force. Has out of combat uses as well, cast this and choose Wish duplicating a

divination (such as Legend Lore) + Prestidigitation as your two spells, and choose the presti to keep the wish diamond while still getting the results.

Terraform^M: (Mythic) *Expend mythic power to alter the immediate area's climate and terrain.* Playing god with the environment is fun, but this not having a permanent option really brings it down. 10000 gp cost, if you're going to use this Blood Money it.

Universal

⊗ **Limited Wish^{MY}**: *Alters reality (within limits).* 1500 gp cost. Amazing spell, but the material component prevents frequent use... unless you have Blood Money. The flexibility of being able to duplicate this many spells is surpassed only by a [Loremaster](#). It reduces any casting time to a standard action, duplicate Geas for a No Save pseudo dominate.

8th-Level

Abjuration

⊗ **Dimensional Lock^Y**: *Teleportation and interplanar travel blocked for 1 day/level.* This is mostly a spell for securing rooms against dimensional intrusion. Could be useful in combat if you're in a small enough location or if you locked them down with control spells, but otherwise they'll just be able to walk out. No save, but it is SR:Yes and most things with teleportation SLAs have SR.

⊗ **Mind Blank**: *Subject is protected from mental/emotional magic and scrying.* Like True Seeing is complete immunity to the school of illusion, this is immunity to the school of divination. Lasts all day, but enemies are less likely to use divination effects on you. This does stop the constant see invis/true sight some monsters have at this point, combine this with Invisibility and Blend to become nigh undetectable. The resistance to mind-affecting will only be +3 after your cloak, back in 3.5 this used to be immunity. Even Wish can't bypass this spell, but a dedicated enough diviner could hunt down the [spellbook ritual](#) from [Runes of Wealth](#) to bypass it.

⊗ **Prismatic Wall**: *Wall's colors have array of effects.* A wall that they absolutely must go around or teleport past. It's good, but Wall of Force fulfills the same purposes against anything that can't cast Disintegrate and it's 3 levels lower.

⊗ **Protection from Spells^{MF}**: *Confers +8 resistance bonus.* +3 after your cloak, single target, and 500 gp cost. Meh.

⊗ **Spell Absorption, Greater**: *Use Spell Absorption with higher level spells.* This trades an 8th level slot for a 6th level slot.

⊗ **Spellcrash, Greater**: *Target loses a 7th-level prepared spell or spell slot.* GM spell to deplete your resources. As a player, this is not worth it.

Spellscar: *Cause spells cast within an area to trigger primal magic effects.* Does anyone even use the primal magic subsystem? None of the primal events are deadly and the concentration check shouldn't be an issue at this level. Cast a control spell instead.

⊗ **Symbol of Dispelling^M**: *Dispel all magical effects within range of this symbol.* Not worth 5000 gp, but if you have Blood Money it's a fine inclusion on your page of symbols (see Symbol of Revelation). Provided you can get this to trigger first.

Conjuration

⊗ **Call Construct^M**: *Summon your construct to you.* 1000/5000 gp cost. In most cases Teleport is much better. If you need to transport a magic immune construct and have Blood Money it's fine, if you don't have BM buy a scroll of Gate instead, it's cheaper than casting this.

⊗ **Create Demiplane^F**: *As lesser create demiplane, but larger and with planar traits.* You can now customize your extraplanar home. Pink if you abuse the Structure option as an infinite money exploit, create a house made of gold and gems, with diamond pony statues for decoration.

⊗ **Fey Gate**: *Create a portal that allows travel to the First World.* Cast Plane Shift instead, you'll need to Teleport to your intended destination either way. Or even Locate Portal to find a natural fey gate.

⊗ **Incendiary Cloud**: *Cloud deals 6d6 fire damage/round.* Massively overcosted at this level, the damage is far too low. If you want to commit war crimes, you can do that with much lower levels spells.

⊗ **Instant Summons, Greater^M**: *As instant summons, but for multiple objects and creatures.* In most cases, use Secret Chest instead. It is permanent, so if you Blood Money this it could have some uses.

Maw of Chaos: *Create a destructive and chaotic rip in reality.* Terrible CMB, only drags creatures 5ft closer per +5 you beat CMD by, and mediocre effect.

⊗ **Maze^Y**: *Traps subject in extradimensional maze.* No Save, SR:Yes. Take the most dangerous opponent out of the fight while you deal with everyone else. Most things will have a lot of trouble with that DC 20 Int check, and it's not a save so nat 20 doesn't even succeed for things with less than 10 int.

⊗ **Planar Binding, Greater**: *As lesser planar binding, but up to 18 HD.* Refer to the Lesser version for my thoughts on this. If you take [Augment Calling](#) + [Spell Perfection](#) you can bind a [Solar](#). Use Moment of Prescience to succeed on the Cha check.

⊗ **Rain of Arrows^M**: *Conjure a cloud of magical arrows.* Just cast Fireball.

Rift of Ruin: *Create a rift filled with demons that extends into the Abyss.* The ultimate Create Pit spell. Shapeable area is nice, but this probably isn't enough of an upgrade over the lower level pits to be worth it.

⊗ **Seamantle**: *Sheathes you in protective water.* If your GM ruled against the better reading of Globe of Tranquil Water, this gets you the benefits of underwater combat while on land. Great for Melee Mages, still an okay buff otherwise.

⊗ **Secret Vault**: *As secret chest, except it affects a small structure, vault, or oversized chest.* If you need a massive secret storage at this level, make a permanent demiplane.

⊗ **Summon Erodaemon**: *Summon an erodaemon.* Not worth it as a combat summon, and none of the SLAs are both good and usable.

⊗ **Summon Meladaemon**: *Summon a meladaemon.* Not worth it as a combat summon, and none of the SLAs are both good and usable.

⊗ **Summon Monster 8**: *Summons extraplanar creature to fight for you.* There's only 3 summons at this level. One of them is the next level of elementals, but still, none of these are particularly interesting. 1d3 T-Rex maybe?

⊗ **Temporal Regression^F**: *Set a beacon in time that you can rewind to.* With that duration, needing to stay within close range, and destroying the focus, you're better off casting Emergency Force Sphere to block whatever would cause you to rewind.

⊗ **Trap the Soul^M**: *Imprisons subject within gem.* Single target Will Save or Die with a very expensive component. The no save version of this could be good, but has too many conditions to use reliably. Blood Money it if you can.

Uncanny Reminder: *Summon a replica of the target that attempts to kill them.* Nowhere near good enough for a single target will save spell. Fun GM spell.

⊗ **Wall of Lava**: *Wall damages foes that try to enter; launches lava at nearby targets.* This is the same level as Prismatic Wall, cast that instead. Or any of the good lower level wall spells.

Divination

⊗ **Discern Location**: *Reveals exact location of creature or object.*

⊗ **Moment of Prescience**: *You gain +1/level insight bonus on single attack roll, check, or save.* Single roll, but you can cast it hours in advance. This lets you auto-succeed on an important roll. If you're a Samsaran Psychic Sorcerer or Esoteric Draconic Sorcerer, [Glimpse of the Akashic](#) is a much more powerful version of this.

Prediction of Failure: *Target is permanently shaken and sickened, and may gain a spellblight.* Effectively no save. -4 on most rolls is good if they can't resist it, even if this is single target. Combine it with Temporal Divergence, if they succeed the save against Disintegrate they get hit with this instead.

⊗ **Prying Eyes, Greater**: *As prying eyes, but eyes have true seeing.* The ultimate spell for scouting and spying. If you don't have Blood Money, this also acts as out of combat True Seeing. Have them follow you and look around constantly, then use one of them if you suspect illusions nearby.

Enchantment

⊗ **Antipathy**: *Object or location affected by spell repels certain creatures.* If you have an hour, -4 Dex on a successful save without needing an action in combat is nice.

⊗ **Binding^M**: *Utilizes an array of techniques to imprison a creature.* 1 minute casting time kills this, if you can hold them still that long you can do far worse to them. Great GM spell for creating a [sealed evil in a can](#).

⊗ **Charm Monster, Mass**: *As charm monster, but all within 30 ft.* Max of 2xCL HD. Charm a whole group of anything. Still has the +5, so use it out of combat. You have plenty of ways to succeed those Cha checks at this point, such as Moment of Prescience.

⊗ **Demand**: *As sending, plus you can send suggestion.* Charm effect with infinite range is neat. Though you might not know whether it worked.

⊗ **Euphoric Tranquility**: *Makes a creature friendly.* Melee touch, no save, SR:Yes. Take someone out of the fight similar to Maze, but they can't return by making a check. They'll get a save to act normally for a round... once your fighter is done full attacking them. Consider delivering this via Project Image or a Greater Reach Metamagic Rod. Also has out of combat utility as a no save charm.

⊗ **Fleeting Memory, Mass**: *As fleeting memory, except that it affects multiple creatures.* You can now make an entire crowd forget that you're charming someone. With this many people making saves, at least one of them is likely to succeed, so it will likely take multiple casts. At least they don't remember the spell even on a successful save.

⊗ **Irresistible Dance^Y**: *Forces subject to dance.* Melee touch. 1d4+1 rounds, or 1 round on a save. Follow it up with a Dazing Cold Ice Strike if they make the save.

⊗ **Life of Crime**: *Permanently turn someone into a crazed criminal.* Nowhere near good enough for a single target will save spell. Fun GM spell.

⊗ **Power Word Stun^Y**: *Stuns creature with 150 hp or less.* Stun with no save is powerful, but the HP requirement makes this worse than most other shutdown spells you could be casting.

⊗ **Symbol of Debauchery^M**: *Conjure a symbol that makes all who see it lust for each other.* Not worth the 5000 gp cost. If you have Blood Money it's not a bad inclusion on your page of symbols (see Symbol of Revelation), but this is getting knocked down a rating just for the flavor.

⊗ **Symbol of Insanity^M**: *Triggered rune renders nearby creatures insane.* Not worth 5000 gp, but if you have Blood Money it's a fine inclusion on your page of symbols (see Symbol of Revelation).

⊗ **Sympathy^M**: *Object or location attracts certain creatures.* 1500 gp cost. Maybe combined with Trap the Soul? But in that case you're just swapping one save for another.

Evocation

⊗ **Clenched Fist**: *Large hand provides cover, pushes, or attacks your foes.* That attack bonus is big enough to hit on anything but a nat 1 in most cases, and forcing a save vs Stun each round is good. Single target, but once one dies you can switch it to another target.

Curse of Night^F: *Curse an area with eternal night.* 10000 gp cost. Welcome to Ravenloft. Unless you're a vampire, this is purely a GM spell.

⊗ **Polar Ray^Y**: *Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.* Ranged touch, no save. The damage is decent, but what you're really here for is the 1d4 Dex drain. Follow up a Wracking Ray with this to ruin an enemy's day.

⊗ **Shout, Greater**: *Devastating yell deals 10d6 sonic damage; stuns creatures.* 60ft cone is big, but Stormbolts is better unless the enemies are immune to electricity.

⊗ **Stormbolts**: *1d8 damage/level (max 20d8) to targets.* 30ft radius around your self, 1 round of stun on a failed fort save. Having a built in selective spell so you don't harm your party makes this worth considering. Blasters are still using metamagic'd Fireballs.

⊗ **Sunburst**: *Blinds all within burst, deals 6d6 damage.* 80ft radius, permanent Blindness on a failed Reflex save. We've finally found a blindness spell that might be better than Pyrotechnics, and it only took 6 spell levels. Reflex tends to be the lowest save at high levels. How good this is depends on where your combats tend to be, this is hard to use in a dungeon but great out in the open. This spell can destroy an army.

⊗ **Telekinetic Sphere**: *As resilient sphere, but you move the sphere telekinetically.* This does have some utility, but it's not worth +4 levels over resilient sphere. If you want to transport something heavy, Imbue with Flight works nicely.

Illusion

⊗ **Scintillating Pattern**: *Twisting colors confuse, stun, or render unconscious.* This would be amazing for a Heavens Oracle taking Awesome Display to ignore the HD cap, but they don't get this spell. The limit of CL HD makes this much worse, even if it doesn't have a save you're unlikely to get more than 1-2 enemies with this.

⊗ **Screen**: *Illusion hides area from vision and scrying.* Private Sanctum is better for PC use. Good GM spell, hide those spike walls and lava pits.

⊗ **Shadow Evocation, Greater**: *As shadow evocation, but up to 7th level and 60% real.* This lets you use Sending or Contingency as a standard action. Forcecage is also decent to duplicate with this to avoid the material component. If you are a shadow caster, see [this guide](#).

Necromancy

☒ **Bestow Curse, Greater**: *Place an even greater curse on the subject.* Not worth it offensively, but this can grant [Curse of the Ages](#). Age yourself up to Venerable for +3 on all mental stats, at the cost of having to cast Greater Age Resistance daily. If you're friends with a dragon, turn them into a great wyrm with this. Remove Curse once you're done increasing your age. Great GM spell, permanent duration means this will really mess with a PC.

☒ **Clone**^{MF}: *Duplicate awakens when original dies.* Contingent Resurrection. Make clones of all your party members and keep them in your demiplane along with some backup gear. Cast Gentle Repose on them regularly to ensure the clones don't start rotting.

☒ **Create Greater Undead**^M: *Create shadows, wraiths, spectres, or devourers.* You don't have control over them. Intelligent undead are far more hassle than they're worth.

Curse Terrain, Supreme^M: *Curse an area with seven deadly hazards.* You have no control over when or where they appear, but if you want to screw over a large area it exists. [Here](#) are the hazards it can create. You need Blood Money if you want to use this, since you'll likely want to renew it every day and this spell is not worth the material cost.

☒ **Death Clutch**: *Rip out someone's heart.* [Grasp Heart!](#) A true Save or Die spell against spellcasters, who tend to have low Fort and less than 200 max hp. Stagger on a successful save is a decent consolation prize.

☒ **Horrid Wilting**: *Deals 1d6/level damage within 30 ft.* Bigger Fireball. At least the damage is untyped.

☒ **Orb of the Void**^{MY}: *Sphere inflicts negative levels.* Way too slow, cast Enervation instead. Good GM spell to wear down the PCs.

☒ **Possession, Greater**: *As possession, but your body vanishes.* Still worse than Magic Jar in most cases, but at least your body is safe with this one.

Soulreaver^Y: *Deal 1d6 damage/level to living creatures in a 20-ft. radius area.* Strictly worse than Horrid Wilting. This feels like it was made just for the mythic version.

☒ **Symbol of Death**^M: *Triggered rune kills nearby creatures.* Not worth 10000 gp, but if you have Blood Money it's a decent inclusion on your page of symbols (see Symbol of Revelation).

Tomb Legion: *Summon 1d4+2 advanced mummies.* They're weak, but if you're evil, 7 days is amazingly long for a summon. Can only have one of this spell in effect at a time.

Umbral Infusion, Mass: *As umbral infusion, except it can affect multiple mindless undead creatures.* Still has the 50% chance of your own undead turning on you.

Transmutation

⊗ **Angelic Aspect, Greater:** *As angelic aspect, lesser except granting the greatest qualities of angelic creatures.* A good buff, though only minutes/level. Most noteworthy are DR 10/evil and immunity to acid + cold. Not a polymorph effect, Melee Mages may want to stack this with them.

⊗ **Entomb^M:** *Turn a location into a secure, underground vault.* Demiplanes are much better bases than this, but this is a fair bit cheaper if you don't have Blood Money, and it's accessible via Teleport rather than requiring Plane Shift.

⊗ **Form of the Dragon III^Y:** *Turns you into a Huge dragon.* Melee Mages gain plenty of numeric bonuses over last level's FotD, blindsense 60ft, fly 120ft, frightful presence, and immunity to their dragon's element. 6 natural attacks, and the breath weapon only has a cooldown instead of limited uses along with increasing to a 50ft cone/100ft line. Can't cast spells with material components while in this form, unless you have Eschew Materials or drop the spell component pouch before casting then pick it back up.

Form of the Alien Dragon III: *Turns you into a Huge esoteric or outer dragon.* As FotD.

⊗ **Form of the Exotic Dragon III:** *Turns you into a Huge imperial or primal dragon.* As FotD. Crystal dragon gets Sonic immunity.

⊗ **Frightful Aspect:** *You take on a terrifying, Large-sized form of yourself and emit an aura that causes creatures to become shaken or frightened.* No save AOE Shaken as a prebuff. Even better if you Shared Training it over to your fighter, or if your rogue has [Shatter Defenses](#).

⊗ **Giant Form II:** *Turns you into a Huge giant.* Melee Mages can now turn into a [Mountain Troll](#), getting some numeric upgrades over last level's version. But you're probably better off turning into a dragon. For those not in melee, this still has regen, but it's not worth the extra spell level. Can still cast while in this form.

⊗ **Heart of the Mammoth:** *Imbue a creature with the strength and toughness of the greatest megafauna of the tundra.* Rounds/level kills this.

⊗ **Iron Body:** *Your body becomes living iron.* A laundry list of immunities, but 35% spell failure. Shared Training it over to your fighter.

⊗ **Phasic Challenge:** *Enemy and ally can only harm and be harmed by each other.* Nice flavor, but this generally won't benefit your party. Fun GM spell.

⊗ **Polymorph Any Object:** *Changes a subject into anything else.* This is a 3.5 spell that never got updated for the PF1 polymorph subschool rules. It's still amazingly versatile as written, you can turn the walls of a castle into cotton candy. But to get its true potential requires fixing some RAW oversights. For example, since nothing is specified in Greater Polymorph for what you'd get from transforming into a monstrous humanoid, you'd get the size and natural attacks, but none of the abilities or numeric bonuses listed in Monstrous Physique, while also losing Darkvision and similar abilities even if the new form has it. RAI would put abilities gotten from such a transformation at Monstrous Physique 4, to go with the

other referenced spells in Greater Polymorph being level 6. Similarly, Fey Form 2, Ooze Form 2, Undead Anatomy 3, Form of the Alien Dragon 1, Form of the Exotic Dragon 1, and Vermin Shape 2 are also all level 6 or lower spells that are not covered in Greater Polymorph due to being released later. GMs, I recommend using the stats from these spells if your players want to transform into one of those creatures. Players, ask your GM how they'd rule it.

⊗ **Quintessence Mastery^F**: *Exercise limited control over the quintessence of an Outer Plane, creating or shaping terrain.* If you'd like to have a base on another plane, this is useful. But creating a demiplane is better.

⊗ **Temporal Stasis^M**: *Puts subject into suspended animation.* 5000 gp cost. Plot/GM spell. If you want to put someone into suspended animation, use Shadow Conjunction for Sepia Snake Sigil, repeating every two weeks or so.

⊗ **Undead Anatomy IV**: *As undead anatomy III, but with more abilities.* Still limited to 3 attacks. You can go incorporeal, but that reduces the duration to rounds/level. If you want that, use Shadow Projection instead.

⊗ **Wandering Weather**: *Control weather in a large area that moves with you.* Even more playing god with the weather. You are now a walking natural disaster. Not that a high level mage wasn't one already. Or just keep the weather nice wherever you go.

9th-Level

Abjuration

⊗ **Absorb Rune III^M**: *As absorb rune I, but affecting a rune up to 8th level.* If it's your own rune, just cast it where you want it the first time. Can remove hostile rune/symbol spells, but for that the first level Erase is better.

⊗ **Aroden's Spellbane^{FY}**: *Create an area to completely block out spells of your choosing.* You now have a defense against the most powerful spells. Disjunction, Antimagic Field, Wish, Miracle, Excellent Enclosure, Source Severance, Greater Dispel Magic, Spellbane, and more, are all things that could massively screw you over. But you don't have anywhere near enough choices to get everything, at least without Army Across Time abuse. You could cast multiple, but then an enemy mage who Spellbane'd Spellbane will shut down your protection. Choose wisely. Or change them whenever needed via [Emergency Attunement](#).

Echean's Excellent Enclosure^M: *Create a combination spherical wall of force and antimagic field.* 100 gp cost. Melee touch, no save, SR:No. Completely shuts down a mage. Use a Greater Reach Metamagic Rod or have your familiar deliver the touch. You don't need to target the mage, a grid intersection has AC 5. 10ft radius means you can trap the BBEG wizard with your fighter in this, if the fighter isn't there yet cast a Quickened Phase Step/Telekinetic Charge first. Contingent Action or Spellbane can defend against this.

⊗ **Freedom**: *Releases creature from imprisonment.* Your cleric should be casting Freedom of Movement to block most of these on anyone who doesn't have a [ring](#), but it's good to have a scroll on hand for when you do need it.

⊗ **Impenetrable Veil^M**: *Target can use stealth to hide from blindsight and blindsense as well as divination magic.* 1250 gp cost. A massively upgraded Blend, combine with Invisibility and Mind Blank to be truly undetectable. Blood Money it if you can.

⊗ **Imprisonment**: *Entombs subject beneath the earth.* The ultimate single target will save or lose. -4 on the save is good, but by now you have enough ways of not giving a save at all.

⊗ **Mage's Disjunction^Y**: *Dispels magic, disenchant magic items.* All of those buffs? Gone. No save, roll, or anything. Magic items do get a save, but you'll shut down a lot of those as well. You're safe, but your allies aren't, so aim carefully. Only affects artifacts with the single-target version, if you need to destroy one use Temporal Divergence for this + Prestidigitation, only choose this if you succeed both the % chance and will save. Contingent Action or Spellbane can defend against this.

⊗ **Mind Blank, Communal**: *As mind blank, but you may divide the duration among creatures touched.* Warding the entire party would be useful, but having to split up the duration means you can't keep it up at all times like the non-communal version.

⊗ **Prismatic Sphere^Y**: *As prismatic wall, but surrounds on all sides.* The ultimate protective spell. But it also protects enemies from you unless you step out for a moment, and the sphere

prevents leaving/entering by magic, so you'll be vulnerable. Can be used offensively with Time Stop + Reverse Gravity, or cast at range via Project Image.

☒ **Symbol of Vulnerability^M**: *Triggered rune gives penalties.* Not worth 15000 gp. But if you have Blood Money, you may as well include it on your page of symbols (see Symbol of Revelation).

☒ **Wall of Suppression^M**: *Creates wall that disables magic.* 1000 gp cost. Against casters use Excellent Enclosure, otherwise Wall of Force was 4 levels ago.

Conjuration

☒ **Bilocation**: *Exist in two places at once.* Cast Astral Projection or Project Image instead.

☒ **Clashing Rocks**: *20d6 damage to target creature.* Ranged touch + reflex save. Prone even if one of the two fails is decent, and this can even knock flying creatures prone. Both of these defenses tend to be very low at high levels. On failing both, they're buried. It's a DC 25 Str check to free themselves, and they're immobilized until they make it, along with taking damage every minute if they can't. The spell also comes with a 30x60ft of reflex vs prone. Overall, it's not bad, but a bit underwhelming for a 9th level spell.

☒ **Create Demiplane, Greater^F**: *As create demiplane, but larger and with more planar traits.* You can now alter the flow of time in your demiplane, among other things. I recommend Timeless in regards to magic so the buffs on your crafted Homunculi forging items for you while you're away never run out, and Double Time otherwise. Keep in mind Timeless does not mean stopped time, it still catches up to you when you leave, and the same amount of time passed outside. Unless you combine it with Time Stop.

☒ **Gate**: *Connects two planes for travel or summoning.* Precise planar travel, for when you'd prefer not to Plane Shift + Greater Teleport. The summoning option is usually too expensive at 10000 gp, but you could Blood Money it. However, you could call an Efreeti for 3 free Wishes, it has a lower HD than your CL so you control it, and using the wishes is not an extended service so no extra payment is needed. It returns home once the service is done, so overdoing this may attract attention. Solar also have an SLA Wish, but you need 22 CL for them. Beyond that, see Planar Binding.

☒ **Interplanetary Teleport**: *Teleport to another planet.* Greater Teleport + Arcane Eye already does this.

Maze of Madness and Suffering^M: *Send a target into a dangerous extradimensional maze.* 1000 gp cost. Maze with DC 22, so creatures without at least 14 Int have no chance of escaping. It also comes with some fun effects while the creature is in the maze, such as death. Great if you Blood Money it.

☒ **Refuge^M**: *Alters item to transport its possessor to you.* 1500 gp cost. It's an okay getaway spell, but Getaway is a 6th level spell.

⊗ **Resplendent Mansion^F**: *Conjure an opulent mansion several stories tall.* Fun flavor spell. You could just create a mansion in your demiplane, but this is cheap.

Spawn Calling^{RY}: (Rovagug) *Call the Spawn of Rovagug.* You have no control over it, but this is a CR 20 monster, so it'll probably destroy whatever you were aiming it at. As with all religion restricted spells, can only be cast (even from a scroll or similar) if you worship the associated deity, so this is primarily a GM spell.

⊗ **Summon Derghodaemon**: *Summon a derghodaemon.* No useful SLAs, low DCs, and meh combat abilities.

Summon Greater Demon: *As summon monster, except to summon a coloxus, omox demon, or 1d3 kalavakus demons.* None of these are useful. Can't use the Kalavakus' Symbol of Persuasion either, expensive material component and anything cast by a summon ends when it does.

⊗ **Summon Monster 9**: *Summons extraplanar creature to fight for you.* Ghaele Azata has 1/day Wall of Force, Death Ward, and Heal. Astral Deva has Dispel Evil, Remove Curse/Disease, and 1/day Heal. It's a divine toolbox. Nalfeshnee has at-will Greater Dispel Magic, but Disjunction is at this level. For combat, 1d4+1 T-Rex is probably the best thing to summon.

⊗ **Summon Thanadaemon**: *Summon a thanadaemon.* Their lore claims they're normally summoned to transport the summoner. Except this works as Summon Monster, which prevents them from using any teleportation abilities. It has 3/day Enervation, but that's about it.

⊗ **Teleportation Circle^M**: *Teleports creatures inside circle.* Transport an army. Making this permanent could solve transportation issues between kingdoms and bring about the [Tippyverse](#). If you plan on connecting multiple places, it will be cheaper to create a permanent demiplane and use Greater Create Demiplane's Portal option to open permanent gates to all the locations you want to connect. Maybe charge a small fee for the convenience.

⊗ **Tsunami^Y**: *Huge wave damages and sweeps up all in its path.* This is a spell for destroying armies. It works, but you could instead use Sunburst or Jatembe's Ire, the latter of which can also destroy a city as this can.

⊗ **Wooden Phalanx**: *Creates 1d4+2 temporary wood golems to fight for you.* Even as hour long summons, these are far too weak. Maybe for use as construction workers, but for that you'd want it to last days.

Divination

⊗ **Foresight^Y**: *"Sixth sense" warns of impending danger.* Immunity to surprise and flat-footed is neat so you're never caught unable to use an immediate action. But Foresight Diviners have been immune to surprise since level 1 due to their school abilities.

Enchantment

⊗ **Dominate Monster**: *As dominate person, but any creature.* Days/level. This is not a combat spell, it's a minion spell. Combine with Temporal Divergence and Prediction of Failure, along with a persistent metamagic rod if you have one, to ensure they don't succeed.

⊗ **Heroic Invocation**: *Grants a number of creatures bonuses on attacks and damage, temporary hit points, and immunity to fear and charm effects.* Nowhere near good enough of a buff to be 9th level.

⊗ **Hold Monster, Mass**: *As hold monster, but all within 30 ft.* Worse than Overwhelming Presence.

⊗ **Lost Locale^R**: *As lost passage, except covering a much larger area.* GM spell for creating a hidden city.

⊗ **Overwhelming Presence**: *Creatures bow before you as if you were divine.* Mass Will Save or Lose. Have the party start Coup De Grace'ing them. Unlike Mass Hold Monster they can't even take mental actions like SLAs while affected, and are staggered should they save.

⊗ **Power Word Kill^Y**: *Kills one creature with 100 hp or less.* Dealing 100 damage is nowhere near enough at this level. Situationally useful for finishing off something that doesn't care about HP damage, like if they have Diehard and Regeneration.

⊗ **Symbol of Strife^M**: *Triggered rune makes creatures attack.* Not worth 15000 gp. But if you have Blood Money, you may as well include it on your page of symbols (see Symbol of Revelation).

Yellow Sign^{MR}: (Hastur) *Use this symbol to subject all who view it to the will of Hastur.* By this level you should be killing Great Old Ones, not serving them.

Evocation

⊗ **Crushing Hand**: *Large hand provides cover, pushes, or crushes your foes.* At level 20, your CMB with this spell is the same as the T-Rex from Summon Monster 7.

⊗ **Icy Prison, Mass**: *As icy prison, but it affects 1 creature/level.* Mass Reflex Save or Lose. Reflex is by far the lowest save at this level. Lasts long enough to kill anything without at least 15 cold resist. Few things have a high enough strength to even have a chance at escaping without SLA Teleport.

⊗ **Last Azlanti's Defending Sword, Mass^F**: *As Aroden's defending sword, but with multiple swords.* Cast Shared Training + Shield instead.

☒ **Meteor Swarm^Y**: *Four exploding spheres each deal 6d6 fire damage.* Iconic spell, but not particularly good. Up to 32d6 isn't too bad, but: Blasters will do far more damage with metamagic'd Fireballs, and if you need to destroy an army Tsunami, Sunburst, and Jatembe's Ire are all better than this.

☒ **Ride the Lightning**: *Transform into electricity.* This would be a fun spell several levels ago. Potentially usable as a swift action cast spell that makes you immune to electricity.

☒ **Winds of Vengeance**: *Gives you the ability to fly and attack with wind.* Immunity to ranged attacks. Minutes/level is kind of short for this.

Illusion

☒ **Shades**: *As shadow conjuration, but up to 8th level and 80% real.* Can duplicate any conjuration spell, not just summoning/creation, and not limited to the wizard list. This is close to the versatility of Wish, and without a component cost. You can even cast Resurrection with this, for free.

☒ **Shadow Transmutation, Greater**: *As shadow transmutation, but it mimics greater polymorph instead of polymorph.* Cast Polymorph Any Object, Shapechange, or even Greater Polymorph instead of this.

☒ **Weird**: *As phantasmal killer, but affects all within 30 ft.* Mass Save or Die, with 2 saves. If you have [Resilient Illusions](#) and are boosting your CL this is great, they'll be nearly guaranteed to fail the Will save. At that point, if they fail the Fort save they die, and if they pass they're still Stunned for a turn.

Necromancy

☒ **Astral Projection^M**: *Projects you and companions onto Astral Plane.* 1000 gp cost. Contingent Resurrection for your whole party. Cast this while in your well protected demiplane, and form new bodies on the material plane. Duplicates all of the items you had on you when forming a new body, use scrolls and other consumables without losing them.

Canopic Conversion^{FM}: *Eviscerate a target, creating an advanced mummy from its life essence.* Mummies are nowhere near powerful enough at this level, and it's hilarious that this spell suggests a mage capable of casting 9th level spells would fear one harming them. Beyond that, it's a terrible damage spell.

☒ **Cursed Earth^M**: *Plants die, living creatures catch diseases, or dead creatures rise as zombies.* 10000 gp cost. Any settlement you can't destroy with Jatembe's Ire is probably powerful enough to dispel this. GM spell.

⊗ **Energy Drain**: *Subject gains 2d4 negative levels.* You're probably better off with a metamagic'd Enervation. Still, if you have a greater maximize metamagic rod, 8 negative levels will severely hinder anything.

⊗ **Massacre**: *Slaughter creatures in a line.* Basic save or die. Line AOE and 17 HD cap are both major downsides. Good GM spell, the players usually have lower HD than the enemies.

⊗ **Parasitic Soul**^F: *Force a trapped soul into a new body.* Permanent Magic Jar. All the stuff about trapped souls doesn't matter, you can still transfer yourself. Don't like being squishy? Find an ancient dragon or powerful outsider and take its body, permanently. May need to beat it into submission and give it [Esoterum](#) first. Repeat for your entire party, including any familiars and other minions, trap their souls with Summon Cacodaemon once their new body is ready then begin the transfer. You'll want a [Ring of Counterspells](#), Spellbane, or Astral Projection so you don't need to keep your original body around or risk dying if this gets dispelled.

⊗ **Scourge of the Horsemen**: *Blast an area with soul-rending energy, dealing 1d4 negative levels and 1d6 acid/level.* AOE negative levels, Fort half. Maybe with an empower/maximize rod.

⊗ **Soul Bind**: *Traps newly dead soul to prevent resurrection.* If you want someone deader than dead, see Flesh to Stone or Scribe's Binding. Summon Cacodaemon lets you soul bind dead creatures for further processing.

⊗ **Suffocation, Mass**: *One creature/level suffocates to death.* Mass Fort Save or Lose/Die. Note the increased duration, if they fail the initial save they're near guaranteed to go down. Still has the Stagger as a consolation prize if they save. [The Vaccum](#) is what happens if you focus on this spell.

⊗ **Wail of the Banshee**: *Deals 10 damage/level to 1 creature/level.* In 3.5 this was a save or die. Now, Mass Suffocation takes that spot.

Transmutation

Curse of Fell Seasons^F: *Curse an area's weather.* 15000 gp cost. Maybe for terraforming the desert? Otherwise, GM spell.

⊗ **Etherealness**: *Travel to Ethereal Plane with companions.* Being ethereal for minutes/level has utility, but probably not enough to be worth a 9th level spell. You still can't affect the material plane. Plane Shift and Gate can both take you to the Ethereal, and while they don't bring you back automatically they also don't have a time limit.

⊗ **Fey Form IV**: *Assume the form of a powerful fey creature.* No significant upgrades over the previous version.

⊗ **Fiery Body**: *You gain various fire-related powers. A good buff, though only minutes/level. Most noteworthy are healing from Fire, immunity to crits, ability damage, electric, and more. Not a polymorph. Combine with Greater Angelic Aspect to get immunity to all four basic elements.*

Rune of Jandelay^M: *Create a potent rune that evokes the mighty Oliphant of Jandelay, warding the area against chaos and destruction. 5000 gp cost. None of these effects are worth a 9th level spell, never mind the material component. If you do need to cast it, remember that you can move the thing its cast on.*

⊗ **Salvage**: *Pull together the remains of a shipwreck and reform it into a working vessel. Ships are worth a fair bit. At this level you probably have better things to do, but bringing ships back from the bottom of the ocean is a possible way for high level mages to earn gold.*

Scribe's Binding^F: *Turn a creature into a biography of their life. Flesh to Stone not deader than dead enough for you? Turn them into a book and Erase its contents, erasing all their memories. Then break this spell and do the Flesh to Stone thing anyway. If you weren't able to capture them alive, Summon Cacodaemon to soul gem them, Parasitic Soul the soul gem into an unconscious bunny, then use this spell. If you want any of the information yourself, Kreighton's Perusal and Skim will come in handy.*

⊗ **Shapechange**^F: *Transforms you into certain creatures, and you can change forms once per round. Lasts a few hours. You are now whatever form you want whenever you want. It's missing the newer polymorph spells, same as Polymorph Any Object, but it's still good. Could be a good spell for a [Ring of Continuation](#).*

⊗ **Time Stop**^Y: *You act freely for 1d4+1 rounds. You can now control time itself. Cast buffs if you were unable to before combat. Summon a few things. Drop a Forcecage around your enemies along with something to harm them while they're in the area, such as Hungry Darkness. Reverse Gravity, fly over the enemy, Prismatic Sphere, as soon as the Time Stop ends they get to make 14 saves as they go through the bottom and top of the sphere, then while its still your turn either quickened Dispel Magic the Reverse Gravity or dismiss it if you have Fleeting metamagic for another 14 saves. The mythic augmented version prevents resting during it, but the other versions don't. Pink if you cast this in combat, Plane Shift to your timeless demiplane, take a quick 8 hour nap and prepare some new spells, Gate back to the battle having fully recovered all your resources as a standard action. Could even re-cast Time Stop before returning to get some more turns, as the original ends as soon as you leave the demiplane. Greater Maximize Metamagic Rod is great with this, guaranteed 5 turns.*

⊗ **Transmute Blood To Acid**^M: *Target takes acid damage each round, and its attackers take acid damage. Low damage over time.*

⊗ **Transmute Golem**: *Turn one type of golem into another. Costs 1.5x the difference. Maybe if you Blood Money it.*

⊗ **World Wave**: *Earth moves you across distances. Same width as Tsunami and goes much further, but doesn't damage anything part of the natural world, including most creatures. This can level a city or take out an army of undead, but most of this spell's use cases are better covered by Jatembe's Ire.*

Universal

Ascension^{MY}: *Imbue creatures with mythic power.* 10000 gp cost. Giving out mythic power is powerful, and this doesn't actually require you to be mythic, so you could use it on yourself. You'll need Blood Money (this doesn't last long enough for the cost otherwise), and a minor artifact. If you haven't gotten one by this level, you could create a Simulacrum or [Trompe](#) of [Baba Yaga](#), who has an ability to create artifacts not tied to HD. Whether getting it made or trying to find one, a [Revelation Quill](#) seems fitting and has low enough power that the GM might be fine with it. See [here](#) for the rules on mythic, you get a single mythic [feat](#), choose a mythic path (probably [Archmage](#)), gain that path's initial benefit (Archmage Arcana), and a single 1st level mythic path ability from either your path or the universal list.

 **Wish^{MY}**: *As limited wish, but with fewer limits.* The ultimate spell. Able to duplicate most spells in the game and even increase ability scores permanently, but that 25000 gp cost prevents it from being used often. Still saves you 12500 gp over a +5 Tome, or 6250 if you craft it. Wish is the holy grail of Blood Money. We'll need 52 Strength, taking 51 damage and leaving us still conscious with 1 Str. Blood Rage is +10 morale. Maximized Empowered Siphon Might is +16 enhancement (or use an Emp rod, and keep trying). Untold Wonder is +1. That's +27 total, need to possess something with 25+ Str via Marionette Possession or Magic Jar. It shouldn't be too hard to find a [common whale](#) (38 Str) via divinations. Cast Anthropomorphic Animal on it to give it hands so you can cast spells with its body, then possess it. All of that together is 65 Str, don't even need some of those buffs. Wishes to increase stats need to be cast in sequence. Have a few cleric Simulacrum properly time scrolls of Restoration to cure your ability damage after each cast. Scrolls of Heroic Fortune give you a temporary hero point, which can be spent to regain an expended spell slot, such as the Wish you just cast.