

INSTRUCTIONS



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These reference cards include all spells from *Pathfinder Player Core* and *Pathfinder Player Core 2* for the primal 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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PRIMAL



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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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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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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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CANTRIP **CONCENTRATE**

Traditions divine, occult, primal

Range 30 feet; **Targets** 1 creature

Duration until the start of your next turn

You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

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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

DETECTION

MANIPULATE

Traditions divine, occult, primal

In your mind's eye, you magically reorient yourself. You immediately know which direction is north (if it exists at your current location), and you can choose a location you were at within the last 24 hours and learn what direction it lies.

Heightened (3rd) You can choose a location you were at within the last week.

Heightened (7th) You can choose a location you were at regardless of how long ago you were there.

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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.

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.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of

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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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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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CANTRIP

CONCENTRATE

HEALING

MANIPULATE

VITALITY

Traditions divine, primal**Range** 30 feet; **Targets** 1 dying creature

Life energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

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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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CANTRIP

CONCENTRATE

MANIPULATE

VITALITY

Traditions divine, primal**Range** 30 feet; **Targets** 1 creature that is undead or otherwise has void healing**Defense** Fortitude

You demolish the target's corrupted essence with energy from Creation's Forge. You deal 2d6 vitality damage with a basic Fortitude save. If the creature critically fails the save, it is also enfeebled 1 until the start of your next turn.

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

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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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ANT HAUL

SPELL 1

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.

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
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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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CONCENTRATE**MANIPULATE****Traditions** divine, primal**Range** 10 feet; **Area** 1 cubic foot

You transform all food and beverages in the area into delicious fare, changing water into wine or another fine beverage, or enhancing the food's taste and ingredients to make it a gourmet treat. You can also choose to remove all toxins and contaminations from the food. This spell doesn't prevent future contamination, natural decay, or spoilage, nor does it make the food any more nutritious.

Heightened (+2) Add another cubic foot to the area, which must be contiguous with the rest.

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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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DETECT POISON

SPELL 1

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

Traditions divine, primal

Range 30 feet; **Targets** 1 object or creature

You detect whether a creature is venomous or poisonous, or if an object is poison or has been poisoned. You do not ascertain whether the target is poisonous in multiple ways, nor do you learn the type or types of poison. Certain substances, like lead and alcohol, are poisons and so mask other poisons.

Heightened (2nd) You learn the number and types of poison.

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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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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 attended object, the

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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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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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HEAL ➤ **TO** ➤➤➤**SPELL 1****HEALING****MANIPULATE****VITALITY****Traditions** divine, primal**Range** varies; **Targets** 1 willing living creature or 1 undead creature

You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

❖ The spell has a range of touch.

❖➤➤ **(concentrate)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

❖➤➤➤ **(concentrate)** You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

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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.

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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.

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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.

PRIMAL



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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.
- Acrobatics and Stealth modifiers of +10, unless your own is higher; Athletics modifier -4.

(Continued on back)

(Continued from front)

Heightened (4th) You can turn into a flying creature, such as a bird, which grants you a fly Speed of 20 feet.

PRIMAL



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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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PROTECTOR TREE

SPELL 1

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions primal

Range 30 feet

Duration 1 minute

A Medium tree suddenly grows in an unoccupied square within range. The tree has AC 10 and 10 Hit Points. Whenever an ally adjacent to the tree is hit by a Strike, the tree interposes its branches and takes the damage first. Any additional damage beyond what it takes to reduce the tree to 0 Hit Points is dealt to the original target. The tree isn't large enough to impede movement through its square.

If the tree is in soil and survives to the end of the spell's duration, it remains as an ordinary, non-magical tree and continues to grow and thrive. The GM might determine that the tree disappears immediately in certain inhospitable situations.

Heightened (+1) The tree has an additional 10 Hit Points.

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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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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*).

PRIMAL



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SUMMON FEY

SPELL 1

CONCENTRATE

MANIPULATE

SUMMON

Traditions occult, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the fey 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 PLANT OR FUNGUS SPELL 1

CONCENTRATE

MANIPULATE

SUMMON

Traditions primal

Range 30 feet

Duration sustained up to 1 minute

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

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

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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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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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VANISHING TRACKS

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions primal

Duration 1 hour

You obscure the tracks you leave behind. The DC of checks to Track you gains a +4 status bonus or is equal to your spell DC, whichever results in a higher DC.

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

Heightened (4th) The duration increases to 8 hours. The spell has a range of 20 feet and an area of a 20-foot-emanation, affecting up to 10 creatures of your choice within that area.

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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.

PRIMAL



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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.

PRIMAL



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ANIMAL FORM

SPELL 2

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions primal

Duration 1 minute

You call upon primal energy to transform yourself 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 lion or snow leopard for cat), 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 315 of *Player Core*.

PRIMAL



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ANIMAL MESSENGER

SPELL 2

CONCENTRATE

MANIPULATE

MENTAL

Traditions primal

Cast 1 minute

Range 120 feet

Duration see text

You offer food, and an ordinary Tiny animal within range approaches to eat it. You imprint the image, direction, and distance of an obvious place or landmark well known to you within the animal. You can also attach a small object or note up to light Bulk to it. The animal does its best to reach the destination; if it makes it there, it waits nearby and allows nonhostile creatures to approach and remove the attached object. The spell ends after the message is delivered or after 24 hours, whichever comes first.

If there are no Tiny wild animals in range, the spell is lost.

PRIMAL



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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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CLEANSE AFFLICTION



SPELL 2

CONCENTRATE

HEALING

MANIPULATE

Traditions divine, occult, primal

Range touch; **Targets** 1 willing creature

Gentle restorative magic pushes back the effects of toxins and more complex maladies. Choose an affliction on the target, such as a curse, disease, or poison. If it has advanced past stage one, reduce the stage by one. This reduction can be applied only once to a given case of an affliction, with the case ending when it's completely cured. Although the reduction can't occur again, heightened versions of this spell attempt to counteract with each casting.

Heightened (3rd) Attempt to counteract (*Player Core 431*) the affliction if it is a disease or poison.

Heightened (4th) Attempt to counteract the affliction if it is a curse, disease, or poison.

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CONCENTRATE

HEALING

MANIPULATE

MENTAL

Traditions divine, occult, primal**Range** touch; **Targets** 1 willing creature

You drive mental contamination from the target's mind. Attempt to counteract (*Player Core* 431) an effect of your choice imposing one of these conditions on the target: fleeing, frightened, and stupefied. If you failed to counteract the effect but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed. This spell can't counteract or suppress conditions that are part of curses, diseases, or a natural state of the target.

Heightened (4th) Add confused, controlled, and slowed to the list of conditions.**Heightened (6th)** Add doomed to the list of conditions.**Heightened (8th)** Add stunned to the list of conditions.

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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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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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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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FUNGAL INFESTATION

SPELL 2

CONCENTRATE

FUNGUS

MANIPULATE

POISON

Traditions primal

Range touch; **Area** 15-foot cone

Defense Fortitude

Toxic spores swarm over creatures in the area, causing them to erupt in grotesque fungal growths. These noxious growths deal 2d6 persistent poison damage, and each creature must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The target takes half the persistent poison damage.

Failure The target takes the full persistent poison damage. While it's taking this persistent poison damage, it has weakness 1 to fire and weakness 1 to slashing.

Critical Failure As failure, but double the persistent poison damage. While it's taking this persistent poison damage, it has weakness 2 to fire and weakness 2 to slashing.

Heightened (+2) The persistent damage increases by 2d6, and the weakness increases by 1, or by 2 on a critical failure.

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GECKO GRIP

SPELL 2

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.

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

(Continued on back)

(Continued from front)

make yourself look like a specific person. If you want 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.

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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.

PRIMAL



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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.

CONCENTRATE

MANIPULATE

PLANT

POLYMORPH

WOOD

Traditions primal**Duration** 10 minutes or 8 hours

You can either transform into a plant or merge with plant matter. While transformed, you can't move or affect anything outside the plant, but you can cast spells as long as they don't require line of effect beyond the plant. You can Dismiss this spell.

- **Merge with Plants** The spell's duration is 10 minutes. While casting the spell, you must touch a plant with enough volume to fit you and your possessions or the spell is disrupted. While merged, you can hear, but not see, what's going on outside the plant. If the plant takes damage while you're inside it, you're expelled from the plant and take 10d6 damage. *Magic passage* expels you without dealing damage. The spell ends if you're ever outside the plant.

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- **Turn into a Plant** The spell's duration is 8 hours. You become a Large plant—typically a tree. Perception checks don't reveal your true nature, but a successful Nature or Survival check against your spell DC reveals that you appear to be a plant that is strangely new to the area. While in this form, you can observe everything around you, using your normal senses. As a plant, your AC is 20, and only status bonuses, status penalties, circumstance bonuses, and circumstance penalties affect you. Any successes and critical successes you roll on Reflex saves are failures.

PRIMAL



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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).

REAPER'S LANTERN

SPELL 2

AURA

CONCENTRATE

DEATH

LIGHT

MANIPULATE

Traditions divine, occult, primal

Area 5-foot emanation

Defense Fortitude; **Duration** 1 minute

You call forth a ghostly lantern that guides the living toward death and the undead toward true death. It sheds bright light in the spell's area and dim light to twice that area. The lantern is insubstantial and floats near you, suspended from an ephemeral, skeletal hand. Living creatures and undead in the area when you Cast the Spell, or that enter the area later, must attempt Fortitude saves. Living creatures that fail their Fortitude saves gain only half the normal benefit from healing effects while within the area. Undead targets that fail their Fortitude saves become enfeebled 1 while within the area. Once a creature attempts a save against *reaper's lantern*, it uses the same outcome if it leaves the area and enters it again.

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Once per turn, starting on the round after you cast *reaper's lantern*, you can Sustain the spell to increase the emanation's radius by 5 feet. When you do so, you force creatures in the area that haven't yet attempted a save against *reaper's lantern* to attempt one.

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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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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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SHATTER

SPELL 2

CONCENTRATE

MANIPULATE

SONIC

Traditions occult, primal

Range 30 feet; **Targets** 1 unattended object

A high-frequency sonic attack shatters a nearby object. You deal 2d10 sonic damage to the object, ignoring the object's Hardness if it is 4 or lower.

Heightened (+1) The damage increases by 1d10, and the Hardness the spell ignores increases by 2.

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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

HEALING

MANIPULATE

VITALITY

Traditions divine, occult, primal**Range** touch; **Targets** 1 willing creature

You send a surge of healing energy to restore the target's body. Attempt to counteract (*Player Core* 431) an effect of your choice imposing one of these conditions on the target: blinded, dazzled, deafened, enfeebled, or sickened. If you didn't counteract the effect, but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

This spell can't counteract or suppress curses, diseases, or conditions that are part of the target's normal state.

Heightened (4th) Add drained and slowed to the list of conditions.

Heightened (8th) Add stunned to the list of conditions.

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SPEAK WITH ANIMALS

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions primal

Duration 1 hour

You can ask questions of, receive answers from, and use the Diplomacy skill with animals. The spell doesn't make them more friendly than normal. Cunning animals are likely to be terse and evasive, while less intelligent ones often make inane comments.

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CONCENTRATE

DETECTION

MANIPULATE

Traditions divine, occult, primal**Range** touch; **Targets** 1 willing living creature**Duration** until your next daily preparations

As long as you and the target are on the same plane of existence and both alive, you remain aware of its present state. You know the target's direction from you, distance from you, and any conditions affecting it.

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

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SUDDEN BLIGHT

SPELL 2

CONCENTRATE

MANIPULATE

VOID

Traditions divine, primal

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

Defense basic Fortitude

You accelerate the processes of decay in the area. Each living creature in the area takes 2d10 void damage with a basic Fortitude save. A creature afflicted by a disease takes a -2 circumstance penalty to this save.

You can also direct the blight to rot all Small and Tiny non-creature plants in the area, eliminating non-magical undergrowth and any resulting difficult terrain, cover, and concealment. *Sudden blight* attempts to counteract any magical effect on the plants before withering them.

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

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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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SURE FOOTING

SPELL 2

CONCENTRATE

HEALING

MANIPULATE

Traditions divine, occult, primal

Range touch; **Targets** 1 willing creature

You free the target's limbs from ailments that impede mobility. Attempt to counteract (*Player Core* 431) an effect of your choice imposing one of these conditions on the target: clumsy, grabbed, or paralyzed. If you didn't counteract the effect, but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

This spell can't counteract or suppress curses, diseases, or conditions that are part of the target's normal state.

Heightened (4th) Add immobilized, slowed, and restrained to the list of conditions.

Heightened (6th) Add petrified to the list of conditions.

Heightened (8th) Add stunned to the list of conditions.

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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.

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ANIMAL VISION

SPELL 3

CONCENTRATE

MANIPULATE

MENTAL

Traditions primal

Cast 1 minute

Range 120 feet; **Targets** 1 animal

Duration 1 hour

You tap into the target's senses, allowing you to sense whatever it senses for the spell's duration. If the target wishes to prevent you from doing so, it can attempt a Will save, negating the spell on a success, but most animals don't bother to do so. While tapping into the target's senses, you can't use your own body's senses, but you can change back and forth from your body's senses to the target's senses using a Sustain action.

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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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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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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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.

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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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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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HOLY LIGHT

SPELL 3

ATTACK

CONCENTRATE

FIRE

HOLY

LIGHT

MANIPULATE

Traditions divine, primal

Range 120 feet; **Targets** 1 creature

Defense AC

You shine a blazing ray of light tinged with holy energy. Make a ranged spell attack. The ray deals 5d6 fire damage. If the target has the unholy trait, you deal an extra 5d6 spirit damage.

Critical Success The target takes double damage.

Success The target takes full damage.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *holy light* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the spell's target.

Heightened (+1) The fire damage increases by 2d6, and the spirit damage against unholy creatures increases by 2d6.

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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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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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MAD MONKEYS

SPELL 3

CONCENTRATE **MANIPULATE**

Traditions primal

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

Duration sustained up to 1 minute

Magical monkey spirits fill the area as they pile and climb on top of one another. Because the monkeys are magical spirits, they can't be attacked or hurt. Casting *calm* or a similar effect over the monkeys makes them docile, causing them to cease making mischief for the duration of *mad monkeys*.

Choose the kind of mischief your monkeys make when you Cast the Spell. They produce the effect listed for that mischief when you Cast the Spell and the first time each round when you Sustain the spell. The first time each round when you Sustain the spell, you can move the area of the monkeys by 5 feet.

The specific kinds of mischiefs and their effects are described in detail on page 341 of *Player Core*.

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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.

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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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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CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions divine, occult, primal**Duration** 1 hour

You can ask questions of and receive answers from plants and fungi, but the spell doesn't make them more friendly or intelligent than normal. Most normal plants and fungi have a distinctive view of the world around them, so they don't recognize details about creatures or know anything about the world beyond their immediate vicinity. Cunning plant or fungus monsters are likely to be terse and evasive, while less intelligent ones often make inane comments.

Heightened (4th) The duration is 8 hours.

THREEFOLD ASPECT

SPELL 3

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions occult, primal

Cast 1 minute

Duration until the next time you make your daily preparations

This spell allows you to change between three versions of yourself of different ages: a maiden (young adult), a mother (adult), or a matriarch (elderly). Choose one when you Cast the Spell. While the spell lasts, you can change the age to any of the three or to your natural age by Sustaining the spell. Your form always looks like you regardless of the age, and creatures who know you still recognize you and can tell your age is different.

Threefold aspect alters your physical appearance and personality to present an authentic version of yourself at various ages. This grants you a +4 status bonus to Deception checks to pass as the chosen age, and you can add your level as a proficiency bonus to these
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checks even if you're untrained. Furthermore, unless a creature specifically uses a Seek action or otherwise carefully examines you, it doesn't get a chance to notice that you aren't at your true age. You can Dismiss this spell.

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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.

PRIMAL



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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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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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DINOSAUR FORM

SPELL 4

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions primal

Duration 1 minute

You channel the primal forces of nature to transform into a Large animal battle form, specifically that of a powerful and terrifying dinosaur. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal, but this has no effect on the form's Size or statistics. While in this form, you gain the animal and dinosaur traits. You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see page 324 of *Player Core*.

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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****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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HYDRAULIC TORRENT

SPELL 4

CONCENTRATE

MANIPULATE

WATER

Traditions primal

Area 60-foot line

Defense Fortitude

A swirling torrent of water manifests along a straight line, battering creatures and unattended objects in its path and possibly pushing them away from you. The torrent deals 8d6 bludgeoning damage. Each creature in the area must attempt a basic Fortitude save; unattended objects automatically fail. Creatures and objects that fail are also knocked back 5 feet (10 feet on a critical failure).

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

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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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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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MOUNTAIN RESILIENCE

SPELL 4

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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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.

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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.

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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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VITAL BEACON

SPELL 4

CONCENTRATE

HEALING

MANIPULATE

VITALITY

Traditions divine, primal

Cast 1 minute

Duration until your next daily preparations

Vitality radiates outward from you, allowing others to supplicate and receive healing. Once per round, either you or an ally can use an Interact action to supplicate and lay hands upon you to regain Hit Points. Each time the beacon heals someone, it decreases in strength. It restores 4d10 Hit Points to the first creature, 4d8 Hit Points to the second, 4d6 Hit Points to the third, and 4d4 Hit Points to the fourth, after which the spell ends. You can have only one *vital beacon* active at a time.

Heightened (+1) The beacon restores one additional die of HP each time it heals, using the normal die size for that step.

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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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CHAMELEON COAT

SPELL 5

CONCENTRATE

ILLUSION

MANIPULATE

Traditions primal

Range 15 feet; **Targets** up to 8 creatures

Duration 10 minutes

You shift the colors of the targets' outermost layer of clothing and gear to be closer to their environment when they remain still. Creatures affected by the spell gain a +3 status bonus to Stealth checks to Hide. The changed color granted by the spell always shifts to match the environment, even if there are drastic changes. If any piece of gear or clothing affected by the spell is removed from a creature, the spell ends for that creature.

Heightened (6th) If a creature affected by this spell rolls a critical failure on its Stealth check to Sneak within 30 feet of a creature that would spot it, it instead only fails its check, as the spell mildly hypnotizes the spotter.

Heightened (8th) As 6th rank, and the status bonus is +4.

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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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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*.

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.

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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.

PRIMAL



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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.

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.

PRIMAL



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LIGHTNING STORM

SPELL 5

CONCENTRATE

ELECTRICITY

MANIPULATE

Traditions primal

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

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

You create a black, rumbling storm cloud and call down one lightning bolt within the spell's area. The bolt is a vertical line from the top of the storm cloud to the ground below, dealing 4d12 electricity damage to creatures in the line (basic Reflex save). On subsequent rounds, the first time you Sustain the spell each round, you can call another lightning bolt within the area. If you Cast this Spell outdoors, you can create two nonoverlapping clouds instead of one, though you can still call down only one bolt per turn.

Heightened (+2) The damage of each bolt increases by 1d12.

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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.

MOON FRENZY

SPELL 5

CONCENTRATE

MANIPULATE

MORPH

Traditions primal

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

Duration 1 minute

A feral aspect overcomes the targets, filling them with strength and ferocity. Targets gain 5 temporary Hit Points, a +10-foot status bonus to their Speeds, and weakness 5 to silver. They also grow vicious fangs and claws, which are unarmed attacks. The fangs deal 2d8 piercing damage; the claws deal 2d6 slashing damage and have the agile and finesse traits. The targets use their highest weapon or unarmed attack proficiency with these attacks, and if they have weapon specialization or greater weapon specialization, they add this damage as well. On a critical hit with one of these unarmed attacks, the creature struck takes 1d4 persistent bleed damage.

The targets can't use concentrate actions unless those actions also have the rage trait, with the exception of Seek. A creature can
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attempt to end the spell's effect on itself by using a single action, which has the rage trait, to attempt a Will save against your spell DC; on a success, it ends the spell's effect on itself.

If a target is in the light of a full moon, it also grows by one size if it were Medium or smaller. This increases the reach of a Medium or Tiny creature by 5 feet.

Heightened (6th) The temporary Hit Points increase to 10, the silver weakness to 10, and the damage dealt by the attacks to three dice.

Heightened (10th) The temporary Hit Points increase to 20, the silver weakness to 20, and the damage dealt by the attacks to four dice.

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NATURE'S PATHWAY

SPELL 5

UNCOMMON

CONCENTRATE

MANIPULATE

MENTAL

PLANT

TELEPORTATION

Traditions primal

Cast 1 minute

You step into a living tree with a trunk big enough for you to fit inside it and instantly teleport to any tree within 5 miles that also has a sufficiently large trunk. Once you enter the first tree, you instantly know the rough locations of other sufficiently large trees within range and can exit from the original tree, if you prefer. You can't carry extradimensional spaces with you; if you attempt to do so, the spell fails.

Heightened (6th) The tree you exit can be up to 50 miles away.

Heightened (8th) The tree you exit can be up to 500 miles away.

Heightened (9th) The tree you exit can be anywhere on the same planet.

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PLANT FORM

SPELL 5

CONCENTRATE

MANIPULATE

PLANT

POLYMORPH

WOOD

Traditions primal

Duration 1 minute

Taking inspiration from verdant creatures, you transform into a Large plant battle form. When you Cast this Spell, choose a listed battle form. You can substitute a similar specific plant to turn into (such as a pitcher plant instead of a flytrap), but this has no effect on the form's Size or statistics. While in this form, you gain the plant trait. You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see page 350 of *Player Core*.

PRIMAL



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SPEAK WITH STONES

SPELL 5

CONCENTRATE

EARTH

MANIPULATE

Traditions divine, occult, primal

Duration 1 hour

You can ask questions of and receive answers from natural or worked stone. While stone is not intelligent, you speak with the natural spirits of the stone, which have a personality colored by the type of stone, as well as by the type of structure the stone is part of, for worked stone. A stone's perspective, perception, and knowledge give it a worldview different enough from a human's that it doesn't consider the same details important. Stones can mostly answer questions about creatures that touched them in the past and what is concealed beneath or behind them.

Heightened (6th) The duration is 8 hours.

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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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SUMMON GIANT

SPELL 5

CONCENTRATE

MANIPULATE

SUMMON

Traditions primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the giant trait and whose level is 5 or lower to fight for you.

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

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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.

WALL OF FLESH

SPELL 5

CONCENTRATE

MANIPULATE

Traditions divine, occult, primal

Range 60 feet

Duration 1 minute

You craft a 20-foot-tall wall of living flesh in a straight line up to 30 feet long. The wall is 3 feet thick, and each 5-foot-long section has AC 10 and 75 Hit Points. If you wish, the wall can be of a smaller length or height. 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 can't be Repaired but can be healed by vitality, and healing spells and abilities.

When you Cast the Spell, choose one of the following features for your wall.

- **Mouths** The wall has countless toothy mouths along its surface. The mouths Strike any creature that ends its turn within 5 feet of the wall, using your spell attack modifier for these Strikes and dealing 2d6 piercing damage. The mouths are capable of consuming potions; since the wall is alive, it

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can recover Hit Points from a *healing potion*, but it can't benefit from any effect that would give it the ability to move. Otherwise, the GM determines which potions can affect the wall.

- **Eyes** The wall sprouts hundreds of unblinking eyes. You can see through these eyes, gaining a +2 circumstance bonus to visual Perception checks within the wall's line of sight. You can also use the eyes for determining line of sight for ranged attacks and spells, but you don't have line of effect through the wall.
- **Arms** The wall is a mass of grasping arms. Any creature that ends its turn within 5 feet of the wall must attempt a Reflex save.
Success The creature is unaffected.

Failure The creature is grabbed by the wall for 1 round or until it Escapes against your spell DC, whichever comes first.

Critical Failure The creature is restrained by the wall for 1 round or until it Escapes against your spell DC, whichever comes first.

Heightened (+2) The Hit Points of each section of the wall increase by 10, and the piercing damage dealt by the wall's mouths increases by 1d6.

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.

PRIMAL



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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.

PRIMAL



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BLANKET OF STARS

SPELL 6

CONCENTRATE

ILLUSION

MANIPULATE

Traditions occult, primal

Defense Will; **Duration** 10 minutes

A flowing cloak of utter darkness drapes over you, filled with pinpricks of light like distant stars. It imparts the stillness of the cosmos to you, granting you a +2 status bonus to Stealth checks to Hide and Sneak. While outside under a starry night sky, you're also invisible as long as you remain still. When moving under a starry night sky, you're concealed instead.

Gazing too closely into the stars is disorienting. Any creature that ends its turn adjacent to you must attempt a Will save; this is a mental, visual effect.

Success The creature is unaffected.

Failure The creature is dazzled until the end of its next turn.

Critical Failure The creature is confused and dazzled until the end of its next turn.

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BLINDING FURY

SPELL 6

CONCENTRATE

CURSE

EMOTION

INCAPACITATION

MENTAL

Traditions divine, occult, primal

Trigger A creature damages you.

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

Defense Will; **Duration** varies

You curse the target with your outrage at being attacked. The effect is determined by the target's Will save.

Critical Success The target is unaffected.

Success The target can't observe you until the end of its turn, and if you're currently observed by it, you become hidden to it.

Failure As success, and for 1 minute, every time the target damages you, it can't observe you until the end of its turn.

Critical Failure As success, and for an unlimited duration, the first time each round the target damages a creature, it can't observe that creature until the end of its turn. If it damages several creatures at once, the creature it can't perceive is chosen randomly among those creatures.

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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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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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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*.

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CONCENTRATE

HEALING

MANIPULATE

VITALITY

Traditions divine, primal**Range** 30 feet; **Area** 20-foot burst**Duration** sustained up to 1 minute

A field of life energy fills the area, exuding warmth and rejuvenating those within. Each living creature that starts its turn in the area regains 1d8 Hit Points, and any undead creature that starts its turn in the area takes 1d8 vitality damage.

Heightened (8th) The healing and damage increase to 1d10.

Heightened (9th) The healing and damage increase to 1d12.

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 grows 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

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then ends in a flash of gray light, 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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SCINTILLATING SAFEGUARD

SPELL 6

MANIPULATE

Traditions divine, occult, primal

Trigger An effect would deal physical or energy damage to you or a creature in range.

Range 30 feet; **Targets** up to 5 willing creatures who would be harmed by the triggering effect

A sparkling magical barrier envelops each target, shielding them against the triggering effect. Choose one type of physical or energy damage the triggering effect deals. Each target gains resistance 10 against that damage type for the triggering effect. The resistance applies only against the initial damage, not against any persistent damage or other lingering effects.

Heightened (+1) The resistance increases by 1.

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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.

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TREE OF SEASONS

SPELL 6

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions primal

Range 60 feet

Duration 1 minute

You cause a Small tree to instantly sprout in an unoccupied space on the ground. Four seedpods grow from the tree, each filled with the magic of a different one of the four seasons. A creature can Interact to pluck one of the pods, and can then either throw it up to 30 feet as part of the same action or do so with a separate Interact action later. When thrown, a pod explodes in a 5-foot burst, dealing 6d6 damage with a basic Reflex save against your spell DC. The damage type depends on the season of the pod: electricity for spring, fire for summer, poison for autumn, or cold for winter. When the spell ends, the tree withers away and any remaining pods rot, leaving behind non-magical seeds.

Heightened (+1) The burst's damage increases by 1d6.

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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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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.

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CONCENTRATE

DEATH

MANIPULATE

VOID

Traditions divine, primal**Range** 30 feet; **Targets** 1 creature**Defense** basic Fortitude

You point at a creature and invoke the demise of all things. The target takes 70 void damage with a basic Fortitude save. If the target is undead or otherwise has void healing, the spell loses the death and void traits and gains the vitality trait, and the target takes 70 vitality damage with a basic Fortitude save.

Heightened (+1) The damage increases by 10.

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FIERY BODY

SPELL 7

CONCENTRATE

FIRE

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 1 minute

You become living flame, giving you fire immunity, resistance 10 to precision damage, and weakness 5 to cold and to water. Any creature that touches you or damages you with an unarmed attack or non-reach melee weapon takes 3d6 fire damage.

Your unarmed attacks deal an additional 1d4 fire damage, and your fire spells deal one additional die of fire damage (of the same damage die the spell uses). You can cast *ignite* as an innate spell; the casting is reduced from 2 actions to 1.

In fire form, you have a fly Speed of 40 feet and don't need to breathe.

Heightened (9th) Creatures touching you take 4d6 fire damage instead of 3d6, your unarmed attacks deal an additional 2d4 fire damage, and you have a fly Speed of 60 feet.

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*.

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REGENERATE

SPELL 7

CONCENTRATE

HEALING

MANIPULATE

VITALITY

Traditions divine, primal

Range touch; **Targets** 1 willing living creature

Duration 1 minute

An infusion of vital energy grants a creature continuous healing. The target temporarily gains regeneration 15, which restores 15 Hit Points to it at the start of each of its turns. While it has regeneration, the target can't die from taking Hit Point damage and its dying condition can't increase to a value that would kill it (this stops most creatures' dying condition at dying 3), though if its wounded value becomes 4 or higher, it stays unconscious until its wounds are treated. If the target takes acid or fire damage, its regeneration deactivates until after the end of its next turn.

Each time the creature regains Hit Points from regeneration, it also regrows one damaged or ruined organ (if any). During the spell's duration, the creature can also reattach severed body parts by spending an Interact action to hold the body part to the area it was severed from.

Heightened (9th) The regeneration increases to 20.

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SUNBURST

SPELL 7

CONCENTRATE

FIRE

LIGHT

MANIPULATE

VITALITY

Traditions divine, primal

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

Defense Reflex

A powerful globe of searing sunlight explodes in the area, dealing 8d10 fire damage to all creatures in the area, plus an additional 8d10 vitality damage to undead creatures. Each creature in the area must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes full damage and becomes blinded permanently.

If the globe overlaps with an area of magical darkness, *sunburst* attempts to counteract the darkness effect.

Heightened (+1) The fire damage increases by 1d10, and the vitality damage against undead increases by 1d10.

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CONCENTRATE

MANIPULATE

Traditions primal**Range** 30 feet; **Targets** up to 10 creatures**Duration** 1 hour

You free those who travel alongside you from environmental hindrances. Targets don't take circumstance penalties to Speed from vegetation, rubble, winds, or other properties of the environment, and they ignore difficult terrain from such environmental properties.

Heightened (9th) The targets also ignore greater difficult terrain from environmental properties.

VOLCANIC ERUPTION

SPELL 7

CONCENTRATE **MANIPULATE** **FIRE**

Traditions primal

Range 120 feet; **Area** 5-foot radius, 80-foot-tall cylinder

Defense Reflex

The ground opens up, spraying a column of lava high into the air in a vertical cylinder, dealing 14d6 fire damage to creatures in the area. The lava rapidly cools and encases creatures in the area. A creature encased in rock is clumsy 1 and takes a -10-foot status penalty to its Speeds. All normal terrain is difficult terrain to a flying creature, and such creatures immediately descend 20 feet the moment they're encased, but they don't take damage from this fall. A creature encased in rock can attempt to Escape against your spell DC to end the effect. Otherwise, the creature remains encased until it takes a total of 50 damage, freeing it from the rock.

Additionally, creatures in the area and those within 5 feet of the lava column automatically
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take 3d6 fire damage from the intense heat, regardless of the results of their saving throws.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is encased.

Critical Failure The creature takes double damage and is encased.

Heightened (+1) The damage in the area increases by 2d6, and the damage from the intense heat increases by 1d6.

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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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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.

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.
-

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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MIGRATION

SPELL 8

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions primal

Cast 10 minutes

Range 20 feet; **Targets** you and up to 5 willing creatures

Duration 8 hours

The targets naturally take on animal forms most fitting their movement and environment. Each target gains a land, burrow, climb, fly, and swim Speed of 40 feet, and can transform into a Tiny or Small animal most appropriate for a given movement and environment. It also gains immunity to mild, severe, and extreme cold and heat, along with any other immunities common to the local wildlife, at the GM's discretion. In exploration mode, a target can move much faster, at a travel Speed of 20 miles per hour.

A target can't Strike, cast spells, or use most manipulate actions in animal form, but it can resume its normal shape by Sustaining the spell. It can Sustain the spell again to resume animal form.

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CONCENTRATE

HEALING

MANIPULATE

Traditions divine, primal**Range** touch; **Targets** up to 6 creatures

The targets experience a day's worth of recovery in an instant. Any detrimental effects that would be gone after 24 hours end, though this doesn't shorten the duration of any active spells affecting the targets. The targets regain Hit Points and recover from conditions as if they had taken 24 hours of rest, but they do not make their daily preparations again or gain any benefits of rest other than healing. The targets are then temporarily immune for 1 day.

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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*.

PRIMAL



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PUNISHING WINDS

SPELL 8

AIR

CONCENTRATE

MANIPULATE

Traditions primal

Range 100 feet; **Area** 30-foot radius, 100-foot-tall cylinder

Duration sustained up to 1 minute

Violent winds and a powerful downdraft fill the area, forming a cyclone. All flying creatures in the area descend 40 feet. The entire area is greater difficult terrain for Flying creatures, and difficult terrain for creatures on the ground or Climbing. Any creature that ends its turn Flying within the area descends 20 feet. Any creature pushed into a surface by this spell's winds takes bludgeoning damage as though it had fallen.

The squares at the outside vertical edges of the cylinder prevent creatures from leaving. These squares are greater difficult terrain, and a creature attempting to push through must succeed at an Athletics check or Acrobatics check to Maneuver in Flight against your spell DC to get through. A creature that fails ends its current action but can try again.

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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.

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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.

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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.

PRIMAL



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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.

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions primal**Range** 120 feet; **Area** 500-foot burst; **Targets** up to 5 creatures**Duration** 10 minutes

Animals, plants, and fungi in the area turn against the targets. Each target suffers from the following effects as long as it remains in the area.

- Vegetation springs up from every surface, giving each target a -10-foot circumstance penalty to its Speed any time it's adjacent to the plants and fungi.
- Aggressive animals attack unpredictably. At the start of its turn, each target rolls a DC 8 flat check. On a failure, it's attacked by creatures that deal 2d10 slashing damage. The target attempts a basic Reflex save and is off-guard for 1 round on any outcome other than a critical success.
- The target loses any connection to nature or natural creatures. The target must succeed

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at a DC 5 flat check when casting any primal spell or the spell fails. Furthermore, animal, fungus, and plant creatures become hostile to it, even one with a strong bond to the target, such as an animal companion.

The GM might decide that you can't subject some creatures, such as an emissary of a nature deity, to the ire of nature.

WRATHFUL STORM

SPELL 9

AIR

COLD

CONCENTRATE

ELECTRICITY

MANIPULATE

Traditions primal

Range 800 feet; **Area** 400-foot burst

Duration sustained up to 1 minute

A massive storm cloud forms in the air above the area, spreading rain and gales. The wind imposes a -4 circumstance penalty to physical ranged attacks. The air in the area is greater difficult terrain for flying creatures. When you Cast this Spell and the first time each round you Sustain it on subsequent rounds, you can choose one of the following storm effects. You can't choose the same effect twice in a row.

- **Blizzard** The driving snow deals 4d8 cold damage to each creature in or below the storm with no save. Everything in or beneath the cloud is concealed by driving snow and any ground is difficult terrain.
- **Hail** Each creature in or below the storm takes 4d10 bludgeoning damage with a basic Fortitude save.

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- **Lightning** Choose up to 10 creatures in or below the storm to be struck by lightning. Each of them takes 7d6 electricity damage with a basic Reflex save.
- **Tornado** A roughly cylindrical whirlwind appears in or below the cloud in a 30-foot radius. Each creature in the whirlwind is thrown 40 feet upward.

Heightened (10th) The range increases to 2,000 feet and the cloud is a 1,000-foot burst.

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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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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NATURE INCARNATE

SPELL 10

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions primal

Duration 1 minute

The primal power of the world flows through you. You transform into an incarnation of nature, either a green man or a kaiju. Your battle form is Medium for a green man or Gargantuan (30-foot-by-30-foot space) for a kaiju. While in this form, you gain the plant trait (for a green man) or the beast trait (for a kaiju). You can Dismiss the spell.

For details on abilities and statistics of specific forms, see page 346 of *Player Core*.

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions primal**Range** 30 feet; **Targets** you and up to 5 willing targets**Duration** 1 minute

Summoning the power of the natural world, you transform the targets into a herd of mammoths, and they each assume a Huge battle form. Each target must have enough space to expand into or the spell fails for that target. Each target gains the animal trait. Each target can Dismiss the spell's effects on itself. Each target gains the following while transformed.

- AC = 22 + the target's level. Ignore any armor check penalty and Speed reduction.
- 20 temporary Hit Points.
- Speed 40 feet.
- Low-light vision.
- The following unarmed melee attacks, which are the only attacks the target can use to Strike. When Striking with these attacks, the target uses their attack

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modifier with the proficiency and item bonuses of their most favorable weapon or unarmed Strike, and the damage is listed for each attack. These attacks are Strength based (for the purpose of the enfeebled condition, for example). **Melee** ✦ tusk (reach 15 feet), **Damage** 4d8+19 piercing; **Melee** ✦ trunk (agile, reach 15 feet), **Damage** 4d6+16 bludgeoning; **Melee** ✦ foot (agile, reach 15 feet), **Damage** 4d6+13 bludgeoning.

- Athletics modifier of +30, unless the target's own modifier is higher.
- Each target can use the Trample action.

Trample ✦✦✦ You move up to twice your Speed and move through the space of Large or smaller creatures, trampling each creature whose space you enter. A trampled creature takes damage from your foot Strike based on a basic Reflex save (DC = 19 + your level).

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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.

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CONCENTRATE

HEALING

MANIPULATE

VITALITY

Traditions divine, primal**Range** 30 feet; **Targets** dead creatures and living creatures of your choice within range**Duration** sustained up to 1 minute

A burst of healing energy soothes living creatures and temporarily rouses those recently slain. All living targets regain 10d8+40 Hit Points. You return any number of dead targets to life temporarily, with the same effects and limitations as *raise dead* (Player Core 352). The raised creatures have a number of temporary Hit Points equal to the Hit Points you gave living creatures, but no normal Hit Points. The raised creatures can't regain Hit Points or gain temporary Hit Points in other ways, and once *revival's* duration ends, they lose all temporary Hit Points and die. *Revival* can't resurrect creatures killed by *disintegrate* or a death effect. It has no effect on undead.