

INSTRUCTIONS



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These reference cards include all spells from *Pathfinder Player Core* and *Pathfinder Player Core 2* for the occult 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*.

Design Jason Keeley

Editing Felix Dritz and Solomon St. John

Layout Sonja Morris

Illustrations Kent Hamilton and Wayne Reynolds



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

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

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

You can Dismiss the spell.

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

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

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DAZE

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

MENTAL

NONLETHAL

Traditions arcane, divine, occult

Range 60 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round

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

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

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DETECT MAGIC



CANTRIP 1

CANTRIP

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, divine, occult, primal

Area 30-foot emanation

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

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

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

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

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FIGMENT



CANTRIP 1

CANTRIP

CONCENTRATE

ILLUSION

MANIPULATE

SUBTLE

Traditions arcane, occult

Range 30 feet

Duration sustained

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

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FORBIDDING WARD

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

Traditions divine, occult

Range 30 feet; **Targets** 1 ally and 1 enemy

Duration sustained up to 1 minute

You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

Heightened (6th) The status bonus increases to +2.

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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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HAUNTING HYMN

CANTRIP 1

AUDITORY

CANTRIP

CONCENTRATE

MANIPULATE

SONIC

Traditions divine, occult

Area 15-foot cone

Defense basic Fortitude

You echo a jarring hymn that only creatures in the area can hear. The hymn deals 1d8 sonic damage, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute.

Heightened (+2) The damage increases by 1d8.

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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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MESSAGE ➡

CANTRIP 1

AUDITORY

CANTRIP

CONCENTRATE

ILLUSION

LINGUISTIC

MENTAL

SUBTLE

Traditions arcane, divine, occult

Range 120 feet; **Targets** 1 creature

Duration see below

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

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

PRESTIDIGITATION



CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

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

Duration sustained

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

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

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

CANTRIP 1

CANTRIP

CONCENTRATE

FORCE

Traditions arcane, divine, occult

Duration until the start of your next turn

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

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

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

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CANTRIP

CONCENTRATE

MANIPULATE

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

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

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

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

Heightened (7th) The sigil never fades.

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SUMMON INSTRUMENT



CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Duration 1 hour

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

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

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TELEKINETIC HAND ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, occult

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

Duration sustained

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

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

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

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

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TELEKINETIC PROJECTILE ➡➡

CANTRIP 1

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense AC

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

Critical Success You deal double damage.

Success You deal full damage.

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

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VOID WARP ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

VOID

Traditions arcane, divine, occult

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

Defense Fortitude

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

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

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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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AURA

CONCENTRATE

MANIPULATE

MENTAL

Traditions divine, occult**Area** 10-foot emanation**Defense** Will; **Duration** 1 minute

You fill the minds of your enemies with doubt. Enemies in the area must succeed at a Will save or take a -1 status penalty to attack rolls as long as they are in the area. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet and force enemies in the area that weren't yet affected to attempt another saving throw. *Bane* can counteract *bless*.

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BLESS



SPELL 1

AURA

CONCENTRATE

MANIPULATE

MENTAL

Traditions divine, occult

Area 15-foot emanation

Duration 1 minute

Blessings from beyond help your companions strike true. You and your allies gain a +1 status bonus to attack rolls while within the emanation. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet. *Bless* can counteract *bane*.

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

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

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

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

CHARM



SPELL 1

CONCENTRATE

EMOTION

INCAPACITATION

MANIPULATE

MENTAL

SUBTLE

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

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

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

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

Success The target is unaffected but thinks your spell was something harmless instead
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of *charm*, unless it identifies the spell (see Identifying Spells, *Player Core* 303).

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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COMMAND

SPELL 1

AUDITORY

CONCENTRATE

LINGUISTIC

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

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

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

Success The creature is unaffected.

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

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

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

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CONCORDANT CHOIR ◆ TO ◆◆◆

SPELL 1

CONCENTRATE

SONIC

Traditions divine, occult

Range 30 feet; **Targets** varies

Defense basic Fortitude

You unleash a dangerous consonance of reverberating sound, focusing on a single target or spreading out to damage many foes. The number of actions you spend Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell deals 1d4 sonic damage to a single enemy, with a basic Fortitude save.

◆◆ (manipulate) The spell deals 2d4 sonic damage to all creatures in a 10-foot burst, with a basic Fortitude save.

◆◆◆ (manipulate) The spell deals 2d4 sonic damage to all creatures in a 30-foot emanation, with a basic Fortitude save.

Heightened (+1) The damage increases by 1d4 for the 1-action version, or 2d4 for the other versions.

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

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

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

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DISGUISE MAGIC

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult

Cast 1 minute

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

Duration until your next daily preparations

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

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

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

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DIZZYING COLORS



SPELL 1

CONCENTRATE

ILLUSION

INCAPACITATION

MANIPULATE

VISUAL

Traditions arcane, occult

Area 15-foot cone

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

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

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

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

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

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ENFEEBLE ➡➡

SPELL 1

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

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

Critical Success The target is unaffected.

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

Failure The target is enfeebled 2 for 1 minute.

Critical Failure The target is enfeebled 3 for 1 minute.

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FEAR ➡➡

SPELL 1

CONCENTRATE | EMOTION | FEAR | MANIPULATE | MENTAL

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

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

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

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

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

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FORCE BARRAGE ➡ TO ➡➡➡

SPELL 1

CONCENTRATE

FORCE

MANIPULATE

Traditions arcane, occult

Range 120 feet; **Targets** 1 creature

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

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

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GRIM TENDRILS

SPELL 1

CONCENTRATE

MANIPULATE

VOID

Traditions arcane, occult

Area 30-foot line

Defense Fortitude

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

Critical Success The creature is unaffected.

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

Failure The creature takes full damage.

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

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

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CONCENTRATE

CURSE

MANIPULATE

MISFORTUNE

Traditions occult**Range** 30 feet; **Targets** 1 creature**Duration** 1 round

The target is struck with misfortune, which throws it off balance. The target must attempt a Will save.

Success The target is unaffected.**Failure** The first time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.**Critical Failure** Every time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

ILLUSORY DISGUISE ➡➡

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

Traditions arcane, occult

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

Duration 1 hour

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

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

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

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

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

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ILLUSORY OBJECT ➡➡

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

Traditions arcane, occult

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

Duration 10 minutes

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

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

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

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

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IMPRINT MESSAGE

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions occult

Range touch; **Targets** 1 object

You project psychic vibrations onto the target object, imprinting it with a short message or emotional theme of your design. This imprinted sensation is revealed to a creature who casts *object reading* (Player Core 248) on the target object, replacing any emotional events the item was present for. If the object is in the area of a *retroognition* spell, the imprinted messages appear as major events in the timeline, but they don't interfere with any other visions.

If the object is targeted with *read aura* of a higher spell rank than *imprint message*, the caster learns that the object has been magically modified. When you Cast this Spell, any prior vibrations placed on an object by previous castings of *imprint message* fade.

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INVISIBLE ITEM

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 object

Duration 1 hour

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

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

Heightened (7th) The duration is unlimited.

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ITEM FACADE ➡➡

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

Traditions arcane, occult

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

Duration 1 hour

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

Heightened (2nd) The duration is 24 hours.

Heightened (3rd) The duration is unlimited.

CONCENTRATE

MANIPULATE

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

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

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

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

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MENDING

SPELL 1

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

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

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

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

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

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CONCENTRATE

MANIPULATE

MENTAL

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

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

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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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CONCENTRATE**MANIPULATE****Traditions** occult**Range** touch; **Targets** 1 object

You place a hand on an object to learn a piece of information about an emotional event that occurred involving the object within the past week, determined by the GM. If you cast *object reading* on the same item multiple times, you can either concentrate on a single event to gain additional pieces of information about that event or gain a piece of information about another emotional event in the applicable time frame.

Heightened (2nd) You can learn about an event that occurred within the last month.

Heightened (4th) You can learn about an event that occurred within the last year.

Heightened (6th) You can learn about an event that occurred within the last decade.

Heightened (8th) You can learn about an event that occurred within the last century.

Heightened (9th) You can learn about an event that occurred within the entirety of the object's history.

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EXTRADIMENSIONAL

MANIPULATE

Traditions arcane, divine, occult, primal

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

Duration 8 hours

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

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

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PHANTASMAL MINION

SPELL 1

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane, occult

Range 60 feet

Duration sustained

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

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PHANTOM PAIN

SPELL 1

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

NONLETHAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

Illusory pain wracks the target, dealing 2d4 mental damage and 1d4 persistent mental damage with a Will save.

Critical Success The target is unaffected.

Success The target takes full initial damage but no persistent damage, and the spell ends immediately.

Failure The target takes full initial and persistent damage, and the target is sickened 1. If the target recovers from being sickened, the persistent damage ends and the spell ends.

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

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

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PROTECTION ➡➡

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions divine, occult

Range touch; **Targets** 1 willing creature

Duration 1 minute

You ward a creature against harm. The target gains a +1 status bonus to Armor Class and saving throws.

Heightened (3rd) You can choose to have the benefits also affect all your allies in a 10-foot emanation around the target.

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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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CONCENTRATE **MANIPULATE****Traditions** divine, occult**Range** touch; **Targets** 1 creature**Duration** 1 minute

You ward a creature with protective energy that deters attacks. Creatures attempting to attack the target must attempt a Will save each time. If the target uses a hostile action, the spell ends.

Critical Success *Sanctuary* ends.**Success** The creature can attempt its attack and any other attacks against the target this turn.**Failure** The creature can't attack the target and wastes the action. It can't attempt further attacks against the target this turn.**Critical Failure** The creature wastes the action and can't attempt to attack the target for the rest of *sanctuary's* duration.

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SCHADENFREUDE

SPELL 1

CONCENTRATE

EMOTION

MENTAL

Traditions arcane, divine, occult

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

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

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

Critical Success The creature is unaffected.

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

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

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

SLEEP

SPELL 1

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

SLEEP

Traditions arcane, occult

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

Defense Will

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

Critical Success The creature is unaffected.

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

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

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

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

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SOOTHE

SPELL 1

CONCENTRATE

EMOTION

HEALING

MANIPULATE

MENTAL

Traditions occult**Range** 30 feet; **Targets** 1 willing creature**Duration** 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

Heightened (+1) The amount of healing increases by 1d10+4.

SPIRIT LINK

SPELL 1

CONCENTRATE

HEALING

MANIPULATE

SPIRIT

Traditions divine, occult

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

Duration 10 minutes

You form a spiritual link with another creature, taking in its pain. When you Cast this Spell and at the start of each of your turns, if the target is below maximum Hit Points, it regains 2 Hit Points (or the difference between its current and maximum Hit Points, if that's lower). You lose as many Hit Points as the target regained.

This is a spiritual transfer, so no effects apply that would increase the Hit Points the target regains or decrease the Hit Points you lose. This transfer also ignores any temporary Hit Points you or the target have. Since this effect doesn't involve vitality or void energy, *spirit link* works even if you or the target is undead. While the duration persists, you gain no benefit from regeneration or fast healing. You can Dismiss this spell, and if you're ever at 0 Hit Points, *spirit link* ends automatically.

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Heightened (+1) The number of Hit Points transferred each time increases by 2.

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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 UNDEAD ➡➡➡

SPELL 1

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane, divine, occult

Range 30 feet

Duration sustained up to 1 minute

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

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

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SURE STRIKE ➡

SPELL 1

CONCENTRATE **FORTUNE**

Traditions arcane, occult

Duration until the end of your turn

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

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MANIPULATE

TELEPORTATION

Traditions arcane, divine, occult

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

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

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

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

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VENTRILOQUISM ➡➡

SPELL 1

AUDITORY

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, divine, occult, primal

Duration 10 minutes

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

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

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ANIMATED ASSAULT ➡➡

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

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

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

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

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

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AUGURY

SPELL 2

CONCENTRATE

MANIPULATE

PREDICTION

Traditions divine, occult

Cast 10 minutes

You gain a vague glimpse of the future. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 30 minutes into the future and reveal the GM's best guess among the following outcomes: good, bad, mixed (the results will be a mix of good and bad), and nothing (there won't be particularly good or bad results).

The GM rolls a secret DC 6 flat check. On a failure, the result is always "nothing." This makes it impossible to tell whether a "nothing" result is accurate. If anyone asks about the same topic as the first casting of *augury* during an additional casting, the GM uses the secret roll result from the first casting. If circumstances change, though, it's possible to get a different result.

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BLISTERING INVECTIVE ➡➡

SPELL 2

AUDITORY

CONCENTRATE

EMOTION

FEAR

MANIPULATE

MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will

A heap of insults and invectives spew from your mouth—words so devastating your foes burn from the intensity of your diatribe. Your words deal 2d6 persistent fire damage, and the target must attempt a Will save. If the target doesn't understand the language or you're not speaking a language, it gains a +4 circumstance bonus to its save.

Critical Success The target is unaffected.

Success The target takes half the persistent fire damage.

Failure The target becomes frightened 1 and takes the full persistent fire damage.

Critical Failure The target becomes frightened 2 and takes double the persistent fire damage.

Heightened (+2) You can target two additional creatures, and the persistent damage increases by 2d6.

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BLOOD VENDETTA

SPELL 2

CURSE

Traditions arcane, divine, occult

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

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

Defense Will; **Duration** varies

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

Critical Success The target is unaffected.

Success The target takes half the persistent bleed damage.

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

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

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

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CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

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

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

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CONCENTRATE

EMOTION

INCAPACITATION

MANIPULATE

MENTAL

Traditions divine, occult**Range** 120 feet; **Area** 10-foot burst**Defense** Will; **Duration** sustained up to 1 minute

You forcibly calm creatures in the area, soothing them into a nonviolent state; each creature must attempt a Will save.

Critical Success The creature is unaffected.**Success** Calming urges impose a -1 status penalty to the creature's attack rolls.**Failure** Any emotion effects that would affect the creature are suppressed and the creature can't use hostile actions. If the target is subject to hostility from any other creature, it ceases to be affected by *calm*.**Critical Failure** As failure, but hostility doesn't end the effect.

CHARITABLE URGE ➡➡

SPELL 2

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

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

Critical Success The target is unaffected.

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

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

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

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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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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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DISPEL MAGIC ➡➡

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult, primal

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

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

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CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult

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

Duration unlimited

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

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

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

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CONCENTRATE

LIGHT

MANIPULATE

Traditions arcane, divine, occult, primal**Range** touch; **Targets** a gemstone worth 6 gp or more**Duration** unlimited

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

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FALSE VITALITY

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Duration 8 hours

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

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

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FINAL SACRIFICE

SPELL 2

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, divine, occult, primal

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

Defense basic Reflex

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

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

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

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GHOSTLY CARRIER ➡➡

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Range 120 feet

Duration 1 minute

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

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GHOULISH CRAVINGS ➡➡

SPELL 2

CONCENTRATE

CURSE

MANIPULATE

MENTAL

Traditions divine, occult

Range touch; **Targets** 1 creature

Defense Will; **Duration** varies

You touch the target to afflict it with the overwhelming desire to eat raw meat. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target is sickened 1 by its unbidden hunger.

Failure The target is sickened 2 and can't reduce this condition below sickened 1 until it first consumes some raw meat; if the creature doesn't have access to raw meat, it can take a bite out of a corpse within reach as an Interact action.

Critical Failure As failure, but the target can't reduce the condition below sickened 2 until it consumes raw meat.

HUMANOID FORM

SPELL 2

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, occult, primal

Duration 10 minutes

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

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

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

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

ILLUSORY CREATURE ➡➡

SPELL 2

AUDITORY

CONCENTRATE

ILLUSION

MANIPULATE

OLFACTORY

VISUAL

Traditions arcane, occult

Range 500 feet

Duration sustained

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

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

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

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

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

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

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INVISIBILITY

SPELL 2

ILLUSION

MANIPULATE

SUBTLE

Traditions arcane, occult

Range touch; **Targets** 1 creature

Duration 10 minutes

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

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

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CONCENTRATE

MANIPULATE

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

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

Knock counteracts *lock*.

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LAUGHING FIT ➡➡

SPELL 2

CONCENTRATE

EMOTION

MANIPULATE

MENTAL

Traditions arcane, occult

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

Defense Will; **Duration** sustained

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

Critical Success The target is unaffected.

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

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

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

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MARVELOUS MOUNT

SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range 30 feet; **Targets** one creature

Duration 8 hours

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

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

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

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

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

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NOISE BLAST

SPELL 2

CONCENTRATE

MANIPULATE

SONIC

Traditions arcane, divine, occult

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

Defense Fortitude

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

Critical Success The creature is unaffected.

Success The creature takes half damage.

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

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

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

PARANOIA

SPELL 2

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You cause the target to see all other creatures as dire threats. The target is stricken by intense paranoia toward all creatures around it and must attempt a Will save.

Critical Success The target is unaffected.

Success The target believes everyone it sees is a potential threat. It becomes unfriendly to all creatures to which it wasn't already hostile, even those that were previously allies. It treats no one as an ally. The spell ends after 1 round.

Failure As success, but the effect lasts 1 minute.

Critical Failure As failure, except the target believes that everyone it sees is a mortal enemy. It uses its reactions and free actions against everyone, regardless of whether they were previously its allies, as determined by

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the GM. It otherwise acts as rationally as it normally does and likely prefers to attack creatures that are actively attacking or hindering it over those leaving it alone.

Heightened (6th) You can target up to 5 creatures.

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PEACEFUL REST



SPELL 2

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 corpse

Duration until your next daily preparations

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

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

PHANTASMAL TREASURE ➡➡

SPELL 2

CONCENTRATE

EMOTION

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

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

Defense Will; **Duration** varies

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

Critical Success The target is unaffected.

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

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Failure As success, but the duration is 1 minute.

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

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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SEE THE UNSEEN ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

REVELATION

Traditions arcane, divine, occult

Duration 10 minutes

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

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

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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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ILLUSION

MANIPULATE

SUBTLE

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

The target makes no sound, preventing creatures from noticing it using hearing alone. The target can't use sonic attacks, nor can it use auditory actions. This also prevents the target from casting spells due to the magical words involved in casting, with the exception of subtle spells.

Heightened (4th) The spell creates an aura in a 10-foot emanation around the touched creature, silencing all sound in or passing through it. While within the aura, creatures are subject to the same effects as the target. Depending upon the position of the effect, a creature might notice the lack of sound reaching it (blocking off the noise coming from a party, for example).

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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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SPIRIT SENSE ➡➡

SPELL 2

CONCENTRATE

DETECTION

MANIPULATE

MENTAL

Traditions divine, occult

Area 30-foot emanation

Duration 10 minutes

You open your mind to the metaphysical, enabling you to sense nearby spirits. Even if you aren't Searching, you get a check to find haunts and spirits in the area. You gain a +1 status bonus to the following checks regarding haunts or spirits: Perception checks to Seek, attempts to Recall Knowledge, skill checks to determine the reason for their existence, and skill checks to disable a haunt. You also gain a +1 status bonus to AC and saving throws against haunts and spirits.

Heightened (6th) The spell's duration lasts until the next time you make your daily preparations.

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SPIRITUAL ARMAMENT ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

SANCTIFIED

SPIRIT

Traditions divine, occult

Range 120 feet; **Target** 1 creature

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

You create a ghostly, magical echo of one weapon you're wielding or wearing and fling it. Attempt a spell attack roll against the target's AC, dealing 2d8 damage on a hit (or double damage on a critical hit). The damage type is the same as the chosen weapon (or any of its types for a versatile weapon). The attack deals spirit damage instead if that would be more detrimental to the creature (as determined by the GM). This attack uses and contributes to your multiple attack penalty. After the attack, the weapon returns to your side. If you sanctify the spell, the attacks are sanctified as well.

Each time you Sustain the spell, you can repeat the attack against any creature within 120 feet.

Heightened (+2) The damage increases by 1d8.

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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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CONCENTRATE

MANIPULATE

MENTAL

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

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

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

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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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TELEKINETIC MANEUVER ➡➡

SPELL 2

ATTACK

CONCENTRATE

FORCE

MANIPULATE

Traditions arcane, occult

Range 60 feet; **Targets** 1 creature

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

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

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

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

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

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VOMIT SWARM ➡➡

SPELL 2

CONCENTRATE **MANIPULATE**

Traditions arcane, occult, primal

Area 30-foot cone

Defense basic Reflex

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

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

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BIND UNDEAD ➡➡

SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

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

Duration 1 day

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

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BLINDNESS ➡➡

SPELL 3

CONCENTRATE

INCAPACITATION

MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude

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

Critical Success The target is unaffected.

Success The target is blinded until its next turn begins.

Failure The target is blinded for 1 minute.

Critical Failure The target is blinded permanently.

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CLAIRAUDIENCE

SPELL 3

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration 10 minutes

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

COZY CABIN

SPELL 3

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, occult

Cast 1 minute

Range 30 feet

Duration 12 hours

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

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

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

CURSE OF LOST TIME ➡➡

SPELL 3

CONCENTRATE

CURSE

MANIPULATE

VOID

Traditions arcane, occult, primal

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

Defense Fortitude; **Duration** varies

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

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

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

Critical Success The living creature is unaffected.

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

Failure As success, with a duration of 1 hour.

Critical Failure As success, with an unlimited duration.

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

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DREAM MESSAGE

SPELL 3

CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Cast 10 minutes

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

Duration until your next daily preparations

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

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

ENTHRALL

SPELL 3

AUDITORY

CONCENTRATE

EMOTION

MANIPULATE

Traditions arcane, occult

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

Defense Will; **Duration** sustained

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

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

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

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

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

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

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FAMILIAR'S FACE

SPELL 3

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, divine, occult, primal

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

Duration sustained

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

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GHOSTLY WEAPON ➡➡

SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, occult

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

Duration 5 minutes

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

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GRAVITY WELL ➡➡

SPELL 3

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

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

Defense Reflex

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

Critical Success The creature is unaffected.

Success The creature moves 5 feet toward the center.

Failure The creature moves 15 feet toward the center.

Critical Failure The creature moves 30 feet toward the center.

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HASTE

SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

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

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

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HEROISM

SPELL 3

CONCENTRATE

MANIPULATE

MENTAL

Traditions divine, occult

Range touch; **Targets** 1 creature

Duration 10 minutes

You unlock the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

Heightened (6th) The status bonus increases to +2.

Heightened (9th) The status bonus increases to +3.

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CONCENTRATE**Traditions** occult

You rapidly catalog and collate information relevant to your current situation. You can instantly use up to 6 Recall Knowledge actions as part of Casting this Spell. For these actions, you can't use any special abilities, reactions, or free actions that trigger when you Recall Knowledge.

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HYPNOTIZE ➡➡

SPELL 3

ILLUSION

MANIPULATE

SUBTLE

VISUAL

Traditions arcane, occult

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

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

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

Success The target is unaffected.

Failure The target is fascinated by the cloud.

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

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LEVITATE



SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, occult

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

Duration 5 minutes

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

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LOCATE

SPELL 3

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, divine, occult

Cast 10 minutes

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

Duration sustained

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

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

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MIND READING



SPELL 3

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

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

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

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

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

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

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

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PARALYZE

SPELL 3

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

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

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is paralyzed for 1 round.

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

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

RING OF TRUTH

SPELL 3

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

MENTAL

Traditions divine, occult

Range 30 feet; **Area** 20-foot burst

Defense Will; **Duration** 10 minutes

You designate an area in which lies are revealed. Creatures in the area also take a -2 status penalty to Deception checks. Each time a creature in the area speaks a true statement, the soft ring of a bell sounds in the area. Creatures are aware of the magic; therefore, they can avoid answering questions to which they would normally respond with a lie, or they can be evasive as long as they remain within the boundaries of the truth. If a creature is in the area when the spell is cast or later enters the area, that creature attempts a Will save. It uses the results of this initial save if it leaves and reenters the area.

Critical Success The target is so convincing that the bell rings even if they lie.

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Success If the target lies and succeeds at their Deception check against all targets, the bell still rings.

Failure The bell accurately sees through their deception and will never ring if they lie.

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ROUSE SKELETONS

SPELL 3

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

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

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

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

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

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

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

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SHARED INVISIBILITY ➡➡

SPELL 3

AURA

ILLUSION

MANIPULATE

SUBTLE

Traditions arcane, occult

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

Duration 10 minutes

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

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

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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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VAMPIRIC FEAST ➡➡

SPELL 3

CONCENTRATE

DEATH

MANIPULATE

VOID

Traditions arcane, divine, occult

Range touch; **Targets** 1 living creature

Defense basic Fortitude

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

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

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VEIL OF PRIVACY

SPELL 3

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal

Cast 10 minutes

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

Duration 8 hours

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

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CONCENTRATE

MANIPULATE

Traditions divine, occult**Cast** 1 minute**Duration** until your next daily preparations

You call upon the beyond to guide your route. When you Cast this Spell, choose a destination; you receive an inspired route to that destination, allowing you and allies who travel overland with you to reduce the movement penalty from difficult terrain by half for the duration, as long as you don't deviate from the inspired route. This doesn't have any effect on movement during encounters. If you use this ability again before the duration is over, this effect ends and is replaced by that of the new route.

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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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CONCENTRATE

MANIPULATE

Traditions occult**Range** touch; **Targets** 1 living creature**Defense** Fortitude

Your hand glows with impossible colors from beyond the stars, and your touch saps both color and vitality from the living. The target must attempt a Fortitude save; creatures with the gnome trait take a -2 circumstance penalty to this save.

Critical Success The target is unaffected.**Success** The target is enfeebled 2 for 1 round.

Failure The target is enfeebled 2 for 1 minute and drained 1. The target is also filled with listlessness and ennui. For 1 round, if the target tries to use a move action, it must succeed at a Will save against your spell DC or the action is lost; this effect has the mental and emotion traits.

Critical Failure As failure, but the creature is permanently enfeebled 2 and drained 2 (although magic such as *sound body* can remove these conditions).

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CLAIRVOYANCE

SPELL 4

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration 10 minutes

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

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CONFUSION ➡➡

SPELL 4

CONCENTRATE

EMOTION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

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

Critical Success The target is unaffected.

Success The target babbles incoherently and is stunned 1.

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

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

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

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CONTAINMENT

SPELL 4

CONCENTRATE **FORCE** **MANIPULATE**

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

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

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

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

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

Failure The field has its normal effect.

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

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COUNTLESS EYES

SPELL 4

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal

Range touch; **Targets** 1 creature

Duration 1 minute

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

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DETECT SCRYING ➡➡

SPELL 4

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, occult

Area 30-foot emanation

Duration 1 hour

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

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

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DISPELLING GLOBE

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

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

Duration 10 minutes

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

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DULL AMBITION ➡➡

SPELL 4

CONCENTRATE

CURSE

MANIPULATE

MENTAL

MISFORTUNE

Traditions arcane, divine, occult

Range 120 feet; **Targets** 1 creature

Defense Will; **Duration** varies

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

Critical Success The target is unaffected.

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

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

Critical Failure As failure, but the duration is unlimited.

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CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, occult**Duration** 1 minute

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

Heightened (+2) The resistance increases by 3.

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CONCENTRATE

MANIPULATE

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

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

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

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GHOSTLY TRAGEDY

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

SPIRIT

Traditions divine, occult

Cast 1 minute

Area 60-foot emanation

Duration 10 minutes

This spell compels local spirits to reenact a violent event of the recent past that you're aware of and name as you Cast the Spell. You take the role of the primary victim. The reenactment plays out the final 9 minutes leading up to the death or injury of the victim and the minute after. The spirits don't change form, so this doesn't help determine perpetrators by their looks. Spiritual forms of missing creatures necessary for the event manifest as needed, and missing items appear as shadowy outlines.

Once the scene ends, you take 2d6 void damage for each ghostly apparition that participated in the scene (typically equal to the number of creatures involved other than the victim). Any creature that observed the ghostly recreation, including you, can attempt checks to investigate the event to discover new clues and information.

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CONCENTRATE

MANIPULATE

MENTAL

Traditions occult**Duration** 10 minutes

Falsehoods pass your lips as smoothly as silk. You gain a +4 status bonus to Deception checks to Lie and against Perception checks to discern if you are telling the truth, and you add your level even if untrained. If the implausibility of your lies prompts a circumstance penalty or a DC increase, reduce that penalty by half or increase it by half.

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LIMINAL DOORWAY

SPELL 4

UNCOMMON

CONCENTRATE

EXTRADIMENSIONAL

MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch

Duration 8 hours

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

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

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MIRAGE

SPELL 4

UNCOMMON

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult, primal

Cast 10 minutes

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

Duration until your next daily preparations

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

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

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

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NIGHTMARE

SPELL 4

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

Cast 10 minutes

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

Defense Will; **Duration** 1 day

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

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

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

Failure The target has the nightmares and awakens fatigued.

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

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OUTCAST'S CURSE



SPELL 4

CONCENTRATE

CURSE

MANIPULATE

MENTAL

MISFORTUNE

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Defense Will

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

Critical Success The target is unaffected.

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

Failure As success, but the effect is permanent.

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

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PEACEFUL BUBBLE

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Cast 10 minutes

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

Duration 24 hours

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

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

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PLANAR TETHER ◆◆

SPELL 4

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

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

Critical Success The target is unaffected.

Success The duration is 1 minute.

Failure The duration is 10 minutes.

Critical Failure The duration is 1 hour.

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READ OMENS

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

PREDICTION

Traditions divine, occult

Cast 10 minutes

You peek into the future. Choose a particular goal or activity you plan to engage in within 1 week, or an event you expect might happen within 1 week. You learn a cryptic clue or piece of advice that could help with the chosen event, often in the form of a rhyme or omen.

REWRITE MEMORY



SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** unlimited

You alter the target's memories by erasing a memory, enhancing a memory's clarity, altering a memory, or adding a false memory. The target can attempt a Will save to resist the spell.

Critical Success The target is unaffected and realizes you tried to alter its memory.

Success The target is unaffected but thinks your spell was something harmless instead of *rewrite memory*, unless it identifies the spell.

Failure During the first 5 minutes of the spell's duration, you can Sustain the spell to modify a memory once each round. When you do, you imagine up to 6 seconds of memory to modify, to a maximum of 5 continuous minutes of memory.

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Any memories you've altered remain changed as long as the spell is active. If the target moves out of range before the 5 minutes is up, you can't alter any further memories.

Heightened (6th) You can Cast the Spell on a willing target to suppress all memory of a particular topic, detailed in 50 words or fewer. The effect is permanent, and it patches these omissions with an indistinct haze.

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CONCENTRATE

CURSE

DEATH

MANIPULATE

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

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

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

SUGGESTION

SPELL 4

CONCENTRATE

INCAPACITATION

LINGUISTIC

MANIPULATE

MENTAL

SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

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

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

Success The target is unaffected.

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

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

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

TALKING CORPSE

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions divine, occult

Cast 10 minutes

Range touch; **Targets** 1 corpse

Defense Will; **Duration** 10 minutes

You grant the target corpse a semblance of life, which it uses to speak the answers to three questions posed to it. This spell calls on the physical body's latent memories rather than summoning back the deceased's spirit, so the corpse must be mostly intact for the spell to function. The more damage the corpse has taken, the more inaccurate or patchwork its answers are, and it must have a throat and mouth to speak at all. If anyone has previously cast this spell on the corpse in the last week, the spell automatically fails. The corpse can attempt a Will save to resist answering the questions using the statistics of the original creature at its time of death, with the following effects.

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Critical Success The target can lie or refuse to answer, and the target's spirit haunts you for 24 hours, bothering you and causing you to be unable to gain any rest for that time.

Success The target can provide false information or refuse to answer your questions.

Failure The target must answer truthfully, but its answers can be brief, cryptic, and repetitive. It can still mislead you or attempt to stall so that the spell's duration runs out before you can ask all your questions.

Critical Failure As failure, but the target's answers are more direct and less repetitive, though still cryptic. It takes a -2 status penalty to Deception checks to deceive or mislead you.

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TELEPATHY

SPELL 4

CONCENTRATE

LINGUISTIC

MANIPULATE

MENTAL

Traditions arcane, occult

Duration 10 minutes

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

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

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TRANSLOCATE

SPELL 4

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, occult

Range 120 feet

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

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

VAMPIRIC MAIDEN

SPELL 4

CONCENTRATE

MANIPULATE

VOID

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Fortitude

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

Critical Success The target is unaffected.

Success The target takes half damage.

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

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

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

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

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VAPOR FORM ➡➡

SPELL 4

AIR

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, occult, primal

Range touch; **Targets** 1 willing creature

Duration 5 minutes

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

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VISION OF DEATH ➡➡

SPELL 4

CONCENTRATE

DEATH

EMOTION

FEAR

MANIPULATE

MENTAL

Traditions arcane, occult

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

Defense Will

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

Critical Success The target is unaffected.

Success The target takes half damage and is frightened 1.

Failure The target takes full damage and is frightened 2.

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

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

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WHISPERS OF THE VOID



SPELL 4

AUDITORY

CONCENTRATE

MANIPULATE

VOID

Traditions divine, occult

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

Defense Fortitude

You whisper baleful secrets that transcend language and carry magically to the ears of your foes. The words take physical form, weakening the life force of the targets, each of which must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 2d8 persistent void damage.

Failure The creature takes 4d8 persistent void damage and becomes drained 1.

Critical Failure The creature takes 4d8 persistent void damage and becomes drained 2 and doomed 1.

Heightened (+2) The persistent void damage increases by 1d8 on a success, or by 2d8 on a failure or critical failure.

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BANISHMENT ➡➡

SPELL 5

CONCENTRATE

INCAPACITATION

MANIPULATE

Traditions arcane, divine, occult, primal

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

Defense Will

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

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

Success The target resists being banished.

Failure The target is banished.

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

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

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BLISTER

SPELL 5

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal

Range 60 feet; **Targets** 1 creature

Defense Fortitude; **Duration** 1 minute

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

Critical Success The target is unaffected.

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

Failure As success, but the target grows two blisters.

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

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

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CLOAK OF COLORS



SPELL 5

CONCENTRATE

MANIPULATE

VISUAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration 1 minute

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

Success The attacker is unaffected.

Failure The attacker is blinded for 1 round.

Critical Failure The attacker is stunned for 1 round.

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DREAMING POTENTIAL

SPELL 5

CONCENTRATE

MANIPULATE

MENTAL

Traditions occult

Cast 10 minutes

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

Duration 8 hours

You draw the target into a lucid dream where it can explore the endless possibilities of its own potential within the ever-changing backdrop of its dreamscape. If it sleeps the full 8 hours uninterrupted, when it wakes, it counts as having spent a day of downtime retraining, though it can't use *dreaming potential* for any retraining that would require either an instructor or specialized knowledge it can't access within the dream.

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DROP DEAD

SPELL 5

UNCOMMON

ILLUSION

MANIPULATE

SUBTLE

VISUAL

Traditions arcane, divine, occult

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

Range 120 feet; **Targets** 1 creature

Duration sustained up to 1 minute

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

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

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FALSE VISION

SPELL 5

UNCOMMON

CONCENTRATE

ILLUSION

MANIPULATE

Traditions arcane, occult

Cast 10 minutes

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

Duration until your next daily preparations

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

HALLUCINATION



SPELL 5

ILLUSION

INCAPACITATION

MANIPULATE

MENTAL

SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration 1 hour

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

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

Critical Success The creature is unaffected.

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

Failure The creature perceives what you chose until it disbelieves.

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

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

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

ILLUSORY SCENE

SPELL 5

AUDITORY

CONCENTRATE

ILLUSION

MANIPULATE

OLFACTORY

VISUAL

Traditions arcane, occult

Cast 10 minutes

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

Duration 1 hour

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

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

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

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

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

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IMAGINARY LOCKBOX

SPELL 5

CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, occult

Cast 1 minute

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

Duration until the next time you make your daily preparations

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

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

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INVOKE SPIRITS



SPELL 5

CONCENTRATE

EMOTION

FEAR

MANIPULATE

MENTAL

VOID

Traditions arcane, divine, occult

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

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

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

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

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

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MARINER'S CURSE ➡➡

SPELL 5

CONCENTRATE **CURSE** **MANIPULATE**

Traditions arcane, occult, primal

Range touch; **Targets** 1 creature

Defense Will

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

Critical Success The target is unaffected.

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

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

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

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MIND PROBE

SPELL 5

UNCOMMON

CONCENTRATE

LINGUISTIC

MANIPULATE

MENTAL

Traditions arcane, occult

Cast 1 minute

Range 30 feet; **Targets** 1 creature

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

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

Success The target is unaffected.

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

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

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CONCENTRATE

MANIPULATE

SCRYING

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

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

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

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SENDING

SPELL 5

CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, divine, occult

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

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

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SHADOW BLAST ➡➡

SPELL 5

CONCENTRATE

MANIPULATE

SHADOW

Traditions divine, occult

Range varies; **Area** varies

Defense basic Reflex or Will (target's choice)

You shape the shadow substance of the Netherworld into a blast. Choose acid, bludgeoning, cold, electricity, fire, force, piercing, slashing, sonic, or spirit damage, and choose a 30-foot cone, a 15-foot burst within 120 feet, or a 50-foot line. The blast deals 6d8 damage of the type you chose to each creature in the area.

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

CONCENTRATE

MANIPULATE

SHADOW

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

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

Success The creature is unaffected.

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

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

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

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

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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.

STRANGE GEOMETRY



SPELL 5

CONCENTRATE

ILLUSION

MANIPULATE

Traditions occult

Range 60 feet; **Area** 4 cubes, each 10 feet on a side

Defense Will; **Duration** 1 minute

You cause the areas to appear to swell, bend, and break, twisting together in a bizarre spatial geometry. The cubes of the spell's area can't be adjacent to one another. A creature must attempt a Will save if it's in one of the cubes when you Cast the Spell, or if it later enters one of the areas, with the following effects. A creature interacting with the illusion can also attempt a Will save to disbelieve the illusion, as normal.

Success The creature disbelieves the illusion.

Failure All terrain in the cubes is difficult terrain for the creature, including the air if the creature is flying, walls if it's climbing, and so on. When the creature would exit one of the cubes, it exits from one randomly

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determined by the GM. This is a teleportation effect. It can exit from any edge of that cube it chooses. When selecting a random cube, the GM excludes any that don't match the creature's terrain; for instance, if the creature were exiting along the ground, the GM would exclude any cube that didn't have an exit on the ground.

SUBCONSCIOUS SUGGESTION



SPELL 5

CONCENTRATE

INCAPACITATION

LINGUISTIC

MANIPULATE

MENTAL

SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

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

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

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

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

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

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

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SUMMON DRAGON ➡➡➡

SPELL 5

CONCENTRATE

MANIPULATE

SUMMON

Traditions arcane, divine, occult, primal

Range 30 feet

Duration sustained up to 1 minute

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

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

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SUMMON ENTITY

SPELL 5

CONCENTRATE

MANIPULATE

SUMMON

Traditions occult

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the aberration 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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SYNAPTIC PULSE ➡➡

SPELL 5

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions occult

Area 30-foot emanation

Defense Will; **Duration** 1 round

You emit a pulsating mental blast that penetrates the minds of all enemies in the area. Each enemy in the area must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned for 1 round.

SYNESTHESIA

SPELL 5

CONCENTRATE

MANIPULATE

MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

The target's senses are suddenly rewired in unexpected ways, causing them to process noises as bursts of color, smells as sounds, and so on. This has three effects, and the target must attempt a Will save.

- Due to the distraction, the target must succeed at a DC 5 flat check each time it uses a concentrate action, or the action fails and is wasted.
- The target's difficulty processing visual input makes all creatures and objects concealed from it.
- The creature has trouble moving, making it clumsy 3 and giving it a -10-foot status penalty to its Speeds.

Critical Success The target is unaffected.

Success The target is affected for 1 round.

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Failure The target is affected for 1 minute.

Critical Failure As failure, and the target is stunned 2 as it attempts to process the sensory shifts.

Heightened (9th) You can target up to 5 creatures.

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TELEKINETIC HAUL

SPELL 5

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

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

Duration sustained up to 1 minute

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

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UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Duration 1 hour

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

Heightened (7th) The duration is 8 hours.

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UMBRAL JOURNEY

SPELL 5

UNCOMMON

CONCENTRATE

MANIPULATE

SHADOW

TELEPORTATION

Traditions arcane, occult

Cast 1 minute

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

Duration 8 hours

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

WALL OF 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.

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WAVE OF DESPAIR ➡➡

SPELL 5

CONCENTRATE

EMOTION

MANIPULATE

MENTAL

Traditions arcane, occult

Area 30-foot cone

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

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

Critical Success The creature is unaffected.

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

Failure As success, but the duration is 1 minute.

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

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

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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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COLLECTIVE TRANSPOSITION



SPELL 6

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, occult

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

Defense Will (see text)

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

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

Success The target is unaffected.

Failure You teleport the target and choose its destination.

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

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CURSED METAMORPHOSIS



SPELL 6

CONCENTRATE

CURSE

INCAPACITATION

MANIPULATE

POLYMORPH

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

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

Critical Success The target is unaffected.

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

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

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

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DOMINATE

SPELL 6

UNCOMMON

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

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

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

Critical Success The target is unaffected.

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

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

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

Heightened (10th) The duration is unlimited.

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DRAGON FORM

SPELL 6

CONCENTRATE

MANIPULATE

POLYMORPH

Traditions arcane, divine, occult, primal

Duration 1 minute

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

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

CONCENTRATE

ILLUSION

MANIPULATE

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

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

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

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CONCENTRATE

CURSE

INCAPACITATION

MANIPULATE

MENTAL

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

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

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

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

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PHANTASMAL CALAMITY ➡➡

SPELL 6

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

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

Defense Will

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

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

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REPULSION ➡➡

SPELL 6

AURA

CONCENTRATE

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Area emanation up to 40 feet

Defense Will; **Duration** 1 minute

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

Critical Success The creature's movement is not restricted.

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

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

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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.

SCRYING

SPELL 6

UNCOMMON

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, occult

Cast 10 minutes

Range planetary; **Targets** 1 creature

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

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

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

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

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

Failure The spell succeeds.

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

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CONCENTRATE

CURSE

FORCE

MANIPULATE

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

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

Critical Success The target is unaffected.

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

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

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

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SPIRIT BLAST ➡➡

SPELL 6

CONCENTRATE

MANIPULATE

SPIRIT

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense basic Fortitude

You concentrate ethereal energy and attack a creature's spirit, dealing 16d6 spirit damage with a basic Fortitude save.

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

TELEPORT

SPELL 6

UNCOMMON

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, occult

Cast 10 minutes

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

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

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

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

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

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

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CONCENTRATE

MANIPULATE

REVELATION

Traditions arcane, divine, occult, primal

Duration 10 minutes

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

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VAMPIRIC EXSANGUINATION



SPELL 6

CONCENTRATE

DEATH

MANIPULATE

VOID

Traditions arcane, divine, occult

Area 30-foot cone

Defense basic Fortitude

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

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

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

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VIBRANT PATTERN ➡➡

SPELL 6

ILLUSION

INCAPACITATION

MANIPULATE

SUBTLE

VISUAL

Traditions arcane, occult

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

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

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

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

Success The creature is unaffected.

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

Critical Failure The creature is blinded for 1 minute.

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WALL OF FORCE

SPELL 6

CONCENTRATE **FORCE** **MANIPULATE**

Traditions arcane, occult

Range 30 feet

Duration 1 minute

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

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

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

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ZEALOUS CONVICTION



SPELL 6

CONCENTRATE

EMOTION

MANIPULATE

MENTAL

Traditions divine, occult

Range 30 feet; **Targets** up to 10 willing creatures

Duration 10 minutes

You bypass your targets' rational minds, instilling them with unshakable conviction and zeal. The targets each gain 12 temporary Hit Points and a +2 status bonus to Will saves against mental effects, as their faith overrides the signals from their own bodies and minds. If you tell a target to do something, it must comply with your request, though if it would normally find the task repugnant, it can attempt a Will save at the end of its turn each round due to the cognitive dissonance. On a success, it ends the spell's effects on itself entirely.

Heightened (9th) The temporary Hit Points increase to 18, and the status bonus to Will saves increases to +3.

DUPLICATE FOE

SPELL 7

CONCENTRATE

MANIPULATE

Traditions arcane, occult

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

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

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

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

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

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

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

Critical Success You fail to create a duplicate.

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

Failure The duplicate works as described.

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

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ENERGY AEGIS

SPELL 7

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 minute

Range touch; **Targets** 1 creature

Duration until your next daily preparations

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

Heightened (9th) The resistances increase to 10.

INTERPLANAR TELEPORT

SPELL 7

UNCOMMON

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, divine, occult, primal

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

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

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

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

MASK OF TERROR ➡➡

SPELL 7

CONCENTRATE

EMOTION

FEAR

ILLUSION

MANIPULATE

MENTAL

VISUAL

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

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

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

Success The creature is unaffected.

Failure The creature becomes frightened 2 before using its action.

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

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

PLANAR PALACE

SPELL 7

UNCOMMON

CONCENTRATE

EXTRADIMENSIONAL

MANIPULATE

Traditions arcane, occult

Cast 1 minute

Range 30 feet

Duration until your next daily preparations

You grow an extradimensional demiplane consisting of a spacious dwelling with a single entrance. The entrance connects to the plane where you Cast the Spell, appearing anywhere within the spell's range as a faint, shimmering, vertical rectangle 5 feet wide and 10 feet high. You designate who can enter when you Cast the Spell. Once inside, you can shut the entrance, making it invisible. You and the creatures you designated can reopen the door at will.

Inside, the demiplane appears to be a mansion featuring a magnificent foyer and numerous opulent chambers. The mansion can have any floor plan you imagine as you Cast the Spell, provided it fits within a space 40 feet wide, 40 feet deep,
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and 30 feet tall. While the entrance to the mansion is closed, effects from outside the mansion fail to penetrate it, and vice versa, except for *interplanar teleport*, which can be used to enter the mansion. You can use scrying magic and similar effects to observe the outside only if they're capable of crossing planes.

A staff of up to 24 servants attends to anyone within the mansion. These are like the servant created by the *phantasmal minion* spell, though they're visible, with an appearance you determine during casting. The mansion is stocked with enough food to serve a nine-course banquet to 150 people.

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PLANAR SEAL

SPELL 7

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult

Range 120 feet; **Area** 60-foot burst

Duration until your next daily preparations

You create a visible magical barrier that attempts to counteract teleportation effects and planar travel into or out of the area, including items that allow access to extradimensional spaces. *Planar seal* tries to counteract any attempt to summon a creature into the area but doesn't stop the creature from departing when the summoning ends.

POSSESSION ➡➡

SPELL 7

UNCOMMON

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

POSSESSION

Traditions occult

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

Defense Will; **Duration** 1 minute

You send your mind and soul into the target's body, attempting to take control. The target must attempt a Will save. If you want to exert less control over the target, you can choose to use the effects of any degree of success more favorable to the target.

While you're possessing a target, your own body is unconscious and can't wake up normally. You can sense everything the possessed target does. You can Dismiss this spell. If the possessed body dies, the spell ends and you must succeed at a Fortitude save against your spell DC or be paralyzed for 1 hour, or 24 hours on a critical failure. If the spell ends during an encounter, you act just before the possessed creature's initiative.

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Critical Success The target is unaffected.

Success You possess the target but can't control it. You ride along in the body while the spell lasts.

Failure You possess the target and take partial control of it. You no longer have a separate turn; instead, you might control the target. At the start of each of the target's turns, it attempts another Will save. If it fails, it's controlled by you on that turn; if it succeeds, it chooses its own actions; and if it critically succeeds, it forces you out and the spell ends.

Critical Failure You possess the target fully, and it can only watch as you manipulate it like a puppet. The target is controlled by you.

Heightened (9th) The duration is 10 minutes, and you can physically enter the creature's body, protecting your physical body while the spell lasts.

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PROJECT IMAGE

SPELL 7

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 30 feet

Duration sustained up to 1 minute

You project an illusory image of yourself. You must stay within range of the image, and if at any point you can't see the image, the spell ends. Whenever you Cast a Spell other than one whose area is an emanation, you can cause the spell effect to originate from either yourself or the image. Because the image is an illusion, it can't benefit from spells, though visual manifestations of the spell appear. The image has the same AC and saves as you. If it is hit by an attack or fails a save, the spell ends.

Heightened (+2) The maximum duration you can Sustain the spell increases to 10 minutes.

RETROCOGNITION

SPELL 7

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Cast 1 minute

Duration sustained

Opening your mind to mental echoes, you gain impressions from past events that occurred in your current location. *Retrocognition* reveals psychic impressions from events that occurred over the course of the last day throughout the first minute of the duration, followed by impressions from the next day back the next minute, and so on. These echoes don't play out like a vision but instead reveal impressions of emotions and metaphors that provide cryptic clues and details of the past. If you witness a traumatic or turbulent event through an impression, the spell ends unless you succeed at a Will save with a DC of at least 30 and possibly as much as 50, depending on the severity of the event. The GM determines whether an event is traumatic and chooses the DC.

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Heightened (8th) You gain impressions of events that occurred over the previous year for each minute you concentrate, instead of the previous day, though the details diminish, making it harder to distinguish impressions from all but the most major events.

Heightened (9th) You gain impressions of events that occurred over the previous century for each minute you concentrate, instead of the previous day, though the details diminish, making it almost impossible to distinguish impressions from all but the most major events.

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SPELL RIPOSTE

SPELL 7

UNCOMMON

MANIPULATE

Traditions arcane, divine, occult

Trigger You're the target of a spell you're aware of.

You attempt to counteract the triggering spell. If the spell would be counteracted, it instead continues with the caster as a target instead of you. *Spell riposte* can't affect spells that aren't targeted (such as area spells).

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TRUE TARGET ➡

SPELL 7

CONCENTRATE

FORTUNE

PREDICTION

Traditions arcane, occult

Range 60 feet; **Targets** 4 creatures

Duration until the start of your next turn

You delve into the possible futures of the next few seconds to understand all the ways your foe might avoid harm, then cast out that vision to those around you. Designate a creature. The first time each target makes an attack roll against that creature during *true target*'s duration, the attacker rolls twice and uses the better result. The attacker also ignores circumstance penalties to the attack roll and any flat check required due to the designated creature being concealed or hidden.

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VISIONS OF DANGER

SPELL 7

AUDITORY

CONCENTRATE

ILLUSION

MANIPULATE

VISUAL

Traditions occult

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

Defense basic Will; **Duration** 1 minute

An illusion of horrific creatures fills the spell's area. The creatures look like Tiny swarming monsters with a specific appearance of your choice, such as fiendish flies or animated saw blades. The burst deals 8d8 mental damage with a basic Will save to each creature that's inside the burst when it's created, enters the burst, or starts its turn inside the burst. A creature that critically succeeds at its Will save can immediately attempt to disbelieve the illusion. A creature that tries to Interact with the monsters or observes one with a Seek action can attempt to disbelieve the illusion. Creatures that disbelieve the illusion take no damage from the illusion thereafter.

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

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WARP MIND ➡➡

SPELL 7

CONCENTRATE

EMOTION

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** 1 creature

Defense Will

You scramble a creature's mental faculties and sensory input. The target must attempt a Will saving throw. Regardless of the result of that save, the target is then temporarily immune for 10 minutes. *Warp mind's* effects happen instantly, so *dispel magic* and other effects that counteract spells can't counteract them. However, *wish* rituals and abilities that can remove non-magical effects can still counteract the effects.

Critical Success The target is unaffected.

Success The target spends the first action on its next turn with the confused condition.

Failure The target is confused for 1 minute.

Critical Failure The target is confused permanently.

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CANTICLE OF EVERLASTING GRIEF ➡➡ SPELL 8

AUDITORY

CONCENTRATE

CURSE

EMOTION

FEAR

MANIPULATE

MENTAL

Traditions divine, occult

Range 120 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You create a melody distilled from pure grief, conveying the inevitable loss of everything your target cherishes, audible to only them. The target takes 10d6 mental damage depending on its Will save. A creature cursed by this spell can't benefit from circumstance or status bonuses, for the duration noted in the degree of success.

Critical Success The target is unaffected.

Success The target takes half damage, is frightened 1, and is cursed for 1 round.

Failure The target takes full damage, is frightened 3, and is cursed for 1 week.

Critical Failure The target takes double damage, is frightened 4, and is cursed for an unlimited duration. While the curse remains, the target's allies are also affected by the curse while within 15 feet of the creature.

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CONFUSING COLORS ➡➡

SPELL 8

ILLUSION

INCAPACITATION

MANIPULATE

SUBTLE

VISUAL

Traditions arcane, occult

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

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

A cloud of cascading, ever-changing colors manifests in the air. Creatures are dazzled while inside the cloud, as are those within 20 feet of the cloud's area. A creature must attempt a Will save if it is inside the cloud when you cast it, enters the cloud, ends its turn within the cloud, or uses a Seek or Interact action on the cloud. A creature currently affected by the cloud doesn't need to attempt new saves.

Success The creature is unaffected.

Failure The creature is confused for 1d4 rounds.

Critical Failure The creature is stunned for 1d4 rounds. After the stunned condition ends, the creature is confused for the remaining duration of the spell.

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DISAPPEARANCE

SPELL 8

ILLUSION

MANIPULATE

SUBTLE

Traditions arcane, occult

Range touch; **Targets** 1 creature

Duration 10 minutes

You shroud a creature from others' senses. The target becomes undetected, not just to sight but to all senses, allowing the target to count as invisible no matter what precise and imprecise senses an observer might have. It's still possible for a creature to find the target by Seeking, looking for disturbed dust, hearing gaps in the sound spectrum, or finding some other way to discover the presence of an otherwise-undetectable creature.

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DREAM COUNCIL

SPELL 8

CONCENTRATE

ILLUSION

MANIPULATE

MENTAL

SLEEP

Traditions arcane, occult

Cast 10 minutes

Range planetary; **Targets** up to 12 creatures you know by name and have met in person

Duration 1 hour

When you Cast this Spell, any targets—including you—can choose to immediately fall asleep. The spell ends for any creatures that don't choose to fall asleep. Sleepers join a shared dream, where they can communicate with one another as though they were in the same room. Individual targets leave this shared dream upon awakening, and if all the targets awaken, the spell ends.

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HIDDEN MIND

SPELL 8

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration until your next daily preparations

Powerful wards hide a creature from magic that would spy on it or affect its mind. The target gains a +4 status bonus to saves against mental effects. *Hidden mind* attempts to counteract any detection, revelation, and scrying effects as if its spell rank were 1 higher than its actual rank. On a success, the effect functions normally except that it detects nothing about the target and its possessions. For instance, *detect magic* would still detect other magic in the area, but not any magic on the target.

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PINPOINT

SPELL 8

UNCOMMON

CONCENTRATE

DETECTION

MANIPULATE

Traditions arcane, divine, occult

Cast 10 minutes

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

You learn the name of the target's exact location (including the building, community, and country) and plane of existence. You can target a creature only if you've seen it in person, have one of its significant belongings, or have a piece of its body, such as a lock of hair. To target an object, you must have touched it or have a fragment of it. *Pinpoint* automatically overcomes protections against detection effects of lower rank than this spell, even if they would normally have a chance to block it.

QUANDARY

SPELL 8

CONCENTRATE

EXTRADIMENSIONAL

MANIPULATE

TELEPORTATION

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration sustained

You transport the target into an extraplanar puzzle room of mysterious origin, locking them there. Once each turn as a single action, the target can attempt an Occultism check, Perception check, or Thievery check against your spell DC to solve the puzzle. Teleportation effects can't carry the target outside the puzzle room unless they can also traverse the planes, such as *interplanar teleport*. When the spell ends, the target returns to the space it occupied when it was banished, or to the nearest space if the original is now filled.

Critical Success The target solves the puzzle and escapes.

Success The target is on the right path to the solution. If it was already on the right path,
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it solves the puzzle and escapes.

Failure The target makes no progress toward a solution.

Critical Failure The target makes no progress and, if it was on the right path, it no longer is.

SPIRIT SONG

SPELL 8

CONCENTRATE

MANIPULATE

SPIRIT

Traditions divine, occult

Area 60-foot cone

Defense Fortitude

Your eldritch song sends pulsing waves of ethereal energy to attack creatures' spirits in the area, dealing 14d6 spirit damage that causes their bodies to momentarily freeze up from the hypnotic nature of the tune, depending on the result of their Fortitude save. The vibrating waves of *spirit song* penetrate into, but not through, solid barriers, damaging incorporeal creatures hiding in solid objects in the area but not passing onward to damage creatures in other rooms.

Critical Success The creature takes no damage.

Success The creature takes half damage and can't use reactions until the beginning of its turn.

Failure The creature takes full damage, can't use reactions until the beginning of its turn, and is stunned 1.

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Critical Failure The creature takes double damage, can't use reactions until the beginning of its turn, and is stunned 2.

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

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SPIRITUAL EPIDEMIC ➡➡

SPELL 8

CONCENTRATE

CURSE

MANIPULATE

SPIRIT

Traditions divine, occult

Range 120 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You curse the target, sapping its spirit and leaving a contagious trap in its essence. The target must attempt a Will save. Any creature that casts a divine or occult spell on the target while it's affected is targeted by *spiritual epidemic* and must also attempt a Will save. The curse continues to spread in this way.

Critical Success The target is unaffected.

Success The target is enfeebled 2 and stupefied 2 for 1 round.

Failure The target is enfeebled 2 and stupefied 2 for 1 minute and enfeebled 1 and stupefied 1 permanently.

Critical Failure The target is enfeebled 3 and stupefied 3 for 1 minute and enfeebled 2 and stupefied 2 permanently.

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UNCONTROLLABLE DANCE ➡➡

SPELL 8

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions arcane, occult

Range touch; **Targets** 1 creature

Defense Will; **Duration** varies

The target is overcome with an all-consuming urge to dance. For the duration of the spell, the target is off-guard and can't use reactions. It also can't use move actions except to dance, using the Stride action to move up to half its Speed.

Critical Success The target is unaffected.

Success The spell's duration is 3 rounds, and the target must spend at least 1 action each turn dancing.

Failure The spell's duration is 1 minute, and the target must spend at least 2 actions each turn dancing.

Critical Failure The spell's duration is 1 minute, and the target must spend all its actions each turn dancing.

UNRELENTING OBSERVATION



SPELL 8

CONCENTRATE

MANIPULATE

SCRYING

Traditions arcane, occult

Range 100 feet; **Area** 20-foot burst; **Targets** 1 creature or object tracked and up to 5 other willing creatures

Duration varies

This spell grants perfect sight based on scrying, allowing several willing targets to track the exact movements or position of one creature or object. Choose one target creature or object in the area to be tracked. It becomes the sensor for the spell. Up to five willing creatures of your choice in the area can see a ghostly image of this creature or object when it's out of their sight. They can perceive the creature or object perfectly, allowing them to ignore the concealed or invisible condition, though physical barriers still provide cover.

The tracking creatures can see the tracked creature or object through all barriers other than lead or running water, which block their vision.

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Distance doesn't matter, though the creature or object might move so far away it becomes too small to perceive. The tracking creatures don't see any of the environment around the target, though they do see any gear a creature is wearing or holding, and they can tell if it removes objects from its person.

If the target to be tracked is willing, the duration is 1 hour. If they're unwilling, the target must attempt a Will save.

Critical Success The creature or object is unaffected.

Success As described, and the duration is 1 minute.

Failure As described, and the duration is 1 hour.

CONCENTRATE

MANIPULATE

MENTAL

PREDICTION

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Duration 1 hour

You gain a sixth sense that warns you of danger that might befall the target of the spell. If you choose a creature other than yourself as the target, you create a psychic link through which you can inform the target of danger. This link is a mental effect. Due to the amount of information this spell requires you to process, you can't have more than one *foresight* spell in effect at a time. Casting *foresight* again ends the previous *foresight*. While *foresight* is in effect, the target gains a +2 status bonus to initiative rolls and isn't off-guard against undetected creatures or when flanked. In addition, you gain the following reaction.

Foresight  **Trigger** The target of *foresight* defends against a hostile creature or other danger; **Effect** If the hostile creature or
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danger forces the target to roll dice (a saving throw, for example), the target rolls twice and uses the higher result, and this spell gains the fortune trait. But if the hostile creature or danger is rolling against the target (an attack roll or skill check, for example), that hostile creature or danger rolls twice and uses the lower result, and this spell gains the misfortune trait.

OVERWHELMING PRESENCE



SPELL 9

AUDITORY

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

VISUAL

Traditions divine, occult

Area 40-foot burst; **Targets** any number of creatures

Defense Will; **Duration** until full tribute is paid

You surround yourself with supernatural splendor, appearing to be a god or similarly majestic being, with an appearance, regalia, and iconography of your choice. Targets must attempt a Will save. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target must pay tribute to you two times. Paying tribute requires that the target spend a single action, which has either the move trait (as they bow) or manipulate trait (as they offer up a token in their hands). They must pay tribute at least once on each of their turns, if possible. While affected, the target is fascinated by you and can't use hostile actions against you.

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Failure As success, but the target must pay tribute a total of six times.

Critical Failure As failure, but the target must spend all its actions paying tribute, and they cannot take other actions until the tribute is fully paid.

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PHANTASMAGORIA ➡➡

SPELL 9

CONCENTRATE

DEATH

ILLUSION

MANIPULATE

MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** any number of creatures

Defense Will

You fill the targets' minds with endless images, like countless dreams and lives colliding with each other. The onrushing information deals 16d6 mental damage to each target, depending on its Will save.

Critical Success The target is unaffected.

Success The target takes half damage and can't use reactions until the start of your next turn.

Failure The target takes full damage and is confused until the start of your next turn.

Critical Failure The target takes double damage and is confused for 1 minute.

RESPLENDENT MANSION

SPELL 9

CONCENTRATE

MANIPULATE

STRUCTURE

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration until your next daily preparations

You conjure a towering mansion up to four stories tall and up to 300 feet on a side. While Casting the Spell, you hold an image of the mansion and its desired appearance in your mind. The mansion can contain as many or as few rooms as you desire, and it's decorated as you imagine it. You can imagine a purpose for each room of the mansion, and the proper accouterments appear within. Any furniture or other mundane fixtures function normally for anyone inside the mansion, but they cease to exist if taken beyond its walls. No fixture created with this spell can create magical effects, but magical devices brought into the mansion function normally.

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Your mansion contains the same types and quantities of foodstuffs and servants as created by the *planar palace* spell.

Each of the mansion's exterior doorways and windows are protected by *alarm* spells. You choose whether each alarm is audible or mental as you Cast the Spell, and each has a different sound (for an audible alarm) or sensation (for a mental one), allowing you to instantly determine which portal has been used.

SEIZE SOUL

SPELL 9

UNCOMMON

CONCENTRATE

MANIPULATE

UNHOLY

Traditions divine, occult

Requirements item worth at least the target's level × 100 gp

Range 30 feet; **Targets** 1 creature that died within the last minute

Duration unlimited

You trap the target's soul in the item before the soul can pass on to the afterlife. The item used to contain the soul can be anything as long as it's of the appropriate value. The item has AC 16 and its normal Hardness and HP. Destroying (not just breaking) an item or counteracting *seize soul* releases the soul to the afterlife.

While the soul is in the item, the target can't be returned to life through any means, even powerful magic such as a *wish* ritual. If the item is destroyed or *seize soul* is counteracted on the item, the soul is freed. An item can't hold more than one soul, and any attempt wastes the spell.

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You can also target an item that has had a soul trapped it in with a second casting of *seize soul*, which destroys the item and either releases the soul or relocates it to a different item, whichever you choose. This fails if the target is an artifact or the trapped soul is a creature of 19th level or higher.

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TELEPATHIC DEMAND

SPELL 9

CONCENTRATE

INCAPACITATION

LINGUISTIC

MANIPULATE

MENTAL

Traditions arcane, divine, occult

Range planetary; **Targets** 1 creature you've telepathically contacted before

Defense Will; **Duration** varies

You send the target a message of 25 words or fewer, and it can respond immediately with its own message of 25 words or fewer. Your message is insidious and has the effect of a *suggestion* spell, with the message substituting for the spoken suggestion. On a successful save, the target is temporarily immune for 1 day, and on a critical success, the target is temporarily immune for 1 month. You can target a creature only if you've previously been in telepathic contact with it before, such as via the *telepathy* spell.

UNFATHOMABLE SONG ➡➡

SPELL 9

AUDITORY

CONCENTRATE

EMOTION

FEAR

INCAPACITATION

MANIPULATE

MENTAL

Traditions occult

Range 120 feet; **Targets** up to 5 creatures

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

Fleeting notes of a strange and unnatural song fill the air, overtaking the mind. Each target must attempt a Will save when you Cast the Spell, and again the first time you Sustain the spell each round. A creature needs to attempt only one save against the song each round, and you have to keep the same targets when you Sustain the spell.

Critical Success The target is unaffected, can't be affected on subsequent rounds, and is temporarily immune for 1 minute.

Success The target is unaffected this round, but it can be affected on subsequent rounds.

Failure Roll 1d4 on the following table.

Critical Failure Roll 1d4+1 on the following table.

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Result	Effect
1	The target is frightened 2.
2	The target is confused for 1 round.
3	The target is stupefied 4 for 1 round.
4	The target is blinded for 1 round.
5	The target is stunned for 1 round and stupefied 1 for an unlimited duration.

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WAILS OF THE DAMNED

SPELL 9

AUDITORY

CONCENTRATE

DEATH

MANIPULATE

VOID

Traditions divine, occult

Area 40-foot emanation

Defense Fortitude

You howl a lament of damned souls. Each living enemy in the area takes 8d10 void damage depending on its Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes full damage.

Failure The creature takes full damage and is drained 1d4.

Critical Failure The creature takes double damage and is drained 4.

FABRICATED TRUTH



SPELL 10

CONCENTRATE

INCAPACITATION

MANIPULATE

MENTAL

Traditions occult

Range 100 feet; **Targets** up to 5 creatures

Defense Will; **Duration** varies

Choose a single statement you want the targets to believe. The fact could be narrow, such as “a dragon is circling overhead and wants to kill me”; wide-reaching, such as “all humanoids are disguised abominations”; or conceptual, such as “if I don’t live a kinder life, I’ll be punished in the afterlife.” The targets’ experiences color how they react to this “truth” and how their behavior changes. If the statement changes what they perceive, they treat the change as a sudden revelation.

The effect of the spell depends on the targets’ Will saves. If a target is already affected by *fabricated truth*, your spell tries to counteract it. If the counteract check fails, the outcome of the target’s saving throw can’t be worse than a success.

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Critical Success The target doesn't believe the statement, and it knows you tried to trick it.

Success The target doesn't believe the statement or realize you tried to trick it.

Failure The target believes the statement for 1 week.

Critical Failure The target believes the statement with unlimited duration.

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CONCENTRATE**MANIPULATE****Traditions** arcane, occult

You temporarily stop time for everything but yourself, allowing you to use several actions in what appears to others to be no time at all. Immediately after casting *freeze time*, you can use up to 9 actions in 3 sets of up to 3 actions each. After each set of actions, 1 round passes, but for only you, effects specifically targeting or affecting you, and effects that you create during the stoppage. All other creatures and objects are invulnerable to your attacks, and you can't target or affect them with anything. Once you have finished your actions, time begins to flow again for the rest of the world. If you created an effect with a duration that extends beyond *freeze time*'s duration, such as *wall of fire*, it immediately affects others again, but it doesn't have any of the effects that happen only when you first Cast the Spell.

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UNCOMMON

CONCENTRATE

MANIPULATE

TELEPORTATION

Traditions arcane, divine, occult**Range** 120 feet**Duration** sustained up to 1 minute

You tear open a rift to another plane, creating a portal that creatures can travel through in either direction. This portal is vertical and circular, with a radius of 40 feet. The portal appears at a location of your choice on the destination plane, assuming you have a clear idea of both the destination's location on the plane and what the destination looks like. If you attempt to create a gate into or out of the realm of a deity or another similarly powerful being, that being can prevent the gate from forming.

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INDESTRUCTIBILITY ➡➡

SPELL 10

CONCENTRATE **MANIPULATE**

Traditions arcane, divine, occult, primal

Duration until the start of your next turn

You sever yourself from cause and effect. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can selectively allow yourself to be affected by anything you're willing to have affect you.

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MANIFESTATION ◆◆◆

SPELL 10

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

You spin secrets from the fundamentals of magic, shaping them into a power with nearly unlimited potential. You duplicate a spell of 9th rank or lower of the tradition from which you cast *manifestation*, or a spell of 7th rank or lower from any tradition. Though you can normally choose only spells that are common or to which you have access, the GM might allow broader options.

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REMAKE

SPELL 10

UNCOMMON

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 hour; **Cost** a remnant of the item

Range 5 feet

You fully re-create an object from nothing, even if the object was destroyed. To do so, you must be able to picture the object in your mind. The remnant of the item can be small or insignificant (even a speck of dust that remains from *disintegrate* is enough). The spell fails if your imagination relied on too much guesswork; if the object would be too large to fit in a 5-foot cube; if the object still exists and you were simply not aware of it; or if the object is an artifact, has a level over 20, or has similar vast magical power.

The item reassembles in perfect condition. Even if your mental image was of a damaged or weathered object, the new one is in this perfected form. If the object was magical, this spell typically restores its constant magical properties, but not any temporary ones, such as charges or one-time uses. An item with charges or uses per day has all of its uses expended when remade, but it replenishes them normally thereafter.