

INSTRUCTIONS



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INSTRUCTIONS

These reference cards include all spells from *Pathfinder Player Core* and *Pathfinder Player Core 2* for the arcane spell list. The full text for each spell is provided whenever possible, though some longer or more complex spells have been abbreviated and include a page reference to the full spell description.

The full rules for spells begin on page 297 of *Player Core*.

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AUDITORY**CANTRIP****CONCENTRATE****ILLUSION****MANIPULATE****Traditions** arcane, divine, occult**Duration** 10 minutes

You amplify your voice, loud enough for you to be heard easily at a great distance. For the duration, your voice can be heard loudly and clearly by all listeners within 500 feet, even if other ambient noise would otherwise block the sound. Despite the volume, this doesn't make your voice jarring or distracting. This doesn't increase the range or area of other auditory or linguistic effects, and physical barriers such as walls and doors still block or muffle your voice as normal.

Your loud voice makes it easier to Coerce others, and the acoustics assist in Performing at a large venue. You gain a +1 status bonus to checks to Coerce and auditory Performance checks to Perform at a large venue.

You can Dismiss the spell.

(Continued on back)

(Continued from front)

Heightened (5th) Your voice can be heard clearly up to 1,200 feet away.

Heightened (7th) Your voice can be heard clearly up to 1 mile away.

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CAUSTIC BLAST

CANTRIP 1

ACID

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 5-foot burst

Defense basic Reflex

You fling a large glob of acid that immediately detonates, spraying nearby creatures. Creatures in the area take 1d8 acid damage with a basic Reflex save; on a critical failure, the creature also takes 1 persistent acid damage.

Heightened (+2) The initial damage increases by 1d8, and the persistent damage on a critical failure increases by 1.

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DAZE

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

MENTAL

NONLETHAL

Traditions arcane, divine, occult

Range 60 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round

You push into the target's mind and daze it with a mental jolt. The jolt deals 1d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

Heightened (+2) The damage increases by 1d6.

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DETECT MAGIC



CANTRIP 1

CANTRIP

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, divine, occult, primal

Area 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

Heightened (3rd) You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM.

Heightened (4th) As 3rd rank, but you also pinpoint the source of the highest-rank magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

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ELECTRIC ARC

CANTRIP 1

CANTRIP

CONCENTRATE

ELECTRICITY

MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 or 2 creatures

Defense basic Reflex

An arc of lightning leaps from one target to another. Each target takes 2d4 electricity damage with a basic Reflex save.

Heightened (+1) The damage increases by 1d4.

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FIGMENT



CANTRIP 1

CANTRIP

CONCENTRATE

ILLUSION

MANIPULATE

SUBTLE

Traditions arcane, occult

Range 30 feet

Duration sustained

You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and undetailed if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the *figment*.

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CANTRIP

COLD

CONCENTRATE

MANIPULATE

Traditions arcane, primal**Range** 60 feet; **Targets** 1 creature**Defense** Fortitude

An orb of biting cold coalesces around your target, freezing its body. The target takes 2d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 1 to bludgeoning until the start of your next turn.

Heightened (+1) The damage increases by 1d4 and the weakness on a critical failure increases by 1.

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GALE BLAST

CANTRIP 1

AIR

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Area 5-foot emanation

Defense Fortitude

Wind flows from your outstretched hands and whirls around you in a 5-foot emanation. Each creature in the area takes 1d6 bludgeoning damage, with a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

Heightened (+1) The damage increases by 1d6.

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GOUGING CLAW

CANTRIP 1

ATTACK

CONCENTRATE

MANIPULATE

MORPH

Traditions arcane, primal

Range touch; **Targets** 1 creature

Defense AC

You temporarily morph your limb into a clawed appendage. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of 2d6 slashing damage or 2d6 piercing damage, plus 2 persistent bleed damage. On a critical success, you deal double damage and double bleed damage.

Heightened (+1) The damage increases by 1d6 and the persistent bleed damage increases by 1.

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ATTACK

CANTRIP

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal**Range** 30 feet; **Targets** 1 creature**Defense** AC

You snap your fingers and point at a target, which begins to smolder. Make a spell attack roll against the target's AC, dealing 2d4 fire damage on a hit. If the target is within your melee reach, you can choose to make a melee spell attack with the flame instead of a ranged spell attack, which increases all the spell's damage dice to d6s.

Critical Success The target takes double damage and 1d4 persistent fire damage.

Success The target takes full damage.

Heightened (+1) The initial damage increases by 1d4 and the persistent fire damage on a critical hit increases by 1d4.

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CANTRIP

CONCENTRATE

LIGHT

MANIPULATE

Traditions arcane, divine, occult, primal**Range** 120 feet**Duration** until your next daily preparations

You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

Heightened (4th) The orb sheds light in a 60-foot radius (and dim light for the next 60 feet).

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ATTACK

CANTRIP

CONCENTRATE

ELECTRICITY

MANIPULATE

METAL

Traditions arcane, primal**Range** 30 feet; **Targets** 1 creature**Defense** AC

You conjure up a length of sharp copper filament humming with electrical current that strikes out at your foe. The wire deals 1d4 slashing damage and 1d4 electricity damage, depending on your spell attack roll against the target's AC.

Critical Success The target takes double damage and 1d4 persistent electricity damage.

Success The target takes full damage.

Failure The target takes the electricity damage, but not the slashing damage.

Critical Failure The target is unaffected.

Heightened (+1) The slashing damage, initial electricity damage, and persistent electricity damage on a critical hit each increase by 1d4.

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MESSAGE ➡

CANTRIP 1

AUDITORY

CANTRIP

CONCENTRATE

ILLUSION

LINGUISTIC

MENTAL

SUBTLE

Traditions arcane, divine, occult

Range 120 feet; **Targets** 1 creature

Duration see below

You mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

Heightened (3rd) The spell's range increases to 500 feet.

PRESTIDIGITATION



CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Range 10 feet; **Targets** 1 object (cook, lift, or tidy only)

Duration sustained

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the spell. Each time you Sustain the spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or locus or cost for a spell.

(Continued on back)

(Continued from front)

- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object at 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the spell.

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PUFF OF POISON

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

POISON

Traditions arcane, primal

Range 10 feet; **Targets** 1 creature

Defense Fortitude

You exhale a shimmering cloud of toxic breath at an enemy's face. The target takes 1d4 poison damage and 1d4 persistent poison damage, depending on its Fortitude save.

Critical Success The creature is unaffected.

Success The target takes half initial damage and no persistent damage.

Failure The target takes full initial and persistent damage.

Critical Failure The target takes double initial and persistent damage.

Heightened (+2) The initial poison damage increases by 1d4, and the persistent poison damage increases by 1d4.

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READ AURA

CANTRIP 1

CANTRIP

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 minute

Range 30 feet; **Targets** 1 object

You focus on the target object, opening your mind to perceive magical auras. When the casting is complete, you know whether that item is magical. You or anyone you advise about the aura gains a +2 circumstance bonus to Identify Magic on the item. If the object is illusory, you detect this only if the effect's rank is lower than the rank of your *read aura* spell.

Heightened (3rd) You can target up to 10 objects.

Heightened (6th) You can target any number of objects.

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SCATTER SCREE

CANTRIP 1

CANTRIP

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** two contiguous 5-foot cubes

Defense basic Reflex; **Duration** 1 minute

A jumble of rocks cascades into the area. The scattering rocks deal 2d4 bludgeoning damage (basic Reflex save). The ground in the area becomes difficult terrain for the duration of the spell. A creature can Interact to clear a square of this scree.

If you cast this spell again, any previous *scatter scree* you've cast ends.

Heightened (+1) The damage increases by 1d4.

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SHIELD

CANTRIP 1

CANTRIP

CONCENTRATE

FORCE

Traditions arcane, divine, occult

Duration until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action (*Player Core* 419), giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction (*Player Core* 262) with your magic shield. The shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

Heightened (+2) The shield's Hardness increases by 5.

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CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal**Range** touch; **Targets** 1 creature or object**Duration** unlimited (see below)

You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an Interact action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week. The time before the mark fades increases depending on your heightened rank.

Heightened (3rd) The sigil instead fades after 1 month.

Heightened (5th) The sigil instead fades after 1 year.

Heightened (7th) The sigil never fades.

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CANTRIP

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Range** 30 feet; **Area** a 5-foot cube**Defense** basic Reflex

Water blasts upward, coming out of the ground, rising from a pool, or even manifesting from thin air. Any creatures in the area take 2d4 bludgeoning damage, with a basic Reflex saving throw. A creature that critically fails its save is disoriented by the explosion of water, becoming off-guard until the end of your next turn.

You can change this spell's area to a 5-foot burst, provided you center the burst in a body of water. This body of water can be as small as a pond or creek, but not as small as a puddle or bathtub.

Heightened (+1) The damage increases by 1d4.

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SUMMON INSTRUMENT



CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Duration 1 hour

You materialize a handheld musical instrument in your grasp. The instrument is typical for its type, but it plays for only you. It vanishes when the spell ends. If you cast *summon instrument* again, any instrument you previously summoned disappears.

Heightened (5th) The instrument is instead a virtuoso handheld instrument.

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TANGLE VINE ➡➡

CANTRIP 1

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense AC

A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a -10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition.

Success The target takes a -10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

Heightened (2nd) The effects last for 2 rounds.

Heightened (4th) The effects last for 1 minute.

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TELEKINETIC HAND ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 unattended object of light Bulk or less

Duration sustained

You create a floating, magical hand, either invisible or ghostlike, that grasps the target object and levitates it slowly up to 20 feet in any direction. When you Sustain the spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less.

Heightened (5th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

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TELEKINETIC PROJECTILE ➡➡

CANTRIP 1

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense AC

You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the target's AC. If you hit, you deal 2d6 bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled. No specific traits or magic properties of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage.

Heightened (+1) The damage increases by 1d6.

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VOID WARP ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

VOID

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 living creature

Defense Fortitude

You call upon the Void to harm life force. The target takes 2d4 void damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

Heightened (+1) The damage increases by 1d4.

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AIR BUBBLE

SPELL 1

AIR

CONCENTRATE

Traditions arcane, divine, primal

Trigger A creature within range enters an environment where it can't breathe.

Range 60 feet; **Targets** the triggering creature

Duration 1 minute

A bubble of pure air appears around the target's head, allowing it to breathe normally. The effect ends as soon as the target returns to an environment where it can breathe normally.

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ALARM

SPELL 1

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range touch; **Area** 20-foot burst

Duration 8 hours

You ward an area to alert you when creatures enter without your permission. When you cast *alarm*, select a password. Whenever a Small or larger corporeal creature enters the spell's area without speaking the password, *alarm* sends your choice of a mental alert (in which case the spell gains the mental trait) or an audible alarm with the sound and volume of a hand bell (in which case the spell gains the auditory trait). Either option automatically awakens you, and the bell allows each creature in the area to attempt a DC 15 Perception check to wake up. A creature aware of the *alarm* must succeed at a Stealth check against the spell's DC or trigger the spell when moving into the area.

Heightened (3rd) You can specify a trigger for which types of creatures sound the *alarm* spell, as described on page 303 of *Player Core*.

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CONCENTRATE

MANIPULATE

Traditions arcane, primal**Range** touch; **Targets** 1 creature**Duration** 8 hours

You reinforce the target's musculoskeletal system to bear more weight. The target can carry 3 more Bulk than normal before becoming encumbered and up to a maximum of 6 more Bulk.

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BREATHE FIRE ➡➡

SPELL 1

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense basic Reflex

A gout of flame sprays from your mouth. You deal 2d6 fire damage to creatures in the area with a basic Reflex save.

Heightened (+1) The damage increases by 2d6.

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CONCENTRATE **FORCE** **MANIPULATE****Traditions** arcane, occult**Duration** 8 hours

A small platform of magical force materializes adjacent to you to carry cargo. It is invisible or has a ghostly appearance, is 2 feet in diameter, and follows 5 feet behind you, floating just above the ground. It holds up to 5 Bulk of objects (if they can fit on it). Any objects atop the platform fall to the ground when the spell ends. You can Sustain the spell to move the platform up to 30 feet along the ground, to make it stay in place, or to have it return to you and resume following you.

The spell ends if a creature tries to ride atop the platform, if the platform is overloaded, if anyone tries to lift or force the platform higher above the ground, or if you move more than 60 feet away from the platform.

Heightened (4th) The platform can carry 10 Bulk, creatures can ride atop it, and it can hover in the air, not just on the ground.

CHARM



SPELL 1

CONCENTRATE

EMOTION

INCAPACITATION

MANIPULATE

MENTAL

SUBTLE

Traditions arcane, occult, primal
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** 1 hour

To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

Critical Success The target is unaffected and aware you tried to charm it.

Success The target is unaffected but thinks your spell was something harmless instead

(Continued on back)

(Continued from front)

of *charm*, unless it identifies the spell (see Identifying Spells on page 303 of *Player Core*).

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.

Critical Failure The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

Heightened (4th) The duration lasts until your next daily preparations.

Heightened (8th) The duration lasts until your next daily preparations, and you can target up to 10 creatures.

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CHILLING SPRAY ➡➡

SPELL 1

COLD

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense Reflex

A cone of icy shards bursts from your spread hands and coats the targets in a layer of frost. You deal 2d4 cold damage to creatures in the area; they must each attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and takes a -5-foot status penalty to its Speeds for 2 rounds.

Critical Failure The creature takes double damage and takes a -10-foot status penalty to its Speeds for 2 rounds.

Heightened (+1) The damage increases by 2d4.

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COMMAND

SPELL 1

AUDITORY

CONCENTRATE

LINGUISTIC

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** until the end of the target's next turn

You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Success The creature is unaffected.

Failure The creature must spend the first action on its next turn to obey your command.

Critical Failure The target must use all its actions on its next turn to obey your command.

Heightened (5th) You can target up to 10 creatures.

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CREATE WATER ➡➡

SPELL 1

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal

Range 0 feet

As you cup your hands, water begins to flow forth from them. You create 2 gallons of water. If no one drinks it, it evaporates after 1 day.

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CONCENTRATE **INCAPACITATION** **MANIPULATE** **MENTAL****Traditions** arcane, occult**Range** 100 feet; **Targets** 1 creature**Defense** Will; **Duration** 2 rounds

You loop a thought process in the target's mind, forcing it to repeat a moment's worth of actions. The target must attempt a Will save. If the target fails, whatever actions the target uses on its next turn, it must repeat on its following turn. The actions must be repeated in the same order and as close to the same specifics as possible. For example, if the target makes an attack, it must repeat the attack against the same creature, if possible, and if the target moves, it must move the same distance and direction, if possible, on its next turn.

If the target can't repeat an action, such as Casting a Spell that has been exhausted or needing to target a creature that has died, it can act as it chooses for that action but becomes stupefied 1 until the end of its turn.

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DISGUISE MAGIC

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult

Cast 1 minute

Range 30 feet; **Targets** 1 item or spell effect

Duration until your next daily preparations

You alter how an item's or spell's magical aura appears to effects like *detect magic*. You can hide the auras entirely, have an item register as a common item of lower level, or make a spell register as a common spell of the same or lower rank. You can Dismiss the spell.

A caster using *detect magic* or *read aura* of a higher rank than *disguise magic* can attempt to disbelieve the illusion using the skill matching the tradition of the spell (Arcana for arcane, Religion for divine, Occultism for occult, or Nature for primal). Further attempts by the same caster get the same result as the initial check to disbelieve.

Heightened (2nd) You can Cast this Spell on a creature, disguising all items and spell effects on it.

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DIZZYING COLORS



SPELL 1

CONCENTRATE

ILLUSION

INCAPACITATION

MANIPULATE

VISUAL

Traditions arcane, occult

Area 15-foot cone

Defense Will; **Duration** 1 or more rounds
(see below)

You unleash a swirling multitude of colors that overwhelms creatures based on their Will saves.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

Critical Failure The creature is stunned for 1 round and blinded for 1 minute.

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ENFEEBLE ➡➡

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

You sap the target's strength, depending on its Fortitude save.

Critical Success The target is unaffected.

Success The target is enfeebled 1 until the start of your next turn.

Failure The target is enfeebled 2 for 1 minute.

Critical Failure The target is enfeebled 3 for 1 minute.

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FEAR ➡➡

SPELL 1

CONCENTRATE | EMOTION | FEAR | MANIPULATE | MENTAL

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Heightened (3rd) You can target up to five creatures.

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FLEET STEP

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions arcane, primal

Duration 1 minute

You gain a +30-foot status bonus to your Speed.

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FORCE BARRAGE ➡ TO ➡➡➡

SPELL 1

CONCENTRATE

FORCE

MANIPULATE

Traditions arcane, occult

Range 120 feet; **Targets** 1 creature

You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Heightened (+2) You fire one additional shard with each action you spend.

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GENTLE LANDING

SPELL 1

AIR

CONCENTRATE

Traditions arcane, primal

Trigger A creature within range is falling.

Range 60 feet; **Targets** 1 falling creature

Duration 1 minute

You raise a magical updraft to arrest a fall. The target's fall slows to 60 feet per round, and the portion of the fall during the spell's duration doesn't count when calculating falling damage. If the target reaches the ground while the spell is in effect, it takes no damage from the fall. The spell ends as soon as the target lands.

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GOBLIN POX

SPELL 1

CONCENTRATE

DISEASE

MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature

Defense Fortitude

Your touch afflicts the target with goblin pox, an irritating allergenic rash. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is afflicted with goblin pox at stage 1.

Critical Failure The target is afflicted with goblin pox at stage 2.

Goblin Pox (disease) **Level** 1; Creatures that have the goblin trait and goblin dogs are immune; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 1 and the creature can't reduce its sickened value below 1 (1 day)

CONCENTRATE **MANIPULATE**

Traditions arcane, primal

Range 30 feet; **Area** 4 contiguous 5-foot squares or; **Targets** 1 object of 1 Bulk or less

Duration 1 minute

You conjure grease, choosing an area or target.

- **Area** All solid ground in the area is covered with grease. Each creature standing on the greasy surface must succeed at a Reflex save or an Acrobatics check against your spell DC or fall prone. Creatures using an action to move onto the greasy surface during the spell's duration must attempt either a Reflex save or an Acrobatics check to Balance. A creature that Steps or Crawls doesn't have to attempt a check or save.
- **Target** If you Cast the Spell on an unattended object, anyone trying to pick up the object must succeed at an Acrobatics check or Reflex save against your spell DC to do so. If you target an

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attended object, the creature that has the object must attempt an Acrobatics check or Reflex save. On a failure, the holder or wielder takes a -2 circumstance penalty to all checks that involve using the object; on a critical failure, the holder or wielder releases the item. The object lands in an adjacent square of the GM's choice. If you Cast this Spell on a worn object, the wearer gains a +2 circumstance bonus to Fortitude saves against attempts to grapple them.

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GRIM TENDRILS

SPELL 1

CONCENTRATE

MANIPULATE

VOID

Traditions arcane, occult

Area 30-foot line

Defense Fortitude

Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 void damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half the void damage and no persistent bleed damage.

Failure The creature takes full damage.

Critical Failure The creature takes double void damage and double persistent bleed damage.

Heightened (+1) The void damage increases by 2d4, and the persistent bleed damage increases by 1.

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GUST OF WIND



SPELL 1

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Area 60-foot line

Defense Fortitude; **Duration** until the start of your next turn

A violent wind issues forth from your palm, blowing from the point where you are when you Cast the Spell to the line's opposite end. The wind extinguishes small non-magical fires, disperses fog and mist, blows objects of light Bulk or less around, and pushes larger objects. Large or smaller creatures in the area must attempt a Fortitude save. Large or smaller creatures that later move into the gust must attempt the save on entering.

Critical Success The creature is unaffected.

Success The creature can't move against the wind.

Failure The creature is knocked prone. If it was flying, it takes the effects of critical failure instead.

Critical Failure The creature is pushed 30 feet in the wind's direction, knocked prone, and takes 2d6 bludgeoning damage.

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HYDRAULIC PUSH

SPELL 1

ATTACK

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature or unattended object

Defense AC

You call forth a powerful blast of pressurized water that bludgeons the target and knocks it back. Make a ranged spell attack roll.

Critical Success The target takes 6d6 bludgeoning damage and is knocked back 10 feet.

Success The target takes 3d6 bludgeoning damage and is knocked back 5 feet.

Heightened (+1) The bludgeoning damage increases by 2d6.

ILLUSORY DISGUISE ➡➡

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

You create an illusion that causes the target to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds). The disguise is typically good enough to hide their identity, but not to impersonate a specific individual. The spell changes their appearance and voice, but not mannerisms. You can change the appearance of its clothing and worn items, such as making its armor look like a dress. Held items are unaffected, and any worn item removed from the creature returns to its true appearance.

Casting *illusory disguise* counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties the target might take for disguising itself as a dissimilar creature, gives a +4 status bonus to Deception
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checks to prevent others from seeing through the disguise, and lets the target add its level to such Deception checks even if untrained. You can Dismiss this spell.

Heightened (3rd) The target can appear as any creature of the same size, even a specific individual. You must have seen an individual to replicate its appearance, and must have heard its voice to replicate its voice.

Heightened (4th) You can target up to 10 willing creatures. If you target multiple creatures, you can choose a different disguise for each target, but none can impersonate a specific individual. You can Dismiss each disguise individually or all collectively.

Heightened (7th) As 4th, but you can choose disguises that impersonate specific individuals. You must have seen an individual to replicate its appearance, and must have heard its voice to replicate its voice.

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ILLUSORY OBJECT ➡➡

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

Traditions arcane, occult

Range 500 feet; **Area** 20-foot burst

Duration 10 minutes

You create an illusory visual image of a stationary object. The entire image must fit within the spell's area. The object appears to animate naturally, but it doesn't make sounds or generate smells. For example, water would appear to pour down an illusory waterfall, but it would be silent.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion.

Heightened (2nd) Your image makes appropriate sounds, generates normal smells, and feels right to the touch. The spell gains the auditory and olfactory traits. The duration increases to 1 hour.

Heightened (5th) As the 2nd-rank version, but the duration is unlimited.

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INVISIBLE ITEM

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 object

Duration 1 hour

You make the object invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead if they succeed. If the item is used as part of a hostile action, the spell ends after that hostile action is completed. Making a weapon invisible typically doesn't give any advantage to the attack, except that an invisible thrown weapon or piece of ammunition can be used for an attack without necessarily giving information about the attacker's hiding place unless the weapon returns to the attacker.

Heightened (3rd) The duration is until the next time you make your daily preparations.

Heightened (7th) The duration is unlimited.

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ITEM FACADE ➡➡

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

Traditions arcane, occult

Range touch; **Targets** 1 object no more than 10 feet by 10 feet by 10 feet

Duration 1 hour

You make the target object look and feel as though it were in much better or worse physical condition. When you Cast this Spell, decide whether you want to make the object look decrepit or perfect. An item made to look decrepit appears broken and shoddy. An intact item made to look better appears as though it's brand new and highly polished or well maintained. A broken item appears to be intact and functional. Destroyed items can't be affected by this spell. A creature that Interacts with the item can attempt to disbelieve the illusion.

Heightened (2nd) The duration is 24 hours.

Heightened (3rd) The duration is unlimited.

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JUMP ➡

SPELL 1

MANIPULATE

MOVE

Traditions arcane, primal

Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Heightened (3rd) The range becomes touch, the target changes to one touched creature, and the duration becomes 1 minute, allowing the target to jump as described whenever it takes the Leap action.

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LEADEN STEPS

SPELL 1

CONCENTRATE

MANIPULATE

METAL

MORPH

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

You partially transform a foe's feet into unwieldy slabs of metal, slowing their steps. The target attempts a Fortitude saving throw.

Critical Success The target is unaffected.

Success The target is encumbered and has weakness 2 to electricity until the end of your next turn. The spell can't be sustained.

Failure The target is encumbered and has weakness 2 to electricity.

Critical Failure The target is encumbered and has weakness 3 to electricity.

Heightened (+1) The weakness increases by 1.

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult**Range** touch; **Targets** 1 lock, or a door or container with a latch**Duration** until your next daily preparations

The target's latch mechanism clicks shut, held fast by unseen magical wards. When you magically lock a target, you set an Athletics and Thievery DC to open it equal to your spell DC or the base lock DC with a +4 status bonus, whichever is higher. Any key or combination that once opened a lock affected by this spell does not do so for the duration of the spell, though the key or combination does grant a +4 circumstance bonus to checks to open the door.

If the target is opened, the spell ends. Assuming the target is not barred or locked in some additional way, you can unlock and open it with an Interact action during which you touch the target. This does not end the spell. You can Dismiss this spell at any time and from any distance.

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Heightened (2nd) The duration is unlimited, but you must expend 6 gp worth of precious metals as an additional cost.

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MENDING

SPELL 1

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range touch; **Targets** non-magical object of light Bulk or less

You repair the target item. You restore 5 Hit Points per spell rank to the target, potentially removing the broken condition if this repairs it past the item's Broken Threshold. You can't replace lost pieces or repair an object that's been completely destroyed.

Heightened (2nd) You can target a non-magical object of 1 Bulk or less.

Heightened (3rd) You can target a non-magical object of 2 Bulk or less, or a magical object of 1 Bulk or less.

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CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, occult**Range** touch; **Targets** 1 willing creature

You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

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MUD PIT

SPELL 1

CONCENTRATE

EARTH

MANIPULATE

WATER

Traditions arcane, primal

Range 60 feet; **Area** squares on the ground in a 15-foot burst

Duration 1 minute

Thick, clinging mud covers the ground, 1 foot deep. The mud is difficult terrain.

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MYSTIC ARMOR

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult, primal

Duration until your next daily preparations

You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing *mystic armor*, you use your unarmored proficiency to calculate your AC.

Heightened (4th) You gain a +1 item bonus to saving throws.

Heightened (6th) The item bonus to AC increases to +2, and you gain a +1 item bonus to saving throws.

Heightened (8th) The item bonus to AC increases to +2, and you gain a +2 item bonus to saving throws.

Heightened (10th) The item bonus to AC increases to +3, and you gain a +3 item bonus to saving throws.

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NOXIOUS VAPORS



SPELL 1

CONCENTRATE

MANIPULATE

POISON

Traditions arcane, primal

Area 10-foot emanation

Defense basic Fortitude; **Duration** 1 round

You emit a cloud of toxic smoke that temporarily obscures you from sight. Each creature except you in the area when you Cast the Spell takes 1d6 poison damage (basic Fortitude save). A creature that critically fails the saving throw also becomes sickened 1. All creatures in the area become concealed, and all creatures outside the smoke become concealed to creatures within it. This smoke can be dispersed by a strong wind.

Heightened (+1) The damage increases by 1d6.

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 10 minutes

You transform into the battle form of a Tiny animal, such as a cat, insect, lizard, or rat. You can decide the specific type of animal (such as a rat or praying mantis), but this has no effect on your Size or statistics. While in this form, you gain the animal trait, and you can't make Strikes. You can Dismiss the spell.

You gain the following statistics and abilities:

- AC = 15 + your level. Ignore your armor's check penalty and Speed reduction.
- Speed 20 feet.
- Weakness 5 to physical damage. (If you take physical damage in this form, you take 5 additional damage.)
- Low-light vision and imprecise scent 30 feet.

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- Acrobatics and Stealth modifiers of +10, unless your own is higher; Athletics modifier -4.
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Heightened (4th) You can turn into a flying creature, such as a bird, which grants you a fly Speed of 20 feet.

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EXTRADIMENSIONAL

MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 willing creature that is your companion

Duration 8 hours

You open your cloak or create a gap with your hands, drawing the target into a pocket dimension just large enough for its basic comfort. No other creature can enter this extradimensional space, and the target can bring along objects only if they were designed to be worn by a creature of its kind. The space has enough air, food, and water to sustain the target for the duration.

You can Dismiss the spell. The spell also ends if you die or enter an extradimensional space. When the spell ends, the target reappears in the nearest unoccupied space (outside of any extradimensional space you may have entered).

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PHANTASMAL MINION ◆◆◆

SPELL 1

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane, occult

Range 60 feet

Duration sustained

You summon a phantasmal minion (see the Phantasmal Minion Statistics sidebar on page 349 of *Player Core*). The minion is roughly the shape of a humanoid. You can choose to have it be invisible or have an ephemeral appearance, but it's obviously a magical effect, not a real creature.

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PUMMELING RUBBLE



SPELL 1

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense Reflex

A spray of heavy rocks flies through the air in front of you. The rubble deals 2d4 bludgeoning damage to each creature in the area. Each creature must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

Heightened (+1) The damage increases by 2d4.

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RUNIC BODY ➡➡

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 willing creature

Duration 1 minute

Glowing runes appear on the target's body. All its unarmed attacks become *+1 striking* unarmed attacks, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two.

Heightened (6th) The unarmed attacks are +2 *greater striking*.

Heightened (9th) The unarmed attacks are +3 *major striking*.

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RUNIC WEAPON ➡➡

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 weapon that is unattended or wielded by a willing creature

Duration 1 minute

The weapon glimmers with magic as temporary runes carve down its length. The target becomes a *+1 striking weapon*, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

Heightened (6th) The weapon is +2 *greater striking*.

Heightened (9th) The weapon is +3 *major striking*.

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SCHADENFREUDE

SPELL 1

CONCENTRATE

EMOTION

MENTAL

Traditions arcane, divine, occult

Trigger You critically fail a saving throw against a foe's effect.

Range 30 feet; **Targets** the triggering foe
Defense Will

You distract your enemy with their feeling of smug pleasure when you fail catastrophically. It must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is distracted by its amusement and takes a -1 status penalty on Perception checks and Will saves for 1 round.

Failure The creature is overcome by its amusement and is stupefied 1 for 1 round.

Critical Failure The creature is lost in its amusement and is stupefied 2 for 1 round and stunned 1.

SLEEP

SPELL 1

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

SLEEP

Traditions arcane, occult

Range 30 feet; **Area** 5-foot burst

Defense Will

Each creature in the area becomes drowsy, possibly nodding off. A creature that falls unconscious from this spell doesn't fall prone or release what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, limiting its utility in combat.

Critical Success The creature is unaffected.

Success The creature takes a -1 status penalty to Perception checks for 1 round.

Failure The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

Critical Failure The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

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Heightened (4th) The creatures fall unconscious for 1 round on a failure or 1 minute on a critical failure. They fall prone and release what they're holding, and they can't attempt Perception checks to wake up. When the duration ends, the creature is sleeping normally instead of automatically waking up.

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SPIDER STING

SPELL 1

CONCENTRATE

MANIPULATE

POISON

Traditions arcane, primal

Range touch; **Targets** 1 creature

Defense Fortitude

You magically duplicate a spider's venomous sting. You deal 1d4 piercing damage to the touched creature and afflict it with spider venom. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes 1d4 poison damage.

Failure The target is afflicted with spider venom at stage 1.

Critical Failure The target is afflicted with spider venom at stage 2.

Spider Venom (poison) **Level** 1; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage and enfeebled 2 (1 round)

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SUMMON ANIMAL ◆◆◆

SPELL 1

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the animal trait and whose level is -1 to fight for you.

Heightened As listed in the summon trait (*Player Core* 360).

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SUMMON CONSTRUCT



SPELL 1

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the construct trait and whose level is -1 to fight for you.

Heightened As listed in the summon trait (*Player Core* 360).

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SUMMON UNDEAD ➡➡➡

SPELL 1

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane, divine, occult

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the undead trait and whose level is -1 to fight for you.

Heightened As listed in the summon trait (*Player Core* 360).

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SURE STRIKE ➡

SPELL 1

CONCENTRATE **FORTUNE**

Traditions arcane, occult

Duration until the end of your turn

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

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TAILWIND ➡➡

SPELL 1

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Duration 1 hour

The wind at your back pushes you to find new horizons. You gain a +10-foot status bonus to your Speed.

Heightened (2nd) The duration increases to 8 hours.

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MANIPULATE

TELEPORTATION

Traditions arcane, divine, occult

Range 120 feet; **Targets** 1 willing creature

You teleport one object of light or negligible Bulk held in your hand to the target. The object appears instantly in the target's hand if they have a free hand, or at their feet if they don't. The target knows what object you're attempting to send them. If the target is unconscious or refuses to accept your gift, or if the spell would teleport a creature (even if the creature is inside an extradimensional container), the spell fails.

Heightened (3rd) The spell's range increases to 500 feet.

Heightened (5th) As 3rd level, and the object's maximum Bulk increases to 1. You can Cast the Spell with 3 actions instead of 1; doing so increases the range to 1 mile, and you don't need line of sight to the target, but you must be extremely familiar with the target.

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THUNDERSTRIKE

SPELL 1

CONCENTRATE

ELECTRICITY

MANIPULATE

SONIC

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature

Defense basic Reflex

You call down a tendril of lightning that cracks with thunder, dealing 1d12 electricity damage and 1d4 sonic damage to the target with a basic Reflex save. A target wearing metal armor or made of metal takes a -1 circumstance bonus to its save, and if damaged by the spell is clumsy 1 for 1 round.

Heightened (+1) The damage increases by 1d12 electricity and 1d4 sonic.

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VENTRILOQUISM ➡➡

SPELL 1

AUDITORY

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, divine, occult, primal

Duration 10 minutes

Whenever you speak or make any other sound vocally, you can make your vocalization seem to originate from somewhere else within 60 feet, and you can change that apparent location freely as you vocalize. Any creature that hears the sound can attempt to disbelieve your illusion.

Heightened (2nd) The spell's duration increases to 1 hour, and you can also change the tone, quality, and other aspects of your voice. Before a creature can attempt to disbelieve your illusion, it must actively attempt a Perception check or otherwise use actions to interact with the sound.

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ACID GRIP ➡➡

SPELL 2

ACID

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature

Defense Reflex

An ephemeral, taloned hand grips the target, burning it with magical acid. The target takes 2d8 acid damage plus 1d6 persistent acid damage depending on its Reflex save. A creature taking persistent damage from this spell takes a -10-foot status bonus to its Speeds.

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage, and the claw moves it up to 5 feet in a direction of your choice.

Failure The creature takes full damage and persistent damage, and the claw moves it up to 10 feet in a direction of your choice.

Critical Failure The creature takes double damage and full persistent damage, and the claw moves it up to 20 feet in a direction of your choice.

Heightened (+2) The initial damage increases by 2d8, and the persistent acid damage increases by 1d6.

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ANIMATED ASSAULT ➡➡

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Range 120 feet; **Area** 10-foot burst

Defense basic Reflex; **Duration** sustained up to 1 minute

You use your mind to manipulate unattended objects in the area, temporarily animating them to attack. The objects hover in the air, then hurl themselves at nearby creatures in a chaotic flurry of debris. This assault deals 2d10 bludgeoning damage (basic Reflex save) to each creature in the area. On subsequent rounds, the first time each round you Sustain this spell, it deals 1d10 bludgeoning damage (basic Reflex save) to each creature in the area.

Heightened (+2) The initial damage increases by 2d10, and the subsequent damage increases by 1d10.

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BLAZING BOLT ➡ TO ➡➡➡

SPELL 2

ATTACK

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal

Range 60 feet; **Targets** 1 or more creatures

Defense AC

You fire a ray of heat and flame. Make a spell attack roll against a single creature. On a hit, the target takes 2d6 fire damage, and on a critical hit, the target takes double damage.

For each additional action you use when Casting the Spell, you can fire an additional ray at a different target, to a maximum of three rays targeting three different targets for 3 actions. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make all the spell attack rolls for *blazing bolt*. If you spend 2 or more actions Casting the Spell, the damage increases to 4d6 fire damage on a hit, and it still deals double damage on a critical hit.

Heightened (+1) The damage to each target increases by 1d6 for the 1-action version, or by 2d6 for the 2- and 3-action versions.

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BLOOD VENDETTA

SPELL 2

CURSE

Traditions arcane, divine, occult

Trigger A creature deals piercing, slashing, or persistent bleed damage to you; **Requirements** You can bleed.

Range 30 feet; **Targets** the triggering creature

Defense Will; **Duration** varies

You curse the target, punishing it for having the audacity to spill your blood. The target takes 2d6 persistent bleed damage and must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes half the persistent bleed damage.

Failure The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.

Critical Failure As failure, but the target takes double the persistent bleed damage.

Heightened (+2) The persistent bleed damage increases by 2d6.

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CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

Traditions arcane, occult**Range** touch; **Targets** 1 creature**Duration** 1 minute

The target's form appears blurry. It becomes concealed. As the nature of this effect still leaves the target's location obvious, the target can't use this concealment to Hide or Sneak.

CHARITABLE URGE ➡➡

SPELL 2

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You speak on the virtue of charity, compelling the target to give away its possessions. The target must attempt a Will save. If the target has no items on its person, the spell fails.

Critical Success The target is unaffected.

Success The target is stunned 1 as it wrestles with the urge.

Failure On its next turn, before it does anything else, the target must present the nearest creature with an item in its possession; the target chooses which item to give, and if the only item it has is one that it's currently using to defend itself, such as a weapon during a combat encounter, it can choose to be stunned for 1 round instead of giving up the item. This might require the target to Interact to retrieve an item or move to reach the nearest creature, and passing the item off requires an Interact action as normal.

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Critical Failure As failure, except the duration is 4 rounds, and the target must repeat the effects of a failure on each of its turns. At the end of each of its turns, the target can attempt a new Will save to reduce the remaining duration by 1 round, ending the effects entirely on a critical success.

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CREATE FOOD

SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, divine, primal

Cast 1 hour

Range 30 feet

You create enough food to feed six Medium creatures for a day. This food is bland and unappealing, but it is nourishing. After 1 day, if no one has eaten the food, it decays and becomes inedible. Most Small creatures eat one-quarter as much as a Medium creature (one-sixteenth as much for most Tiny creatures), and most Large creatures eat 10 times as much (100 times as much for Huge creatures and so on).

Heightened (4th) You can feed 12 Medium creatures.

Heightened (6th) You can feed 50 Medium creatures.

Heightened (8th) You can feed 200 Medium creatures.

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DARKNESS

SPELL 2

CONCENTRATE

DARKNESS

MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You create a shroud of darkness that prevents light from penetrating or emanating within the area. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the *darkness*. This also suppresses magical light of your *darkness* spell's rank or lower. Light can't pass through, so creatures in the area can't see outside. From outside, it appears as a globe of pure darkness.

Heightened (4th) Even creatures with darkvision (but not greater darkvision) can barely see through the darkness. They treat targets seen through the darkness as concealed.

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DARKVISION

SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Duration 1 hour

You grant yourself supernatural sight in areas of darkness. You gain darkvision.

Heightened (3rd) The spell's range is touch and it targets 1 willing creature.

Heightened (5th) The spell's range is touch and it targets 1 willing creature. The duration is until your next daily preparations.

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DEAFNESS

SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude

The target loses its hearing. It must attempt a Fortitude save, and it is then temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target is deafened for 1 round.

Failure The target is deafened for 10 minutes.

Critical Failure The target is deafened permanently.

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DISMANTLE ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 non-magical object in your possession of 1 Bulk or less

Duration 1 minute

You touch an object, and it immediately disassembles itself into its component pieces. The spell fails if the target lacks component pieces (such as a statue carved from one block of stone), and using it on a dangerous object like a snare or trap typically triggers it. The object gains the broken condition, and the component pieces become small enough to be hidden under normal clothing and armor. You can Dismiss the spell.

When the spell ends, the object reassembles itself into its original form, appearing in your hand or hands if you have them free, or on the ground in front of you otherwise. Once reassembled, the object loses the broken condition, and its Hit Points return to the value the object had when you Cast the Spell.

Heightened (4th) The spell lasts for 10 minutes.

Heightened (6th) The spell lasts until your next daily preparations.

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DISPEL MAGIC ➡➡

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult, primal

Range 120 feet; **Targets** 1 spell effect or unattended magic item

You unravel the magic behind a spell or effect. Attempt a counteract check against the target (*Player Core* 431). If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

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CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 object or willing creature

Duration unlimited

You specify a trigger and a message up to 25 words long. When the specified trigger occurs within 30 feet of the target, illusory text of your message circles the target accompanied by a disembodied voice. You can choose a language you know for the text and speech, and can choose what the voice sounds like. Once the message is completed, the spell ends.

Heightened (4th) You can add a simple sensory component to emphasize the message, such as an odor, visual effect, or physical sensation. This addition is obviously illusory and part of the message, lasting only while the message is being read.

Heightened (6th) As 4th rank, but you can choose how many times the spell repeats the message before it ends; there is no limit to the number of repetitions.

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ENLARGE

SPELL 2

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Range 30 feet; **Targets** 1 willing creature

Duration 5 minutes

Bolstered by magical power, the target grows to size Large. Its equipment grows with it but returns to natural size if removed. The creature is clumsy 1. Its reach increases by 5 feet (or by 10 feet if it started out Tiny), and it gains a +2 status bonus to melee damage. This spell has no effect on a Large or larger creature.

Heightened (4th) The creature instead grows to size Huge. The status bonus to melee damage is +4 and the creature's reach increases by 10 feet (or 15 feet if the creature started out Tiny). The spell has no effect on a Huge or larger creature.

Heightened (6th) Choose either the 2nd-rank or 4th-rank version of this spell and apply its effects to up to 10 willing creatures.

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ENTANGLING FLORA ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range 120 feet; **Area** all squares in a 20-foot burst

Duration 1 minute

Plants and fungi burst out or quickly grow, entangling creatures. All surfaces in the area are difficult terrain. Each round that a creature starts its turn in the area, it must attempt a Reflex save. On a failure, it takes a -10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure, it's also immobilized for 1 round. Creatures can attempt to Escape to remove these effects.

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ENVIRONMENTAL ENDURANCE

SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, divine, primal

Cast 10 minutes

Range touch; **Targets** 1 willing creature

Duration until your next daily preparations

You shield the target against dangerous temperatures. Choose severe cold or heat. The target is protected from the temperature you chose (but not extreme cold or heat).

Heightened (3rd) The target is protected from severe cold and severe heat.

Heightened (5th) The target is protected from severe cold, severe heat, extreme cold, and extreme heat.

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EVERLIGHT

SPELL 2

CONCENTRATE

LIGHT

MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** a gemstone worth 6 gp or more

Duration unlimited

The gemstone you touch glows, spreading bright light with a color of your choice in a 20-foot radius (and dim light for the next 20 feet). The spell ends immediately if the gemstone is broken.

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FALSE VITALITY

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Duration 8 hours

You augment your flesh with the energies typically used to manipulate the undead. You gain 10 temporary Hit Points.

Heightened (+1) The temporary Hit Points increase by 3.

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FINAL SACRIFICE

SPELL 2

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet; **Targets** 1 creature with the minion trait that you summoned or permanently control

Defense basic Reflex

You channel disruptive energies through the bond between you and your minion, causing it to violently explode. The target is immediately slain, and the explosion deals 6d6 fire damage to creatures within 20 feet of it with a basic Reflex save.

If the target has the cold or water trait, the spell deals cold damage and has the cold trait instead of the fire trait. Attempting to cast this spell targeting a creature that you temporarily seized control of, such as an undead commanded by *bind undead*, automatically fails and breaks the controlling effect.

Heightened (+1) The damage increases by 2d6.

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FLOATING FLAME ➡➡

SPELL 2

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 5-foot square

Defense Reflex; **Duration** sustained up to 1 minute

You create a fire that burns without fuel and moves to your commands. The flame deals 3d6 fire damage to each creature in the square in which it appears, with a basic Reflex save. When you Sustain this spell, you can levitate the flame up to 10 feet. It then deals damage to each creature whose space it shared at any point during its flight. This uses the same damage and save, and you roll the damage once each time you Sustain. A given creature can take damage from *floating flame* only once per round.

Heightened (+1) The damage increases by 1d6.

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CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature

Duration 10 minutes

Tiny clinging hairs sprout across the creature's hands and feet, offering purchase on nearly any surface. The target gains a climb Speed equal to its Speed.

Heightened (5th) The duration increases to 1 hour.

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GHOSTLY CARRIER ➡➡

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Range 120 feet

Duration 1 minute

You create a Tiny, semi-corporeal figure with a form you choose. It hovers near you for the duration. When you Cast a Spell that has a range of touch, you can have the carrier move within range, deliver the spell to a creature there, and return to you. If the carrier must attempt a spell attack roll, it uses your normal bonuses. The carrier has your AC and saves, but it is destroyed by any damage.

HUMANOID FORM

SPELL 2

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, occult, primal

Duration 10 minutes

You transform your appearance to that of a Small or Medium humanoid, such as a dwarf, elf, goblin, halfling, human, or orc. You gain the humanoid trait in addition to your other traits while in this form, as well as any trait related to the creature's kind (such as goblin or human). If this transformation reduces your size, it reduces your reach accordingly (typically to 5 feet). This transformation doesn't change your statistics in any way, and you don't gain any special abilities of the humanoid form you assume. You can still wear and use your gear, which changes size (if necessary) to match your new form. If items leave your person, they return to their usual size.

Humanoid form grants you a +4 status bonus to Deception checks to pass as a generic member of the chosen ancestry, and you add your level even if you're untrained, but you can't make yourself look like a specific person. If you want
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to Impersonate an individual, you still need to create a disguise, though the GM won't factor in the difference in ancestry when determining the DC of your Deception check. You can Dismiss this spell.

Heightened (3rd) You gain darkvision or low-light vision if the form you assume has that ability.

Heightened (5th) You can take on the appearance of a Large humanoid. If this increases your size, you gain the effects of the *enlarge* spell.

ILLUSORY CREATURE ➡➡

SPELL 2

AUDITORY

CONCENTRATE

ILLUSION

MANIPULATE

OLFACTORY

VISUAL

Traditions arcane, occult

Range 500 feet

Duration sustained

You create an illusory image of a Large or smaller creature. It generates the appropriate sounds, smells, and feels believable to the touch. If you and the image are ever farther than 500 feet apart, the spell ends.

The image can't speak, but you can use your actions to speak through the creature, with the spell disguising your voice as appropriate. You might need to attempt a Deception or Performance check to mimic the creature, as determined by the GM. This is especially likely if you're trying to imitate a specific person and engage with someone that person knows.

In combat, the illusion can use 2 actions per turn, which it uses when you Sustain the spell. It uses your spell attack modifier for attack rolls
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and your spell DC for its AC. Its saving throw modifiers are equal to your spell DC - 10. It is substantial enough that it can flank other creatures. If the image is hit by an attack or fails a save, the spell ends.

The illusion can cause damage by making the target believe the illusion's attacks are real, but it cannot otherwise directly affect the physical world. If the illusory creature hits with a Strike, the target takes 3d4 mental damage. The illusion's Strikes are nonlethal. For more information about the illusory creature's Strikes, see page 337 of *Player Core*.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion. When a creature disbelieves the illusion, it recovers from half the damage it had taken from it (if any) and doesn't take any further damage from it.

Heightened (+1) The damage of the image's Strikes increases by 1d4, and the maximum size of creature you can create increases by one (to a maximum of Gargantuan).

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INVISIBILITY

SPELL 2

ILLUSION

MANIPULATE

SUBTLE

Traditions arcane, occult

Range touch; **Targets** 1 creature

Duration 10 minutes

Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead (*Player Core* 434). If the target uses a hostile action, the spell ends after that hostile action is completed.

Heightened (4th) The spell lasts 1 minute, but it doesn't end if the target uses a hostile action.

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CONCENTRATE

MANIPULATE

Traditions arcane, occult**Range** 30 feet; **Targets** 1 door, lock, or container**Duration** 1 minute

You make the target easier to open. *Knock* grants a +4 status bonus to any creature that tries to open the target door, lock, or container with an Athletics or a Thievery check. You can attempt a Thievery check to open the target as part of casting *knock*, and you add your level even if you're untrained.

Knock counteracts *lock*.

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LAUGHING FIT ➡➡

SPELL 2

CONCENTRATE

EMOTION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 living creature

Defense Will; **Duration** sustained

The target is overtaken with uncontrollable laughter. It must attempt a Will save.

Critical Success The target is unaffected.

Success The target is plagued with uncontrollable laughter. It can't use reactions.

Failure The target is slowed 1 and can't use reactions.

Critical Failure The target falls prone and can't use actions or reactions for 1 round. It then takes the effects of a failure.

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MARVELOUS MOUNT

SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range 30 feet; **Targets** one creature

Duration 8 hours

You conjure a Large fantastical creature to serve as a mount for the target. The mount is the target's minion (*Player Core* 301), has a Speed of 40 feet, and can bear the target with any carried possessions. It can't carry any other creature. The mount uses the target's AC and saves, but it's destroyed if it takes more than 10 damage at one time, ending the spell.

Heightened (3rd) The mount can walk on water, but it must end its turn on solid ground or sink.

Heightened (4th) The mount has a Speed of 60 feet and can walk on water.

Heightened (5th) The mount has a Speed of 60 feet and can walk on water. It also has a fly Speed of 60 feet, but it must end its turn on a surface or fall.

Heightened (6th) The mount has a Speed and fly Speed of 80 feet.

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MIST

SPELL 2

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You call forth a cloud of mist. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. You can Dismiss the cloud.

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NOISE BLAST

SPELL 2

CONCENTRATE

MANIPULATE

SONIC

Traditions arcane, divine, occult

Range 30 feet; **Area** 10-foot burst

Defense Fortitude

A cacophonous noise blasts out, dealing 2d10 sonic damage. Each creature must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage, is deafened for 1 minute, and is stunned 1.

Heightened (+1) The damage increases by 1d10.

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OAKEN RESILIENCE ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

The target's skin becomes tough, with a consistency like bark or wood. The target gains resistance 2 to bludgeoning and piercing damage and weakness 3 to fire. After the target takes fire damage, it can Dismiss the spell as a free action triggered by taking the damage; doing so doesn't reduce the fire damage the target was dealt.

Heightened (+2) The resistances increase by 2, and the weakness increases by 3.

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PEACEFUL REST



SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 corpse

Duration until your next daily preparations

The targeted corpse doesn't decay, nor can it be transformed into an undead. If the corpse is subject to a spell that requires the corpse to have died within a certain amount of time (for example, *raise dead*), do not count the duration of *peaceful rest* against that time. This spell also prevents ordinary bugs and pests (such as maggots) from consuming the body.

Heightened (5th) The spell's duration is unlimited, but the spell takes one more action to cast and requires a cost (embalming fluid worth 6 gp).

PHANTASMAL TREASURE ➡➡

SPELL 2

CONCENTRATE

EMOTION

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 60 feet; **Targets** 1 living creature

Defense Will; **Duration** varies

A phantasmal image of the most precious thing imaginable to the target appears in a location of your choice within the spell's range. Only the spell's target can see the treasure, though you can see the vague shape of the treasure—be it a pile of items, a deific avatar, or a cherished loved one or hero. The target's response to the treasure is based on the outcome of the target's Will save.

Critical Success The target is unaffected.

Success The target becomes fascinated with the treasure, and the duration is until the end of its turn. The target can also try to disbelieve the illusion if it touches the treasure, Seeks to examine it, or speaks to it if the illusion appears to be a person or the like. If the target disbelieves the illusion, the spell ends.

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Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 1 minute. The target finds the treasure so appealing that until the spell ends, it must spend each action focused on it. This can include moving toward the treasure if the target isn't next to it and Interacting with the treasure if the target is next to it. (If the illusion appears to be a person or the like, the target can also Interact to converse with it.)

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RESIST ENERGY

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 creature

Duration 10 minutes

A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

Heightened (4th) The resistance increases to 10, and you can target up to two creatures.

Heightened (7th) The resistance increases to 15, and you can target up to five creatures.

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REVEALING LIGHT



SPELL 2

CONCENTRATE

LIGHT

MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet; **Area** 10-foot burst

Defense Reflex; **Duration** varies

A wave of magical light washes over the area. You choose the appearance of the light, such as colorful, heatless flames or sparkling motes. A creature affected by *revealing light* is dazzled. If the creature was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it is no longer concealed.

Critical Success The target is unaffected.

Success The light affects the creature for 2 rounds.

Failure The light affects the creature for 1 minute.

Critical Failure The light affects the creature for 10 minutes.

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SEE THE UNSEEN ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

REVELATION

Traditions arcane, divine, occult

Duration 10 minutes

Your gaze pierces through illusions and finds invisible creatures and spirits. You can see invisible creatures as though they weren't invisible, although their features are blurred, making them concealed and difficult to identify. You can also see incorporeal creatures, like ghosts, phased through an object from within 10 feet of an object's surface as blurry shapes seen through those objects. Subtler clues also grant you a +2 status bonus to checks you make to disbelieve illusions.

Heightened (5th) This spell has a duration of 8 hours.

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SHAPE WOOD ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range touch; **Targets** an unworked piece of wood up to 20 cubic feet in volume

You shape the wood into a rough shape of your choice. The shaping power is too crude to produce with intricate parts, fine details, moving pieces, or the like. You can't use this spell to enhance the value of the wooden object you are shaping.

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SHRINK

SPELL 2

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Range 30 feet; **Targets** 1 willing creature

Duration 5 minutes

You warp space to make a creature smaller. The target shrinks to become Tiny in size. Its equipment shrinks with it but returns to its original size if removed. The creature's reach changes to 0 feet. This spell has no effect on a Tiny creature.

Heightened (6th) The spell can target up to 10 creatures.

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CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, occult**Range** 30 feet; **Targets** 1 creature**Defense** Will; **Duration** varies

You dull the target's mind, depending on its Will save.

Critical Success The target is unaffected.**Success** The target is stupefied 1 until the start of your next turn.**Failure** The target is stupefied 2 for 1 minute.**Critical Failure** The target is stupefied 3 for 1 minute.

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SUMMON ELEMENTAL

SPELL 2

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the elemental trait and whose level is 1 or lower to fight for you.

Heightened As listed in the summon trait (*Player Core* 360).

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TELEKINETIC MANEUVER ➡➡

SPELL 2

ATTACK

CONCENTRATE

FORCE

MANIPULATE

Traditions arcane, occult

Range 60 feet; **Targets** 1 creature

With a rush of telekinetic power, you move a foe or something they carry. You can attempt to Disarm, Reposition, Shove, or Trip the target using a spell attack roll instead of an Athletics check.

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CONCENTRATE **MANIPULATE****Traditions** arcane, divine, occult**Range** 30 feet; **Targets** 1 creature**Duration** 1 hour

The target can understand the meaning of a single language it is hearing or reading when you Cast the Spell. This doesn't let it understand codes, language couched in metaphor, and the like (subject to GM discretion). If the target can hear multiple languages and knows that, it can choose which language to understand; otherwise, choose one of the languages randomly.

Heightened (3rd) The target can also speak the language.

Heightened (4th) You can target up to 10 creatures, and targets can also speak the language.

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VOMIT SWARM ➡➡

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, occult, primal

Area 30-foot cone

Defense basic Reflex

You belch forth a swarm of magical vermin. You evoke and shape the creatures from your own imagination, allowing you to change the appearance of the creatures (typically a mix of centipedes, roaches, wasps, and worms), but this doesn't change the effect of the spell. The vermin swarm over anyone in the area, their bites and stings dealing 2d8 piercing damage (basic Reflex save). A creature that fails its saving throw also becomes sickened 1. Once the spell ends, the swarm disappears.

Heightened (+1) The damage increases by 1d8.

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WATER BREATHING

SPELL 2

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal

Cast 1 minute

Range 30 feet; **Targets** up to 5 creatures

Duration 1 hour

The targets can breathe underwater.

Heightened (3rd) The duration is 8 hours.

Heightened (4th) The duration is until your next daily preparations.

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WATER WALK

SPELL 2

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal

Range touch; **Targets** 1 creature

Duration 10 minutes

The target can walk on the surface of water and other liquids without falling through. It can go underwater if it wishes, but in that case it must Swim normally. This spell doesn't grant the ability to breathe underwater.

Heightened (4th) The spell's range increases to 30 feet, the duration increases to 1 hour, and you can target up to 10 creatures.

CONCENTRATE**MANIPULATE****Traditions** arcane, primal**Range** 30 feet; **Area** 10-foot burst**Duration** 1 minute

You create a sticky web in the area that impedes creatures' movement. Squares filled with the web are difficult terrain. Each time a creature in the web begins to use a move action or enters the web during a move action it's using, it must attempt an Athletics check or Reflex save against your spell DC to avoid taking a circumstance penalty to its Speeds or becoming immobilized. A creature that gets out of the web ceases to take a circumstance penalty to its Speed from the web.

Each square can be cleared of the web by a single attack or effect that deals at least 5 slashing damage or 1 fire damage. A square has AC 5, and it automatically fails its saving throws.

Critical Success The creature is unaffected, and it doesn't need to attempt further Athletics checks or saving throws against the web this

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turn. If it used an Athletics check, it clears the web from every square it leaves during its movement.

Success The creature is unaffected during its action. If it used an Athletics check, it clears the web from every square it leaves during its movement.

Failure The creature takes a -10-foot circumstance penalty to its Speeds until the start of its next turn.

Critical Failure The creature is immobilized until the start of its next turn, after which it takes a -10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape to remove its immobilized condition.

Heightened (4th) The spell's area increases to a 20-foot burst, and its range increases to 60 feet.

AQUEOUS ORB ➡➡

SPELL 3

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

Range 60 feet

Defense Reflex; **Duration** sustained up to 1 minute

A sphere of water 10 feet in diameter forms in an unoccupied space in range, either on the ground or on the surface of a liquid. When you Cast this Spell and each time you Sustain it, you can roll the orb, moving it up to 10 feet along the ground or the surface of a liquid. The orb can move through the spaces of any creatures or obstacles that wouldn't stop the flow of water. It extinguishes non-magical fires it moves through of its size or smaller, and it attempts to counteract any magical fires it moves through. If it fails to counteract a given fire, it can't counteract that fire for the duration of the spell.

The orb can engulf Large or smaller creatures it moves through, and it can contain as many creatures as fit in its space. The orb can try to engulf the same creature only once per turn, even if you roll it onto a creature's space more than once.

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Any Large or smaller creature whose space the orb tries to move through can attempt a Reflex save.

Success The creature can either let the orb pass (remaining in its space or moving out of the orb's path into a space of the creature's choice) or allow itself to be pushed in front of the orb to the end of the orb's movement.

Failure The creature is engulfed in the orb. It moves along with the orb and must hold its breath or begin suffocating (unless it can breathe in water). An engulfed Medium or smaller creature and anyone trying to affect that creature follow the normal rules for aquatic battles (*Player Core* 437). An engulfed Large creature is usually big enough that parts of it stick out from the water, and it can reach out of the water.

The creature can get free either by Swimming with a successful DC 10 Athletics check or by Escaping against your spell DC. A freed creature exits the orb's space and can immediately breathe.

Critical Failure As failure, but the creature can't Swim to get free.

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BIND UNDEAD ➡➡

SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 mindless undead creature with a level no greater than *bind undead*'s spell rank

Duration 1 day

With a word of power, you seize control of the target. It gains the minion trait. If you or an ally uses any hostile actions against the target, the spell ends.

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BLINDNESS ➡➡

SPELL 3

CONCENTRATE

INCAPACITATION

MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude

You blind the target. The effect is determined by the target's Fortitude save. The target then becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target is blinded until its next turn begins.

Failure The target is blinded for 1 minute.

Critical Failure The target is blinded permanently.

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CLAIRAUDIENCE

SPELL 3

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration 10 minutes

You create an invisible floating ear at a location within range (even if it's outside your line of sight or line of effect). It can't move, but you can hear through the ear as if using your normal auditory senses.

COZY CABIN

SPELL 3

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, occult

Cast 1 minute

Range 30 feet

Duration 12 hours

You shape a cabin 20 feet on each side and 10 feet high. This cabin has the structure trait and the same restrictions as magic items that create structures. The walls of the hut are simple and wooden, with small, square glass windows, and it has one wooden door. It doesn't include its own lock, but it has a fastener to which a lock can be applied.

The interior contains three cots, one chamber pot, and a small fireplace holding a magical fire. The interior is lit with a small magical light that you can light or extinguish at will using a Sustain action. The climate inside the hut is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane

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force or greater destroy the hut. Other creatures can freely enter and exit the hut without damaging it, but if you exit the hut, the spell ends. You can Dismiss the spell.

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CRASHING WAVE

SPELL 3

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

Area 30-foot cone

Defense basic Reflex

You summon a crashing wave that sweeps away from you. You deal 6d6 bludgeoning damage to creatures in the area. The water also extinguishes non-magical fires in the area.

Heightened (+1) The damage increases by 2d6.

CURSE OF LOST TIME ➡➡

SPELL 3

CONCENTRATE

CURSE

MANIPULATE

VOID

Traditions arcane, occult, primal

Range touch; **Targets** 1 Large or smaller object, construct, or living creature

Defense Fortitude; **Duration** varies

You curse the target with rapid aging or erosion. The effect depends on whether the target is an object, a construct, or a living creature. Artifacts, along with objects and constructs made of precious materials (as determined by the GM), are immune.

- **Object** If the object is attended, its bearer can attempt a Fortitude save. If the bearer fails or the object is unattended, the object immediately takes 4d6 damage (applying Hardness normally), and the item is cursed with an unlimited duration. Until the curse ends, the item becomes shoddy and can't be Repaired, and the curse attempts to counteract any spell that would restore the object's Hit Points. *Cleanse affliction* can target an item affected by this spell.

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- **Construct** The construct takes 4d6 damage (basic Fortitude save). On a failure, for 1 hour, the construct is clumsy 1, is enfeebled 1, and can't be Repaired, and the curse attempts to counteract any spell that would restore the construct's Hit Points. On a critical failure, these effects have an unlimited duration.
- **Living Creature** The living creature must attempt a Fortitude save. Ageless creatures are immune.

Critical Success The living creature is unaffected.

Success The living creature briefly ages, becoming clumsy 1 and enfeebled 1 for 1 round.

Failure As success, with a duration of 1 hour.

Critical Failure As success, with an unlimited duration.

Heightened (+1) The damage increases by 1d6.

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DREAM MESSAGE

SPELL 3

CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Cast 10 minutes

Range planetary; **Targets** 1 creature you know by name and have met in person

Duration until your next daily preparations

You send a message to your target's dream. The message is one-way, up to 1 minute of speech (roughly 150 words). If the target is asleep, they receive the message instantly. If not, they receive it the next time they sleep. As soon as they receive it, the spell ends, and you know the message was sent.

Heightened (4th) You can target up to 10 creatures you know by name and have met in person. You must send the same message to all of them; the spell ends for each creature individually.

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CONCENTRATE **EARTH** **MANIPULATE****Traditions** arcane, primal**Range** 120 feet; **Targets** 1 flying creature**Defense** Fortitude; **Duration** varies

Using the weight of earth, you hamper a target's flight, with effects based on its Fortitude save. If the creature reaches the ground safely, it doesn't take falling damage.

Critical Success The target is unaffected.**Success** The target falls safely up to 120 feet.

Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 round.

Critical Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 minute.

ENTHRALL

SPELL 3

AUDITORY

CONCENTRATE

EMOTION

MANIPULATE

Traditions arcane, occult

Range 120 feet; **Targets** all creatures in range

Defense Will; **Duration** sustained

Your words fascinate your targets. You speak or sing without interruption throughout the casting and duration. Targets who notice your speech or song might give their undivided attention; each target must attempt a Will save. The GM might grant a circumstance bonus (to a maximum of +4) if the target is of an opposing religion, ancestry, or political leaning, or is otherwise unlikely to agree with what you're saying.

Each creature that comes within range has to attempt a save when you Sustain the spell. If you're speaking, *enthrall* gains the linguistic trait.

Critical Success The target is unaffected and notices that you tried to use magic.

Success The target needn't pay attention but doesn't notice you tried to use magic (it might notice others are enthralled).

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Failure The target is fascinated with you. It can attempt another Will save if it witnesses actions or speech with which it disagrees. If it succeeds, it's no longer fascinated and is temporarily immune for 1 hour. If the target is subject to a hostile act, or if another creature succeeds at a Diplomacy or Intimidation check against it, the fascination ends immediately.

Critical Failure As failure, but the target can't attempt a save to end the fascination if it disagrees with you.

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FAMILIAR'S FACE

SPELL 3

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, divine, occult, primal

Range 1 mile; **Targets** 1 willing creature that's your animal companion or familiar

Duration sustained

The target becomes a scrying sensor, allowing you to see through its eyes, smell what it smells, and similarly use its other senses. If you Cast a Spell with the revelation trait that affects your senses, such as *see the unseen*, while this spell is active, you gain the benefit of the spell through the target's senses instead of your own. You can also speak through the target with a voice much like yours, though it takes on some of the timbre and character of the target's growls or squawks. You can use Command an Animal on the target as part of Sustaining this spell. You don't need line of sight or line of effect to your target when you Cast this Spell.

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FEET TO FINS

SPELL 3

CONCENTRATE

MANIPULATE

MORPH

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

The target's feet transform into fins, improving mobility in the water but reducing it on land. The target gains a swim Speed equal to its normal land Speed, but its land Speed becomes 5 feet.

Heightened (6th) The spell lasts until your next daily preparations.

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FIREBALL

SPELL 3

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** 20-foot burst

Defense basic Reflex

A roaring blast of fire detonates at a spot you designate, dealing 6d6 fire damage.

Heightened (+1) The damage increases by 2d6.

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GHOSTLY WEAPON ➡➡

SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 weapon that is either unattended or wielded by you or a willing ally

Duration 5 minutes

The target weapon becomes translucent and ghostly, and it can affect material and incorporeal creatures and objects. It gains the effects of the *ghost touch* property rune (GM Core 238), meaning it is magical if it wasn't already, is especially effective against incorporeal creatures, and can be wielded by a corporeal or incorporeal creature.

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GRAVITY WELL ➡➡

SPELL 3

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Range 120 feet; **Area** 30-foot burst

Defense Reflex

You create a sphere of altered gravity. All creatures and unsecured objects in the area move toward the center, depending on their Reflex saving throws. This follows the rules for forced movement. If there's not enough space near the center of the sphere, creatures and objects nearer to the center move first, and others move as far as they can without being blocked, up to the amount set by their saving throw outcomes.

Critical Success The creature is unaffected.

Success The creature moves 5 feet toward the center.

Failure The creature moves 15 feet toward the center.

Critical Failure The creature moves 30 feet toward the center.

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HASTE

SPELL 3

CONCENTRATE **MANIPULATE**

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

Heightened (7th) You can target up to 6 creatures.

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HYPNOTIZE



SPELL 3

ILLUSION

MANIPULATE

SUBTLE

VISUAL

Traditions arcane, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

You create a cloud of mesmerizing patterns and colors that hovers in the air. Creatures are dazzled while inside the cloud. In addition, a creature must attempt a Will saving throw if it is inside the cloud when you cast it, when it enters the cloud, when it ends its turn within the cloud, or if it uses a Seek or Interact action on the cloud. A creature currently fascinated by *hypnotize* doesn't attempt new saves.

Success The target is unaffected.

Failure The target is fascinated by the cloud.

Critical Failure The target is fascinated by the cloud. While it remains fascinated, it can't use reactions.

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INSECT FORM ➡➡

SPELL 3

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 1 minute

You envision a simple bug and transform into a Medium animal battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal (such as a ladybug or scarab for beetle), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss this spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see page 338 of *Player Core*.

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LEVITATE



SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 unattended object or willing creature

Duration 5 minutes

You defy gravity and levitate the target 5 feet off the ground. You can Sustain the spell to move the target up or down 10 feet. A creature floating in the air from *levitate* takes a -2 circumstance penalty to attack rolls. A floating creature can spend an Interact action to stabilize itself and negate this penalty for the remainder of its turn. If the target is adjacent to a fixed object or terrain of suitable stability, it can move across the surface by climbing (if the surface is vertical, like a wall) or crawling (if the surface is horizontal, such as a ceiling). The GM determines which surfaces can be climbed or crawled across.

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LIGHTNING BOLT ➡➡

SPELL 3

CONCENTRATE

ELECTRICITY

MANIPULATE

Traditions arcane, primal

Area 120-foot line

Defense basic Reflex

A bolt of lightning strikes outward from your hand, dealing 4d12 electricity damage with a basic Reflex save.

Heightened (+1) The damage increases by 1d12.

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LOCATE

SPELL 3

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, divine, occult

Cast 10 minutes

Range 500 feet; **Targets** 1 specific object or type of object

Duration sustained

You learn the direction to the target (if you picked a specific object, such as “my mother’s sword”) or the nearest target (if you picked a type of object, such as “swords”). If the target is a specific object, you must have observed it directly with your own senses. If it’s a type of object, you still need to have an accurate mental image of the type of object. If there’s lead or running water between you and the target, this spell can’t locate the object. This means you might find a type of object farther away if the nearest one is behind lead or running water.

Heightened (5th) You can target a specific creature or ancestry instead of an object, but you must have met or seen up close the creature or ancestry you want to target.

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MIND READING ➡➡

SPELL 3

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round or sustained up to 1 minute

With a cursory mental touch, you attempt to read the target's mind. It must attempt a Will save. The target then becomes temporarily immune to your *mind reading* for 1 hour.

Critical Success The target perceives vague surface thoughts from you when you Cast the Spell.

Success You find out whether the target's Intelligence modifier is higher than, equal to, or lower than yours.

Failure You perceive vague surface thoughts from the target when you Cast the Spell, and you find out whether its Intelligence is higher than, equal to, or lower than yours.

Critical Failure As failure, and for the duration of the spell, you can Sustain the spell to detect the target's surface thoughts again. The target doesn't receive any additional saves.

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ONE WITH STONE ➡➡

SPELL 3

CONCENTRATE

EARTH

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 10 minutes or 8 hours

You can either transform into a stone or merge with stone. This spell has the same effects as *one with plants*, but lets you merge with or turn into stone. A stone you turn into has AC 23. You can Dismiss this spell.

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PARALYZE

SPELL 3

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You block the target's motor impulses before they can leave its mind, freezing target in place. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is paralyzed for 1 round.

Critical Failure The target is paralyzed for 4 rounds. At the end of each of its turns, it can attempt a new Will save to reduce the remaining duration by 1 round, or end it entirely on a critical success.

Heightened (7th) You can target up to 10 creatures.

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ROUSE SKELETONS

SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Range 60 feet; **Area** 10-foot burst

Defense Reflex; **Duration** sustained up to 1 minute

Misshapen skeletal forms erupt from a solid surface, such as a stone floor, and fill the burst. The area they fill is difficult terrain. Their grasping claws deal 2d6 slashing damage to creatures on the ground in the area when the skeletons first appear with a basic Reflex save.

On subsequent rounds, the first time you Sustain the Spell each round, you can move the area of skeletons up to 20 feet within the range of the spell and deal 2d6 slashing damage with a basic Reflex save to each creature in the new area.

Damaging or destroying the skeletons is irrelevant, as new bones pull forth from the ground to repair and replace any that are obliterated.

Heightened (+2) The damage increases by 1d6.

SAFE PASSAGE

SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, divine, primal

Range touch; **Area** 10-foot-wide, 10-foot-tall, 60-foot-long section of terrain

Duration sustained up to 1 minute

You make passage through the area safe for a brief amount of time. Anyone passing through the area gains the following benefits against harmful effects of the terrain and environment, including environmental damage, hazardous terrain, and hazards in the area. The spell grants a +2 status bonus to AC and saves against such effects, and resistance 5 to all damage from such effects. Furthermore, the spell prevents anything in the area that's prone to collapse, such as a rickety bridge or an unstable ceiling, from collapsing, except under extreme strain that would collapse a normal structure of its type.

Safe passage protects only against harm, not inconvenience, and it doesn't reduce difficult terrain, remove the concealed condition caused
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by precipitation, or the like, nor does it protect against creatures within the spell's area.

Heightened (5th) The granted resistance increases to 10, and the area can be 120 feet long.

Heightened (8th) The granted resistance increases to 15, and the area can be 500 feet long.

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SHARED INVISIBILITY ➡➡

SPELL 3

AURA

ILLUSION

MANIPULATE

SUBTLE

Traditions arcane, occult

Area 30-foot emanation; **Targets** you and up to 5 willing creatures

Duration 10 minutes

You and all targets are invisible except to each other as long as the targets remain within the emanation. If a creature made invisible by this spell leaves the spell's area, it becomes visible and remains so even if it returns to the spell's area. If any creature made invisible by this spell uses a hostile action, the spell ends after the hostile action is completed.

Heightened (5th) The targets increase to you and up to 10 willing creatures. The duration increases to 1 hour.

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SHRINK ITEM

SPELL 3

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane

Cast 10 minutes

Range touch; **Targets** 1 non-magical object up to 20 cubic feet in volume and up to 80 Bulk

Duration until your next daily preparations

You shrink the target to roughly the size of a coin with negligible Bulk. You can Dismiss the spell, and the spell ends if you toss the object onto a solid surface. The object can't be used to attack or cause damage during the process of it returning to normal size. If there isn't room for the object to return to normal size when the spell ends, the spell's duration continues until the object is in a location large enough to accommodate its normal size.

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SLOW

SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

You dilate the flow of time around the target, slowing its actions.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 for 1 minute.

Critical Failure The target is slowed 2 for 1 minute.

Heightened (6th) You can target up to 10 creatures.

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VAMPIRIC FEAST ➡➡

SPELL 3

CONCENTRATE

DEATH

MANIPULATE

VOID

Traditions arcane, divine, occult

Range touch; **Targets** 1 living creature

Defense basic Fortitude

Your touch leeches the lifeblood out of a target to empower yourself. You deal 6d6 void damage to the target. You gain temporary Hit Points equal to half the void damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

Heightened (+1) The damage increases by 2d6.

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VEIL OF PRIVACY

SPELL 3

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal

Cast 10 minutes

Range touch; **Targets** 1 creature or object

Duration 8 hours

You erect protective wards that make the target difficult to detect via magic. *Veil of privacy* attempts to counteract all detection, revelation, and scrying effects used against the target or the target's gear throughout the duration, counting cantrips as 1st-rank spells for this purpose. Successfully counteracting a spell that targets an area or multiple targets negates the effects for only *veil of privacy*'s target.

WALL OF THORNS

SPELL 3

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range 60 feet

Duration 1 minute

You grow a wall of thorny brambles from the ground. You create a 5-foot-thick wall of brambles and thorns in a straight line up to 60 feet long and 10 feet high. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall stands vertically. If you wish, the wall can be of a shorter length or height. Everything on each side of the wall has cover from creatures on the opposite side, and the wall's spaces are difficult terrain. For every move action a creature uses to enter at least one of the wall's spaces, that creature takes 3d4 piercing damage.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points. It's immune to critical hits and precision damage.

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A destroyed section can be moved through freely.

Heightened (+1) The Hit Points of each section of the wall increase by 5, and the piercing damage increases by 1d4.

WALL OF WIND

SPELL 3

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You create a barrier of gusting winds that hinders anything moving through it. The wall of swirling winds is 5 feet thick, 60 feet long, and 30 feet high. The wall stands vertically, but you can shape its path. Though the wall of wind distorts the air, it does not hamper sight. The wall has the following effects.

- Ammunition from physical ranged attacks—such as arrows, bolts, sling bullets, and other objects of similar size—can't pass through the wall. Attacks with bigger ranged weapons, such as javelins, take a -2 circumstance penalty to their attack rolls if their paths pass through the wall. Massive ranged weapons and spell effects that don't create physical objects pass through the wall with no penalty.

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- The wall is difficult terrain to creatures attempting to move overland through it. Gases, including creatures in *vapor form*, can't pass through the wall.
- A creature that attempts to fly through the wall using a move action must attempt a Fortitude save.

Critical Success The creature can move through the wall normally this turn.

Success The flying creature can move through the wall this turn, but the wall is difficult terrain.

Failure The wall stops the movement of the flying creature, and any remaining movement from its current action is wasted.

Critical Failure As failure, and the creature is pushed 10 feet away from the wall.

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AERIAL FORM

SPELL 4

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 1 minute

You harness your mastery of the sky to reshape your body into a Medium flying animal battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal (such as an owl or eagle for bird), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see page 314 of *Player Core*.

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BESTIAL CURSE ➡➡

SPELL 4

CONCENTRATE

CURSE

MANIPULATE

POLYMORPH

Traditions arcane, occult, primal

Range touch; **Targets** 1 living humanoid

Defense Fortitude; **Duration** varies

You tap into the target's inner being and curse it to become a bestial version of itself. The effect is based on its Fortitude save.

Critical Success The target is unaffected.

Success The target's body gains minor bestial features. Its insides churn as they partially transform, causing it to be clumsy 1 for 1 round. When it recovers from the clumsy condition, its features revert to normal, and the spell ends.

Failure The target transforms into a bestial form for 1 hour. The target becomes clumsy 1 and gains weakness 1 to silver. It gains a claw, hoof, horn, or jaws Strike (your choice) that uses the target's unarmed Strike statistics except that the damage type changes to bludgeoning, piercing, or slashing, as appropriate. Whenever the target attempts to use any manipulate action, it must succeed at a DC 5 flat check or the action is lost.

Critical Failure As failure, but the duration is unlimited.

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CLAIRVOYANCE

SPELL 4

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration 10 minutes

You create an invisible floating eye at a location within range (even if it's outside your line of sight or line of effect). The eye can't move, but you can see in all directions from that point as if using your normal visual senses.

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CONFUSION ➡➡

SPELL 4

CONCENTRATE

EMOTION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You befuddle your target with strange impulses, causing it to act randomly. The effects are determined by the target's Will save. You can Dismiss the spell.

Critical Success The target is unaffected.

Success The target babbles incoherently and is stunned 1.

Failure The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confusion.

Critical Failure The target is confused for 1 minute, with no save to end early.

Heightened (8th) You can target up to 10 creatures.

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CONTAINMENT

SPELL 4

CONCENTRATE **FORCE** **MANIPULATE**

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Reflex (see text); **Duration** 1 minute

You wrap a creature in an immobile force field, whether to protect it or those around it. The field blocks attacks, effects, and creatures that would pass through it, including the target. The field has Hardness 10, 40 Hit Points, and immunity to critical hits and precision damage. If the target of *containment* is unwilling, the effects depend on the target's Reflex save.

Critical Success The target escapes from the field as it's forming, causing it to collapse.

Success The field partially forms with 10 Hit Points instead of 40.

Failure The field has its normal effect.

Heightened (+1) The field's Hit Points are 5 higher on a success or 15 higher on a failure.

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COUNTLESS EYES

SPELL 4

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal

Range touch; **Targets** 1 creature

Duration 1 minute

Eyes form across the touched creature's body, allowing it to see in all directions at once. The subject can't be flanked for the spell's duration. In addition, when the subject succeeds when Seeking, it critically succeeds instead.

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CREATION

SPELL 4

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Cast 1 minute

Range 0 feet

Duration 1 hour

You conjure a temporary object from magical energy. It must consist of earthen or plant-derived matter (such as wood, paper, brick, or stone) and be 5 cubic feet or smaller. It can't rely on intricate artistry or complex moving parts, never fulfills a cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. It is obviously temporarily conjured, and thus can't be sold or passed off as a genuine item. The spell gains the appropriate trait for the item created, typically earth, plant, or wood.

Heightened (5th) The item is metal and can include common minerals, like feldspar or quartz. The spell gains the metal trait if used to create a metal object.

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DETECT SCRYING ➡➡

SPELL 4

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, occult

Area 30-foot emanation

Duration 1 hour

By reading trace auras, you detect the presence of scrying effects in the area. If *detect scrying* is higher rank than a scrying effect, you gain a glimpse of the scrying creature and learn its approximate distance and direction.

Heightened (6th) The duration is until your next daily preparations.

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DISPELLING GLOBE

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Area 10-foot burst centered on one corner of your space

Duration 10 minutes

You create an immobile globe around yourself. It attempts to counteract any spell from outside the globe whose area or targets enter into it, as if the globe were a *dispel magic* spell 1 rank lower than its actual spell rank. If the counteract attempt succeeds, it prevents only the portion of the spell that would have entered the globe (so if the spell also has targets outside the globe, or part of its area is beyond the globe, those targets or that area are affected normally). You must form the sphere in an unbroken open space, so its edges don't pass through any creatures or objects, or the spell is lost (though creatures can enter the globe after the spell is cast).

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DULL AMBITION ➡➡

SPELL 4

CONCENTRATE

CURSE

MANIPULATE

MENTAL

MISFORTUNE

Traditions arcane, divine, occult

Range 120 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You curse the target to fail in all avenues of its life that require drive and ambition, as it inadvertently undermines its own goals at every turn. The effect is based on the target's Will save.

Critical Success The target is unaffected.

Success For 1 hour, the target rolls twice and uses the lower result on initiative rolls.

Failure For 1 day, the target rolls twice and uses the lower result on initiative rolls and any check to determine the success of a downtime activity.

Critical Failure As failure, but the duration is unlimited.

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FIRE SHIELD

SPELL 4

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Duration 1 minute

You create a hovering shield made of fire. As long as the shield persists, its heat grants you cold resistance 5 and makes you immune to mild and severe environmental cold. You can Raise a Shield with the *fire shield* as a normal shield to gain a +1 circumstance bonus to AC. You can use the Shield Block reaction (*Player Core* 262) with the *fire shield*, which has Hardness 10, is immune to fire, and has 40 HP (with no Broken Threshold), and its Hardness is halved against effects that have the water trait. If you Shield Block a melee attack that is either an unarmed attack or made by an adjacent attacker, the attacker takes 2d6 fire damage.

Heightened (+2) The cold resistance increases by 5, the HP increase by 10, and the fire damage increases by 1d6.

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CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, occult**Duration** 1 minute

You flicker quickly between your current plane and another. You gain resistance 5 to all damage, except force. At the end of each of your turns, you automatically teleport 10 feet in a random direction, as determined by the GM. You can Sustain the spell to teleport in this way.

Heightened (+2) The resistance increases by 3.

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CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal**Range** touch; **Targets** 1 creature**Duration** 5 minutes

The target can soar through the air, gaining a fly Speed equal to its Speed or 20 feet, whichever is greater.

Heightened (7th) The duration increases to 1 hour.

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ICE STORM

SPELL 4

COLD

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Reflex; **Duration** sustained up to 1 minute

You create a gray storm cloud that pelts creatures with an icy deluge. When you Cast the Spell, a burst of magical hail deals 2d8 bludgeoning damage and 2d8 cold damage to each creature in the area below the cloud (basic Reflex save). Snow and sleet continue to rain down in the area for the remainder of the spell's duration, making the area difficult terrain. Any creature that ends its turn in the storm takes 2 cold damage. If you Cast this Spell outdoors, you can create two nonoverlapping clouds instead of one. As normal, if a Large or larger creature is in both clouds, it still only takes the initial damage once and the continuing damage once per turn.

Heightened (+2) The initial bludgeoning damage and cold damage increase by 1d8 each, and the cold damage creatures take at the end of their turns increases by 1.

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LIMINAL DOORWAY

SPELL 4

UNCOMMON

CONCENTRATE

EXTRADIMENSIONAL

MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch

Duration 8 hours

You draw a chalk doorway on an unbroken surface, which opens into an extradimensional space. Any creature treating the drawing as an actual door can Interact to touch the doorknob and pass through. The warped, chalk-drawn room beyond the door is 20 feet in width, depth, and height. The space is unadorned and empty, with chalk lines indicating the corners of the walls.

If the drawing is scrubbed away, the underlying surface is broken, or a creature attempts to enter the space that would put it over capacity, the space begins to collapse. The space ejects one creature at random each round, depositing it on the nearest open ground, until all creatures are returned outside.

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MIRAGE

SPELL 4

UNCOMMON

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult, primal

Cast 10 minutes

Range 500 feet; **Area** 50-foot burst

Duration until your next daily preparations

You create an illusion that causes natural terrain to look, sound, feel, and smell like a different kind of terrain. This doesn't disguise any structures or creatures in the area.

Any creature that touches the illusion or uses the Seek action to examine it can attempt to disbelieve your illusion.

Heightened (5th) Your image can also disguise structures or create illusory structures (but still doesn't disguise creatures).

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CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal**Range** touch; **Targets** 1 creature**Duration** 20 minutes

The target's skin hardens like the stone of a mountain face. It gains resistance 5 to physical damage, except adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, *mountain resilience's* duration decreases by 1 minute.

Heightened (6th) The resistance increases to 10.**Heightened (8th)** The resistance increases to 15.**Heightened (10th)** The resistance increases to 20.

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NIGHTMARE

SPELL 4

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

Cast 10 minutes

Range planetary; **Targets** 1 creature you know by name

Defense Will; **Duration** 1 day

You send disturbing nightmares to your target. The next time the target falls asleep, it must attempt a Will save. If you know the target only by name and have never met them, the target gets a +4 circumstance bonus to the Will save.

Critical Success The target is unaffected and is temporarily immune for 1 week.

Success The target has the nightmares but has no adverse effects other than unpleasant memories.

Failure The target has the nightmares and awakens fatigued.

Critical Failure The target has the nightmares, awakens fatigued, and is drained 2 until it is no longer fatigued.

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OUTCAST'S CURSE



SPELL 4

CONCENTRATE

CURSE

MANIPULATE

MENTAL

MISFORTUNE

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Defense Will

You afflict the target with a curse that makes its presence abrasive and off-putting. The target must attempt a Will save.

Critical Success The target is unaffected.

Success For 10 minutes, the target must roll twice and use the worse result whenever attempting a Deception, Diplomacy, Intimidation, or Performance check, and creatures they encounter have an initial attitude toward them of one step worse (for instance, unfriendly instead of indifferent).

Failure As success, but the effect is permanent.

Critical Failure As failure, and creatures that the target encounters have an initial attitude toward them of two steps worse.

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PEACEFUL BUBBLE

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch; **Area** 100-foot burst

Duration 24 hours

An opaque shell of drifting, iridescent runes covers the area, creating a bubble. You can choose to make the burst smaller, in 10-foot increments. The runes don't block travel, but those inside the bubble can't perceive those outside it and vice versa. Detection and scrying effects are likewise blocked.

Creatures sleeping within the bubble are immune to dreams sent by spells. Those sleeping 8 hours reduce their doomed condition by 2 instead of 1.

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PLANAR TETHER

SPELL 4

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You stitch the target to its current plane. While the target is affected by *planar tether*, the spell attempts to counteract any teleportation effect that would move the target, or any effect that would transport it to a different plane. *Planar tether*'s duration is determined by the target's Will save.

Critical Success The target is unaffected.

Success The duration is 1 minute.

Failure The duration is 10 minutes.

Critical Failure The duration is 1 hour.

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CONCENTRATE

CURSE

DEATH

MANIPULATE

Traditions arcane, divine, occult**Range** touch; **Targets** 1 living creature**Defense** Fortitude; **Duration** varies

You utter a curse that a creature will meet a certain end—a death by freezing, stabbing, or another means you devise. Choose one type of damage from the following list: acid, bludgeoning, cold, electricity, fire, piercing, slashing, sonic, or void. The effect is based on the target's Fortitude save.

Critical Success The target is unaffected.**Success** The target gains weakness 2 to the chosen damage type until the end of your next turn.**Failure** As success, but the duration is 1 minute. If the creature is reduced to 0 Hit Points by the chosen damage and its level is 7 or less, it dies.**Critical Failure** As failure, but the duration is unlimited.**Heightened (+2)** The weakness increases by 1, and the maximum level of creature that can be automatically killed increases by 4.

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SHAPE STONE ➡➡

SPELL 4

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range touch; **Targets** cube of stone 10 feet across or smaller

You shape the stone into a rough shape of your choice. The shaping process is too crude to produce intricate parts, fine details, moving pieces, or the like. Any creatures standing atop the stone when you reshape it must each attempt a Reflex save or Acrobatics check.

Success The creature is unaffected.

Failure The creature falls prone atop the stone.

Critical Failure The creature falls off the stone (if applicable) and lands prone.

SUGGESTION

SPELL 4

CONCENTRATE

INCAPACITATION

LINGUISTIC

MANIPULATE

MENTAL

SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

Your honeyed words are difficult for creatures to resist. You suggest a course of action to the target, which must be phrased in such a way as to seem like a logical course of action to the target and can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save.

Critical Success The target is unaffected and knows you tried to control it using a spell.

Success The target is unaffected.

Failure The target immediately follows your suggestion. The spell has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

(Continued on back)

(Continued from front)

Critical Failure As failure, but the base duration is 1 hour.

Heightened (8th) You can target up to 10 creatures.

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TELEPATHY

SPELL 4

CONCENTRATE

LINGUISTIC

MANIPULATE

MENTAL

Traditions arcane, occult

Duration 10 minutes

You can communicate telepathically with creatures within 30 feet. Once you establish a connection by communicating with a creature, the communication is two-way. You can communicate with only creatures that share a language with you.

Heightened (6th) You can communicate telepathically with creatures using shared mental imagery even if you don't share a language; *telepathy* loses the linguistic trait.

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TRANSLOCATE

SPELL 4

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, occult

Range 120 feet

You instantly transport yourself and any items you're wearing and holding from your current space to an unoccupied space within range you can see. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the spell is lost.

Heightened (5th) The range increases to 1 mile. You don't need to be able to see your destination, as long as you have been there in the past and know its relative location and distance from you. You are then temporarily immune for 1 hour.

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UNFETTERED MOVEMENT



SPELL 4

CONCENTRATE

MANIPULATE

Traditions arcane, divine, primal

Range touch; **Targets** 1 creature touched

Duration 10 minutes

You repel hindrances that would affect a creature. While under this spell's effect, the target ignores effects that would give them a circumstance penalty to Speed. When they attempt to Escape an effect that has them immobilized, grabbed, or restrained, they automatically succeed unless the effect is magical and of a higher rank than the *unfettered movement* spell.

VAMPIRIC MAIDEN



SPELL 4

CONCENTRATE

MANIPULATE

VOID

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Fortitude

A ghostly iron maiden snaps shut on the target and drains its vitality for your gain. This deals 4d4 piercing damage and 4d4 void damage, and the target must attempt a Fortitude save. You gain temporary Hit Points equal to the void damage the target takes (after applying resistances, weaknesses, and the like). You lose any remaining temporary Hit Points after 1 minute.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target is briefly trapped within the vampiric maiden. The target takes full damage and is immobilized by the iron maiden for 1 round or until it uses an Interact action to extricate itself, whichever comes first.

Critical Failure The target takes double damage and is immobilized by the vampiric maiden

(Continued on back)

(Continued from front)

for 1 round or until it Escapes (the DC is your spell DC), whichever comes first.

Heightened (+1) The piercing and void damage increase by 1d4 each.

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VAPOR FORM ➡➡

SPELL 4

AIR

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, occult, primal

Range touch; **Targets** 1 willing creature

Duration 5 minutes

The target transforms into a vaporous state. In this state, the target is amorphous. It loses any item bonus to AC and all other effects and bonuses from armor, and it uses its proficiency modifier for unarmored defense. It gains resistance 8 to physical damage and is immune to precision damage. It can't cast spells, activate items, or use actions that have the attack or manipulate trait. It gains a fly Speed of 10 feet and can slip through tiny cracks. The target can Dismiss the spell.

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VISION OF DEATH



SPELL 4

CONCENTRATE

DEATH

EMOTION

FEAR

MANIPULATE

MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** 1 living creature

Defense Will

You force the target to see a vision of its own death. It takes 8d6 mental damage with a Will save. If the target is reduced to 0 HP by this spell, its vision becomes reality and kills it instantly.

Critical Success The target is unaffected.

Success The target takes half damage and is frightened 1.

Failure The target takes full damage and is frightened 2.

Critical Failure The target takes double damage, is frightened 4, and is fleeing for as long as it's frightened.

Heightened (+1) The damage increases by 2d6.

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WALL OF FIRE

SPELL 4

CONCENTRATE **FIRE** **MANIPULATE**

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You raise a blazing wall that burns creatures passing through it. You create either a 5-foot-thick wall of flame in a straight line up to 60 feet long and 10 feet high, or a 5-foot-thick, 10-foot-radius ring of flame with the same height. The wall stands vertically in either form; if you wish, the wall can be of a shorter length or height. Everything on each side of the wall is concealed from creatures on the opposite side. Any creature that crosses the wall or is occupying the wall's area at the start of its turn takes 4d6 fire damage.

Heightened (+1) The fire damage increases by 1d6.

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WEAPON STORM ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Area 30-foot cone or 10-foot emanation

Defense Reflex

You swing a weapon you're holding, and the weapon magically multiplies into duplicates that swipe at all creatures in either a cone or an emanation. This flurry deals four dice of damage to creatures in the area. This damage has the same type as the weapon and uses the same die size. Determine the die size as if you were attacking with the weapon; for instance, if you were wielding a two-hand weapon in both hands, you'd use its two-hand damage die.

Critical Success The creature is unaffected.

Success The target takes half damage.

Failure The target takes full damage.

Critical Failure The target takes double damage and is subject to the weapon's critical specialization effect.

Heightened (+1) Add another damage die.

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BANISHMENT ➡➡

SPELL 5

CONCENTRATE

INCAPACITATION

MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature that isn't on its home plane

Defense Will

You send the target back to its home plane. The target must attempt a Will save. You can spend an extra action while Casting this Spell and add a cost to the spell to give the creature a -2 circumstance penalty to its save. The cost must be a specially gathered object that is anathema to the creature. This spell fails if you aren't on your home plane when you cast it.

Critical Success The target resists being banished and you are stunned 1.

Success The target resists being banished.

Failure The target is banished.

Critical Failure The target is banished and can't return by any means to the plane it's banished from for 1 week.

Heightened (9th) You can target up to 10 creatures. The extra cost affects targets to which it is anathema.

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BLISTER

SPELL 5

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal

Range 60 feet; **Targets** 1 creature

Defense Fortitude; **Duration** 1 minute

You point at a target in range, and its skin grows searing blisters filled with caustic fluid. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target grows one blister. You can spend a single action, which has the concentrate trait, to pop a blister. The target and each creature in a 15-foot cone originating from the target takes 7d6 acid damage (basic Fortitude save). You choose the direction of the cone, which can't include the target. When no blisters are left, the spell ends.

Failure As success, but the target grows two blisters.

Critical Failure As success, but the target grows four blisters.

Heightened (+1) The damage of a popped blister increases by 1d6.

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CLOAK OF COLORS



SPELL 5

CONCENTRATE

MANIPULATE

VISUAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration 1 minute

A cloak of swirling colors shrouds the target. Creatures are dazzled while adjacent to it, and attacking the target causes a brilliant flash of light. A creature that hits the target with a melee attack must attempt a Will save. The creature is then temporarily immune until the end of its turn; this effect has the incapacitation trait.

Success The attacker is unaffected.

Failure The attacker is blinded for 1 round.

Critical Failure The attacker is stunned for 1 round.

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CONTROL WATER ➡➡

SPELL 5

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

Range 500 feet; **Area** 50 feet long by 50 feet wide

Defense Fortitude (see text); **Duration** 1 hour

By imposing your will upon the water, you can raise or lower the level of water in the chosen area by 10 feet. Creatures that have the water trait and that are in the area when you Cast the Spell must attempt a Fortitude save, with the effects of the *slow* spell.

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CORROSIVE MUCK

SPELL 5

ACID

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range 120 feet; **Area** all squares in two 10-foot bursts

Duration 1 minute

You create two puddles of acidic slime that hinder the movement of anyone who walks through them. The area of each pool becomes greater difficult terrain. Each round that a creature starts its turn in one of the pools or enters a pool during a move action it's using, it takes 8d6 acid damage with a basic Reflex save. A creature that critically fails its saving throw also takes 1d6 persistent acid damage. As normal, if a Large or larger creature starts its turn in both pools, it takes the damage only once.

Heightened (+2) Create an additional 10-foot burst.

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DROP DEAD

SPELL 5

UNCOMMON

ILLUSION

MANIPULATE

SUBTLE

VISUAL

Traditions arcane, divine, occult

Trigger A creature within range is hit by an attack from an enemy.

Range 120 feet; **Targets** 1 creature

Duration sustained up to 1 minute

The target appears to fall down dead, though it actually turns invisible. Its illusory corpse remains where it fell, complete with a believable fatal wound. This illusion looks and feels like a dead body. If the target's death seems absurd—for instance, a barbarian at full health appears to be slain by 2 damage—the GM can grant the attacker an immediate Perception check to disbelieve the illusion. If the target uses hostile actions, the spell ends. This ends the entire spell, so the illusory corpse disappears too.

Heightened (7th) The spell doesn't end if the target uses a hostile action.

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ELEMENTAL FORM ➡➡

SPELL 5

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 1 minute

You call upon the power of the planes to transform into a Medium elemental battle form. When you Cast this Spell, choose a listed element. While in this form, you gain the corresponding trait and the elemental trait. You have hands in this battle form and can take manipulate actions. You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see page 328 of *Player Core*.

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FALSE VISION

SPELL 5

UNCOMMON

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch; **Area** 100-foot burst

Duration until your next daily preparations

You create a false image that fools any attempts to scry on an area. Any scrying spell sees, hears, smells, and otherwise detects whatever you wish within the area, rather than what is actually in the area. You can Sustain the spell each round to change the illusion as you desire, including playing out a complex scene. If the scrying spell is of a higher rank than *false vision*, the scryer can attempt a Perception check to disbelieve the illusion, though even if they're successful, they can't learn what's truly going on in the area.

GRISLY GROWTHS

SPELL 5

CONCENTRATE **MANIPULATE**

Traditions arcane, primal

Range 60 feet; **Targets** 1 corporeal creature

Defense basic Fortitude

This gruesome spell causes the target to grow excess limbs and organs, whether it be fingers multiplying until hands resemble bushes, eyes popping open in bizarre places, legs sprouting from the side of the body, or some other result. The target takes 10d6 piercing damage (basic Fortitude save) as the new features erupt. This spell has no effect on a target with a mutable anatomy or no limbs, such as an ooze or a protean. The growths rot rapidly and fall away after 1 round.

In addition, unless the initial target critically succeeds, creatures within 30 feet of the target, including the target, must attempt Will saves, after which they're temporarily immune to this secondary effect of *grisly growths* for 1 hour. This additional effect is a mental and visual effect.

(Continued on back)

(Continued from front)

Success The creature is unaffected.

Failure The creature is sickened 1.

Critical Failure The creature is sickened 2.

Heightened (+1) The damage increases by 2d6.

HALLUCINATION



SPELL 5

ILLUSION

INCAPACITATION

MANIPULATE

MENTAL

SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration 1 hour

The target consistently detects one thing as another, can't detect something that's there, or detects something that's not there, though it doesn't alter their beliefs. You choose which of these effects applies, and you determine the specifics of the hallucination. For example, you could make the target see all elves as humans, be unable to detect the presence of their brother, see their beloved good luck charm on their person even when it isn't, or see a tower in the center of town.

The target can attempt an initial Will save, with effects below. They also receive a Will save to disbelieve the hallucination every time they Seek or directly interact with the hallucination. For example, the target could attempt to disbelieve
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the hallucination each time they interacted with an elf, bumped into their brother accidentally, tried to check their charm, or studied the tower. The target can attempt to disbelieve with a large circumstance bonus in situations determined by the GM, such as if the target attempted to climb the nonexistent tower.

Critical Success The creature is unaffected.

Success The creature perceives what you chose until it disbelieves, but it knows what the hallucination is.

Failure The creature perceives what you chose until it disbelieves.

Critical Failure The creature perceives what you chose until it disbelieves, and it trusts its false senses, taking a -4 circumstance penalty to saves to disbelieve.

Heightened (6th) Choose to either target up to 10 creatures or change the spell's duration to until your next daily preparations.

Heightened (8th) Choose to either target any number of creatures or change the spell's duration to unlimited.

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HOWLING BLIZZARD TO SPELL 5

AIR

COLD

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Area varies

Defense Reflex

Freezing winds extend from your hands, pushing away from you with great force. If you Cast this Spell with 2 actions, it has an area of a 60-foot cone; if you Cast this Spell with 3 actions, it has a range of 500 feet and an area of a 30-foot burst. Each creature in the area takes 10d6 cold damage with a basic Reflex save. Snowdrifts and icy gales fill the area until the start of your next turn, making the area difficult terrain.

Heightened (+1) The damage increases by 2d6.

ILLUSORY SCENE

SPELL 5

AUDITORY

CONCENTRATE

ILLUSION

MANIPULATE

OLFACTORY

VISUAL

Traditions arcane, occult

Cast 10 minutes

Range 500 feet; **Area** 30-foot burst

Duration 1 hour

You craft an imaginary scene that includes up to 10 discrete creatures or objects of various sizes, all of which must be within the spell's area. These elements generate appropriate sounds and smells, and they feel right to the touch. Elements of an illusory scene are incapable of speech. Unlike with the *illusory creature* spell, creatures in your scene lack combat abilities and statistics. Your scene doesn't include changes to the environment around it, though you can place your scene within the illusory environment of a *mirage* spell.

When you create the scene, you can choose to have it be static or follow a program. Though a static scene is stationary, it includes basic natural movement. For example, wind blowing on an illusory piece of paper would rustle it.
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A program can be up to 1 minute long and repeats when finished. For instance, you could create a scene of two orcs fighting each other, and the fight would go the same way for each repetition. If you create a loop, the two fighters end up in the same place at the start of the scene and at the end of it, but you can smooth the program so it's hard to tell when the loop ends and begins. Anyone observing the scene for more than a few minutes almost always notices it looping. You're unable to alter the program after you create the illusion.

Any creature that touches any part of the image or uses the Seek action to examine it can attempt to disbelieve your illusion. If they interact with a portion of the illusion, they disbelieve only that portion. They disbelieve the entire scene only on a critical success.

Heightened (6th) Creatures or objects in your scene can speak. You must speak the specific lines for each actor when creating your program. The spell disguises your voice for each actor.

Heightened (8th) As the 6th-rank version, and the duration is unlimited.

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IMAGINARY LOCKBOX

SPELL 5

CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, occult

Cast 1 minute

Range touch; **Targets** 1 container and its contents, totaling 10 Bulk or less

Duration until the next time you make your daily preparations

You turn a container and its contents into an imaginary form stored in your mind that only you can see and interact with. The container's physical properties—the material from which it's made, any locks, or other features—are irrelevant to the casting of this spell, but the container can't contain any creatures. The container has no Bulk, and you can visualize everything inside it.

You can retrieve an item from the lockbox as an activity that takes 3 actions and has the concentrate and manipulate traits. Putting items back isn't possible. You can Dismiss the spell. When the spell ends, the container returns to its normal state, either appearing in your hands if it can fit there or on the ground adjacent to you if not.

IMPALING SPIKE ➡➡

SPELL 5

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** 1 minute

You conjure a spike that thrusts up from the earth beneath a target creature, potentially impaling it. The spike is made of cold iron and deals 8d6 piercing damage. The target must attempt a Reflex save.

Critical Success The target dodges the spike and is unaffected.

Success The target is struck by the spike and takes half damage.

Failure The target is impaled through a leg or another non-vital body part. The creature takes full damage and, if it's standing on solid ground, becomes immobilized. It can attempt to Escape (the DC is your spell DC). While it remains impaled, it takes damage from any weakness to cold iron it has at the end of each of its turns.

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Critical Failure As failure, but the creature is impaled through a vital organ or its center of mass, taking double damage, and it is off-guard as long as it's impaled.

Heightened (+1) The damage increases by 2d6.

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INVOKE SPIRITS

SPELL 5

CONCENTRATE

EMOTION

FEAR

MANIPULATE

MENTAL

VOID

Traditions arcane, divine, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

Ragged apparitions of the dead rise to stalk the living. They deal 2d4 mental damage and 2d4 void damage to each living creature in the area, with a basic Will save. Additionally, creatures that critically fail the save are frightened 2 and are fleeing for 1 round.

On subsequent rounds, the first time you Sustain the spell each round, you can move the area up to 30 feet within the range of the spell. Living creatures in the new area must attempt saves with the same effects as above, except that critically failing doesn't make them flee.

Heightened (+2) The mental damage and void damage each increase by 1d4.

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MAGIC PASSAGE ➡➡

SPELL 5

UNCOMMON

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range touch; **Area** 5-foot-wide, 10-foot-tall, 10-foot-deep section of wooden, plaster, or stone wall

Duration 1 hour

You create a visible tunnel through the wall in the chosen area, replacing the area with empty space. If the wall is thicker than 10 feet, the tunnel ends 10 feet in. Even a small layer of metal in the wall prevents this spell from functioning. This spell doesn't reduce the integrity of the structure. When the spell ends, anyone inside the tunnel is shunted to the nearest exit.

Heightened (7th) The tunnel can be up to 20 feet deep. The areas of the wall that contain your tunnel's entrance appear completely normal (unless viewed with *truesight* or a similar effect), despite the tunnel's existence. The tunnel's entrance functions as a solid wall, but you can specify a password or a trigger (*Player Core* 303), allowing creatures to enter freely.

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MARINER'S CURSE ➡➡

SPELL 5

CONCENTRATE **CURSE** **MANIPULATE**

Traditions arcane, occult, primal

Range touch; **Targets** 1 creature

Defense Will

You afflict the target with the curse of the roiling, unforgiving sea. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target becomes sickened 1. Reducing its sickened condition to 0 ends the curse.

Failure The target becomes sickened 1 and can't reduce its sickened condition below 1 while the curse remains. The curse can be lifted by 4th-rank *cleanse affliction* or similar magic. Whenever the target is sickened and on the water at least a mile from shore, it is also slowed 1.

Critical Failure As failure, but the target becomes sickened 2.

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MIND PROBE

SPELL 5

UNCOMMON

CONCENTRATE

LINGUISTIC

MANIPULATE

MENTAL

Traditions arcane, occult

Cast 1 minute

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

You cast your thoughts through a creature's mind, sifting for information. You access the target's memories and knowledge unless it fends you off with a Will save.

Success The target is unaffected.

Failure Each round of the spell's duration, you can Sustain the spell to ask a different question and attempt to uncover the answer. For each question, the target can attempt a Deception check against your spell DC; if the target succeeds, you don't learn the answer, and on a critical success, the target gives you a false answer that you believe is truthful. Once you've asked the target a given question, asking it again, even with a separate casting of *mind probe*, produces the same result.

Critical Failure As failure, and the target takes a -4 circumstance penalty to Deception checks against your questions.

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CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, divine, occult**Cast** 1 minute**Range** see text**Duration** sustained

You create an invisible, floating eye, 1 inch in diameter, at a location you can see within 500 feet. It sees in all directions with your normal visual senses and continuously transmits what it sees to you.

The first time you Sustain the spell each round, you can either move the eye up to 30 feet, seeing only things in front of the eye, or move it up to 10 feet, seeing everything in all directions around it. There is no limit to how far from you the eye can move, but the spell ends immediately if you and the eye ever cease to be on the same plane of existence. You can attempt Seek actions through the eye if you want to attempt Perception checks with it. Any damage dealt to the eye destroys it and ends the spell.

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SENDING

SPELL 5

CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range planetary; **Targets** 1 creature you know well

You send the creature a mental message of 25 words or fewer, and it can respond immediately with its own message of 25 words or fewer.

CONCENTRATE

MANIPULATE

SHADOW

Traditions arcane, occult**Range** 120 feet; **Area** 20-foot burst**Defense** Reflex; **Duration** 1 minute

A mass of snakes made of shadow rise up to capture creatures in the area. Each creature in the area when you Cast the Spell takes 3d6 piercing damage and 1d6 persistent poison damage from a biting snake, and it's grabbed or restrained depending on its Reflex save. A creature that ends its turn in the area must also attempt this save, even if it's already grabbed or restrained by the snakes. You can Dismiss the spell.

Success The creature is unaffected.

Failure The creature takes full damage and is grabbed by a snake. The snakes' Escape DC is equal to your spell DC. A creature can attack a snake to release the creature. A snake's AC is equal to your spell DC, and it's destroyed if it takes 12 or more damage at once. New snakes continually regrow as long as the spell lasts,

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so destroying snakes doesn't prevent *slither* from capturing more creatures.

Critical Failure As failure, but the creature takes double damage and is restrained by a snake.

Heightened (+2) The persistent poison damage increases by 1d6 and snake HP increases by 6.

SUBCONSCIOUS SUGGESTION



SPELL 5

CONCENTRATE

INCAPACITATION

LINGUISTIC

MANIPULATE

MENTAL

SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You implant a subconscious suggestion deep within the target's mind for them to follow when a trigger you specify occurs (*Player Core* 303). You suggest a course of action to the target. Your directive must be phrased in such a way as to seem like a logical course of action to the target, and it can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save.

Critical Success The target is unaffected and knows you tried to control it.

Success The target is unaffected and thinks you were talking to them normally, not casting a spell on them.

Failure The suggestion remains in the target's subconscious until the next time
(Continued on back)

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you prepare. If the trigger occurs before then, the target immediately follows your suggestion. The effect has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

Critical Failure As failure, but the duration is 1 hour.

Heightened (9th) You can target up to 10 creatures.

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SUMMON DRAGON

SPELL 5

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane, divine, occult, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the dragon trait and whose level is 5 or lower to fight for you. If the dragon has a magical tradition trait (arcane, divine, occult, or primal), you can summon it only if you're using that tradition to cast *summon dragon*.

Heightened As listed in the summon trait (*Player Core* 360).

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TELEKINETIC HAUL

SPELL 5

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Range 120 feet; **Targets** 1 unattended object of up to 80 Bulk with no dimension longer than 20 feet

Duration sustained up to 1 minute

You move the target up to 20 feet, potentially suspending it in midair. When you Sustain the spell, you can do so again, or you can shift your telekinetic focus to a different eligible target within range, moving it instead.

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TOXIC CLOUD ◆◆◆

SPELL 5

CONCENTRATE

DEATH

MANIPULATE

POISON

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Fortitude; **Duration** 1 minute

You conjure a poisonous fog. This functions as *mist*, except the area moves 10 feet away from you each round. A breathing creature that starts its turn in the area takes 6d8 poison damage with a basic Fortitude save. You can Dismiss the spell.

Heightened (+1) The damage increases by 1d8.

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UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Duration 1 hour

The target can understand all words regardless of language and also speak the languages of other creatures. When in a mixed group of creatures, each time the target speaks, it can choose a creature and speak in a language that creature understands, even if the target doesn't know what language that is.

Heightened (7th) The duration is 8 hours.

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UMBRAL JOURNEY

SPELL 5

UNCOMMON

CONCENTRATE

MANIPULATE

SHADOW

TELEPORTATION

Traditions arcane, occult

Cast 1 minute

Range touch; **Targets** you and up to 10 willing creatures touched

Duration 8 hours

You move partially into the Netherworld, using its warped nature to speed your travels. Each hour, you cover roughly as much ground as you normally would in 3 days (*Player Core* 438). The landmarks are vague and symbolic rather than concrete, leaving you within a mile of your intended destination when you Dismiss the spell or its duration ends.

WALL OF ICE ➡➡➡

SPELL 5

COLD

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You sculpt an ice barrier that blocks sight and, once shattered, freezes foes. You create either a 1-foot-thick wall of ice in a straight line up to 60 feet long and 10 feet high (the wall doesn't have to be vertical, but it must be anchored on both sides to a solid surface) or a 1-foot-thick, 10-foot radius hemisphere of ice. The ice that makes up the wall is opaque. If you wish, the wall can be of a smaller length, height, or radius. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 40 Hit Points, and it's immune to critical hits, cold damage, and precision damage. A section also has weakness 15 to fire; a section of the wall destroyed by fire
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melts, evaporating into water and steam. A section destroyed by means other than fire leaves behind a chilling mass of ice that is difficult terrain and deals 2d6 cold damage to any creature passing through it.

Heightened (+2) The Hit Points of each section of the wall increase by 10, and the cold damage dealt to creatures crossing a destroyed section increases by 1d6.

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WALL OF STONE ➡➡➡

SPELL 5

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range 120 feet

You shape a wall of solid stone. You create a 1-inch-thick wall of stone up to 120 feet long, and 20 feet high. You can shape the wall's path, placing each 5 feet of the wall on the border between squares. The wall doesn't need to stand vertically, so you can use it to form a bridge or set of stairs, for example. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 14, and 50 Hit Points, and it's immune to critical hits and precision damage. A destroyed section of the wall can be moved through, but the rubble created from it is difficult terrain.

Heightened (+2) The Hit Points of each section of the wall increase by 15.

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WAVE OF DESPAIR ➡➡

SPELL 5

CONCENTRATE

EMOTION

MANIPULATE

MENTAL

Traditions arcane, occult

Area 30-foot cone

Defense Will; **Duration** 1 or more rounds

You inflict despair on creatures in the area. The effects for each creature are determined by its Will save.

Critical Success The creature is unaffected.

Success For 1 round, the creature can't use reactions and must attempt another save at the start of its turn; on a failure, it is slowed 1 for that turn as it sobs uncontrollably.

Failure As success, but the duration is 1 minute.

Critical Failure As failure, and the creature is automatically slowed 1 for 1 minute.

Heightened (7th) The area increases to a 60-foot cone.

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CHAIN LIGHTNING

SPELL 6

CONCENTRATE

ELECTRICITY

MANIPULATE

Traditions arcane, primal

Range 500 feet; **Targets** 1 creature, plus any number of additional creatures

Defense basic Reflex

You discharge a powerful bolt of lightning at the target, dealing 8d12 electricity damage. The target must attempt a basic Reflex save. The electricity then arcs to another creature within 30 feet of the first target, jumps to another creature within 30 feet of that target, and so on. You can end the chain at any point. You can't target the same creature more than once, and you must have line of effect to all targets. Roll the damage only once and apply it to each target (halving or doubling as appropriate for its saving throw outcome). The chain ends if any one of the targets critically succeeds at its save.

Heightened (+1) The damage increases by 1d12.

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COLLECTIVE TRANSPOSITION



SPELL 6

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, occult

Area 30-foot emanation; **Targets** up to 2 creatures

Defense Will (see text)

You teleport the targets to new positions within the area. The creatures must each be able to fit in their new space, and their positions must be unoccupied, entirely within the area, and in your line of sight. Unwilling creatures can attempt a Will save.

Critical Success The target can teleport if it wants, but it chooses the destination within range.

Success The target is unaffected.

Failure You teleport the target and choose its destination.

Heightened (+1) The number of targets increases by 1.

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CURSED METAMORPHOSIS



SPELL 6

CONCENTRATE

CURSE

INCAPACITATION

MANIPULATE

POLYMORPH

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

You transform the target creature into a harmless animal appropriate to the area, with effects based on its Fortitude save.

Critical Success The target is unaffected.

Success The target's body gains minor features of the harmless animal. Its insides churn as they partially transform, causing it to be sickened 1. When it recovers from the sickened condition, its features revert to normal.

Failure The target transforms for 1 minute but keeps its mind. If it spends all its actions on its turn concentrating on its original form, it can attempt a Will save to end the effect immediately.

Critical Failure The target is transformed into the chosen harmless animal, body and mind, for an unlimited duration.

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DISINTEGRATE

SPELL 6

ATTACK

CONCENTRATE

MANIPULATE

Traditions arcane

Range 120 feet; **Targets** 1 creature, unattended object, or force construct

Defense AC and basic Fortitude

A black tracer bolt flies toward your target, and upon making contact intensifies into a powerful destructive beam. Make a spell attack against the target. If you hit an object or force construct (such as a *wall of force*), it's destroyed with no save unless it's an artifact or similarly powerful. A single casting can destroy no more than a 10-foot cube of matter.

If you hit a creature, it takes 12d10 damage (no damage type) with a basic Fortitude save. If you critically hit, the target gets a result one degree of success worse than the outcome of its Fortitude save. A creature reduced to 0 HP is blasted to fine powder; its gear remains.

Heightened (+1) The damage increases by 2d10.

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DOMINATE

SPELL 6

UNCOMMON

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** until your next daily preparations

You take command of the target, forcing it to obey you. If you issue an obviously self-destructive order, the target doesn't act until you issue a new order. The effect depends on its Will save.

Critical Success The target is unaffected.

Success The target is stunned 1 as it fights off your commands.

Failure You control the target. It gains the controlled condition, but it can attempt a Will save at the end of each of its turns. On a success, the spell ends.

Critical Failure As a failure, but the target receives a new save only if you give it a new order that is against its nature, such as killing its allies.

Heightened (10th) The duration is unlimited.

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DRAGON FORM

SPELL 6

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, divine, occult, primal

Duration 1 minute

Calling upon powerful magic, you gain a Large dragon battle form. When you Cast this Spell, choose one type of common dragon or another type to which your GM allows access. While in this form, you gain the dragon trait. You have hands in this battle form and can take manipulate actions. You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see page 326 of *Player Core*.

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult**Duration** sustained up to 1 minute

You turn yourself invisible and create an illusory duplicate of yourself. When you Sustain the spell, you can mentally dictate a course of action for your duplicate to follow that round. Your duplicate acts as though it had your full number of actions, though it can't actually affect anything in the environment. Both the duplicate and your invisibility persist for the spell's duration. Performing a hostile action doesn't end *mislead's* invisibility, just like a 4th-rank *invisibility* spell. A creature that determines the duplicate is an illusion doesn't necessarily know you're invisible, and one that can see your invisible form doesn't necessarily know your duplicate is an illusion.

If you Cast a Spell, attack, or otherwise interact with another creature, as a part of that action you can attempt a Deception check
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against observers' Perception DCs to convince them your duplicate used that action. This doesn't fool anyone who's aware your duplicate is an illusion, nor does it work if the attack obviously couldn't have come from the duplicate. For instance, if you fired a ray, you could make it look like it came from the duplicate as long as the duplicate was positioned appropriately, but if you attacked with a sword and your duplicate was across the room from the target, your Deception check would automatically fail.

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CONCENTRATE

CURSE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, occult**Range** 30 feet; **Targets** 1 creature**Defense** Will; **Duration** varies

You drastically reduce the target's mental faculties. The target must attempt a Will save. The effects of this curse can be removed only through effects that target curses.

Critical Success The target is unaffected.**Success** The target is stupefied 2 for 1 round.**Failure** The target is stupefied 4 with an unlimited duration.

Critical Failure The target's intellect is permanently reduced below that of an animal, and it treats its Charisma, Intelligence, and Wisdom modifiers as -5. It loses all class abilities that require mental faculties, including all spellcasting. If the target is a PC, they become an NPC under the GM's control.

PETRIFY ➡➡

SPELL 6

CONCENTRATE **EARTH** **MANIPULATE**

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature made of organic material

Defense Fortitude; **Duration** varies

The target's body slowly turns into a stone statue. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as stone begins to form on their body.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (or 2 on a critical failure) as stone growths creep across their body. A successful save reduces the slowed condition by 1. When a creature becomes fully unable to act due to the slowed condition from *petrify*, the spell ends in a flash of gray light,

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leaving the target petrified permanently as they become a statue. The spell also ends if the slowed condition is removed, which causes the stone to break off harmlessly.

Critical Failure As failure, but the target is initially slowed 2.

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PHANTASMAL CALAMITY ➡➡

SPELL 6

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 500 feet; **Area** 30-foot burst

Defense Will

A vision of apocalyptic destruction fills the mind of each creature in the area. The vision deals 11d6 mental damage (basic Will save). On a critical failure, the creature must also succeed at a Reflex save or believe it's trapped (stuck in a fissure, adrift at sea, or some other fate in keeping with its vision). If it fails the second save, it's also stunned for 1 minute. It can attempt a new Will save at the end of each of its turns, and on a success, it disbelieves the illusion and recovers from the stunned condition.

Heightened (+1) The damage increases by 2d6.

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REPULSION ➡➡

SPELL 6

AURA

CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Area emanation up to 40 feet

Defense Will; **Duration** 1 minute

You manifest an aura that prevents creatures from approaching you. When casting the spell, you can make the area any radius you choose, up to 40 feet. A creature must attempt a Will save if it's within the area when you Cast the Spell or as soon as it enters the area while the spell is in effect. Once a creature has attempted the save, it uses the same result for that casting of *repulsion*. Any restrictions on a creature's movement apply only if it voluntarily moves toward you; if you move closer to a creature, it doesn't then need to move away.

Critical Success The creature's movement is not restricted.

Success The creature treats each square in the area as difficult terrain when moving closer to you.

Failure The creature can't move closer to you within the area.

SCRYING

SPELL 6

UNCOMMON

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, occult

Cast 10 minutes

Range planetary; **Targets** 1 creature

Defense Will; **Duration** sustained up to 10 minutes

You magically spy on a creature of your choice. *Scrying* works like *clairvoyance* (Player Core 320), except that the image you receive is less precise, insufficient for *teleport* and similar spells. Instead of creating an eye in a set location within 500 feet, you instead create an eye that manifests just above the target. You can choose a target either by name or by touching one of its possessions or a piece of its body. If you haven't met the target in person, *scrying's* DC is 2 lower, and if you are unaware of the target's identity (perhaps because you found an unknown creature's fang at a crime scene), the DC is instead 10 lower.

The effect of *scrying* depends on the target's Will save.

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Critical Success The spell fails and the target is temporarily immune for 1 week. The target also gains a glimpse of you and learns its rough distance and direction from you.

Success The spell fails and the target is temporarily immune for 1 day.

Failure The spell succeeds.

Critical Failure The spell succeeds, and the eye follows the target if it moves, traveling up to 60 feet per round.

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CONCENTRATE

CURSE

FORCE

MANIPULATE

Traditions arcane, divine, occult**Range** 30 feet; **Targets** 1 creature**Defense** Will

You cause any spells cast on the target to spill out their energy in harmful surges. The target must attempt a Will save.

Critical Success The target is unaffected.

Success Whenever the target becomes affected by a spell with a duration, the target takes 2d12 persistent force damage. Each time it takes persistent force damage from *spellwrack*, it reduces the remaining duration of spells affecting it by 1 round. Only a successful Arcana check against your spell DC can help the target recover from the persistent damage; the curse and the persistent damage end after 1 minute.

Failure As success, but the curse and persistent damage do not end on their own.

Critical Failure As failure, but the persistent force damage is 4d12.

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TANGLING CREEPERS ➡➡➡

SPELL 6

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range 500 feet; **Area** 40-foot burst

Duration 10 minutes

Dense, twitching creepers sprout from every surface and fill any bodies of water in the area. Any creature moving on the land, or Climbing or Swimming within the creepers, takes a -10-foot circumstance penalty to its Speeds while in the area. Once per round, you can Sustain the spell to make a vine lash out from any square within the expanse of creepers. This vine has a 15-foot reach. Make a melee spell attack roll against the target; on a success, the vine pulls the target into the creepers and makes it immobilized for 1 round or until the creature Escapes (against your spell DC), whichever comes first.

TELEPORT

SPELL 6

UNCOMMON

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, occult

Cast 10 minutes

Range 100 miles; **Targets** you and up to 4 targets touched, either willing creatures or objects roughly the size of a creature

You and the targets are instantly transported to any location within range, as long as you can identify the location precisely both by its position relative to your starting position and by its appearance (or other identifying features). Incorrect knowledge of the location's appearance usually causes the spell to fail, but it could instead lead to teleporting to an unwanted location or some other unusual mishap determined by the GM. *Teleport* is not precise over great distances. The targets appear at a distance from the intended destination equal to roughly 1 percent of the total distance traveled, in a direction determined by the GM. For short
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journeys, this lack of precision is irrelevant, but for long distances this could be up to 1 mile.

Heightened (7th) You and the other targets can travel to any location within 1,000 miles.

Heightened (8th) You and the other targets can travel to any location on the same planet. If you travel more than 1,000 miles, you arrive only 10 miles off target.

Heightened (9th) You and the other targets can travel to any location on another planet within the same solar system. If you have accurate knowledge of the location's position and appearance, you arrive on the new planet 100 miles off target.

Heightened (10th) As the 9th-rank version, but you and the other targets can travel to any planet within the same galaxy.

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CONCENTRATE

MANIPULATE

REVELATION

Traditions arcane, divine, occult, primal

Duration 10 minutes

You see things within 60 feet as they actually are. The GM rolls a secret counteract check against any illusion, morph, or polymorph effect in the area, but only for the purpose of determining whether you see through it (for instance, if the check succeeds against a polymorph spell, you can see the creature's true form, but you don't end the polymorph spell).

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VAMPIRIC EXSANGUINATION



SPELL 6

CONCENTRATE

DEATH

MANIPULATE

VOID

Traditions arcane, divine, occult

Area 30-foot cone

Defense basic Fortitude

You draw in the blood and life force of other creatures through your outstretched arms. You deal 12d6 void damage to living creatures in the area with a basic Fortitude save.

You gain temporary Hit Points equal to half the damage a single creature takes from this spell; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

Heightened (+1) The damage increases by 2d6.

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VIBRANT PATTERN ➡➡

SPELL 6

ILLUSION

INCAPACITATION

MANIPULATE

SUBTLE

VISUAL

Traditions arcane, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

You create a pattern of lights that pulses with intensity. Creatures are dazzled while inside the pattern.

In addition, a creature must attempt a Will saving throw if it's inside the pattern when you cast it, enters the pattern, ends its turn within the pattern, or uses a Seek or Interact action on the pattern. A creature currently blinded by the pattern doesn't need to attempt new saving throws.

Success The creature is unaffected.

Failure The creature is blinded by the pattern. If it exits the pattern, it can attempt a new save to recover from the blinded condition at the end of each of its turns, to a maximum duration of 1 minute.

Critical Failure The creature is blinded for 1 minute.

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WALL OF FORCE

SPELL 6

CONCENTRATE **FORCE** **MANIPULATE**

Traditions arcane, occult

Range 30 feet

Duration 1 minute

You form an invisible wall of pure magical force up to 50 feet long and up to 20 feet high. The wall has no discernible thickness. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall has AC 10, Hardness 30, and 60 Hit Points, and it's immune to critical hits and precision damage. The wall blocks physical effects from passing through it, and because it's made of force, it blocks incorporeal and ethereal creatures as well. Teleportation effects can pass through the barrier, as can visual effects (since the wall is invisible).

Wall of force is immune to effects of its rank or lower that attempt to counteract it. The wall is automatically destroyed by a *disintegrate* spell of any rank.

Heightened (+2) The Hit Points of the wall increase by 20.

CONTINGENCY

SPELL 7

CONCENTRATE

MANIPULATE

Traditions arcane

Cast 10 minutes

Duration until your next daily preparations

You prepare a spell that will trigger later. While casting *contingency*, you also cast another spell of 4th rank or lower with a casting time of no more than 3 actions. This companion spell must be one that can affect you. You must make any decisions for the spell when you cast *contingency*, such as choosing a damage type for *resist energy*. During the casting, choose a trigger under which the spell will be cast, using the same restrictions as for the trigger of a Ready action. Once *contingency* is cast, you can cause the companion spell to come into effect as a reaction with that trigger. It affects only you, even if it would affect more creatures. If you define complicated conditions, as determined by the GM, the trigger might fail. If you cast *contingency* again, the newer casting supersedes the older.

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Heightened (8th) You can choose a spell of 5th rank or lower.

Heightened (9th) You can choose a spell of 6th rank or lower.

Heightened (10th) You can choose a spell of 7th rank or lower.

DUPLICATE FOE

SPELL 7

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 enemy of level 15 or lower

Defense Fortitude; **Duration** sustained up to 1 minute

You create a temporary duplicate of an enemy to fight on your behalf. The target can attempt a Fortitude save to disrupt the spell. The duplicate appears in an unoccupied space adjacent to the target and has the target's attack modifier, AC, saving throw modifiers, Perception, and skill modifiers, but it has only 70 Hit Points and lacks the target's special abilities, including immunities, resistances, and weaknesses. It has no magic items except weapon potency runes.

The duplicate gains the minion trait, and it can only Stride and Strike. Its Strikes deal the target's normal damage but don't apply added effects, since it doesn't have special abilities.

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The spell automatically ends if the duplicate's Hit Points drop to 0.

The duplicate attacks your enemies to the best of its abilities. You can also try to give it additional instructions; when you Sustain the spell, you can also Command a Minion as part of your action, but the GM determines whether the duplicate follows your command.

The duplicate is unstable, so each turn after it takes its actions, it loses 4d6 Hit Points. It's not a living creature, and it can never regain its lost Hit Points in any way.

Critical Success You fail to create a duplicate.

Success The duplicate deals half damage with its Strikes and the duration is reduced to a maximum of 2 rounds.

Failure The duplicate works as described.

Heightened (+1) The level of creature you can target increases by 2. The duplicate has 10 more HP.

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ECLIPSE BURST ➡➡

SPELL 7

COLD

CONCENTRATE

DARKNESS

MANIPULATE

VOID

Traditions arcane, divine, primal

Range 500 feet; **Area** 60-foot burst

Defense Reflex

A globe of freezing darkness explodes in the area, dealing 8d10 cold damage to creatures in the area, plus an additional 8d4 void damage to living creatures. Each creature in the area must attempt a Reflex save.

If the globe overlaps with an area of magical light or affects a creature affected by magical light, *eclipse burst* attempts to counteract the light effect.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage and becomes blinded by the darkness for an unlimited duration.

Heightened (+1) The cold damage increases by 1d10 and the void damage against the living increases by 1d4.

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ENERGY AEGIS

SPELL 7

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 minute

Range touch; **Targets** 1 creature

Duration until your next daily preparations

You protect the target with a powerful, long-lasting energy barrier. The target gains resistance 5 to acid, cold, electricity, fire, force, sonic, vitality, and void damage.

Heightened (9th) The resistances increase to 10.

INTERPLANAR TELEPORT

SPELL 7

UNCOMMON

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, divine, occult, primal

Cast 10 minutes; **Requirements** You have a planar key for the destination plane, used as a locus

Range 5 feet; **Targets** up to 8 willing creatures

You and your allies traverse the barriers between planes of existence. The targets move to another plane, such as the Plane of Fire, the Netherworld, or the Outer Rifts. You must know the destination plane exists and use a magic planar key created from material from that plane as a locus for the spell. While the planar keys for most prominent planes are uncommon, just like the spell *interplanar teleport*, more obscure planes and demiplanes often have rare or possibly even unique planar keys.

The spell is highly imprecise, and you appear 1d20×25 miles from the last place one of the targets (of your choice) was located the last time
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that target traveled to the plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane. *Interplanar teleport* doesn't provide a means of return travel, though casting *interplanar teleport* again allows you to return to your previous plane unless there are extenuating circumstances.

LIFEWOOD CAGE ➡➡➡

SPELL 7

CONCENTRATE

MANIPULATE

VITALITY

WOOD

Traditions arcane, primal

Range 30 feet; **Area** 1 cube 20 feet on each side

Defense Reflex; **Duration** sustained up to 1 minute

You create an immobile, invisible prison of hardened wood suffused with vital energy from the Forge of Creation. The cage is a 20-foot cube made of wooden branches, each a half inch thick and a half inch apart. Each creature in the area where you create the cage must attempt a Reflex save. If such a creature fails, it becomes trapped inside the cage. If it succeeds, it's pushed outside the cage into a space of its choice. If a creature in the area is too big to fit inside the prison, the spell automatically fails.

The cage has AC 10, Hardness 20, and 40 Hit Points, and it's immune to critical hits and precision damage, though it has weakness 5 to void damage. A creature capable of passing through the space between the bars (typically a Tiny creature) can leave; all others are confined within. The vitality energy suffusing the wood
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prevents incorporeal undead creatures from passing through the beams. Attacks with a weapon too large to fit between the bars can't pass through the cage, and the bars provide standard cover even against attacks that can pass through the gaps. Spells and most area effects (such as *dragon breath*) can pass through the cage uninhibited.

MASK OF TERROR ➡➡

SPELL 7

CONCENTRATE

EMOTION

FEAR

ILLUSION

MANIPULATE

MENTAL

VISUAL

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

The target appears to be a gruesome and terrifying creature. The effect is unique to each observer, so a human viewing the target might see a demon with bloody fangs, but a demon observing the target might see a glowing angelic visage.

When any creature attempts a hostile action against the target, the creature must attempt a Will save. It is then temporarily immune until the end of its next turn.

Success The creature is unaffected.

Failure The creature becomes frightened 2 before using its action.

Critical Failure The creature becomes frightened 2, and its action fails and is wasted.

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Heightened (8th) You can target up to 5 creatures. If a creature uses a hostile action or reaction that affects multiple targets simultaneously, it needs to attempt only one save against *mask of terror*.

PLANAR PALACE

SPELL 7

UNCOMMON

CONCENTRATE

EXTRADIMENSIONAL

MANIPULATE

Traditions arcane, occult

Cast 1 minute

Range 30 feet

Duration until your next daily preparations

You grow an extradimensional demiplane consisting of a spacious dwelling with a single entrance. The entrance connects to the plane where you Cast the Spell, appearing anywhere within the spell's range as a faint, shimmering, vertical rectangle 5 feet wide and 10 feet high. You designate who can enter when you Cast the Spell. Once inside, you can shut the entrance, making it invisible. You and the creatures you designated can reopen the door at will.

Inside, the demiplane appears to be a mansion featuring a magnificent foyer and numerous opulent chambers. The mansion can have any floor plan you imagine as you Cast the Spell, provided it fits within a space 40 feet wide, 40 feet deep,
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and 30 feet tall. While the entrance to the mansion is closed, effects from outside the mansion fail to penetrate it, and vice versa, except for *interplanar teleport*, which can be used to enter the mansion. You can use scrying magic and similar effects to observe the outside only if they're capable of crossing planes.

A staff of up to 24 servants attends to anyone within the mansion. These are like the servant created by the *phantasmal minion* spell, though they're visible, with an appearance you determine during casting. The mansion is stocked with enough food to serve a nine-course banquet to 150 people.

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PLANAR SEAL



SPELL 7

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Range 120 feet; **Area** 60-foot burst

Duration until your next daily preparations

You create a visible magical barrier that attempts to counteract teleportation effects and planar travel into or out of the area, including items that allow access to extradimensional spaces. *Planar seal* tries to counteract any attempt to summon a creature into the area but doesn't stop the creature from departing when the summoning ends.

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PROJECT IMAGE

SPELL 7

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet

Duration sustained up to 1 minute

You project an illusory image of yourself. You must stay within range of the image, and if at any point you can't see the image, the spell ends. Whenever you Cast a Spell other than one whose area is an emanation, you can cause the spell effect to originate from either yourself or the image. Because the image is an illusion, it can't benefit from spells, though visual manifestations of the spell appear. The image has the same AC and saves as you. If it is hit by an attack or fails a save, the spell ends.

Heightened (+2) The maximum duration you can Sustain the spell increases to 10 minutes.

RETROCOGNITION

SPELL 7

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Cast 1 minute

Duration sustained

Opening your mind to mental echoes, you gain impressions from past events that occurred in your current location. *Retrocognition* reveals psychic impressions from events that occurred over the course of the last day throughout the first minute of the duration, followed by impressions from the next day back the next minute, and so on. These echoes don't play out like a vision but instead reveal impressions of emotions and metaphors that provide cryptic clues and details of the past. If you witness a traumatic or turbulent event through an impression, the spell ends unless you succeed at a Will save with a DC of at least 30 and possibly as much as 50, depending on the severity of the event. The GM determines whether an event is traumatic and chooses the DC.

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Heightened (8th) You gain impressions of events that occurred over the previous year for each minute you concentrate, instead of the previous day, though the details diminish, making it harder to distinguish impressions from all but the most major events.

Heightened (9th) You gain impressions of events that occurred over the previous century for each minute you concentrate, instead of the previous day, though the details diminish, making it almost impossible to distinguish impressions from all but the most major events.

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SPELL RIPOSTE

SPELL 7

UNCOMMON

MANIPULATE

Traditions arcane, divine, occult

Trigger You're the target of a spell you're aware of.

You attempt to counteract the triggering spell. If the spell would be counteracted, it instead continues with the caster as a target instead of you. *Spell riposte* can't affect spells that aren't targeted (such as area spells).

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TRUE TARGET ➡

SPELL 7

CONCENTRATE

FORTUNE

PREDICTION

Traditions arcane, occult

Range 60 feet; **Targets** 4 creatures

Duration until the start of your next turn

You delve into the possible futures of the next few seconds to understand all the ways your foe might avoid harm, then cast out that vision to those around you. Designate a creature. The first time each target makes an attack roll against that creature during *true target*'s duration, the attacker rolls twice and uses the better result. The attacker also ignores circumstance penalties to the attack roll and any flat check required due to the designated creature being concealed or hidden.

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WARP MIND ➡➡

SPELL 7

CONCENTRATE

EMOTION

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** 1 creature

Defense Will

You scramble a creature's mental faculties and sensory input. The target must attempt a Will saving throw. Regardless of the result of that save, the target is then temporarily immune for 10 minutes. *Warp mind's* effects happen instantly, so *dispel magic* and other effects that counteract spells can't counteract them. However, *wish* rituals and abilities that can remove non-magical effects can still counteract the effects.

Critical Success The target is unaffected.

Success The target spends the first action on its next turn with the confused condition.

Failure The target is confused for 1 minute.

Critical Failure The target is confused permanently.

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ARCTIC RIFT

SPELL 8

COLD

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Area 120-foot line

Defense Fortitude

A jagged crack opens in the air, dealing 12d8 cold damage as it draws away warmth. Each creature along the rift must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 until the start of your next turn.

Critical Failure The creature takes double damage, is immobilized by a layer of ice, and is slowed 1 as long as it's immobilized. The ice is an object with 60 Hit Points, Hardness 5, immunity to cold damage, and vulnerability 10 to fire. It has object immunities (*Player Core* 269) and is destroyed if the target Escapes.

Heightened (+1) The damage increases by 1d8 and the ice's Hit Points increase by 5.

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CONFUSING COLORS ➡➡

SPELL 8

ILLUSION

INCAPACITATION

MANIPULATE

SUBTLE

VISUAL

Traditions arcane, occult

Range 120 feet; **Area** 20-foot burst

Defense Will; **Duration** sustained up to 1 minute

A cloud of cascading, ever-changing colors manifests in the air. Creatures are dazzled while inside the cloud, as are those within 20 feet of the cloud's area. A creature must attempt a Will save if it is inside the cloud when you cast it, enters the cloud, ends its turn within the cloud, or uses a Seek or Interact action on the cloud. A creature currently affected by the cloud doesn't need to attempt new saves.

Success The creature is unaffected.

Failure The creature is confused for 1d4 rounds.

Critical Failure The creature is stunned for 1d4 rounds. After the stunned condition ends, the creature is confused for the remaining duration of the spell.

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DESICCATE ➡➡

SPELL 8

CONCENTRATE

MANIPULATE

VOID

Traditions arcane, primal

Range 500 feet; **Targets** any number of living creatures

Defense basic Fortitude

You pull the moisture from the targets' bodies, dealing 10d10 void damage. Creatures made of water (such as water elementals) and plant creatures use the outcome for one degree of success worse than the result of their saving throw. Creatures whose bodies contain no significant moisture (such as earth elementals) are immune to *desiccate*.

Heightened (+1) The damage increases by 1d10.

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DISAPPEARANCE ➡➡

SPELL 8

ILLUSION

MANIPULATE

SUBTLE

Traditions arcane, occult

Range touch; **Targets** 1 creature

Duration 10 minutes

You shroud a creature from others' senses. The target becomes undetected, not just to sight but to all senses, allowing the target to count as invisible no matter what precise and imprecise senses an observer might have. It's still possible for a creature to find the target by Seeking, looking for disturbed dust, hearing gaps in the sound spectrum, or finding some other way to discover the presence of an otherwise-undetectable creature.

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DREAM COUNCIL

SPELL 8

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

SLEEP

Traditions arcane, occult

Cast 10 minutes

Range planetary; **Targets** up to 12 creatures you know by name and have met in person

Duration 1 hour

When you Cast this Spell, any targets—including you—can choose to immediately fall asleep. The spell ends for any creatures that don't choose to fall asleep. Sleepers join a shared dream, where they can communicate with one another as though they were in the same room. Individual targets leave this shared dream upon awakening, and if all the targets awaken, the spell ends.

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal**Range** 500 feet; **Area** 60-foot burst**Duration** 1 round

You shake the ground, topple creatures into fissures, and collapse structures. The GM might add additional effects in certain areas. Cliffs might collapse, causing creatures to fall, or a lake might drain as fissures open up below its surface, leaving a morass of quicksand.

- **Shaking Ground** The ground is difficult terrain, and creatures on it take a -2 circumstance penalty to attack rolls, AC, and skill checks.
- **Fissures** Each creature on the ground must attempt a Reflex save at the start of its turn to keep its footing and avoid falling into 40-foot-deep fissures that open beneath it. The fissures are permanent, and their sides require successful DC 15 Athletics checks to Climb.

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- **Collapse** Structures and ceilings might collapse. The GM rolls a flat check for each (DC 16 for a sturdy structure, DC 14 for an average structure and most natural formations, DC 9 for a shoddy structure, all adjusted higher or lower as the GM sees fit). A collapse deals 11d6 bludgeoning damage to each creature caught in it with a basic Reflex save. A creature falls prone unless it critically succeeds and falls into a fissure if it critically fails.
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Heightened (10th) You create a massive earthquake that can devastate a settlement. The range increases to half a mile and the area to a quarter-mile burst.

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HIDDEN MIND

SPELL 8

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration until your next daily preparations

Powerful wards hide a creature from magic that would spy on it or affect its mind. The target gains a +4 status bonus to saves against mental effects. *Hidden mind* attempts to counteract any detection, revelation, and scrying effects as if its spell rank were 1 higher than its actual rank. On a success, the effect functions normally except that it detects nothing about the target and its possessions. For instance, *detect magic* would still detect other magic in the area, but not any magic on the target.

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MONSTROSITY FORM ➡➡

SPELL 8

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 1 minute

You transform into the shape of a legendary monster, assuming a Huge battle form. When you Cast this Spell, choose phoenix, cave worm, or sea serpent. While in this form, you gain the beast trait (for phoenix) or the animal trait (for cave worm or sea serpent). You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see page 344 of *Player Core*.

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PINPOINT

SPELL 8

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, divine, occult

Cast 10 minutes

Range unlimited; **Targets** 1 creature or object

You learn the name of the target's exact location (including the building, community, and country) and plane of existence. You can target a creature only if you've seen it in person, have one of its significant belongings, or have a piece of its body, such as a lock of hair. To target an object, you must have touched it or have a fragment of it. *Pinpoint* automatically overcomes protections against detection effects of lower rank than this spell, even if they would normally have a chance to block it.

QUANDARY

SPELL 8

CONCENTRATE

EXTRADIMENSIONAL

MANIPULATE

TELEPORTATION

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration sustained

You transport the target into an extraplanar puzzle room of mysterious origin, locking them there. Once each turn as a single action, the target can attempt an Occultism check, Perception check, or Thievery check against your spell DC to solve the puzzle. Teleportation effects can't carry the target outside the puzzle room unless they can also traverse the planes, such as *interplanar teleport*. When the spell ends, the target returns to the space it occupied when it was banished, or to the nearest space if the original is now filled.

Critical Success The target solves the puzzle and escapes.

Success The target is on the right path to the solution. If it was already on the right path,
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it solves the puzzle and escapes.

Failure The target makes no progress toward a solution.

Critical Failure The target makes no progress and, if it was on the right path, it no longer is.

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UNCONTROLLABLE DANCE ➡➡

SPELL 8

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, occult

Range touch; **Targets** 1 creature

Defense Will; **Duration** varies

The target is overcome with an all-consuming urge to dance. For the duration of the spell, the target is off-guard and can't use reactions. It also can't use move actions except to dance, using the Stride action to move up to half its Speed.

Critical Success The target is unaffected.

Success The spell's duration is 3 rounds, and the target must spend at least 1 action each turn dancing.

Failure The spell's duration is 1 minute, and the target must spend at least 2 actions each turn dancing.

Critical Failure The spell's duration is 1 minute, and the target must spend all its actions each turn dancing.

UNRELENTING OBSERVATION



SPELL 8

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, occult

Range 100 feet; **Area** 20-foot burst; **Targets** 1 creature or object tracked and up to 5 other willing creatures

Duration varies

This spell grants perfect sight based on scrying, allowing several willing targets to track the exact movements or position of one creature or object. Choose one target creature or object in the area to be tracked. It becomes the sensor for the spell. Up to five willing creatures of your choice in the area can see a ghostly image of this creature or object when it's out of their sight. They can perceive the creature or object perfectly, allowing them to ignore the concealed or invisible condition, though physical barriers still provide cover.

The tracking creatures can see the tracked creature or object through all barriers other than lead or running water, which block their vision.

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Distance doesn't matter, though the creature or object might move so far away it becomes too small to perceive. The tracking creatures don't see any of the environment around the target, though they do see any gear a creature is wearing or holding, and they can tell if it removes objects from its person.

If the target to be tracked is willing, the duration is 1 hour. If they're unwilling, the target must attempt a Will save.

Critical Success The creature or object is unaffected.

Success As described, and the duration is 1 minute.

Failure As described, and the duration is 1 hour.

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DETONATE MAGIC ➡➡

SPELL 9

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 magic item or spell effect

Defense basic Reflex (see text)

You cause the magic within the target to dissipate in a destructive explosion. You attempt to counteract the target (*Player Core* 431). If the attempt succeeds, an explosion of magical force deals 8d6 force damage with a basic Reflex save. If you successfully counteract the magic of an item, it's deactivated for 1 week (or destroyed on a critical success) and the explosion is a 5-foot emanation from the item. If you successfully counteract a spell, the effect ends and the explosion affects either all creatures in the spell's area or the target of the spell and all creatures in a 5-foot emanation around it.

ARCANE



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FALLING STARS

SPELL 9

CONCENTRATE **MANIPULATE**

Traditions arcane, primal

Range 500 feet; **Area** 4 40-foot bursts

Defense basic Reflex

You reach into the skies and call down an array of falling stars that explode upon colliding with the ground. Choose for the falling stars to be airbursts (sonic), asteroids (fire), comets (cold), or plasma (electricity). The spell gains the trait of the falling star type you chose. The four stars' central 10-foot bursts can't overlap. Each falling star deals 6d10 bludgeoning damage to each creature in the 10-foot burst at the center of its area of effect before exploding, dealing 14d6 energy damage of the type you chose to each creature in its 40-foot burst. A creature in any of the areas attempts one basic Reflex save against the spell no matter how many overlapping explosions it's caught in and can take each type of damage only once.

Heightened (+1) The bludgeoning damage increases by 1d10, and the energy damage increases by 2d6.

FORESIGHT

SPELL 9

CONCENTRATE

MANIPULATE

MENTAL

PREDICTION

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Duration 1 hour

You gain a sixth sense that warns you of danger that might befall the target of the spell. If you choose a creature other than yourself as the target, you create a psychic link through which you can inform the target of danger. This link is a mental effect. Due to the amount of information this spell requires you to process, you can't have more than one *foresight* spell in effect at a time. Casting *foresight* again ends the previous *foresight*. While *foresight* is in effect, the target gains a +2 status bonus to initiative rolls and isn't off-guard against undetected creatures or when flanked. In addition, you gain the following reaction.

Foresight  **Trigger** The target of *foresight* defends against a hostile creature or other danger; **Effect** If the hostile creature or
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danger forces the target to roll dice (a saving throw, for example), the target rolls twice and uses the higher result, and this spell gains the fortune trait. But if the hostile creature or danger is rolling against the target (an attack roll or skill check, for example), that hostile creature or danger rolls twice and uses the lower result, and this spell gains the misfortune trait.

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IMPLOSION ➡➡

SPELL 9

CONCENTRATE **MANIPULATE**

Traditions arcane, primal

Range 30 feet; **Targets** 1 corporeal creature

Defense basic Fortitude; **Duration** sustained up to 1 minute

You crush the target by causing it to collapse in on itself, dealing 75 damage. The first time each round you Sustain the spell, you must choose a new target to be subject to the same effect; the same creature can never be targeted more than once with a single casting of this spell. You also can't affect more than one creature per turn with *implosion*. You can't target a creature that's incorporeal, gaseous, or liquid, or otherwise lacking a solid form.

Heightened (+1) The damage increases by 10.

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MASSACRE ➡➡

SPELL 9

CONCENTRATE

DEATH

MANIPULATE

VOID

Traditions arcane, divine, primal

Area 60-foot line

Defense Fortitude

You unleash a wave of death to snuff out the life force of those in its path. Each living creature of 17th level or lower in the line must attempt a Fortitude save. If the damage from *massacre* reduces a creature to 0 Hit Points, that creature dies instantly. If *massacre* doesn't kill even a single creature, the void energy hungrily turns backward toward you, dealing an additional 30 void damage to every living creature in the line (even those above 17th level) and 30 void damage to you.

Critical Success The creature is unaffected.

Success The creature takes 9d6 void damage.

Failure The creature takes 100 void damage.

Critical Failure The creature dies.

Heightened (10th) The spell can affect living creatures up to 19th level. Increase the damage to 10d6 on a success, and to 115 on a failure.

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METAMORPHOSIS



SPELL 9

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 1 minute

Harnessing your mastery of transformative magic, you hide forms within forms. You transform yourself into any form you could choose with a polymorph spell in your spell repertoire or that you could prepare of 8th-rank or lower (including any 8th-rank or lower heightened versions of spells you know). You gain 40 temporary Hit Points rather than the amount normally granted by the form.

You can Sustain the spell to enter a new form you haven't used during this *metamorphosis*. This replenishes your temporary Hit Points from this spell.

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PHANTASMAGORIA ➡➡

SPELL 9

CONCENTRATE

DEATH

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** any number of creatures

Defense Will

You fill the targets' minds with endless images, like countless dreams and lives colliding with each other. The onrushing information deals 16d6 mental damage to each target, depending on its Will save.

Critical Success The target is unaffected.

Success The target takes half damage and can't use reactions until the start of your next turn.

Failure The target takes full damage and is confused until the start of your next turn.

Critical Failure The target takes double damage and is confused for 1 minute.

RESPLENDENT MANSION

SPELL 9

CONCENTRATE

MANIPULATE

STRUCTURE

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration until your next daily preparations

You conjure a towering mansion up to four stories tall and up to 300 feet on a side. While Casting the Spell, you hold an image of the mansion and its desired appearance in your mind. The mansion can contain as many or as few rooms as you desire, and it's decorated as you imagine it. You can imagine a purpose for each room of the mansion, and the proper accouterments appear within. Any furniture or other mundane fixtures function normally for anyone inside the mansion, but they cease to exist if taken beyond its walls. No fixture created with this spell can create magical effects, but magical devices brought into the mansion function normally.

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Your mansion contains the same types and quantities of foodstuffs and servants as created by the *planar palace* spell.

Each of the mansion's exterior doorways and windows are protected by *alarm* spells. You choose whether each alarm is audible or mental as you Cast the Spell, and each has a different sound (for an audible alarm) or sensation (for a mental one), allowing you to instantly determine which portal has been used.

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TELEPATHIC DEMAND



SPELL 9

CONCENTRATE

INCAPACITATION

LINGUISTIC

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range planetary; **Targets** 1 creature you've telepathically contacted before

Defense Will; **Duration** varies

You send the target a message of 25 words or fewer, and it can respond immediately with its own message of 25 words or fewer. Your message is insidious and has the effect of a *suggestion* spell, with the message substituting for the spoken suggestion. On a successful save, the target is temporarily immune for 1 day, and on a critical success, the target is temporarily immune for 1 month. You can target a creature only if you've previously been in telepathic contact with it before, such as via the *telepathy* spell.

CATACLYSM ➡➡

SPELL 10

ACID

AIR

COLD

CONCENTRATE

EARTH

ELECTRICITY

FIRE

MANIPULATE

WATER

Traditions arcane, primal

Range 1,000 feet; **Area** 60-foot burst

Defense basic Reflex

You call upon the unimaginable power of world-ending cataclysms, ripping a small piece of each cataclysm and combining them together into one horrifically powerful attack. The following effects come down upon all creatures in the area. Treat the resistances of creatures in the area as if they were 10 lower for the purpose of determining the cataclysm's damage. Each creature attempts one basic Reflex save that applies to all five types of damage.

- Flesh-dissolving acid rain deals 3d10 acid damage.
- A roaring earthquake shakes and bludgeons creatures on the ground, dealing 3d10 bludgeoning damage.

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- A blast of freezing wind deals 3d10 cold damage.
- Incredible lightning lashes the area, dealing 3d10 electricity damage.
- Beating winds churn across the sky, dealing 3d10 bludgeoning damage to creatures flying in the area.
- An instant tsunami sweeps over creatures in the area, dealing 3d10 bludgeoning damage (doubled for creatures swimming in the area).
- A massive wildfire burns in a sudden inferno, dealing 3d10 fire damage.

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CONCENTRATE**MANIPULATE****Traditions** arcane, occult

You temporarily stop time for everything but yourself, allowing you to use several actions in what appears to others to be no time at all. Immediately after casting *freeze time*, you can use up to 9 actions in 3 sets of up to 3 actions each. After each set of actions, 1 round passes, but for only you, effects specifically targeting or affecting you, and effects that you create during the stoppage. All other creatures and objects are invulnerable to your attacks, and you can't target or affect them with anything. Once you have finished your actions, time begins to flow again for the rest of the world. If you created an effect with a duration that extends beyond *freeze time*'s duration, such as *wall of fire*, it immediately affects others again, but it doesn't have any of the effects that happen only when you first Cast the Spell.

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UNCOMMON

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, divine, occult**Range** 120 feet**Duration** sustained up to 1 minute

You tear open a rift to another plane, creating a portal that creatures can travel through in either direction. This portal is vertical and circular, with a radius of 40 feet. The portal appears at a location of your choice on the destination plane, assuming you have a clear idea of both the destination's location on the plane and what the destination looks like. If you attempt to create a gate into or out of the realm of a deity or another similarly powerful being, that being can prevent the gate from forming.

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INDESTRUCTIBILITY ➡➡

SPELL 10

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult, primal

Duration until the start of your next turn

You sever yourself from cause and effect. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can selectively allow yourself to be affected by anything you're willing to have affect you.

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MANIFESTATION ◆◆◆

SPELL 10

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

You spin secrets from the fundamentals of magic, shaping them into a power with nearly unlimited potential. You duplicate a spell of 9th rank or lower of the tradition from which you cast *manifestation*, or a spell of 7th rank or lower from any tradition. Though you can normally choose only spells that are common or to which you have access, the GM might allow broader options.

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REMAKE

SPELL 10

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 hour; **Cost** a remnant of the item

Range 5 feet

You fully re-create an object from nothing, even if the object was destroyed. To do so, you must be able to picture the object in your mind. The remnant of the item can be small or insignificant (even a speck of dust that remains from *disintegrate* is enough). The spell fails if your imagination relied on too much guesswork; if the object would be too large to fit in a 5-foot cube; if the object still exists and you were simply not aware of it; or if the object is an artifact, has a level over 20, or has similar vast magical power.

The item reassembles in perfect condition. Even if your mental image was of a damaged or weathered object, the new one is in this perfected form. If the object was magical, this spell typically restores its constant magical properties, but not any temporary ones, such as charges or one-time uses. An item with charges or uses per day has all of its uses expended when remade, but it replenishes them normally thereafter.