

**ARCANE SHIELD**

When preparing: Choose a target within 4 spaces including yourself. That creature has advantage on agility rolls while this spell is prepared. You must cast this spell when the creature with the shield is damaged by an attack. Make the following attack against an adjacent creature:

Arcana vs. Willpower / d6 damage that ignores armor.

Enhance: Add d6 damage

Enhance: Attack up to 2 additional enemy creatures adjacent to the creature with the shield.

**BLINDING LIGHT**

While the spell is prepared, any time an enemy creature within line of sight makes an attack, you may spend 1 mana to give that creature disadvantage. If their attack misses, they sustain 1d4 damage that ignores armor. You may continue to do this for every attack a creature makes. Once you choose not to spend mana to give disadvantage, the spell ends.

Preparation: You gain advantage on defense agility rolls

**BLIZZARD**

Choose a space within 6 spaces, no line of sight required. Until the end of the next round, make the below attack against every enemy creature the first time it activates within 1 space of that space. The spell ends if you take a move action.

Arcana vs. Willpower / d6 damage.

Enhance: Add d6 damage

Enhance: Add 1 space to the range of the blizzard

Preparation: Disadvantage on agility rolls and cannot move

**CHAMELEON**

Change the physical appearance of a willing creature into the appearance of another creature of the same race for one hour. Only their physical body changes, not their clothes or other items.

Enhance: Increase the duration by one hour

Enhance: Change into the appearance of another creature of a different humanoid race.

**CHRONO FREEZE (minor)**

Time stops momentarily. While time is frozen you may take 1 major action. If any attacks are made while time is frozen, time immediately resumes as normal.

Enhance: Extend the duration such that you can take an additional major action.

Enhance: Add 1 target within 8 spaces to the spell effect.

Preparation: Disadvantage on agility rolls and cannot move

**FIREBALL**

Choose a space within 20 spaces. Make an arcana vs. willpower attack against each creature within 1 space of the target. If they fail, they take 1d6 damage that ignores armor. If they succeed, they take half damage.

Enhance: Increase the range by 20 spaces

Enhance: Increase the damage by 1d6

Enhance: Increase the radius by 2 spaces

Preparation: Disadvantage on agility rolls and cannot move

**FIRE BLAST**

Choose two adjacent targets and make the following attack against each target:

Arcana vs. Willpower / d6 damage

Enhance: Add d6 damage

Enhance: Add 1 to the number of targets (each target must be adjacent to 1 other target)

Preparation: Disadvantage on agility rolls

**FIRE WHIP**

Every time your initiative card comes up you may spend 1 mana to make an arcana vs. agility attack with a range of 10 that does 1d12 damage and moves the target 6 spaces directly toward you. Once you choose not to make the attack, the spell ends.

Preparation: Disadvantage on agility rolls

**FORCE FIELD**

Draw a line between spaces that is two space edges long. Any creature must make a strength vs. arcana roll against you with disadvantage in order to cross the line. Any creature that attempts to cross and fails takes 1d12 damage. At the start of each round roll a d6. If you roll a 1, the spell ends.

Enhance: Extend by 2 edges in length

Enhance: Increase the damage by 1d12

Enhance: Increase the size of the die used to see if the spell ends by 1 to a maximum of d12.

Preparation: Disadvantage on agility rolls

**FORM SUBSTANCE (minor)**

Create up to 5 pounds of any common substance such as water, wood, rock, clothing, metal, or food. This spell cannot be used to create weapons or armor.

**GATHERING STORM**

While this spell is prepared, put a d4 on this spell any time you cast another spell. When the spell is cast, assign these dice to creatures within 4 spaces of you as damage that ignores armor.

Enhance: Increase the size of the dice by one up to a maximum of a d12.

Preparation: Disadvantage on agility rolls

**INVISIBILITY (minor)**

Target one creature within 8 spaces. They are invisible for 1 hour. If they make an attack or cast a spell, they gain advantage but then become visible.

Enhance: Extend the spell effect by 1 hour.

Enhance: Choose 2 additional targets

Enhance: Increase the range by 8 spaces.

**LEVITATE (minor)**

Choose 1 willing target within 8 spaces. The target floats off of the ground for 1 minute. If they are pushed, then they glide in the direction of being pushed unless something stops them.

Enhance: Increase the duration of the spell effect by 10 times.

Enhance: Propel the targets in a chosen direction at a speed of 6 spaces per round. Choose to stop the target at any time.

Enhance: Teleport 1 additional target.

Preparation: Cannot move

**MAGIC MISSILE (minor)**

Choose a target within 10 spaces. That target takes 1d4 damage that ignores armor.

Enhance: Add 1d4 damage

Enhance: Add 10 to the spell range

**POWER BEACON**

Choose a space within 5 spaces to be the "beacon". For the rest of the encounter, every time an ally is targeted by an attack while within 2 spaces of the beacon, add a d6 to this spell (after the attack is completed). At any time, you may spend 1 mana to give one or more d6s from this card to yourself or an ally to add to their skill, agility, arcana or willpower roll. As a major action you may make an arcana vs. willpower attack and spend the dice on this card as damage. If you miss this attack, you deal half damage to the target and the spell ends.

Enhance: Add a d6 to this spell while casting

Enhance: Increase the beacon range by 1

Preparation: Disadvantage on agility rolls

**STORM OF ICE**

Choose a target within 8 spaces and make an arcana vs. willpower attack against the creature that does 1d6 damage. On each subsequent enemy initiative card, you may spend 1 mana to make this ice strike attack before any creatures activate on that initiative card. If you attacked a creature that activates on that card and the creature sustained damage as a part of this attack, then they may not make a major move during their action. Once you choose not to spend mana to continue the spell, the spell ends.

Enhance: Add 1d6 to the damage of attacks made with this spell.

Preparation: Cannot move while this spell is prepared

**STRATOSPHERIC DISTURBANCE (minor)**

Change the weather in a one-mile radius from where you are standing for one hour. You raise your arms and call out in a chant, forcing the weather to change as you design. The changes in weather are not extreme, but can be anything from sunny with no clouds, cloudy and rainy, or even an intense thunderstorm. You cannot move while the spell is active.

Enhance: Increase the radius by one mile.

Enhance: Increase the duration by one mile.

**SUMMON (minor)**

Target one space within 8 spaces. Summon a creature from the monster manual of level 1. The creature comes into existence at the start of the next round and exists for 1 round under your direct control. The creatures have 1 health.

Enhance: The creatures summoned by the spell have their normal health.

Enhance: The creatures summoned by the spell lasts until the end of the encounter

Enhance: The creatures summoned by the spell can be 1 level higher.

Enhance: Summon 1 additional creature.

Preparation: Cannot move

**SURGING BEAM OF RADIANCE**

While this spell is prepared you may spend a minor action to place a d4 on this spell and roll a dice of the same size. If you roll lower than the number of dice on this spell, the spell is cast. When casting the spell, draw a line from the center of your space to the center of a space 10 spaces away. Make an arcana vs. agility roll against each creature in a space touched by the line. Assign the dice on this spell as damage to the creatures hit by the attack. Creatures closer to you must have more dice assigned than creatures further away. You may decide not to place any damage on a creature.

Enhance: Increase the range by 10.

Enhance: Increase the size of the dice by one up to a maximum of a d12.

Enhance: Gain advantage on the attack.

Preparation: If you sustain damage, the spell is cast against the attacker

**TELEPORTATION**

Choose 1 willing target within 8 spaces and instantly teleport them up to 100 ft within line of sight.

Enhance: Teleport the targets up to 10 times further.

Enhance: Teleport the targets even to places that you do not have line of sight to. You must have visited the location within the last 24 hours.

Enhance: Teleport 1 additional target.

Preparation: Cannot move

**TIME WARP**

Draw 3 cards from the initiative deck. Reorder them and then place them back on top of the initiative deck.

Enhance: Draw 3 more cards.

Enhance: Choose 1 card to place in the discard pile.

Enhance: Take 1 card from the initiative discard pile and put it back into the initiative deck in any order along with the cards you drew.

Preparation: Cannot move