

INSTRUCTIONS



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INSTRUCTIONS



This deck includes every spell from *Pathfinder Rage of Elements*. The spells are sorted by tradition (arcane, divine, occult, and primal, followed by focus spells) with multiple copies of spells appearing on multiple spell lists, so every tradition is a complete set.

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 in *Rage of Elements*.

The full rules for casting spells begin on page 302 of the *Pathfinder Core Rulebook*.

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AIRLIFT ➡➡

SPELL 4

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal**Area** 10-foot emanation**Defense** Reflex

A massive rush of wind lifts, briefly carrying you and everything around you to a nearby destination. You, each creature in the area, and each item of 10 Bulk or lighter are lifted by this powerful gale. You and all affected creatures and objects Fly up to 60 feet and land on a solid surface, arriving in the same relative position to each other. If there wouldn't be enough room at the destination for everything you're bringing, the spell fails, though the GM might allow you to rearrange the group slightly to accommodate the spell.

Any unwilling participant can attempt a Reflex save to avoid being carried along. The *airlift* doesn't carry items that are secured in place (such as a hinged door or a person manacled to a wall).

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Heightened (6th) The distance you Fly increases to 120 feet, and the Bulk limit of an item you can *airlift* increases to 20.

ARROW SALVO ➡➡

SPELL 6

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Range** 100 feet; **Area** 30-foot burst**Defense** basic Reflex

You conjure an immense wooden bow that launches a salvo of massive arrows at all nearby enemies. All creatures in the affected area take 8d10 piercing damage, with a basic Reflex save. On a critical failure, the target is knocked prone from the force of the impact.

Heightened (+1) Increase the damage by 1d10.

BEHEADING BUZZ SAW

SPELL 7

CONCENTRATE | MANIPULATE | METAL

Traditions arcane

Area 60-foot line

Defense Reflex

You compress molten scraps pulled from the Plane of Metal into a spinning disc with gruesome blades protruding from its edges. It wheels forward, slicing through anyone in its path. Each creature in the area takes 5d10 slashing damage and 4d6 persistent bleed damage, with a Reflex save.

Success The creature is unaffected.

Failure The creature takes full damage.

Critical Failure The creature takes double damage. If the creature has a head, it must succeed at a Fortitude save or be decapitated; this kills any creature except ones that don't require a head to live. For creatures with multiple heads, this usually kills the creature only if you sever its last head. This second save has the death and incapacitation traits.

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Heightened (+1) The slashing damage increases by 1d10, and the persistent bleed damage increases by 1d6.

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BLASTBACK

SPELL 3

AIR

CONCENTRATE

Traditions arcane, primal

Trigger You fall more than 10 feet.

Area 20-foot emanation

Defense basic Reflex

You hit the ground with a shuddering boom, propelling the force of your fall out in a wave. You take no damage from the fall as the displaced air allows you to land gently, but all other creatures in the spell's area take 6d4 bludgeoning damage. Creatures that fail their save are also pushed back 5 feet.

Heightened (+2) The emanation increases by 10 feet, and the damage increases by 1d4.

BLAZING ARMORY ➡➡

SPELL 2

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, divine, primal

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

Duration 5 minutes

As long as you have magic, you're never unarmed. You materialize a flaming simulacrum of any common simple or martial weapon into the target's grasp. The target must have a free hand to hold the weapon, or else the weapon falls to the ground in the target's space. The blazing weapon functions as a *+1 striking weapon*, and its damage type changes to fire. The damage type can't be changed using the versatile trait, modular trait, or similar methods.

A thrown weapon rematerializes in the target's hand after the Strike is complete. If you choose a ranged weapon that uses ammunition, the wielder must still reload the weapon using the normal number of actions, though this generates ammunition automatically; this functions as normal ammunition, and the blazing weapon can't use other types of ammunition.

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Any creature other than you or the target that attempts to touch, make a Strike with, or Disarm the weapon takes 1d6 fire damage each time.

Heightened (4th) You can target up to 5 willing creatures and can choose a different weapon for each target. The weapons function as +1 *striking flaming* weapons.

Heightened (6th) As 4th, but the weapons function as +2 *greater striking flaming* weapons.

Heightened (8th) As 4th, but the weapons function as +3 *greater striking greater flaming* weapons.

Heightened (10th) As 4th, but the weapons function as +3 *superior striking greater flaming* weapons.

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BRINE DRAGON BILE

SPELL 2

ACID

CONCENTRATE

WATER

Traditions arcane, primal

Trigger A creature within range takes damage from a slashing or piercing attack, or one that inflicts persistent bleed damage.

Range 30 feet; **Targets** the creature that took damage

Defense AC

You spit a glob of caustic saltwater that stings the wounds of the creature. Make a ranged spell attack against the triggering creature's AC. On a hit, salt scours its open wound, dealing 2d6 persistent acid damage.

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

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BUOYANT BUBBLES ➤

SPELL 1

CONCENTRATE **WATER****Traditions** arcane, primal**Range** 30 feet; **Targets** 1 creature**Duration** 1 minute

You create a thin layer of foamy bubbles that adhere to the target, causing it to float in water and similar liquids. The target doesn't sink, even if it hasn't succeeded at a Swim check this round; an already-sinking target resurfaces with the bubbles' help over the course of 1 round. If on a plane where the water or liquid has a surface, the bubbles also prevent the target from diving beneath that surface unless it succeeds at a Fortitude save against your spell DC.

Heightened (4th) You can target up to 5 creatures.

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BURROW WARD ➡➡

SPELL 2

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Area 15-foot emanation

Duration sustained up to 1 minute

You solidify the earth around you, hindering burrowing creatures. Creatures that can't burrow through stone can't burrow through the area. Such creatures already underground within the area must succeed at a Fortitude save or be ejected from the area toward the surface. Those who succeed are forced out of the area but can remain underground. Creatures that can burrow through stone treat the area as difficult terrain.

Heightened (5th) You create a 30-foot emanation.

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CAUTERIZE WOUNDS

SPELL 2

CONCENTRATE

FIRE

HEALING

MANIPULATE

Traditions arcane, divine, primal

Range 60 feet; **Targets** up to 5 willing creatures

Duration 1 minute

You seal bleeding wounds with fire. Any target that has persistent bleed damage can choose to take 1 fire damage. If it does, it can attempt to recover from its persistent bleed damage, with the lower DC for particularly effective assistance. During the spell's duration, you can use a single action, which has the concentrate trait, to repeat this effect for one target of the spell.

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CAVE FANGS

SPELL 3

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range 60 feet; **Area** 20-foot burst

Defense basic Reflex; **Duration** 1 minute

Sharp flowstone formations protrude from the ground and ceiling, dealing 6d6 piercing damage to creatures in the area with a basic Reflex save. Densely packed with protrusions, the area becomes difficult terrain for the duration. The protrusions turn to dust when the spell ends. You can Dismiss the spell.

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

CINDER SWARM

SPELL 4

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature

Defense Fortitude or basic Reflex (see text)

Duration sustained for up to 1 minute

You breathe life into a mass of fiery critters. They swarm the target and create an aura around it in a 5-foot emanation. The target and enemies in the aura are subject to an effect depending on the insects you choose. On subsequent rounds, the first time you Sustain this spell each round, you repeat the effect on the target and all your enemies in the insect aura. Pick a type of insect to determine the effects.

- **Fire Ants** You create fiery flying ants that deal 3d6 piercing damage plus 2d6 persistent fire damage with a basic Reflex save. A creature that fails its save must move 5 feet in a direction of your choice as it tries to escape the biting ants; this happens after all the

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creatures attempt their saves and can't add new creatures to the aura if the main target moves.

- **Fireflies** (incapacitation) You create a flurry of fireflies that deal 3d6 fire damage and can dazzle or blind, depending on the target's Fortitude save.

Critical Success The creature takes no damage.

Success The creature takes half damage and is dazzled for 1 round.

Failure The creature takes full damage and is blinded for 1 round. It's then temporarily immune to being blinded by *cinder swarm* for 24 hours.

Critical Failure As failure, but double damage and blinded for 1 minute.

Heightened (+1) Increase the ants' piercing damage and fireflies' fire damage by 2d6.

CLAD IN METAL ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, primal

Range touch; **Targets** 1 metal object of 5 Bulk or less that's unattended or attended by a willing creature

Duration 1 minute

You briefly swap the outer surface of the metal in an object with a suitable amount of a common precious metal from the Plane of Metal. You can instead choose an uncommon or rare metal if you have access to it or the GM has given you access to it.

The object functions as an item of that metal, provided the item would be 2nd level or lower. For example, you could make a dagger into a cold iron or silver dagger (2nd-level items) but couldn't make full plate into cold iron armor or silver armor (5th-level items). This imparts any special properties of the precious metal—a weapon clad in cold iron activates weaknesses to cold iron, for example—and suppresses any special properties of the original metal of which the item was made.

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The spell neither changes the structural integrity of the item nor damages it. The object can pass a cursory inspection, but the magical effect is obvious to anyone who studies the item closely, so it doesn't alter the Price of the item if you attempt to sell it.

Heightened (+1) The maximum level of the precious metal increases by 2.

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CLEANSE AIR ➡➡

SPELL 2

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, divine, primal

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

Duration 1 minute

You purify the air in the area, making it clean and breathable. This removes inhaled poisons, pollution, and similar contaminants from the air but doesn't prevent future contamination. This effect is immediate; for the remaining duration, the spell prevents any further contamination from altering air in the area, including keeping toxic air bordering the area from coming inside. This spell doesn't create air, so casting it underwater wouldn't create breathable air, nor would it affect any toxins within air suspended in the water.

Heightened (3rd) The area increases to 60 feet.

Heightened (4th) The area increases to 120 feet.

Heightened (6th) The area increases to 500 feet.

Heightened (9th) The area increases to 1 mile.

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CLOUD DRAGON'S CLOAK

SPELL 3

AIR **MANIPULATE**

Traditions arcane, primal

Trigger You or an ally in range is targeted by a ranged attack.

Range 60 feet; **Targets** the creature targeted by the attack

Duration 1 round

A cloud of mist enshrouds the target, appearing much like the deflecting clouds created by cloud dragons. The target is treated as hidden for the purposes of resolving the triggering attack (so normally the attacker must succeed at a DC 11 flat check to target it) and all ranged attacks against it for the duration.

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CONDUCTIVE WEAPON ➡➡

SPELL 1

CONCENTRATE

ELECTRICITY

MANIPULATE

METAL

Traditions arcane, primal

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

Duration 1 minute

You channel powerful electric current through the metal of a weapon, zapping anyone the item hits. The target becomes a +1 *shock weapon*. If any target of an attack with the weapon is wearing metal armor or is primarily made of metal, the electricity damage die from the *shock* rune is 1d12.

CORAL SCOURGE

SPELL 3

CONCENTRATE INCAPACITATION MANIPULATE WATER

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** 1 minute

Barnacles, coral, and other rough aquatic creatures grow on the target's body, getting in between its joints and stiffening its movement. This impedes the target's movement depending on the result of its saving throw.

Critical Success The target is unaffected.

Success The target is clumsy 1. The target can Interact to scrape the coral growths from its body, decreasing the clumsy condition to 0 and ending the spell.

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Failure The target is clumsy 2. Each round at the beginning of its turn, the target becomes clumsy 1 or increases its clumsy condition by 1, to a maximum of 4. The target can Interact to scrape the coral growths from its body, decreasing the clumsy condition to 0 and ending the spell. If the target's clumsy condition caused by *coral scourge* reaches 4, the growths spread to cover the target's entire body, and the target becomes paralyzed.

Critical Failure As failure, but when the target Interacts to scrape the coral growths from its body, it reduces its clumsy condition by 1, instead of decreasing it to 0, and decreasing the clumsy condition to 0 doesn't end the spell.

DANCING FOUNTAIN >>>

SPELL 7

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Area** 30-foot burst centered on you**Duration** sustained up to 1 minute

Tapping the ground, you create a shallow pool of water that spreads over the affected area, and majestic sprays, jets, and mists of water erupt forth in a dazzling water show. When you Cast the Spell, and the first time each round you Sustain the spell, you can command the fountain to use one of the following displays, which is accompanied by a loud burst of music. The *dancing fountain* is somewhat fickle in its desire for novelty, meaning it can't be commanded to use the same display on two consecutive turns.

- **Chasing Jets** A series of vertical jets shoot up in a chase sequence, forcing one creature within the fountain to move 15 feet in a direction of your choice unless it succeeds at a Reflex save against your spell DC. The

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fountain can't make a creature move outside its area.

- **Flashing Spray** Diffuse fog fills the area of the emanation. All creatures within the fountain become concealed, and all creatures outside the fountain become concealed to creatures within it. The spray persists until the beginning of your next turn.
- **Power Rings** The fountain blasts a series of rings of water into the air that land with a crash in a 10-foot burst centered on a location of your choice within the fountain. The falling torrent deals 10d6 bludgeoning damage to all creatures within the burst (basic Reflex).

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DEEP BREATH ➡

CANTRIP 1

AIR

CANTRIP

MANIPULATE

Traditions arcane, primal

Duration 10 minutes

You take an incredibly deep breath and can hold it for the spell's duration. You don't lose breath when hit, but you do lose all the air you inhaled if you speak (including to Cast a Spell). This spell doesn't create air; if you don't have air to breathe when you cast it, you get no benefit.

Heightened (2nd) The duration increases to 1 hour, and you lose only 10 minutes of breath if you speak.

Heightened (4th) The duration increases to 8 hours, and you lose only 10 minutes of breath if you speak.

DEHYDRATE

SPELL 1

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal

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

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

You stir the inner fire of all things within the area, driving out moisture. All creatures in the area take 1d6 persistent fire damage with a basic Fortitude save; creatures with the water or plant traits get a result one degree of success worse than they rolled. The spell ends for a creature when its persistent damage ends.

A creature affected by *dehydrate* attempts an additional Fortitude save at the end of each of its turns, before rolling to recover from the persistent damage. It can forgo this additional save if it consumed water or a similar hydrating liquid within the last round (drinking typically requires a single action).

Success The creature takes no additional effect.

Failure The creature is enfeebled 1 until the end of its next turn.

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Critical Failure The creature is enfeebled 2 until the end of its next turn.

Heightened (+2) The range increases by 10 feet, the burst increases by 5 feet, and the persistent fire damage increases by 3d6.

DETECT METAL ➡➡

CANTRIP 1

CANTRIP | CONCENTRATE | DETECTION | MANIPULATE | METAL

Traditions arcane, divine, occult, primal

Area 30-foot emanation

You attune yourself to magnetic fields, becoming aware of the presence or absence of metallic objects, veins, and deposits within the area. You can choose to ignore metal you're fully aware of, such as the gear you and your allies wear and carry.

You detect metal hidden by illusions (such as *invisibility*) only if the illusion has a lower rank than your *detect metal* spell. Against deceptive illusions, *detect metal* always notices an absence of metal when a non-metallic object is disguised as metallic. However, if the deception involves disguising one metallic object as another, such as pretending a copper coin is made of gold, *detect metal* registers only the presence of metal, not its type, even if the rank of your *detect metal* spell exceeds that of the illusion effect.

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Heightened (3rd) You can discern all types of metal you detected. Your spell can overcome deceptive illusory spells hiding one metal as another if the magic effect's rank is lower than that of your *detect metal* spell.

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DIVE AND BREACH

SPELL 3

ATTACK

CONCENTRATE

MANIPULATE

TELEPORTATION

WATER

Traditions arcane, primal

Defense basic Reflex

You make the briefest of dives through the Plane of Water. You Leap 10 feet, and where you would land on the ground, you instead disappear in a splash of water, your body entering the surface like a diver entering a pool. You then exit from an unoccupied surface within 40 feet, appearing in another splash of water as you Leap out, landing 10 feet away from where you exited. Each splash deals 3d10 bludgeoning damage to all creatures in a 5-foot emanation; creatures in multiple splash zones take damage only once.

Heightened (+1) The damage dealt by each splash increases by 1d10.

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DRAW MOISTURE ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal

Range 10 feet; **Targets** 1 object

You draw water out of an object, possibly to clean up spills or quickly dry a soaked book or shirt. You draw up to a pint of water from the object; this dries objects of less than 1 Bulk. The water collects in a globule floating in your hand, which you can direct into a nearby container as part of Casting the Spell; otherwise, it splashes to the ground. Repeated applications of *draw moisture* can be used to dry larger objects, although doing so might take significant time. You can use this spell in especially humid environments to condense drinkable water from the air, though typically, you can't draw more than a few cups before depleting the ambient moisture.

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EAT FIRE

CANTRIP 1

CANTRIP

FIRE

MANIPULATE

Traditions arcane, occult, primal

Trigger You would take fire damage.

Duration until the end of your next turn

You consume and ingest fire, making it less harmful to you. You gain resistance 5 to fire damage until the end of the current turn. During the remaining duration of the spell, you can use the Belch Smoke action. The spell ends if you fall unconscious, inhale, or exhale (this includes speaking).

Belch Smoke  You exhale what remains of the smoke, ending the spell and creating a smoke cloud in a 5-foot burst within 20 feet. All creatures within the smoke cloud are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Heightened (+3) The resistance increases by 5.

ELEMENTAL BREATH ➡➡ TO ➡➡➡ SPELL 5

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 60-foot cone

Defense basic Reflex

You open a miniature portal to an elemental plane within your mouth, then exhale a powerful explosion of the plane's element. Roll 1d6 to determine the element. If you used 3 actions to Cast this Spell, you can choose the element instead. This spell gains the trait matching the element.

Each creature in the cone must attempt a basic Reflex save.

1. **Air** Strong winds and lightning strikes buffet creatures in the cone, dealing 6d10 electricity damage. A creature that fails its save is also pushed 10 feet.
2. **Earth** A cone of mud deals 5d10 bludgeoning damage to creatures in the area. A creature on the ground that fails its save slips and falls prone.

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3. **Fire** A surging cone of fire deals 7d10 fire damage.
4. **Metal** A cone of rust slices flesh and damages metal. Each creature in the area takes 5d10 slashing damage. A creature made of metal gets a result one degree of success worse than it rolled, and an unattended metal object gets a critical failure.
5. **Water** A torrent of chilled water deals 3d10 cold damage and 3d10 bludgeoning damage.
6. **Wood** Branches rip through creatures, dealing 3d10 piercing damage and 3d10 slashing damage. Ground in the area becomes difficult terrain for 1 minute.

Heightened (+1) The damage increases by 1d10. For water and wood, you can choose which damage type increases for each rank the spell is heightened.

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ELEMENTAL COUNTER

CANTRIP 1

UNCOMMON

CANTRIP

CONCENTRATE

Traditions arcane, primal

Trigger You or a creature within 60 feet rolls a saving throw against a spell with the earth, fire, metal, plant, water, or wood trait, or are targeted by a spell attack with such a trait.

Requirements You have a spell slot from which you could Cast a Spell of the triggering spell's countering element; see text.

Each element in the elemental cycle counters another (as described on pages 8–9 in *Rage of Elements*), and you can use your elemental spells to protect against elements they counter. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell, using the rank of the spell you lost for the counteract rank. You can lose a plant or wood spell to counter earth, an earth spell to counter water, a water spell to counter fire, a fire spell to counter metal, or a metal spell to counter plant or wood.

ELEMENTAL SENSE ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

REVELATION

Traditions arcane, primal

Duration 10 minutes

The elements grant you sensory enhancements. Choose one of the options below. The spell gains the listed trait or traits.

- **Aquatic Echolocation** (water) You use your hearing as a precise sense when underwater.
- **Heatsense** (fire) You can sense creatures with a temperature of 90° Fahrenheit or higher within 30 feet as an imprecise sense.
- **Magnetoreception** (metal) You can sense creatures carrying metal items with a total of 1 Bulk or greater; this is an imprecise sense with a range of 30 feet. If a creature is made of metal or has the metal trait, you can detect it as though magnetoreception were a precise sense. In addition, you

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continuously know which direction is north.

- **Mechanoreception** (air) You can see invisible creatures and objects. They appear to you as translucent shapes, and they are concealed to you.
- **Tremorsense** (earth) You gain tremorsense (imprecise) with a range of 30 feet.
- **Woodsense** (plant, wood) You can sense creatures carrying wood items with a total of 1 Bulk or greater; this is an imprecise sense with a range of 30 feet. If a creature is made of wood or has the plant or wood trait, you can detect it as though woodsense were a precise sense.

Heightened (6th) The duration increases to 8 hours, and you can take 1 minute to recalibrate the sense, switching from your current elemental sense to a different one.

ENGRAVE MEMORY

SPELL 5

UNCOMMON

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Cast 1 minute

Range touch; **Targets** 1 stone of at least 1 Bulk

Duration unlimited

You store memories inside a stone. This memory can convey up to 10 minutes of material. When you Cast this Spell, choose a command word. Doing so creates a carved symbol on the stone that hints at the word. Any creature can access the memories stored within the stone by using an action to speak the command word.

As it imparts the memories, the stone crumbles to dust, but the memory is infallibly available to the creature that activated the stone for the next 24 hours. After that time, the creature's normal capacity for memory must be relied upon to recall the stone's imparted memory. It's up to the GM what benefit the imparted memory grants,
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from circumstance bonuses to checks related to the memory or clear information on subjects the memory covers.

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ENTWINED ROOTS

SPELL 5

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Cast** 1 minute**Area** 20-foot burst; **Targets** Up to 5 willing living creatures**Duration** 10 minutes

Slithering roots gird you and your allies in layers of flexible wooden protection. Each affected creature gains resistance 5 to bludgeoning and piercing damage. Whenever a creature protected by these roots is targeted by a ranged weapon attack but takes no damage (such as if the attack missed or the damage was reduced to 0 by resistance), the roots snatch up the ammunition or thrown weapon and hold it. The protected creature can retrieve the thrown weapon or ammunition as an Interact action.

Heightened (7th) The resistances increase to 10.**Heightened (9th)** The resistances increase to 15.

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EXPLODING EARTH ➡➡

SPELL 2

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal**Range** 120 feet; **Targets** 1 creature**Defense** AC

You throw a hard-packed ball of earth and stone at a creature, and the projectile explodes upon impact. Attempt a spell attack against the target's AC. If you hit, you deal 4d6 bludgeoning damage plus 1d6 bludgeoning splash damage. On a critical hit, double the initial damage, but not the splash damage, and the target you hit must succeed at a Fortitude saving throw or fall prone.

Heightened (+2) The damage increases by 2d6, and the splash damage increases by 1d6.

FALSIFY HEAT ➡➡

SPELL 2

CONCENTRATE

FIRE

ILLUSION

MANIPULATE

Traditions arcane, primal

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

Duration 8 hours

You veil the signs of the fires of vitality, altering the target's apparent body temperature. This illusion applies to all senses, and a creature that touches the target can attempt to disbelieve the illusion. You can Dismiss the spell. Choose an illusory body temperature when you cast the spell.

- **Moderate** The target's body temperature appears the same as the surrounding environment, giving the target a +2 circumstance bonus to Deception checks to Impersonate an undead, a cold-blooded creature, or an inanimate object (such as a corpse). The target is also invisible to *heatvision* (*Rage of Elements* 120) and other abilities that sense heat similarly.

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- **Warm** The target appears to emit substantial body heat, gaining a +2 circumstance bonus to Deception checks to Impersonate a warm-blooded creature.

Heightened (4th) You can target up to 10 creatures, and you can choose a different body temperature for each of them.

FERROUS FORM ➡➡

SPELL 8

CONCENTRATE

METAL

MANIPULATE

POLYMORPH

Traditions arcane, primal

Duration 1 hour

Your body transforms entirely into flexible iron. You gain resistance 10 to physical damage, except adamantine. You're immune to death effects, disease, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, vitality, and void; any of those conditions you had when the spell is cast are suspended until the spell ends, then return with their remaining duration when the spell ends. While made of iron, you're subject to rusting effects like the *rust cloud* spell (*Rage of Elements* 145).

Your fist Strikes have a 1d10 damage die, and your metal spells deal one additional die of damage (of the same damage die and damage type the spell uses). You can cast *needle darts* (*Rage of Elements* 144) as an innate spell; the casting is reduced from 2 actions to 1.

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In this form, you don't need to breathe. Your Bulk doubles (to 6 if you're Small or 12 if you're Medium), and you become too dense to Swim in water, automatically sinking to the bottom. You can Dismiss the spell.

Heightened (9th) The resistance increases to 15.

FIELD OF RAZORS

SPELL 6

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal

Range 60 feet; **Area** 20-foot burst

Defense basic Reflex; **Duration** 1 minute

You grind a chunk of your choice of metal to fine dust between your hands and blow it into the air, where it grows into a tangle of wires covered in razor-sharp prongs. The metal must be of a type you currently have in your possession. The covered area is difficult terrain. A creature that moves through the area takes 5 slashing damage per square traversed.

If a creature takes slashing, piercing, or persistent bleed damage while inside the thicket, you can spend a reaction to grow the iron in the shed blood into additional wires, expanding the burst by 5 feet. You can grow the area four times in this way, to a maximum of a 40-foot burst.

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The barbed wires are made of the metal you chose and activate resistances, weaknesses, and the like normally. The metal reforms in your possession when the spell ends.

Heightened (+1) The damage per square increases by 2.

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FIRE'S PATHWAY

SPELL 5

UNCOMMON

CONCENTRATE

FIRE

MANIPULATE

TELEPORTATION

Traditions arcane, primal

Cast 1 minute

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

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

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

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

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FIREPROOF

SPELL 2

CONCENTRATE FIRE MANIPULATE

Traditions arcane, divine, primal**Cast** 1 minute**Range** touch; **Targets** 1 object up to 10 Bulk**Duration** 1 hour

You prevent the target item from conducting heat or catching fire for the spell's duration. The item gains fire resistance 10. In addition, effects with the fire trait that target the item must first succeed at a counteract check against your spell DC.

Heightened (4th) The duration is 24 hours.**Heightened (6th)** The duration is unlimited.

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FLAME DANCER ➡➡

SPELL 5

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, occult, primal**Range** 60 feet; **Targets** 1 willing creature**Duration** 1 minute

Fire encircles the target's hands and feet, and its eyes and hair catch ablaze. The target's unarmed Strikes deal an additional 2d6 fire damage. Critical hits with these Strikes also deal 2d4 persistent fire damage. Additionally, when the target attempts to Demoralize a foe, they can use Performance instead of Intimidation; when using Performance to Demoralize, the action loses the auditory trait but gains the visual trait, and the target doesn't take a penalty when attempting to Demoralize a creature that doesn't understand its language.

Heightened (7th) The fire damage increases to 3d6, and the persistent fire damage increases to 3d4. If the target gets a critical success on a Demoralize check using Performance, the target of the Demoralize check becomes fleeing from the target of *flame dancer* for 1 round.

FLAMES OF EGO ➡➡

SPELL 5

CONCENTRATE FIRE INCAPACITATION LIGHT MANIPULATE MENTAL

Traditions arcane, occult, primal

Range 120 feet; **Targets** 1 creature

Defense Will; **Duration** varies

Elegant flames of incredible beauty coruscate across the target's body, creating overconfidence and carelessness. The target attempts a Will save.

Critical Success The target is unaffected.

Success The target sheds bright light in a 20-foot emanation (and dim light to the next 40 feet) and becomes fascinated with itself for 1 round. It must spend at least 1 action on its turn on a taunting display of arrogance or overconfidence. Using actions that include such a display—such as using Perform to show off—count toward this requirement.

Failure As success, but the duration is 1 minute and the target can't act hostile toward a creature until that creature acts hostile toward the target.

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Critical Failure As failure, except the target must spend at least 2 actions on its turn on a taunting display of arrogance or overconfidence.

FLOURISHING FLORA

SPELL 1

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

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

Defense basic Reflex

Plants rapidly grow up from the ground. All creatures in the target area take 2d4 damage. The type of damage depends on the type of plant you choose to grow. On a critical failure, targets experience additional effects, also depending on what you choose to grow. The type of plant and its effects are chosen when you Cast the Spell.

- **Cacti** Piercing damage, and 1 persistent bleed damage on a critical failure.
- **Flowers** Poison damage, and dazzled for 2 rounds on a critical failure.
- **Fruits** Bludgeoning damage, and clumsy 1 for 2 rounds on a critical failure.
- **Roots** Bludgeoning damage, and the affected creatures fall prone on a critical failure.

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

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FOLD METAL ➡➡

SPELL 1

CONCENTRATE

MANIPULATE

METAL

Traditions arcane**Range** touch; **Targets** 1 unattended metallic object up to 5 Bulk**Duration** 10 minutes

You bend the target object into a smooth metallic ball no larger than an egg. The target reverts to its original shape only when you Dismiss the spell, the duration expires, or if the ball touches water or fire, whichever comes first.

Creatures that see the reshaped object can attempt a Perception check against your spell DC to notice the ball might not actually be what it seems. If the object is magical, it retains its magical auras but can't be worn, affixed, or Activated.

Heightened (3rd) The spell duration becomes 1 hour.

FREEZING RAIN

SPELL 5

COLD

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

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

Defense Reflex (see text); **Duration** sustained up to 10 minutes

Intense cold rain comes from nowhere, a microcosm of a sudden downpour, and a magical tweak can turn the rain to freezing sleet. The driving rain and pooling water make the area difficult terrain and extinguish non-magical fires.

On subsequent rounds, the first time you Sustain the spell each round, you can move the area up to 20 feet and can also freeze the rain. If you freeze the rain, each creature in the area takes 4d6 cold damage and might be slowed, depending on the result of its Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

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

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Critical Failure The creature takes double damage and is slowed 2 for 1 round.

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

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FROST PILLAR ➡➡

SPELL 6

COLD

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

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

Ice crystallizes around a creature, imprisoning it within an icy pillar. On a successful saving throw, the creature is pushed to an adjacent space of its choice; otherwise, it's frozen inside the pillar and becomes restrained as its body can barely move within the ice. The ice has AC 10, Hardness 10, and 60 Hit Points; it's immune to critical hits, cold damage, and precision damage, and it has weakness 15 to fire. If the ice is destroyed, the creature within is freed and the spell immediately ends.

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GLASS FORM ➡➡

SPELL 4

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

You grant the target properties of dull, transparent glass. The target becomes concealed, has no scent, and can't bleed. They gain resistance 5 to acid, cold, electricity, and piercing damage and weakness 5 to sonic and bludgeoning damage. A creature in this form is affected by the *shatter* spell as though the creature were an unattended object. Each time the target takes damage to which the spell grants resistance or weakness, reduce the duration by 1 minute.

Heightened (+2) The resistances and weaknesses increase by 5.

GLASS SHIELD ➡

CANTRIP 1

CANTRIP

CONCENTRATE

EARTH

Traditions arcane, primal

Duration until the start of your next turn

Defense basic Reflex

You summon a layer of clear glass to keep you from harm. This cantrip functions as the *shield* spell, except it has Hardness 2 and 4 Hit Points. If this shield breaks, provided the breaker is within 5 feet, they must succeed at a basic Reflex save or take 1d4 piercing damage from the glass shards.

Heightened (3rd) The shield has Hardness 4 and 8 Hit Points, and the damage increases to 1d4 + your spellcasting attribute modifier.

Heightened (5th) The shield has Hardness 7 and 16 Hit Points, and the damage increases to 2d4 + your spellcasting attribute modifier.

Heightened (7th) The shield has Hardness 10 and 24 Hit Points, and the damage increases to 3d4 + your spellcasting attribute modifier.

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Heightened (9th) The shield has Hardness 12 and 32 Hit Points, and the damage increases to 4d4 + your spellcasting attribute modifier.

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GRASP OF THE DEEP ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

MENTAL

WATER

Traditions arcane, primal**Range** 60 feet; **Targets** 1 creature**Defense** Will; **Duration** 1 minute

You grip one target with the phantasmal pressure of the deep sea, disorienting and crushing its lungs and joints. The target takes 6d6 bludgeoning damage and other effects, depending on its Will saving throw.

Critical Success The creature is unaffected.**Success** The target takes half damage.

Failure The target takes full damage, and feels as though it's being crushed. The target also becomes grabbed, but it can attempt to Escape with an Escape DC equal to your spell DC.

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

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

GRASPING EARTH

SPELL 4

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range 60 feet; **Area** 10-foot burst on the ground

Duration sustained up to 1 minute

Defense Fortitude

Handlike protrusions of rock and soil grab and bury creatures. Each creature in the area when you Cast the spell, and each creature that ends its turn in the area during the spell's duration, must attempt a Fortitude save. The first time each round you Sustain this spell, each creature still grabbed by the earth takes 1d6 bludgeoning damage, and each creature restrained by the earth takes 2d6 bludgeoning damage. A creature can attempt to Escape, rolling against your spell DC.

Success The creature is unaffected.

Failure The creature is grabbed by the earth.

Critical Failure The creature is restrained by the earth.

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Heightened (+2) The bludgeoning damage dealt when you Sustain this spell increases by 1d6 for grabbed creatures and 2d6 for restrained creatures.

HELPFUL WOOD SPIRITS ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Range** 30 feet; **Area** 5-foot burst**Duration** sustained up to 1 minute

Upon casting this spell, a cluster of little wood spirits tumbles into the area. They perform a simple task each round. These spirits are a magical echo of the true spirits that live on the Plane of Wood and can't be attacked, damaged, or otherwise interfered with. These spirits often look like kodama but can appear in any of the countless varieties of wood spirits that inhabit the Plane of Wood.

Choose the kind of aid your wood spirits supply from the list on the reverse when you Cast the Spell. The first time each round you Sustain the spell, you can move the area occupied by the apparitions up to 10 feet and you can choose the kind of aid they provide this round.

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- **Chores** The wood spirits perform a minor manual task of your choice, such as cleaning, opening a door, picking up an unattended object, or carrying an object from one location to another. The spirits can't pick up or carry an object of greater than 2 Bulk.
- **Distract** The wood spirits distract your foes, clambering all over their feet and bodies and being a nuisance. Creatures in the area are off-guard unless they succeed at a Reflex save.
- **Obstacle** The wood spirits fill the area as a chaotic, bouncing mass. The area they occupy is difficult terrain.
- **Search** The wood spirits Seek in the area they occupy, using your Perception check as their own. You learn anything they do from Seeking in this way.

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HEATVISION ➡➡

SPELL 3

UNCOMMON

CONCENTRATE

FIRE

MANIPULATE

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

The target visually senses the heat energy emitted by the creatures and objects around it, gaining infrared vision at a range of 60 feet as a precise sense. This vision can detect any warm-blooded creature or source of heat not completely covered behind a solid object, such as a wall; this bypasses any concealment granted by smoke or darkness. It can similarly detect especially cold creatures and sources of cold. Almost all creatures with the cold or fire trait can be detected with *heatvision*. Undead and constructs are typically the same temperature as their environment and can't be detected with *heatvision*. The GM decides in other cases.

Heightened (6th) The duration lasts until you next make your daily preparations, and the range increases to 120 feet.

HEAVING EARTH

SPELL 7

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature or object on the ground

Defense Reflex

You strike the ground, and unleash a wave that travels through the struck surface to the target. The effect ends as soon as it can't travel through a solid surface, such as a stone floor. Each creature in a line between you and the target is shaken by tremors and must attempt a Reflex saving throw against your spell DC. A creature that fails this save is pushed 10 feet away from you.

The wave explodes once it reaches the target, showering the target with earth and stone and dealing 12d10 bludgeoning damage with a basic Reflex save. A target that fails its save against this explosion is also pushed back 10 feet and knocked prone. A creature subject to the explosion doesn't need to save against the tremors.

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Heightened (9th) The wave explodes on one additional target of your choice in the line to the final target.

HUNGRY DEPTHS

SPELL 7

CONCENTRATE

MANIPULATE

VOID

WATER

Traditions arcane, primal

Range 120 feet; **Area** 5-foot burst (see text)

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

A spiral of dark, corrupted water appears in the ground, plunging open a door to the depths that seems to descend for miles. Disembodied glowing eyes and gnashing teeth spin within the vortex, consuming anything that crosses their path.

All creatures in the area take 4d8 piercing damage plus 4d4 void damage (basic Reflex save). Each time you Sustain the spell, you can increase the vortex's radius by 5 feet, to a maximum of 15 feet, or you can move the vortex up to 10 feet in a straight line. Each creature the vortex moves through takes the damage with a basic Reflex save. A creature can take damage from *hungry depths* only once per round.

If cast underwater, *hungry depths* instead fills a 40-foot-tall cylinder with a 5-foot radius.

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Heightened (9th) The vortex deals 5d8 piercing damage and 5d4 void damage.

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ILLUMINATE ➡

CANTRIP 1

CANTRIP FIRE MANIPULATE

Traditions arcane, divine, occult, primal

Area 30-foot emanation (see text)

You light all non-magical light sources in the area that use fire to provide their light—such as candles, lamps, and sconces. You can choose to make the emanation smaller than its maximum, to any distance of your choice. If a light source is attended by an unwilling creature, that creature can attempt a Reflex save to snuff the light out before it becomes noticeable.

Heightened (+1) The maximum area increases by 10 feet.

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INSTANT POTTERY

SPELL 1

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Cast** 1 minute**Range** 10 feet**Duration** 1 hour

You pull earthen material out of the environment, then shape it into one or more earthenware objects that, in combination, can be up to light Bulk. Alternatively, you can cast this spell on objects previously created with this spell, extending their duration. No object can have intricate artistry or complex moving parts, can fulfill a cost or the like, or is made of anything more than clay or earth. Each object is obviously the product of temporary magic and thus can't be sold or passed off as a valuable item.

Heightened (2nd) You can create objects of up to 1 Bulk. They last 8 hours.

Heightened (3rd) You can create objects of up to 2 Bulk. They last 24 hours.

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INTERPOSING EARTH

SPELL 1

EARTH **MANIPULATE**

Traditions arcane, primal

Trigger You are the target of a Strike or would attempt a Reflex save against a damaging area effect.

Duration 3 rounds

You raise a flimsy barrier of earth to shield you from harm. This barrier is 1 inch thick, 5 feet long, 5 feet high, and must be placed on the border between two squares. This barrier appears between you and the source of the triggering effect and grants you standard cover against the triggering effect. If you would be damaged by the triggering effect despite this barrier, the barrier is destroyed, and the damage dealt to you is reduced by 2. The barrier remains in place for 3 rounds (or until destroyed). It has AC 5, 2 Hardness, and 5 Hit Points.

Heightened (4th) The damage reduced increases to 8, the barrier's Hardness increases to 8, and the barrier's Hit Points increase to 20.

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LIFE-DRAINING ROOTS ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal**Area** 30-foot line**Defense** basic Reflex

Thorny roots erupt from your hands in a tangled cascade, puncturing creatures in the way of their growth and revitalizing you. You deal 8d6 piercing damage to creatures in the line (basic Reflex save). You gain 1d4 temporary Hit Points for every living creature in the line, as the roots transfer nutrients from those damaged into you. The temporary Hit Points last for 1 minute.

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

LIGNIFY ➡➡

SPELL 6

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature made of flesh

Defense Fortitude; **Duration** varies

You turn the target's flesh slowly into wood. The target must attempt a Fortitude save. Creatures with the plant trait have a +2 circumstance bonus to saves against this spell.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (or 2 on a critical failure). A successful save reduces the slowed condition by 1. When a creature is unable to act due to the slowed condition from *lignify*, the creature is permanently non-magically petrified, though it's turned to wood instead of stone.

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The spell ends if the creature is magically petrified or the slowed condition is removed.

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

LOTUS WALK

SPELL 3

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, divine, primal

Duration 1 minute

Lotuses, water lilies, and other watery plants bloom at your feet, allowing you to walk on the surface of water and other liquids. You can go underwater if you wish, but in that case, you must Swim normally. As you Stride or Step on water, you leave a trail of oversized lily pads, lotus leaves, or spatterdock that fill the squares' surfaces in your wake. Each square of this trail can withstand the weight of 1 Medium creature and lasts until the end of your next turn. You can Dismiss this spell early.

Heightened (4th) The duration of this spell increases to 10 minutes. The trail lasts until the spell ends or you Dismiss the spell on you, whichever comes first.

Heightened (6th) The duration increases to 1 hour. Your trail is permanent even if you

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Dismiss the spell on you, although if the water can't support such plants, they'll die in a week. The trail can be removed by *dispel magic* or a similar spell.

MAGNETIC DOMINION ➡➡➡

SPELL 9

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal**Area** 100-foot emanation; **Targets** any number of creatures wearing metal armor, creatures made of metal, creatures that have the metal trait, and unattended metal objects**Defense** Reflex; **Duration** sustained up to 1 minute

The roiling magnetic fields of the Plane of Metal radiate from you as you channel and reshape them at your merest thought. When you Cast this Spell, you can relocate each affected target to any other unoccupied space within the emanation. You can't move yourself in this way. An unwilling target can resist being moved with a successful Reflex save.

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The creatures move all at once—after you know the results of all the saves, you determine which target occupies each space in whatever order you choose. You can move a creature into a space that was previously occupied by another creature so long as you also relocate the first creature elsewhere as part of the movement. If you move a target into the air, it descends to the ground harmlessly after being moved unless it chooses not to.

You can choose to be affected by an 8th-rank *magnetic repulsion* spell (*Secrets of Magic* 115) that lasts for the duration of *magnetic dominion*. Each time you Sustain the spell, you can move one creature in the emanation, with the same targeting restrictions and stipulations as above.

MANTLE OF THE MELTING HEART ➡➡ SPELL 5

CONCENTRATE

MANIPULATE

METAL

MORPH

Traditions arcane, primal

Duration 1 minute

You bathe yourself in a mantle of liquid metal, gilding your skin and armor with an oily sheen. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Copper Core** You draw electricity toward you, then disperse it. You gain resistance 10 to electricity. All electricity effects within 30 feet of you must succeed at a counteract check against your spell DC or target you and only you.
- **Golden Flesh** Your body gains the chemical inertness of gold, barely reacting to substances that would otherwise greatly disturb your physiology.

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You become immune to poison and disease and gain a +2 circumstance bonus to your checks against any poison and disease effects currently affecting you.

- **Reactive Touch** Your touch reacts easily with other metals. Any metal that touches you or that you touch takes 2d6 acid damage that bypasses Hardness.
- **Weighted Grasp** Your arms become long cables, your fists heavy as anchors. You gain a cabled fist unarmed attack with the disarm, finesse, reach, and trip traits and that's in the flail group. Your cabled fist deals 1d4 bludgeoning damage plus an additional 1d6 poison damage and Grab.

MANTLE OF THE UNWAVERING HEART

SPELL 5

CONCENTRATE

MANIPULATE

MORPH

PLANT

WOOD

Traditions arcane, primal

Duration 1 minute

Vines and branches envelop you in an instant, growing a wild bloom of colors that open to reveal your new form. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Evergreen Vitality** You gain fast healing 3 and a +2 bonus to saves against poison and disease. This effect has the healing and vitality traits.
- **Overwhelming Perfume** (aura, olfactory) A cloud of potent floral scent surrounds you in a 15-foot emanation. Creatures in the aura can't benefit from the scent ability and are sickened 1 as long as they remain in the aura. The sickness is a disease effect.

(Continued on back)

(Continued from front)

- **Towering Trunk** You grow to a considerable height. Increase your size to Large. You're clumsy 1. Your reach increases by 5 feet (or by 10 feet if you started out Tiny), and you gain a grasping branch unarmed attack; this attack is in the brawling weapon group and deals 2d8 bludgeoning damage plus Grab.
- **Unyielding Will** Your mind becomes incredibly resilient to change. You're immune to being fascinated, and you get a +1 bonus to saves and DCs against mental effects.

MERCURIAL STRIDE ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

METAL

POISON

Traditions arcane, occult**Defense** Fortitude

Your form ripples as you take on the fluidity and toxicity of quicksilver. You partially shift into a liquid metal form and Stride up to twice your speed. During this movement, you can pass through one creature's space—without needing to attempt a check to Tumble Through—by splitting into droplets of mercury and reforming on the other side, though you can't end your turn in such a space. Passing through a creature's space in this way exposes it to mercury poisoning, with a Fortitude save.

Critical Success The target is unaffected.**Success** The target becomes sickened 1.**Failure** The target becomes sickened 2 and takes 6d6 poison damage.**Critical Failure** The target becomes sickened 2 and takes 12d6 poison damage.**(Continued on back)**

(Continued from front)

Heightened (+1) The damage increases by 1d6 on a failure and 2d6 on a critical failure.

MISTY MEMORY

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal**Cast** 1 minute**Targets** 1 body of water of at least 5 square feet**Duration** sustained up to 10 minutes

Some say water holds memories or impressions of the past, and you can raise those memories to the surface to glimpse recent events. When you Cast the Spell, you fix your mind on an amount of time in the past, up to 24 hours ago. A mist rises from the target body of water, filling a 30-foot burst and coalescing into a misty scene of the events that took place at that time within 60 feet of the water.

Any creature who can see the area can observe the images produced, which are a translucent white color and detailed enough to show a silhouette, outline, or contour of creatures and objects that passed through the area and the motions they took.

(Continued on back)

(Continued from front)

Fine details, such as facial features or written letters, are too precise for the mist to form, and the scene is silent.

You can Sustain the spell to cause the mist to play events backward or forward, with each minute spent Sustaining corresponding to a minute of playback.

Strong winds from a magical source can disrupt this spell if the effect succeeds at a counteract check against your spell DC.

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NEEDLE DARTS ➡➡

CANTRIP 1

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, occult, primal

Range 60 feet; **Targets** 1 creature

Defense AC

You shape three needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 3d4 piercing damage and might cause bleeding.

The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack.

Critical Success The target takes double damage and 1 persistent bleed damage.

Success The target takes full damage.

Heightened (+1) You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1.

NOXIOUS METALS ➡➡

SPELL 3

CONCENTRATE | MANIPULATE | METAL | POISON

Traditions arcane

Range 60 feet; **Area** 20-foot burst

Defense basic Fortitude

This spell forces toxic metal to coalesce on the skin or surface of all living creatures in the area, dealing 4d6 poison damage with a basic Fortitude save. Any creature that has the plant trait, has the wood trait, or has an anathema toward metal, takes the following effects depending on the result of that Fortitude save.

Critical Success The creature suffers no additional effects.

Success The creature takes 1 persistent poison damage and is sickened 1 as long as it takes this persistent damage.

Failure As success, except 1d4 persistent poison damage and sickened 2.

Critical Failure As success, except 1d8 persistent poison damage and sickened 3.

(Continued on back)

(Continued from front)

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

PAVE GROUND ➡➡

SPELL 2

CONCENTRATE | **EARTH** | **MANIPULATE**

Traditions arcane, primal

Area 60-foot line along the ground

Duration sustained up to 1 minute

You even out the ground and push aside low obstacles. Non-magical difficult terrain or greater difficult terrain composed of earth, rubble, sand, and the like in the area becomes normal terrain. You can attempt a counteract check against magical difficult terrain and greater difficult terrain composed of earthen materials in the area, too, making it normal terrain for the duration if you succeed. The ground doesn't change quickly enough to cause anyone to lose footing, and it doesn't clear concealing features enough to make them non-concealing. At the GM's discretion, if you use this spell on "ground" that has no underlying surface to flatten and clear, such as ice on the surface of a lake, the spell fails.

(Continued on back)

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Heightened (4th) The area increases to a 120-foot line along the ground.

Heightened (6th) The area increases to a 500-foot line along the ground.

PERSONAL OCEAN ➡➡

SPELL 6

CONCENTRATE | MANIPULATE | WATER

Traditions arcane, primal**Duration** 1 minute

You surround yourself in a bubble-like shroud of seawater that fills your space completely and moves with you. You can breathe, speak, and perceive normally while within your *personal ocean*, and you gain a swim Speed equal to your land Speed if you don't have one. The rules of aquatic combat apply to you, attacks targeting you, or attacks passing through your square. For instance, a bludgeoning or slashing melee attack targeting you would take a -2 circumstance penalty, and you can't cast fire spells or use actions with the fire trait.

Each time you move, you extinguish non-magical fires in spaces you pass through and can attempt to counteract magical fires you move through. If you successfully counteract a fire larger than the spaces you moved through, you merely push it out of the spaces along your path.

(Continued on back)

(Continued from front)

If you fail to counteract a given fire, you can't counteract that fire for the duration of the spell.

You can Dismiss the spell.

PHANTOM ORCHESTRA



SPELL 6

AIR

CONCENTRATE

MANIPULATE

SONIC

Traditions arcane, occult, primal

Range 120 feet

Duration sustained up to 1 minute

Defense basic Fortitude

You orchestrate an invisible ensemble of lost sounds captured inside errant breezes across the Plane of Air, and you can direct this symphony to attack foes within range. The sounds materialize and manifest as directed, appearing as silhouetted instruments and musicians that dance and bob in the wind.

When you Cast the Spell, a captured breath of ephemeral music explodes in a great crescendo, appearing in a space you choose within range. On subsequent rounds, the first time you Sustain the Spell each round, you can move your conjured melody to a space within range (if needed) and create another explosion of music.

(Continued on back)

(Continued from front)

Each explosion of sound from the *phantom orchestra* deals 8d6 sonic damage to all creatures in a 10-foot burst (basic Fortitude save). The *phantom orchestra* doesn't take up space, grant flanking, or have any other attributes a creature would.

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

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PILLAR OF WATER ◆◆◆

SPELL 3

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Range** 120 feet**Duration** 1 minute

You create a large, self-contained cylinder of still, clear fresh water. You choose the radius and height of the pillar, to a maximum radius of 15 feet and a maximum height of 60 feet. Creatures inside the pillar can Swim through the water as normal (Athletics DC 10), or if the spell was cast on solid ground, walk along the bottom (which is difficult terrain). Any creature that exits the pillar falls or lands accordingly.

POLLEN PODS ➡➡

SPELL 7

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range 100 feet; **Area** four unoccupied 5-foot squares, each of which is at least 20 feet apart

Duration 12 hours

You cultivate four wooden bulbs, each filled with toxic pollen and sensitive to motion. When a creature enters a space adjacent to a bulb, or when a bulb is touched or damaged (each bulb has AC 5), the bulb blossoms and releases pollen in a 15-foot emanation. Creatures in the area take 8d8 poison damage and must attempt a Fortitude save with the following results.

Critical Success The creature is unaffected.

Success The creature takes half damage and becomes dazzled for 1 round.

Failure The creature takes full damage, becomes dazzled for 1 round, and becomes stupefied 1 for 1 minute.

(Continued on back)

(Continued from front)

Critical Failure The creature takes double damage, is dazzled for 1 round, and becomes stupefied 2 for 1 minute.

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

PRESSURE ZONE

SPELL 5

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal

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

Defense Fortitude; **Duration** 1 minute

Air pressure drops precipitously, causing pain and debilitation in creatures' inner ears and joints. Each living creature in the area of the spell when you cast it or that enters the area during the spell's duration must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature is deafened and clumsy 1 until the end of its next turn, after which it's temporarily immune for 1 hour.

Failure The creature is deafened and clumsy 2. At the end of each of its turns, it can attempt a new save if it's no longer in the *pressure zone*. On a success, it ends the effects and is temporarily immune for 1 hour.

(Continued on back)

(Continued from front)

Critical Failure The creature is deafened and clumsy 2 for the duration of the spell.

A creature deafened by this spell can attempt to end the condition by popping its ears. It can use a single action to attempt a new Fortitude save, losing the deafened condition from this spell on a success. Some creatures with anatomies that lack inner ears or joints might be immune to these effects, as determined by the GM.

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PROPULSIVE BREEZE

SPELL 2

AIR

MANIPULATE

MOVE

Traditions arcane, primal

Trigger An ally in range Strides or Leaps.

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

You create a current of wind at your ally's back, propelling their movement. When your ally's Stride or Leap ends, the current propels them an additional 15 feet in the same direction as the last 5 feet of their Stride or Leap.

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RAINBOW FUMAROLE

SPELL 8

CONCENTRATE

FIRE

INCAPACITATION

LIGHT

MANIPULATE

Traditions arcane, primal**Range** 500 feet; **Area** 20-foot radius, 60-foot-tall cylinder**Defense** basic Reflex; **Duration** 1 minute

Multi-hued flames break through cracks in the ground, reaching high into the sky and giving off dangerous fumes. When you cast the spell, roll 1d8 on the table on page 121 of *Rage of Elements* to determine the effects of the fumarole.

Any creature caught inside the area of *rainbow fumarole* when you cast it takes the indicated damage with a basic Reflex save and, on a failure, takes any added effect listed. Creatures must also attempt a saving throw when they move through the spell's area or end their turn in it. Squares within the area of the *rainbow fumarole* are difficult terrain.

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RIGID FORM ➡

SPELL 4

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Duration** 1 minute

You utilize wood's rigidity to prevent harmful shapechanging effects. For the duration of this spell, whenever you're targeted by a harmful polymorph effect, you can use your reaction to attempt to counteract the effect.

Heightened (6th) The duration increases to 10 minutes.

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ROOT READING

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal

Area 30-foot emanation

You gain general insights into the immediate vicinity by sending your sense through the root systems of trees and bushes. If there are any unnoticed Medium or larger creatures in the area, you learn of their presence and they're undetected to you. You can immediately attempt to Seek an undetected creature, and you gain a +1 status bonus to this attempt and any of your other attempts to Seek hidden or undetected creatures until the end of your next turn. You also learn if any such creatures passed through this area in the last hour, although you get only the vaguest sense of direction from the spell. If you begin to Track a creature detected in this way, you gain a +1 status bonus to the initial check.

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RUBBLE STEP ➡➡

SPELL 2

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 1 minute

The target leaves behind a trail of shifting rubble that typically consists of stones, but you could choose another earthen material, such as loose sand or soil. For 2 rounds, when the target willingly moves out of a space, and if the target is in contact with the ground, the ground in that space becomes difficult terrain. The difficult terrain remains for the spell's duration.

Heightened (4th) The target leaves difficult terrain behind for 1 minute instead of 2 rounds, and the spell's duration is 10 minutes.

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RUST CLOUD ➡➡➡

SPELL 4

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal**Range** 120 feet; **Area** 20-foot burst**Defense** basic Fortitude; **Duration** 1 minute

Red-blown flecks of rust jitter in the air, forming a cloud of agitated particles. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it. The cloud deals 5d10 slashing damage to any creature that starts its turn in the area, with a basic Fortitude save.

Metal that rusts off of a creature adds to the cloud. When a metal creature takes damage from the cloud, the cloud's area increases by 5 feet (to a maximum of a 40-foot burst), and the creature starts to rust, taking 1d4 persistent slashing damage. You can Dismiss the cloud.

Heightened (+2) The cloud's slashing damage increases by 1d10 and the persistent damage increases by 1d4.

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SAND FORM ➡➡

SPELL 3

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

You grant the target's body and gear aspects of sand. The target gains resistance 5 to piercing and slashing damage, has no scent, and can't bleed. In sandy terrain, even when out in the open, the target has enough concealment to attempt to Hide. Each time the target takes damage to which *sand form* grants resistance, reduce the duration of the spell by 1 minute.

Heightened (5th) The resistance is 10.

Heightened (7th) The resistance is 15.

SCRYING RIPPLES

SPELL 3

CONCENTRATE

MANIPULATE

SCRYING

WATER

Traditions arcane, divine, occult, primal**Cast** 1 minute**Range** touch; **Targets** 1 gallon of water or more**Duration** sustained up to 10 minutes

You touch the water's surface, and as the ripples spread out, so do your senses. When you Cast this Spell, you automatically know the location of any unoccupied, flowing water with a surface area of at least 1 square within 500 feet. You can pick any one of these streams to see and hear out of for the duration of the spell, though your field of vision is perpendicular to the flowing surface. For example, you could look normally out of a waterfall but would look straight up from out of a river. Each time you Sustain the spell, you can change to a different water source or move elsewhere along the same one.

(Continued on back)

(Continued from front)

If the water you're scrying through ceases flowing, such as by a faucet turning off, a river damming, or a waterfall freezing over, this spell ends. Additionally, your face appears as a faint reflection in the water's surface as you peek through. A creature that Seeks and succeeds at its Perception check against your spell DC detects your presence in the water.

Heightened (5th) You know the location of and can scry through flowing water within 1 mile.

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SHIELDED ARM ➡➡

SPELL 1

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, primal**Range** touch; **Targets** 1 willing creature**Duration** 1 minute or until expended

Reinforcing veins of ore run through the target's arm, letting it ward off blows with its bare skin. It can use the Raise a Shield action to instead raise its arm, gaining a +2 circumstance bonus to AC. It can Shield Block with its Raised arm as well; when it does, the target reduces the damage as if it had a shield with Hardness 4 and 15 Hit Points. This shield doesn't have a Broken Threshold, and the spell ends if the shield's Hit Points are expended.

This spell doesn't modify the target's unarmed attacks and can't be used to make a shield bash Strike. Casting or coming under the effects of this spell also counts as using a metallic item with regards to anathema.

Heightened (+2) The Hardness increases by 4, and the Hit Points increase by 15.

SIGNAL SKYROCKET

SPELL 1

CONCENTRATE

FIRE

MANIPULATE

SONIC

Traditions arcane, occult, primal

Range 1,000 feet; **Area** 30-foot burst

With a pinch of metallic powder and gunpowder, you call forth blistering red energy that shoots straight upward into the air and explodes, unleashing a crackling boom. Over time, you might even customize your own pattern and color for the skyrocket as you refine the spell.

You can't change the direction or distance of the rocket—it must go straight up, continuing up to the maximum range if possible. If the rocket explodes at its maximum height, the bright light can be seen up to 10 miles away, and the sound of the explosion can be heard up to 1 mile away under clear weather conditions.

If the rocket explodes in an enclosed space smaller than the full size of the burst, each creature in the area takes 1d10 sonic damage depending on the result of its Reflex save.

Critical Success The creature is unaffected.

(Continued on back)

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Success The creature takes half damage.

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

Critical Failure The creature takes double damage and is blinded for 1 round.

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

SLASHING GUST ➡➡

CANTRIP 1

AIR

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, primal

Requirements You have at least one free hand.

Range 60 feet; **Targets** 1 or 2 creatures

Defense AC

You slash your hand through the air, channeling miniature ripples of air from each finger to slice your enemy. If you have two hands free, you can target two creatures with this spell; otherwise, you target one.

Make a spell attack roll against each target's AC. This deals 2d4 slashing damage. On a critical success, a target also takes 1d4 persistent bleed damage. If you're attacking two creatures, this counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until after both attacks.

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

Success The target takes full damage.

(Continued on back)

(Continued from front)

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

SLIDING BLOCKS

SPELL 4

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range 120 feet

Duration sustained up to 10 minutes

You conjure up to six 5-foot stone cubes you can gently move with a gesture. Each cube appears in any space within range, and they're capable of levitating. If you conjure a cube in an occupied space or in a space that can't accommodate it, it fails to appear. Each 5-foot cube can be Climbed with a successful DC 10 Athletics check and has AC 10, Hardness 10, and 40 Hit Points. If any of the cubes is ever farther away from you than the range of this spell, it immediately crumbles into dust.

Each time you Sustain this spell, you can move up to two of the conjured cubes up to 10 feet each in any direction, including vertically. You can choose different cubes to move each time you Sustain.

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Heightened (+2) The cubes have 10 additional Hit Points, and you can move the chosen cubes an additional 5 feet each time you Sustain this Spell.

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SPLINTER VOLLEY ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal

Range 60 feet; **Targets** 1 or 2 creatures

Defense AC

You launch a volley of splinters at your foes. Make a spell attack roll against a single creature. On a hit, the splinters deal 4d6 piercing damage. The splinters deal double damage on a critical hit and 1 persistent bleed damage. You can spend a third action while casting this spell to fire splinters at two different targets instead of one. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make both spell attack rolls for *splinter volley*.

Heightened (+2) Increase the damage dealt to each target by 4d6 and the persistent bleed damage by 1.

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STIFLING STILLNESS

SPELL 4

AIR

CONCENTRATE

MANIPULATE

POISON

Traditions arcane, primal

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

Defense basic Fortitude; **Duration** 1 minute

You make all air in the target area unnaturally still and unyielding, creating a shimmering haze. The stagnant, heavy air becomes an area of difficult terrain. Creatures in the area that breathe air and aren't holding their breath must spend a single action on their turn straining to breathe the stagnant air; once they do, they still mostly breathe their own exhaled air, taking 3d6 poison damage (basic Fortitude save) and becoming fatigued.

Heightened (+2) The damage increases by 3d6.

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SUMMON ELEMENTAL HERALD SPELL 8

CONCENTRATE

INCARNATE

MANIPULATE

Traditions arcane, divine, primal

Range 100 feet

Duration until the end of your next turn

Your meditation into the different elemental planes connects you to them deeply, and this connection allows you to summon a herald of an elemental lord. The herald arrives in the form of a natural disaster centralized on your enemies. The herald occupies the space of a Huge creature. When you Cast this spell, choose one of the elemental heralds listed on page 223 of *Rage of Elements* to summon; if you're a divine spellcaster who worships an elemental lord, you must choose the option matching your deity's element. This spell gains the trait (air, earth, fire, metal, water, or wood) matching your choice.

See *Rage of Elements* pages 222 and 223 for details on these heralds.

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TAKE ROOT ➡

CANTRIP 1

CANTRIP

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

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

Duration 1 round

Roots sprout from the flesh of the target and coil across the floor or around objects, reinforcing their stance or grip. The targeted creature gains a +1 circumstance bonus to their Fortitude DC against attempts to Shove them and a +1 circumstance bonus to their Reflex DC against attempts to Disarm or Trip them. This bonus also applies to saving throws against spells or effects that would attempt to remove a held item from their grasp.

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TEMPEST CLOAK ➡➡

SPELL 3

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal

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

Duration 1 minute

You shroud one creature in a cloak of fierce, howling winds, shielding it from attacks and making it difficult to approach. The twisting shield of wind creates difficult terrain in a 5-foot burst surrounding the target. The target also gains a +2 circumstance bonus to its AC against physical ranged attacks, such as attacks made with bows, javelins, or slings. In addition, the sound of the swirling storms makes it easier for the target to ignore anything it doesn't want to hear, granting the target a +2 circumstance bonus to all defenses against auditory effects.

THERMAL REMEDY

SPELL 2

CONCENTRATE FIRE MANIPULATE

Traditions arcane, divine, primal**Cast** 1 minute**Range** touch; **Targets** up to 1 gallon of non-magical liquid or up to 5 pounds of food**Duration** 1 hour

You adjust the delicate levels of bitter ingredients in food and drink to draw out their full restorative and fortifying properties. Choose one of the benefits listed below. Any creature that consumes the targeted drink or food gains that benefit. Up to 10 creatures can partake in the meal, and a creature gets no extra benefit for consuming more than one portion.

- Gain 5 temporary Hit Points.
- Gain resistance 2 to fire.
- Gain a +1 circumstance bonus to saves against disease.

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Heightened (4th) Your remedy provides two benefits of your choice instead of one. The temporary Hit Points increase to 10, the resistance to fire increases to 3, the bonus against disease increases to +2, and the duration is 2 hours.

Heightened (7th) The remedy provides all three benefits. The temporary Hit Points increase to 15, the resistance to fire increases to 5, the bonus against disease increases to +3, and the duration is 8 hours.

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TIMBER

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal

Area 15-foot line

Defense basic Reflex

You create a small dead tree in your space that falls over on anyone in its path, then immediately decomposes. Any creature in the area takes 2d4 bludgeoning damage, with a basic Reflex saving throw. A creature that critically fails its save is knocked for a loop, making it dazzled until the end of its next turn.

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

TREMOR SIGNS ➤

CANTRIP 1

CANTRIP

EARTH

MANIPULATE

Traditions arcane, divine, occult, primal**Range** 120 feet; **Targets** 1 creature

You send a series of tremors, no longer than a short sentence of speech, toward your target. If the target is within range and connected to the same body of earth as you, the vibrations reach the target through the ground. You need neither line of sight nor line of effect, so a target on another floor of a building is a valid target.

The target can give a brief, vibrational response as a reaction, or as a free action on their next turn, but they must be within range to do so. If they respond, their response is delivered to you through tremors you feel, as with the original message. The tremors impart a clear meaning only if you and the target know that meaning, such as three tremors for a specific warning, two for another. Neither of you can impart a nuanced or new meaning using this spell.

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A creature that has tremorsense can feel the vibrations from this spell if the creature is within range of the vibrations at any point during their journey to any target.

Heightened (4th) The spell can target up to 5 creatures.

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TREMORSENSE

SPELL 2

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, occult, primal

Duration 10 minutes

You become aware of vibrations in the ground around you. You gain tremorsense as an imprecise sense with a range of 30 feet. As normal for tremorsense, you can detect a creature only if it's on the same surface as you and only if the subject is moving along (or burrowing through) the surface.

Heightened (3rd) The spell's duration is 1 hour.

Heightened (5th) The spell's duration is 8 hours.

VACUUM

SPELL 7

AIR

CONCENTRATE

INCAPACITATION

MANIPULATE

Traditions arcane, primal

Area 15-foot emanation

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

You inhale all air in the surrounding area, stealing the breath of nearby creatures. During *vacuum*'s duration, you take a -1 circumstance penalty against inhaled threats, such as inhaled poisons. If you cast *vacuum* in an environment where you can't breathe, the spell fails and you immediately begin to suffocate.

Creatures in the area must attempt a Fortitude save. A creature that's holding its breath gets a result one degree of success better than it rolled, and creatures that don't need to breathe air are immune to the spell. A creature that later enters the area or ceases holding its breath must attempt a save against the effect.

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On subsequent rounds, the first time each round you Sustain the spell, you can force each creature in the area to save against the effect.

Success The creature begins holding its breath.

Failure The creature wheezes and gasps as its breath is stolen, becoming stunned 1. The creature then begins holding its breath but has only half its normal number of rounds of remaining air.

Critical Failure The creature has all the air sucked out from its lungs and immediately starts to suffocate.

VITRIFYING BLAST ➡➡

SPELL 6

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range 60 feet; **Area** 15-foot cone

Defense Reflex; **Duration** varies

You launch a cone of glass shards, which embed in creatures to turn them partially to glass. The shards deal 8d6 piercing damage to creatures in the area, based on each creature's saving throw.

Critical Success The target is unaffected.

Success The target takes half damage and gains weakness 3 to sonic and bludgeoning damage for 1 round.

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Failure The target takes full damage, is slowed 1, and gains weakness to sonic and bludgeoning damage. The weakness is equal to $3 \times$ the slowed value it has from this spell. The target must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the creature's slowed value increases by 1 (or by 2 on a critical failure), to a maximum of slowed 3. A successful save reduces the creature's slowed value by 1 (or by 2 on a critical success). If the creature ends its turn with a slowed value of 0, the effect ends.

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

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

VOICE ON THE BREEZE ➡➡

SPELL 2

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal**Range** 10 miles; **Area** 10-foot burst

You whisper a secret message or sound into the wind, which carries it to a designated spot. The message travels to a specific 10-foot burst within range that's familiar to you, provided there's a path for the wind to follow between you and the area. The gentle breeze goes all but unnoticed until it reaches its destination, where it delivers its whisper-quiet message. The message is delivered regardless of who or what is present to hear it, even if no one receives it at all. Once the message is delivered, the spell ends.

Your message can contain no more than 25 words, 1 round's worth of other sounds, or a simple rustling in the air at the target location. It moves at a speed of your choosing between 1 mile per hour and 1 mile per 10 minutes; when it arrives, the wind swirls around the area and whispers the full message.

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A *voice on the breeze* can't activate magical effects triggered by voices.

Heightened (4th) The range increases to 1,000 miles, and the message can contain up to 100 words.

WALL OF METAL

SPELL 6

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You call forth a sheet of metal, forming a wall of iron, low-grade cold iron, or standard-grade silver up to 60 feet long, 30 feet high, and 1/4 inch thick. The wall doesn't need to stand vertically but must form a straight line in an unbroken open space so it doesn't pass through any creatures or objects, or the spell is lost. Each 10-foot-by-10-foot section of the wall has AC 10 and is immune to critical hits and precision damage. The wall's Hardness, HP, and BT use the statistics of a structure of the material you chose (see *GM Core* for material statistics). Creatures can move through a section of the wall that's broken.

Heightened (7th) The wall is high-grade silver or standard-grade dawnsilver.

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Heightened (8th) The wall is standard-grade cold iron.

Heightened (9th) The wall is high-grade dawnsilver.

Heightened (10th) The wall is high-grade cold iron or standard-grade adamantine.

ARCANE



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WALL OF SHRUBS

SPELL 1

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You call forth a line of bushes native to the region to spring from the ground. The wall of shrubs stands in a line 60 feet long, is less than 5 feet tall, and is a foot thick, providing lesser cover.

Heightened (3rd) The shrubs are now 10 feet tall and 5 feet thick and provide standard cover. The duration of the spell increases to 10 minutes.

Heightened (5th) Instead of a line, the shrubs can be made in a ring with a diameter of up to 30 feet that's 10 feet tall and 5 feet thick. The shrubs provide greater cover. The duration of the spell increases to 1 hour.

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WATERPROOF ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal

Range touch; **Targets** 1 object up to 10 Bulk

Duration 1 hour

You prevent the target item from taking on water or becoming wet for the duration of the spell. The hydrophobic properties of the spell also grant resistance 10 to acid and a +2 bonus to saves and DCs against damaging effects with the water or acid traits.

Heightened (4th) The duration is 1 day.

Heightened (8th) The duration is unlimited.

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WEAKEN EARTH ➡➡

SPELL 1

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature, unattended object, or hazard or structure made of stone or earth

Defense Fortitude; **Duration** 1 minute

You weaken the bonds that hold earth and stone together. If your target has Hardness, you can affect one contiguous object, up to a 5-foot cube, or one creature, decreasing the Hardness by 5, to a minimum of 0. If the target lacks Hardness, it gains weakness 3 to physical damage. A target with a Fortitude modifier can attempt a Fortitude saving throw, negating the effect on a success.

Heightened (+2) Hardness decreases by 5, the size of a contiguous object increases by one 5-foot cube, and the weakness increases by 3.

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WEAVE WOOD

SPELL 1

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Cast** 1 minute**Range** touch; **Targets** 1 piece of unprocessed wood, reeds, or plant fiber of 1 Bulk or less

With a touch, you cause the target to break into fibrous strands that then weave themselves into a woven mundane object of the same Bulk or less, such as a basket, hat, shield, or mat. You can create up to 4 objects with one casting of this spell, providing their total Bulk doesn't exceed the Bulk of your target. The objects have Hardness 2 and 8 Hit Points.

Heightened (+1) Increase the maximum Bulk that you can target by 1 and the maximum number of objects you can create by 2.

WHIRLPOOL

SPELL 8

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Range** 500 feet; **Area** 25-foot radius, 20-foot tall cylinder**Defense** Reflex; **Duration** sustained up to 1 minute

With a spin of your hand, you create a large swirling vortex of storming waves. All squares in the *whirlpool* are difficult terrain. The constant churning of the fierce waves means that creatures are constantly tossed between areas of air and water, allowing both air- and water-breathing creatures to breathe within the vortex. Any creature with a swim Speed can Swim instead of Stride to move within the *whirlpool*; the DC to Swim within it is equal to your spell DC.

All creatures in the area take 6d10 bludgeoning damage as the waves crash into them. On subsequent rounds, the first time you Sustain the spell each round, the waves crash again with the same effect.

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Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is drawn 10 feet toward the center of the *whirlpool*.

Critical Failure The creature takes double damage and is drawn to the center of the *whirlpool*.

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

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WISDOM OF THE WINDS

SPELL 5

UNCOMMON

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal**Cast** 1 minute**Duration** varies

You ask a question of the spirits of air, imploring them to send signals through the winds to help you find your way. You might be guided by air elementals, anemoi, or even the Lords of Air themselves. You receive guidance as either words of wisdom or a rustling wind that guides you to a helpful destination—whichever the spirits think will be most beneficial. The spirits don't give guidance you can't follow, such as winds that lead somewhere you can't reach, nor do they give advice that will help their causes at the expense of your own. If you've upset all the spirits of air, they don't mislead you but do refuse to guide you.

See *Rage of Elements* page 73 for more information.

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WOODEN DOUBLE

SPELL 3

MANIPULATE

WOOD

Traditions arcane, occult, primal

Trigger You're critically hit by a damage-dealing effect or a Strike.

A wooden double appears out of nowhere and takes the blow in your place. Take a Step action. A wooden block of your size and roughly shaped like you appears in the space you left and absorbs the hit. This block has Hardness 5 and 20 Hit Points. If the wooden block is destroyed, you take any excess damage that the block didn't absorb. After taking the blow, the wooden block collapses into a pile of splinters and dust.

Heightened (+1) The block's Hit Points increase by 10.

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WOODEN FISTS ➡➡

SPELL 1

CONCENTRATE

MANIPULATE

MORPH

WOOD

Traditions arcane, primal

Duration 1 minute

Your arms and hands swell with new growth, transforming into tree trunks twice as big as their current size. Your fists deal 1d6 bludgeoning damage, lose the nonlethal trait, and have reach.

Heightened (3rd) Your fists gain the magical trait and become a *striking weapon*, increasing the damage your fists deal to 2d6 bludgeoning.

Heightened (7th) Your fists gain the magical trait and become a *greater striking weapon*, increasing the damage your fists deal to 3d6 bludgeoning. The duration is 10 minutes.

Heightened (9th) Your fists gain the magical trait and become a *major striking weapon*, increasing the damage your fists deal to 4d6 bludgeoning. The duration is 1 hour.

YMERI'S MARK ➡➡

SPELL 4

CONCENTRATE

CURSE

DETECTION

FIRE

MANIPULATE

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

You place the fiery mark of the Queen of the Inferno on the target, burning into the creature's very essence. The mark gives off a heat that only you can sense; as long as you're on the same plane as the target, you can sense the direction it's in. The target is fatigued and can't reduce the value of this condition normally.

You can detonate the mark at any point during its duration by Dismissing the spell. The rune explodes in a 10-foot emanation centered on the target that deals 5d6 fire damage with a basic Reflex save. You choose whether the mark's target is included in the explosion.

When you Cast the spell, the target attempts a Fortitude save to determine how long the mark lasts. If the spell's duration elapses, the rune doesn't detonate.

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Critical Success The target is unaffected.

Success The duration is 1 minute.

Failure The duration is 1 week.

Critical Failure The duration is unlimited.

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

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ZEPHYR SLIP

SPELL 4

AIR | **MANIPULATE** | **MOVE**

Traditions arcane, primal

Trigger A creature enters a space within 5 feet of you.

An arresting breeze sweeps you up in an instant and moves you to safety. You Fly 15 feet directly away from the triggering creature.

Heightened (6th) You and one adjacent ally Fly up to 25 feet directly away from the triggering creature.

Heightened (8th) You and up to 5 allies within 30 feet Fly up to 25 feet directly away from the triggering creature.

BLAZING ARMORY ➡➡

SPELL 2

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, divine, primal**Range** 30 feet; **Targets** 1 willing creature**Duration** 5 minutes

As long as you have magic, you're never unarmed. You materialize a flaming simulacrum of any common simple or martial weapon into the target's grasp. The target must have a free hand to hold the weapon, or else the weapon falls to the ground in the target's space. The blazing weapon functions as a +1 *striking weapon*, and its damage type changes to fire. The damage type can't be changed using the versatile trait, modular trait, or similar methods.

A thrown weapon rematerializes in the target's hand after the Strike is complete. If you choose a ranged weapon that uses ammunition, the wielder must still reload the weapon using the normal number of actions, though this generates ammunition automatically; this functions as normal ammunition, and the blazing weapon can't use other types of ammunition.

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Any creature other than you or the target that attempts to touch, make a Strike with, or Disarm the weapon takes 1d6 fire damage each time.

Heightened (4th) You can target up to 5 willing creatures and can choose a different weapon for each target. The weapons function as +1 *striking flaming* weapons.

Heightened (6th) As 4th, but the weapons function as +2 *greater striking flaming* weapons.

Heightened (8th) As 4th, but the weapons function as +3 *greater striking greater flaming* weapons.

Heightened (10th) As 4th, but the weapons function as +3 *superior striking greater flaming* weapons.

DIVINE



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CAUTERIZE WOUNDS

SPELL 2

CONCENTRATE

FIRE

HEALING

MANIPULATE

Traditions arcane, divine, primal**Range** 60 feet; **Targets** up to 5 willing creatures**Duration** 1 minute

You seal bleeding wounds with fire. Any target that has persistent bleed damage can choose to take 1 fire damage. If it does, it can attempt to recover from its persistent bleed damage, with the lower DC for particularly effective assistance. During the spell's duration, you can use a single action, which has the concentrate trait, to repeat this effect for one target of the spell.

CLAD IN METAL ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, primal**Range** touch; **Targets** 1 metal object of 5 Bulk or less that's unattended or attended by a willing creature**Duration** 1 minute

You briefly swap the outer surface of the metal in an object with a suitable amount of a common precious metal from the Plane of Metal. You can instead choose an uncommon or rare metal if you have access to it or the GM has given you access to it.

The object functions as an item of that metal, provided the item would be 2nd level or lower. For example, you could make a dagger into a cold iron or silver dagger (2nd-level items) but couldn't make full plate into cold iron armor or silver armor (5th-level items). This imparts any special properties of the precious metal—a weapon clad in cold iron activates weaknesses to cold iron, for example—and suppresses any special properties of the original metal of which the item was made.

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The spell neither changes the structural integrity of the item nor damages it. The object can pass a cursory inspection, but the magical effect is obvious to anyone who studies the item closely, so it doesn't alter the Price of the item if you attempt to sell it.

Heightened (+1) The maximum level of the precious metal increases by 2.

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CLEANSE AIR ➡➡

SPELL 2

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, divine, primal**Range** 120 feet; **Area** 30-foot burst**Duration** 1 minute

You purify the air in the area, making it clean and breathable. This removes inhaled poisons, pollution, and similar contaminants from the air but doesn't prevent future contamination. This effect is immediate; for the remaining duration, the spell prevents any further contamination from altering air in the area, including keeping toxic air bordering the area from coming inside. This spell doesn't create air, so casting it underwater wouldn't create breathable air, nor would it affect any toxins within air suspended in the water.

Heightened (3rd) The area increases to 60 feet.**Heightened (4th)** The area increases to 120 feet.**Heightened (6th)** The area increases to 500 feet.**Heightened (9th)** The area increases to 1 mile.

DETECT METAL ➡➡

CANTRIP 1

CANTRIP | CONCENTRATE | DETECTION | MANIPULATE | METAL

Traditions arcane, divine, occult, primal**Area** 30-foot emanation

You attune yourself to magnetic fields, becoming aware of the presence or absence of metallic objects, veins, and deposits within the area. You can choose to ignore metal you're fully aware of, such as the gear you and your allies wear and carry.

You detect metal hidden by illusions (such as *invisibility*) only if the illusion has a lower rank than your *detect metal* spell. Against deceptive illusions, *detect metal* always notices an absence of metal when a non-metallic object is disguised as metallic. However, if the deception involves disguising one metallic object as another, such as pretending a copper coin is made of gold, *detect metal* registers only the presence of metal, not its type, even if the rank of your *detect metal* spell exceeds that of the illusion effect.

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Heightened (3rd) You can discern all types of metal you detected. Your spell can overcome deceptive illusory spells hiding one metal as another if the magic effect's rank is lower than that of your *detect metal* spell.

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DRAW MOISTURE ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal**Range** 10 feet; **Targets** 1 object

You draw water out of an object, possibly to clean up spills or quickly dry a soaked book or shirt. You draw up to a pint of water from the object; this dries objects of less than 1 Bulk. The water collects in a globule floating in your hand, which you can direct into a nearby container as part of Casting the Spell; otherwise, it splashes to the ground. Repeated applications of *draw moisture* can be used to dry larger objects, although doing so might take significant time. You can use this spell in especially humid environments to condense drinkable water from the air, though typically, you can't draw more than a few cups before depleting the ambient moisture.

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FIREPROOF

SPELL 2

CONCENTRATE **FIRE** **MANIPULATE****Traditions** arcane, divine, primal**Cast** 1 minute**Range** touch; **Targets** 1 object up to 10 Bulk**Duration** 1 hour

You prevent the target item from conducting heat or catching fire for the spell's duration. The item gains fire resistance 10. In addition, effects with the fire trait that target the item must first succeed at a counteract check against your spell DC.

Heightened (4th) The duration is 24 hours.**Heightened (6th)** The duration is unlimited.

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GENTLE BREEZE ➡➡

SPELL 2

AIR

CONCENTRATE

HEALING

MANIPULATE

VITALITY

Traditions divine, occult, primal**Range** 60 feet; **Area** 40-foot burst**Duration** 10 minutes

A light, soothing breeze flows through the area, making it easier to rest and recover. Medicine checks attempted to benefit living creatures in the area get a +2 status bonus. Any living creature in the area also gets a +2 status bonus to saving throws against afflictions and, if it remains within the area for the full duration, regains 10 Hit Points. In addition, the cool breeze reduces the temperature effects of heat by one step for any creature in the area.

Heightened (+2) The healing increases by 10 Hit Points.

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HEATVISION ➡➡

SPELL 3

UNCOMMON

CONCENTRATE

FIRE

MANIPULATE

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

The target visually senses the heat energy emitted by the creatures and objects around it, gaining infrared vision at a range of 60 feet as a precise sense. This vision can detect any warm-blooded creature or source of heat not completely covered behind a solid object, such as a wall; this bypasses any concealment granted by smoke or darkness. It can similarly detect especially cold creatures and sources of cold. Almost all creatures with the cold or fire trait can be detected with *heatvision*. Undead and constructs are typically the same temperature as their environment and can't be detected with *heatvision*. The GM decides in other cases.

Heightened (6th) The duration lasts until you next make your daily preparations, and the range increases to 120 feet.

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ILLUMINATE ➤

CANTRIP 1

CANTRIP FIRE MANIPULATE

Traditions arcane, divine, occult, primal**Area** 30-foot emanation (see text)

You light all non-magical light sources in the area that use fire to provide their light—such as candles, lamps, and sconces. You can choose to make the emanation smaller than its maximum, to any distance of your choice. If a light source is attended by an unwilling creature, that creature can attempt a Reflex save to snuff the light out before it becomes noticeable.

Heightened (+1) The maximum area increases by 10 feet.

LOTUS WALK

SPELL 3

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, divine, primal**Duration** 1 minute

Lotuses, water lilies, and other watery plants bloom at your feet, allowing you to walk on the surface of water and other liquids. You can go underwater if you wish, but in that case, you must Swim normally. As you Stride or Step on water, you leave a trail of oversized lily pads, lotus leaves, or spatterdock that fill the squares' surfaces in your wake. Each square of this trail can withstand the weight of 1 Medium creature and lasts until the end of your next turn. You can Dismiss this spell early.

Heightened (4th) The duration of this spell increases to 10 minutes. The trail lasts until the spell ends or you Dismiss the spell on you, whichever comes first.

Heightened (6th) The duration increases to 1 hour. Your trail is permanent even if you

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Dismiss the spell on you, although if the water can't support such plants, they'll die in a week. The trail can be removed by *dispel magic* or a similar spell.

MISTY MEMORY

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal**Cast** 1 minute**Targets** 1 body of water of at least 5 square feet**Duration** sustained up to 10 minutes

Some say water holds memories or impressions of the past, and you can raise those memories to the surface to glimpse recent events. When you Cast the Spell, you fix your mind on an amount of time in the past, up to 24 hours ago. A mist rises from the target body of water, filling a 30-foot burst and coalescing into a misty scene of the events that took place at that time within 60 feet of the water.

Any creature who can see the area can observe the images produced, which are a translucent white color and detailed enough to show a silhouette, outline, or contour of creatures and objects that passed through the area and the motions they took.

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Fine details, such as facial features or written letters, are too precise for the mist to form, and the scene is silent.

You can Sustain the spell to cause the mist to play events backward or forward, with each minute spent Sustaining corresponding to a minute of playback.

Strong winds from a magical source can disrupt this spell if the effect succeeds at a counteract check against your spell DC.

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NEEDLE DARTS ➡➡

CANTRIP 1

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, occult, primal**Range** 60 feet; **Targets** 1 creature**Defense** AC

You shape three needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 3d4 piercing damage and might cause bleeding.

The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack.

Critical Success The target takes double damage and 1 persistent bleed damage.

Success The target takes full damage.

Heightened (+1) You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1.

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PHOENIX WARD ➡➡

SPELL 4

CONCENTRATE

FIRE

MANIPULATE

Traditions divine, primal**Duration** 1 minute

You raise a fiery shield around yourself, gaining resistance 10 to fire. If you take fire damage that would reduce you to 0 Hit Points, the *phoenix ward* absorbs any damage beyond the amount that would bring you to 1 Hit Point. The ward then heals you in a brilliant display of flames in the shape of a phoenix's wings and envelop you in light. You regain Hit Points equal to $4d8$ + the absorbed damage; this is a healing vitality effect. The *phoenix ward* then ends, and you can't cast it again for 24 hours.

Heightened (+1) The healing increases by $1d8$.

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ROUSING SPLASH ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WATER

Traditions divine, primal**Range** 60 feet; **Targets** 1 creature

You cause a splash of cold water to descend on an ally's head, granting some temporary vigor. The target gains 1d4 temporary Hit Points, which last for 1 minute. The target is then temporarily immune to the temporary Hit Points from *rousing splash* for 10 minutes. The target can also attempt an immediate flat check to recover from a single source of persistent acid or fire damage, with the DC reduction from appropriate assistance.

Heightened (+1) The amount of temporary Hit Points granted increases by 1d4.

SCRYING RIPPLES

SPELL 3

CONCENTRATE

MANIPULATE

SCRYING

WATER

Traditions arcane, divine, occult, primal**Cast** 1 minute**Range** touch; **Targets** 1 gallon of water or more**Duration** sustained up to 10 minutes

You touch the water's surface, and as the ripples spread out, so do your senses. When you Cast this Spell, you automatically know the location of any unoccupied, flowing water with a surface area of at least 1 square within 500 feet. You can pick any one of these streams to see and hear out of for the duration of the spell, though your field of vision is perpendicular to the flowing surface. For example, you could look normally out of a waterfall but would look straight up from out of a river. Each time you Sustain the spell, you can change to a different water source or move elsewhere along the same one.

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If the water you're scrying through ceases flowing, such as by a faucet turning off, a river damming, or a waterfall freezing over, this spell ends. Additionally, your face appears as a faint reflection in the water's surface as you peek through. A creature that Seeks and succeeds at their Perception check against your spell DC detects your presence in the water.

Heightened (5th) You know the location of and can scry through flowing water within 1 mile.

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SHIELDED ARM ➡➡

SPELL 1

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, primal**Range** touch; **Targets** 1 willing creature**Duration** 1 minute or until expended

Reinforcing veins of ore run through the target's arm, letting it ward off blows with its bare skin. It can use the Raise a Shield action to instead raise its arm, gaining a +2 circumstance bonus to AC. It can Shield Block with its Raised arm as well; when it does, the target reduces the damage as if it had a shield with Hardness 4 and 15 Hit Points. This shield doesn't have a Broken Threshold, and the spell ends if the shield's Hit Points are expended.

This spell doesn't modify the target's unarmed attacks and can't be used to make a shield bash Strike. Casting or coming under the effects of this spell also counts as using a metallic item with regards to anathema.

Heightened (+2) The Hardness increases by 4, and the Hit Points increase by 15.

SHOCK TO THE SYSTEM ➡➡

SPELL 7

AIR

CONCENTRATE

ELECTRICITY

HEALING

MANIPULATE

VITALITY

Traditions divine, occult, primal**Range** 30 feet; **Targets** 1 living creature or 1 corpse that died within the last round**Duration** 1 minute

A dense lightning cloud descends to fill the target's space, then fires a jolt of revitalizing lightning into the target. If the target is a corpse that died within the last round, the creature comes back to life with 0 Hit Points, and any effects and conditions it had when it died, with the exception of dying, and its wounded condition increases by 1. The creature's initiative is right before yours.

Regardless of whether the creature came back to life or was already alive, it regains 8d8 Hit Points, and the bolt wakes it up if it was unconscious. For the duration of the spell, the target is supercharged. It becomes quickened and can use the extra action to Stand, Stride, Strike, or Fly (if it has a fly Speed).

(Continued on back)

(Continued from front)

In addition, it can cast 5th-rank *thunderstrike* as an innate spell at will, using your spell DC.

The cloud that covered the creature remains until the end of the target's next turn. Any creature in the cloud is hidden, and anything outside the cloud is hidden to any creature inside the cloud.

Heightened (+1) The healing increases by 2d8, and the *thunderstrike* rank increases by 1.

DIVINE



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SUMMON ELEMENTAL HERALD SPELL 8

CONCENTRATE

INCARNATE

MANIPULATE

Traditions arcane, divine, primal**Range** 100 feet**Duration** until the end of your next turn

Your meditation into the different elemental planes connects you to them deeply, and this connection allows you to summon a herald of an elemental lord. The herald arrives in the form of a natural disaster centralized on your enemies. The herald occupies the space of a Huge creature. When you Cast this spell, choose one of the elemental heralds listed on page 223 of *Rage of Elements* to summon; if you're a divine spellcaster who worships an elemental lord, you must choose the option matching your deity's element. This spell gains the trait (air, earth, fire, metal, water, or wood) matching your choice.

See *Rage of Elements* pages 222 and 223 for details on these heralds.

THERMAL REMEDY

SPELL 2

CONCENTRATE **FIRE** **MANIPULATE****Traditions** arcane, divine, primal**Cast** 1 minute**Range** touch; **Targets** up to 1 gallon of non-magical liquid or up to 5 pounds of food**Duration** 1 hour

You adjust the delicate levels of bitter ingredients in food and drink to draw out their full restorative and fortifying properties. Choose one of the benefits listed below. Any creature that consumes the targeted drink or food gains that benefit. Up to 10 creatures can partake in the meal, and a creature gets no extra benefit for consuming more than one portion.

- Gain 5 temporary Hit Points.
- Gain resistance 2 to fire.
- Gain a +1 circumstance bonus to saves against disease.

(Continued on back)

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Heightened (4th) Your remedy provides two benefits of your choice instead of one. The temporary Hit Points increase to 10, the resistance to fire increases to 3, the bonus against disease increases to +2, and the duration is 2 hours.

Heightened (7th) The remedy provides all three benefits. The temporary Hit Points increase to 15, the resistance to fire increases to 5, the bonus against disease increases to +3, and the duration is 8 hours.

TREMOR SIGNS ➤

CANTRIP 1

CANTRIP

EARTH

MANIPULATE

Traditions arcane, divine, occult, primal**Range** 120 feet; **Targets** 1 creature

You send a series of tremors, no longer than a short sentence of speech, toward your target. If the target is within range and connected to the same body of earth as you, the vibrations reach the target through the ground. You need neither line of sight nor line of effect, so a target on another floor of a building is a valid target.

The target can give a brief, vibrational response as a reaction, or as a free action on their next turn, but they must be within range to do so. If they respond, their response is delivered to you through tremors you feel, as with the original message. The tremors impart a clear meaning only if you and the target know that meaning, such as three tremors for a specific warning, two for another. Neither of you can impart a nuanced or new meaning using this spell.

(Continued on back)

(Continued from front)

A creature that has tremorsense can feel the vibrations from this spell if the creature is within range of the vibrations at any point during their journey to any target.

Heightened (4th) The spell can target up to 5 creatures.

DIVINE



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WISDOM OF THE WINDS

SPELL 5

UNCOMMON

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal**Cast** 1 minute**Duration** varies

You ask a question of the spirits of air, imploring them to send signals through the winds to help you find your way. You might be guided by air elementals, anemoi, or even the Lords of Air themselves. You receive guidance as either words of wisdom or a rustling wind that guides you to a helpful destination—whichever the spirits think will be most beneficial. The spirits don't give guidance you can't follow, such as winds that lead somewhere you can't reach, nor do they give advice that will help their causes at the expense of your own. If you've upset all the spirits of air, they don't mislead you but do refuse to guide you.

See *Rage of Elements* page 73 for more information.

YMERI'S MARK ➡➡

SPELL 4

CONCENTRATE

CURSE

DETECTION

FIRE

MANIPULATE

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

You place the fiery mark of the Queen of the Inferno on the target, burning into the creature's very essence. The mark gives off a heat that only you can sense; as long as you're on the same plane as the target, you can sense the direction it's in. The target is fatigued and can't reduce the value of this condition normally.

You can detonate the mark at any point during its duration by Dismissing the spell. The rune explodes in a 10-foot emanation centered on the target that deals 5d6 fire damage with a basic Reflex save. You choose whether the mark's target is included in the explosion.

When you Cast the spell, the target attempts a Fortitude save to determine how long the mark lasts. If the spell's duration elapses, the rune doesn't detonate.

(Continued on back)

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Critical Success The target is unaffected.

Success The duration is 1 minute.

Failure The duration is 1 week.

Critical Failure The duration is unlimited.

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

FOCUS



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ARMS OF NATURE ➡➡

FOCUS 1

UNCOMMON

CONCENTRATE

FOCUS

MANIPULATE

WOOD

Range touch; **Targets** 1 wooden object or plant of at least 4 Bulk

Duration 1 minute

All wood, dead or alive, is your armory. When you cast this spell, you draw forth a +1 *weapon* of your choice from the target. The weapon must be 2 Bulk or less. This weapon is of the same material as the target.

Heightened (3rd) The weapon is a +1 *striking weapon*.

Heightened (5th) The weapon is a +2 *striking weapon*.

Heightened (7th) The weapon is a +3 *greater striking weapon*.

FOCUS



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COMBUSTION ➡➡

FOCUS 3

UNCOMMON

CONCENTRATE

FIRE

FOCUS

MANIPULATE

Range 120 feet; **Targets** 1 creature

Defense Fortitude

You ignite a creature in lasting flames. The fire deals 4d8 fire damage and 2d6 persistent fire damage to the creature, which must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and takes no persistent damage.

Failure The creature takes full damage, as well as full persistent damage.

Critical Failure The creature takes double damage, as well as double persistent damage.

Heightened (+1) Increase the initial damage by 1d8 and the persistent damage by 1d6.

FOCUS



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CRUSHING GROUND ➡➡

FOCUS 1

UNCOMMON

CONCENTRATE

EARTH

FOCUS

MANIPULATE

Range 60 feet; **Targets** 1 creature**Defense** Reflex; **Duration** 1 round

You tear open the ground then slam it shut. The target creature takes 2d6 bludgeoning damage with a Reflex save.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage, is off-guard, and takes a -10-foot circumstance penalty to Speed.**Critical Failure** The target takes double damage and is off-guard and immobilized. It can attempt to Escape against your spell DC. If it doesn't Escape, the target takes an additional 2d6 bludgeoning damage when the spell ends.**Heightened (+1)** Increase the initial damage and additional damage by 2d6.

FOCUS



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POWERFUL INHALATION ➡➡

FOCUS 3

UNCOMMON

AIR

CONCENTRATE

FOCUS

MANIPULATE

Area 10-foot emanation**Defense** basic Fortitude

You rapidly draw the air from your surroundings, hoarding it for yourself. Creatures in the area when the spell is cast take 5d6 bludgeoning damage with a basic Fortitude save. A creature that fails its save can't speak above a raspy whisper for 1 round. A creature that critically fails can't speak or use abilities that require it to breathe for 1 round. This prevents it from using effects that require speech and from using a breath weapon or similar ability.

Creatures made of air (such as air elementals) attempting a save against this spell get a degree of success one worse than they rolled.

Heightened (+1) Increase the damage by 2d6.

FOCUS



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PULVERIZING CASCADE ➡➡

FOCUS 3

UNCOMMON

CONCENTRATE

FOCUS

MANIPULATE

WATER

Range 120 feet; **Area** 10-foot radius, 20-foot-tall cylinder

Defense basic Reflex

You raise a pair of towering waves and slam them into each other, crushing creatures caught between them. Creatures in the area take 5d6 bludgeoning damage with a basic Reflex save.

Heightened (+1) Increase the damage by 2d6.

FOCUS



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REPEL METAL

FOCUS 4

UNCOMMON

FOCUS

MANIPULATE

METAL

Domain metal**Trigger** A Strike with a metallic weapon or projectile would hit you or an ally within range.**Range** 60 feet; **Targets** the creature targeted by the triggering Strike

You call forth a repelling field. The target gains a +2 circumstance bonus to AC against the triggering attack. If the attack then misses, you direct the Strike back at the attacker, who compares the attack roll to their own AC. The target then becomes immune to this spell for 10 minutes.

FOCUS



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RISING SURF ➡

FOCUS 1

UNCOMMON

FOCUS

MANIPULATE

MOVE

WATER

Range 30 feet

You create a wave of water that you ride, banking around obstacles and surfing to higher ground. You move up to 35 feet, raising yourself up to 5 feet above the ground. (You can avoid many types of difficult terrain in this way.) You must end your movement on an unoccupied space where you have solid footing. This movement isn't a Stride, but you measure the distance in a similar way, and it still triggers reactions caused by movement. You can't transport anyone else with you.

Heightened (+2) Increase the distance you move by 5 feet and the maximum height traveled above the ground by 5 feet.

FOCUS



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SERRATE

FOCUS 1

UNCOMMON

FOCUS

MANIPULATE

METAL

Domain metal**Range** touch; **Targets** 1 metal weapon

With a pinch, the metal of a weapon twists, adding numerous jagged blades along its surface. Strikes with the target weapon deal an additional 1d4 slashing damage until the start of your next turn.

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

FOCUS



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STONE LANCE ➡➡

FOCUS 3

UNCOMMON

ATTACK

CONCENTRATE

EARTH

FOCUS

MANIPULATE

Range 120 feet; **Targets** 1 creature**Duration** 1 minute

You conjure a jagged lance of stone and then launch it at a foe. Make a spell attack roll against the target. On a hit, you deal 6d6 piercing damage and the lance impales the creature, giving it a -10-foot circumstance penalty to its Speeds unless it Escapes. On a critical hit, if the creature is on the ground, the lance also embeds into the ground and immobilizes the creature until it Escapes. A creature that Escapes after being impaled takes 3 persistent bleed damage. When the spell ends, the lance crumbles into dirt, freeing the target if it hasn't Escaped.

Heightened (+1) Increase the damage by 2d6 and the persistent bleed damage for Escapes by 1.

FOCUS



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UPDRAFT



FOCUS 1

UNCOMMON

AIR

CONCENTRATE

FOCUS

MANIPULATE

Range 60 feet; **Targets** 1 creature**Defense** basic Reflex

A powerful blast of wind erupts from the ground, launching the target into the air and sending it crashing back down. The collision deals 2d6 bludgeoning damage with a basic Reflex save. On a failure, the target is knocked prone.

Heightened (+1) Increase the damage by 2d6.

FOCUS



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WILDFIRE

FOCUS 1

UNCOMMON

CONCENTRATE

FIRE

FOCUS

MANIPULATE

Range 30 feet; **Area** 10-foot burst**Defense** Reflex; **Duration** sustained up to 1 minute

A thin layer of ash and flame covers the ground in the area. The area becomes hazardous terrain. A creature that moves on the ground through the area takes 1 fire damage for every square of that area it moves into. A creature that ends its turn in the area must succeed at a Reflex save or take 1 persistent fire damage.

Each time you Sustain this spell, the radius of the burst increases by 5 feet.

Heightened (+2) Increase the damage and persistent damage by 1.

FOCUS



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WOOD WALK ➡➡

FOCUS 4

UNCOMMON

FOCUS

CONCENTRATE

MANIPULATE

WOOD

Duration sustained up to 1 minute

Wood shapes itself according to your will readily, making staircases appear as you climb up the side of a tree, automatically weaving vines into ladders, or lowering branches to lift you up to the top. Move up to your Speed in any direction or along any surface, so long as there are living plants or trees of size Large or larger within 15 feet of you. The wood allows you to move but doesn't protect you from hazardous terrain or other dangers.

Each time you Sustain this spell, you can move again in the same way.

Heightened (8th) The duration of this spell becomes 10 minutes. You no longer need to Sustain the spell to extend its duration, but you can Sustain it to move as described.

FOCUS



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ARMS OF NATURE ➡➡

FOCUS 1

UNCOMMON

CONCENTRATE

FOCUS

MANIPULATE

WOOD

Range touch; **Targets** 1 wooden object or plant of at least 4 Bulk

Duration 1 minute

All wood, dead or alive, is your armory. When you cast this spell, you draw forth a +1 *weapon* of your choice from the target. The weapon must be 2 Bulk or less. This weapon is of the same material as the target.

Heightened (3rd) The weapon is a +1 *striking weapon*.

Heightened (5th) The weapon is a +2 *striking weapon*.

Heightened (7th) The weapon is a +3 *greater striking weapon*.

FOCUS



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REPEL METAL

FOCUS 4

UNCOMMON

FOCUS

MANIPULATE

METAL

Domain metal**Trigger** A Strike with a metallic weapon or projectile would hit you or an ally within range.**Range** 60 feet; **Targets** the creature targeted by the triggering Strike

You call forth a repelling field. The target gains a +2 circumstance bonus to AC against the triggering attack. If the attack then misses, you direct the Strike back at the attacker, who compares the attack roll to their own AC. The target then becomes immune to this spell for 10 minutes.

FOCUS



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SERRATE ➤

FOCUS 1

UNCOMMON

FOCUS

MANIPULATE

METAL

Domain metal**Range** touch; **Targets** 1 metal weapon

With a pinch, the metal of a weapon twists, adding numerous jagged blades along its surface. Strikes with the target weapon deal an additional 1d4 slashing damage until the start of your next turn.

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

FOCUS



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WOOD WALK ➡➡

FOCUS 4

UNCOMMON

FOCUS

CONCENTRATE

MANIPULATE

WOOD

Duration sustained up to 1 minute

Wood shapes itself according to your will readily, making staircases appear as you climb up the side of a tree, automatically weaving vines into ladders, or lowering branches to lift you up to the top. Move up to your Speed in any direction or along any surface, so long as there are living plants or trees of size Large or larger within 15 feet of you. The wood allows you to move but doesn't protect you from hazardous terrain or other dangers.

Each time you Sustain this spell, you can move again in the same way.

Heightened (8th) The duration of this spell becomes 10 minutes. You no longer need to Sustain the spell to extend its duration, but you can Sustain it to move as described.

DETECT METAL ➡➡

CANTRIP 1

CANTRIP | CONCENTRATE | DETECTION | MANIPULATE | METAL

Traditions arcane, divine, occult, primal**Area** 30-foot emanation

You attune yourself to magnetic fields, becoming aware of the presence or absence of metallic objects, veins, and deposits within the area. You can choose to ignore metal you're fully aware of, such as the gear you and your allies wear and carry.

You detect metal hidden by illusions (such as *invisibility*) only if the illusion has a lower rank than your *detect metal* spell. Against deceptive illusions, *detect metal* always notices an absence of metal when a non-metallic object is disguised as metallic. However, if the deception involves disguising one metallic object as another, such as pretending a copper coin is made of gold, *detect metal* registers only the presence of metal, not its type, even if the rank of your *detect metal* spell exceeds that of the illusion effect.

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Heightened (3rd) You can discern all types of metal you detected. Your spell can overcome deceptive illusory spells hiding one metal as another if the magic effect's rank is lower than that of your *detect metal* spell.

OCCULT



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EAT FIRE

CANTRIP 1

CANTRIP

FIRE

MANIPULATE

Traditions arcane, occult, primal**Trigger** You would take fire damage.**Duration** until the end of your next turn

You consume and ingest fire, making it less harmful to you. You gain resistance 5 to fire damage until the end of the current turn. During the remaining duration of the spell, you can use the Belch Smoke action. The spell ends if you fall unconscious, inhale, or exhale (this includes speaking).

Belch Smoke  You exhale what remains of the smoke, ending the spell and creating a smoke cloud in a 5-foot burst within 20 feet. All creatures within the smoke cloud are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Heightened (+3) The resistance increases by 5.

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FLAME DANCER ➡➡

SPELL 5

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, occult, primal**Range** 60 feet; **Targets** 1 willing creature**Duration** 1 minute

Fire encircles the target's hands and feet, and its eyes and hair catch ablaze. The target's unarmed Strikes deal an additional 2d6 fire damage. Critical hits with these Strikes also deal 2d4 persistent fire damage. Additionally, when the target attempts to Demoralize a foe, they can use Performance instead of Intimidation; when using Performance to Demoralize, the action loses the auditory trait but gains the visual trait, and the target doesn't take a penalty when attempting to Demoralize a creature that doesn't understand its language.

Heightened (7th) The fire damage increases to 3d6, and the persistent fire damage increases to 3d4. If the target gets a critical success on a Demoralize check using Performance, the target of the Demoralize check becomes fleeing from the target of *flame dancer* for 1 round.

FLAMES OF EGO ➡➡

SPELL 5

CONCENTRATE

FIRE

INCAPACITATION

LIGHT

MANIPULATE

MENTAL

Traditions arcane, occult, primal**Range** 120 feet; **Targets** 1 creature**Defense** Will; **Duration** varies

Elegant flames of incredible beauty coruscate across the target's body, creating overconfidence and carelessness. The target attempts a Will save.

Critical Success The target is unaffected.

Success The target sheds bright light in a 20-foot emanation (and dim light to the next 40 feet) and becomes fascinated with itself for 1 round. It must spend at least 1 action on its turn on a taunting display of arrogance or overconfidence. Using actions that include such a display—such as using Perform to show off—count toward this requirement.

Failure As success, but the duration is 1 minute and the target can't act hostile toward a creature until that creature acts hostile toward the target.

(Continued on back)

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Critical Failure As failure, except the target must spend at least 2 actions on its turn on a taunting display of arrogance or overconfidence.

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GENTLE BREEZE ➡➡

SPELL 2

AIR

CONCENTRATE

HEALING

MANIPULATE

VITALITY

Traditions divine, occult, primal**Range** 60 feet; **Area** 40-foot burst**Duration** 10 minutes

A light, soothing breeze flows through the area, making it easier to rest and recover. Medicine checks attempted to benefit living creatures in the area get a +2 status bonus. Any living creature in the area also gets a +2 status bonus to saving throws against afflictions and, if it remains within the area for the full duration, regains 10 Hit Points. In addition, the cool breeze reduces the temperature effects of heat by one step for any creature in the area.

Heightened (+2) The healing increases by 10 Hit Points.

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HEATVISION ➡➡

SPELL 3

UNCOMMON

CONCENTRATE

FIRE

MANIPULATE

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

The target visually senses the heat energy emitted by the creatures and objects around it, gaining infrared vision at a range of 60 feet as a precise sense. This vision can detect any warm-blooded creature or source of heat not completely covered behind a solid object, such as a wall; this bypasses any concealment granted by smoke or darkness. It can similarly detect especially cold creatures and sources of cold. Almost all creatures with the cold or fire trait can be detected with *heatvision*. Undead and constructs are typically the same temperature as their environment and can't be detected with *heatvision*. The GM decides in other cases.

Heightened (6th) The duration lasts until you next make your daily preparations, and the range increases to 120 feet.

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ILLUMINATE ➤

CANTRIP 1

CANTRIP FIRE MANIPULATE

Traditions arcane, divine, occult, primal**Area** 30-foot emanation (see text)

You light all non-magical light sources in the area that use fire to provide their light—such as candles, lamps, and sconces. You can choose to make the emanation smaller than its maximum, to any distance of your choice. If a light source is attended by an unwilling creature, that creature can attempt a Reflex save to snuff the light out before it becomes noticeable.

Heightened (+1) The maximum area increases by 10 feet.

MERCURIAL STRIDE ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

METAL

POISON

Traditions arcane, occult**Defense** Fortitude

Your form ripples as you take on the fluidity and toxicity of quicksilver. You partially shift into a liquid metal form and Stride up to twice your speed. During this movement, you can pass through one creature's space—without needing to attempt a check to Tumble Through—by splitting into droplets of mercury and reforming on the other side, though you can't end your turn in such a space. Passing through a creature's space in this way exposes it to mercury poisoning, with a Fortitude save.

Critical Success The target is unaffected.**Success** The target becomes sickened 1.**Failure** The target becomes sickened 2 and takes 6d6 poison damage.**Critical Failure** The target becomes sickened 2 and takes 12d6 poison damage.**(Continued on back)**

(Continued from front)

Heightened (+1) The damage increases by 1d6 on a failure and 2d6 on a critical failure.

OCCULT



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NEEDLE DARTS ➡➡

CANTRIP 1

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, occult, primal**Range** 60 feet; **Targets** 1 creature**Defense** AC

You shape three needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 3d4 piercing damage and might cause bleeding.

The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack.

Critical Success The target takes double damage and 1 persistent bleed damage.

Success The target takes full damage.

Heightened (+1) You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1.

PHANTOM ORCHESTRA ➡➡

SPELL 6

AIR

CONCENTRATE

MANIPULATE

SONIC

Traditions arcane, occult, primal**Range** 120 feet**Duration** sustained up to 1 minute**Defense** basic Fortitude

You orchestrate an invisible ensemble of lost sounds captured inside errant breezes across the Plane of Air, and you can direct this symphony to attack foes within range. The sounds materialize and manifest as directed, appearing as silhouetted instruments and musicians that dance and bob in the wind.

When you Cast the Spell, a captured breath of ephemeral music explodes in a great crescendo, appearing in a space you choose within range. On subsequent rounds, the first time you Sustain the Spell each round, you can move your conjured melody to a space within range (if needed) and create another explosion of music.

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Each explosion of sound from the *phantom orchestra* deals 8d6 sonic damage to all creatures in a 10-foot burst (basic Fortitude save). The *phantom orchestra* doesn't take up space, grant flanking, or have any other attributes a creature would.

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

SCRYING RIPPLES

SPELL 3

CONCENTRATE

MANIPULATE

SCRYING

WATER

Traditions arcane, divine, occult, primal**Cast** 1 minute**Range** touch; **Targets** 1 gallon of water or more**Duration** sustained up to 10 minutes

You touch the water's surface, and as the ripples spread out, so do your senses. When you Cast this Spell, you automatically know the location of any unoccupied, flowing water with a surface area of at least 1 square within 500 feet. You can pick any one of these streams to see and hear out of for the duration of the spell, though your field of vision is perpendicular to the flowing surface. For example, you could look normally out of a waterfall but would look straight up from out of a river. Each time you Sustain the spell, you can change to a different water source or move elsewhere along the same one.

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If the water you're scrying through ceases flowing, such as by a faucet turning off, a river damming, or a waterfall freezing over, this spell ends. Additionally, your face appears as a faint reflection in the water's surface as you peek through. A creature that Seeks and succeeds at their Perception check against your spell DC detects your presence in the water.

Heightened (5th) You know the location of and can scry through flowing water within 1 mile.

SHOCK TO THE SYSTEM ➡➡

SPELL 7

AIR

CONCENTRATE

ELECTRICITY

HEALING

MANIPULATE

VITALITY

Traditions divine, occult, primal**Range** 30 feet; **Targets** 1 living creature or 1 corpse that died within the last round**Duration** 1 minute

A dense lightning cloud descends to fill the target's space, then fires a jolt of revitalizing lightning into the target. If the target is a corpse that died within the last round, the creature comes back to life with 0 Hit Points, and any effects and conditions it had when it died, with the exception of dying, and its wounded condition increases by 1. The creature's initiative is right before yours.

Regardless of whether the creature came back to life or was already alive, it regains 8d8 Hit Points, and the bolt wakes it up if it was unconscious. For the duration of the spell, the target is supercharged. It becomes quickened and can use the extra action to Stand, Stride, Strike, or Fly (if it has a fly Speed).

(Continued on back)

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In addition, it can cast 5th-rank *thunderstrike* as an innate spell at will, using your spell DC.

The cloud that covered the creature remains until the end of the target's next turn. Any creature in the cloud is hidden, and anything outside the cloud is hidden to any creature inside the cloud.

Heightened (+1) The healing increases by 2d8, and the *thunderstrike* rank increases by 1.

SIGNAL SKYROCKET

SPELL 1

CONCENTRATE

FIRE

MANIPULATE

SONIC

Traditions arcane, occult, primal**Range** 1,000 feet; **Area** 30-foot burst

With a pinch of metallic powder and gunpowder, you call forth blistering red energy that shoots straight upward into the air and explodes, unleashing a crackling boom. Over time, you might even customize your own pattern and color for the skyrocket as you refine the spell.

You can't change the direction or distance of the rocket—it must go straight up, continuing up to the maximum range if possible. If the rocket explodes at its maximum height, the bright light can be seen up to 10 miles away, and the sound of the explosion can be heard up to 1 mile away under clear weather conditions.

If the rocket explodes in an enclosed space smaller than the full size of the burst, each creature in the area takes 1d10 sonic damage depending on the result of its Reflex save.

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Critical Success The creature is unaffected

Success The creature takes half damage.

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

Critical Failure The creature takes double damage and is blinded for 1 round.

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

TREMOR SIGNS ➤

CANTRIP 1

CANTRIP

EARTH

MANIPULATE

Traditions arcane, divine, occult, primal**Range** 120 feet; **Targets** 1 creature

You send a series of tremors, no longer than a short sentence of speech, toward your target. If the target is within range and connected to the same body of earth as you, the vibrations reach the target through the ground. You need neither line of sight nor line of effect, so a target on another floor of a building is a valid target.

The target can give a brief, vibrational response as a reaction, or as a free action on their next turn, but they must be within range to do so. If they respond, their response is delivered to you through tremors you feel, as with the original message. The tremors impart a clear meaning only if you and the target know that meaning, such as three tremors for a specific warning, two for another. Neither of you can impart a nuanced or new meaning using this spell.

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A creature that has tremorsense can feel the vibrations from this spell if the creature is within range of the vibrations at any point during their journey to any target.

Heightened (4th) The spell can target up to 5 creatures.

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TREMORSENSE ➡➡

SPELL 2

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, occult, primal**Duration** 10 minutes

You become aware of vibrations in the ground around you. You gain tremorsense as an imprecise sense with a range of 30 feet. As normal for tremorsense, you can detect a creature only if it's on the same surface as you and only if the subject is moving along (or burrowing through) the surface.

Heightened (3rd) The spell's duration is 1 hour.**Heightened (5th)** The spell's duration is 8 hours.

VOICE ON THE BREEZE ➡➡

SPELL 2

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal**Range** 10 miles; **Area** 10-foot burst

You whisper a secret message or sound into the wind, which carries it to a designated spot. The message travels to a specific 10-foot burst within range that's familiar to you, provided there's a path for the wind to follow between you and the area. The gentle breeze goes all but unnoticed until it reaches its destination, where it delivers its whisper-quiet message. The message is delivered regardless of who or what is present to hear it, even if no one receives it at all. Once the message is delivered, the spell ends.

Your message can contain no more than 25 words, 1 round's worth of other sounds, or a simple rustling in the air at the target location. It moves at a speed of your choosing between 1 mile per hour and 1 mile per 10 minutes; when it arrives, the wind swirls around the area and whispers the full message.

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A *voice on the breeze* can't activate magical effects triggered by voices.

Heightened (4th) The range increases to 1,000 miles, and the message can contain up to 100 words.

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WISDOM OF THE WINDS

SPELL 5

UNCOMMON

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal**Cast** 1 minute**Duration** varies

You ask a question of the spirits of air, imploring them to send signals through the winds to help you find your way. You might be guided by air elementals, anemoi, or even the Lords of Air themselves. You receive guidance as either words of wisdom or a rustling wind that guides you to a helpful destination—whichever the spirits think will be most beneficial. The spirits don't give guidance you can't follow, such as winds that lead somewhere you can't reach, nor do they give advice that will help their causes at the expense of your own. If you've upset all the spirits of air, they don't mislead you but do refuse to guide you.

See *Rage of Elements* page 73 for more information.

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WOODEN DOUBLE

SPELL 3

MANIPULATE

WOOD

Traditions arcane, occult, primal**Trigger** You're critically hit by a damage-dealing effect or a Strike.

A wooden double appears out of nowhere and takes the blow in your place. Take a Step action. A wooden block of your size and roughly shaped like you appears in the space you left and absorbs the hit. This block has Hardness 5 and 20 Hit Points. If the wooden block is destroyed, you take any excess damage that the block didn't absorb. After taking the blow, the wooden block collapses into a pile of splinters and dust.

Heightened (+1) The block's Hit Points increase by 10.

AIRLIFT ➡➡

SPELL 4

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal**Area** 10-foot emanation**Defense** Reflex

A massive rush of wind lifts, briefly carrying you and everything around you to a nearby destination. You, each creature in the area, and each item of 10 Bulk or lighter are lifted by this powerful gale. You and all affected creatures and objects Fly up to 60 feet and land on a solid surface, arriving in the same relative position to each other. If there wouldn't be enough room at the destination for everything you're bringing, the spell fails, though the GM might allow you to rearrange the group slightly to accommodate the spell.

Any unwilling participant can attempt a Reflex save to avoid being carried along. The *airlift* doesn't carry items that are secured in place (such as a hinged door or a person manacled to a wall).

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Heightened (6th) The distance you Fly increases to 120 feet, and the Bulk limit of an item you can *airlift* increases to 20.

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ARROW SALVO ➡➡

SPELL 6

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Range** 100 feet; **Area** 30-foot burst**Defense** basic Reflex

You conjure an immense wooden bow that launches a salvo of massive arrows at all nearby enemies. All creatures in the affected area take 8d10 piercing damage, with a basic Reflex save. On a critical failure, the target is knocked prone from the force of the impact.

Heightened (+1) Increase the damage by 1d10.

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BLASTBACK

SPELL 3

AIR

CONCENTRATE

Traditions arcane, primal**Trigger** You fall more than 10 feet.**Area** 20-foot emanation**Defense** basic Reflex

You hit the ground with a shuddering boom, propelling the force of your fall out in a wave. You take no damage from the fall as the displaced air allows you to land gently, but all other creatures in the spell's area take 6d4 bludgeoning damage. Creatures that fail their save are also pushed back 5 feet.

Heightened (+2) The emanation increases by 10 feet, and the damage increases by 1d4.

BLAZING ARMORY ➡➡

SPELL 2

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, divine, primal**Range** 30 feet; **Targets** 1 willing creature**Duration** 5 minutes

As long as you have magic, you're never unarmed. You materialize a flaming simulacrum of any common simple or martial weapon into the target's grasp. The target must have a free hand to hold the weapon, or else the weapon falls to the ground in the target's space. The blazing weapon functions as a *+1 striking weapon*, and its damage type changes to fire. The damage type can't be changed using the versatile trait, modular trait, or similar methods.

A thrown weapon rematerializes in the target's hand after the Strike is complete. If you choose a ranged weapon that uses ammunition, the wielder must still reload the weapon using the normal number of actions, though this generates ammunition automatically; this functions as normal ammunition, and the blazing weapon can't use other types of ammunition.

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Any creature other than you or the target that attempts to touch, make a Strike with, or Disarm the weapon takes 1d6 fire damage each time.

Heightened (4th) You can target up to 5 willing creatures and can choose a different weapon for each target. The weapons function as +1 *striking flaming* weapons.

Heightened (6th) As 4th, but the weapons function as +2 *greater striking flaming* weapons.

Heightened (8th) As 4th, but the weapons function as +3 *greater striking greater flaming* weapons.

Heightened (10th) As 4th, but the weapons function as +3 *superior striking greater flaming* weapons.

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BRINE DRAGON BILE

SPELL 2

ACID

CONCENTRATE

WATER

Traditions arcane, primal**Trigger** A creature within range takes damage from a slashing or piercing attack, or one that inflicts persistent bleed damage.**Range** 30 feet; **Targets** the creature that took damage**Defense** AC

You spit a glob of caustic saltwater that stings the wounds of the creature. Make a ranged spell attack against the triggering creature's AC. On a hit, salt scours its open wound, dealing 2d6 persistent acid damage.

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

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BUOYANT BUBBLES ➤

SPELL 1

CONCENTRATE | **WATER****Traditions** arcane, primal**Range** 30 feet; **Targets** 1 creature**Duration** 1 minute

You create a thin layer of foamy bubbles that adhere to the target, causing it to float in water and similar liquids. The target doesn't sink, even if it hasn't succeeded at a Swim check this round; an already-sinking target resurfaces with the bubbles' help over the course of 1 round. If on a plane where the water or liquid has a surface, the bubbles also prevent the target from diving beneath that surface unless it succeeds at a Fortitude save against your spell DC.

Heightened (4th) You can target up to 5 creatures.

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BURROW WARD ➡➡

SPELL 2

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Area** 15-foot emanation**Duration** sustained up to 1 minute

You solidify the earth around you, hindering burrowing creatures. Creatures that can't burrow through stone can't burrow through the area. Such creatures already underground within the area must succeed at a Fortitude save or be ejected from the area toward the surface. Those who succeed are forced out of the area but can remain underground. Creatures that can burrow through stone treat the area as difficult terrain.

Heightened (5th) You create a 30-foot emanation.

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CAUTERIZE WOUNDS ➡➡

SPELL 2

CONCENTRATE

FIRE

HEALING

MANIPULATE

Traditions arcane, divine, primal**Range** 60 feet; **Targets** up to 5 willing creatures**Duration** 1 minute

You seal bleeding wounds with fire. Any target that has persistent bleed damage can choose to take 1 fire damage. If it does, it can attempt to recover from its persistent bleed damage, with the lower DC for particularly effective assistance. During the spell's duration, you can use a single action, which has the concentrate trait, to repeat this effect for one target of the spell.

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CAVE FANGS

SPELL 3

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Range** 60 feet; **Area** 20-foot burst**Defense** basic Reflex; **Duration** 1 minute

Sharp flowstone formations protrude from the ground and ceiling, dealing 6d6 piercing damage to creatures in the area with a basic Reflex save. Densely packed with protrusions, the area becomes difficult terrain for the duration. The protrusions turn to dust when the spell ends. You can Dismiss the spell.

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

CINDER SWARM ➡➡

SPELL 4

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal**Range** 60 feet; **Targets** 1 creature**Defense** Fortitude or basic Reflex (see text)**Duration** sustained for up to 1 minute

You breathe life into a mass of fiery critters. They swarm the target and create an aura around it in a 5-foot emanation. The target and enemies in the aura are subject to an effect depending on the insects you choose. On subsequent rounds, the first time you Sustain this spell each round, you repeat the effect on the target and all your enemies in the insect aura. Pick a type of insect to determine the effects.

- **Fire Ants** You create fiery flying ants that deal 3d6 piercing damage plus 2d6 persistent fire damage with a basic Reflex save. A creature that fails its save must move 5 feet in a direction of your choice as it tries to escape the biting ants; this happens after all the

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creatures attempt their saves and can't add new creatures to the aura if the main target moves.

- **Fireflies** (incapacitation) You create a flurry of fireflies that deal 3d6 fire damage and can dazzle or blind, depending on the target's Fortitude save.

Critical Success The creature takes no damage.

Success The creature takes half damage and is dazzled for 1 round.

Failure The creature takes full damage and is blinded for 1 round. It's then temporarily immune to being blinded by *cinder swarm* for 24 hours.

Critical Failure As failure, but double damage and blinded for 1 minute.

Heightened (+1) Increase the ants' piercing damage and fireflies' fire damage by 2d6.

CLAD IN METAL ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, primal**Range** touch; **Targets** 1 metal object of 5 Bulk or less that's unattended or attended by a willing creature**Duration** 1 minute

You briefly swap the outer surface of the metal in an object with a suitable amount of a common precious metal from the Plane of Metal. You can instead choose an uncommon or rare metal if you have access to it or the GM has given you access to it.

The object functions as an item of that metal, provided the item would be 2nd level or lower. For example, you could make a dagger into a cold iron or silver dagger (2nd-level items) but couldn't make full plate into cold iron armor or silver armor (5th-level items). This imparts any special properties of the precious metal—a weapon clad in cold iron activates weaknesses to cold iron, for example—and suppresses any special properties of the original metal of which the item was made.

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The spell neither changes the structural integrity of the item nor damages it. The object can pass a cursory inspection, but the magical effect is obvious to anyone who studies the item closely, so it doesn't alter the Price of the item if you attempt to sell it.

Heightened (+1) The maximum level of the precious metal increases by 2.

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CLEANSE AIR ➡➡

SPELL 2

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, divine, primal**Range** 120 feet; **Area** 30-foot burst**Duration** 1 minute

You purify the air in the area, making it clean and breathable. This removes inhaled poisons, pollution, and similar contaminants from the air but doesn't prevent future contamination. This effect is immediate; for the remaining duration, the spell prevents any further contamination from altering air in the area, including keeping toxic air bordering the area from coming inside. This spell doesn't create air, so casting it underwater wouldn't create breathable air, nor would it affect any toxins within air suspended in the water.

Heightened (3rd) The area increases to 60 feet.**Heightened (4th)** The area increases to 120 feet.**Heightened (6th)** The area increases to 500 feet.**Heightened (9th)** The area increases to 1 mile.

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CLOUD DRAGON'S CLOAK

SPELL 3

AIR **MANIPULATE****Traditions** arcane, primal**Trigger** You or an ally in range is targeted by a ranged attack.**Range** 60 feet; **Targets** the creature targeted by the attack**Duration** 1 round

A cloud of mist enshrouds the target, appearing much like the deflecting clouds created by cloud dragons. The target is treated as hidden for the purposes of resolving the triggering attack (so normally the attacker must succeed at a DC 11 flat check to target it) and all ranged attacks against it for the duration.

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CONDUCTIVE WEAPON ➡➡

SPELL 1

CONCENTRATE

ELECTRICITY

MANIPULATE

METAL

Traditions arcane, primal**Range** touch; **Targets** 1 metal weapon that is unattended or is wielded by you or a willing ally**Duration** 1 minute

You channel powerful electric current through the metal of a weapon, zapping anyone the item hits. The target becomes a +1 *shock weapon*. If any target of an attack with the weapon is wearing metal armor or is primarily made of metal, the electricity damage die from the *shock* rune is 1d12.

CORAL SCOURGE ➡➡

SPELL 3

CONCENTRATE | INCAPACITATION | MANIPULATE | WATER

Traditions arcane, primal**Range** 30 feet; **Targets** 1 creature**Defense** Reflex; **Duration** 1 minute

Barnacles, coral, and other rough aquatic creatures grow on the target's body, getting in between their joints and stiffening their movement. This impedes the target's movement depending on the result of its saving throw.

Critical Success The target is unaffected.

Success The target is clumsy 1. The target can Interact to scrape the coral growths from its body, decreasing the clumsy condition to 0 and ending the spell.

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Failure The target is clumsy 2. Each round at the beginning of its turn, the target becomes clumsy 1 or increases its clumsy condition by 1, to a maximum of 4. The target can Interact to scrape the coral growths from its body, decreasing the clumsy condition to 0 and ending the spell. If the target's clumsy condition caused by *coral scourge* reaches 4, the growths spread to cover the target's entire body, and the target becomes paralyzed.

Critical Failure As failure, but when the target Interacts to scrape the coral growths from its body, it reduces its clumsy condition by 1, instead of decreasing it to 0, and decreasing the clumsy condition to 0 doesn't end the spell.

DANCING FOUNTAIN ➤➤➤

SPELL 7

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Area** 30-foot burst centered on you**Duration** sustained up to 1 minute

Tapping the ground, you create a shallow pool of water that spreads over the affected area, and majestic sprays, jets, and mists of water erupt forth in a dazzling water show. When you Cast the Spell, and the first time each round you Sustain the spell, you can command the fountain to use one of the following displays, which is accompanied by a loud burst of music. The *dancing fountain* is somewhat fickle in its desire for novelty, meaning it can't be commanded to use the same display on two consecutive turns.

- **Chasing Jets** A series of vertical jets shoot up in a chase sequence, forcing one creature within the fountain to move 15 feet in a direction of your choice unless it succeeds at a Reflex save against your spell DC. The

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fountain can't make a creature move outside its area.

- **Flashing Spray** Diffuse fog fills the area of the emanation. All creatures within the fountain become concealed, and all creatures outside the fountain become concealed to creatures within it. The spray persists until the beginning of your next turn.
- **Power Rings** The fountain blasts a series of rings of water into the air that land with a crash in a 10-foot burst centered on a location of your choice within the fountain. The falling torrent deals 10d6 bludgeoning damage to all creatures within the burst (basic Reflex).

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DEEP BREATH ➤

CANTRIP 1

AIR

CANTRIP

MANIPULATE

Traditions arcane, primal**Duration** 10 minutes

You take an incredibly deep breath and can hold it for the spell's duration. You don't lose breath when hit, but you do lose all the air you inhaled if you speak (including to Cast a Spell). This spell doesn't create air; if you don't have air to breathe when you cast it, you get no benefit.

Heightened (2nd) The duration increases to 1 hour, and you lose only 10 minutes of breath if you speak.

Heightened (4th) The duration increases to 8 hours, and you lose only 10 minutes of breath if you speak.

DEHYDRATE ➡➡

SPELL 1

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, primal**Range** 30 feet; **Area** 5-foot burst**Defense** Fortitude (see text); **Duration** 1 minute

You stir the inner fire of all things within the area, driving out moisture. All creatures in the area take 1d6 persistent fire damage with a basic Fortitude save; creatures with the water or plant traits get a result one degree of success worse than they rolled. The spell ends for a creature when its persistent damage ends.

A creature affected by *dehydrate* attempts an additional Fortitude save at the end of each of its turns, before rolling to recover from the persistent damage. It can forgo this additional save if it consumed water or a similar hydrating liquid within the last round (drinking typically requires a single action).

Success The creature takes no additional effect.**Failure** The creature is enfeebled 1 until the end of its next turn.**(Continued on back)**

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Critical Failure The creature is enfeebled 2 until the end of its next turn.

Heightened (+2) The range increases by 10 feet, the burst increases by 5 feet, and the persistent fire damage increases by 3d6.

DETECT METAL ➡➡

CANTRIP 1

CANTRIP | CONCENTRATE | DETECTION | MANIPULATE | METAL

Traditions arcane, divine, occult, primal**Area** 30-foot emanation

You attune yourself to magnetic fields, becoming aware of the presence or absence of metallic objects, veins, and deposits within the area. You can choose to ignore metal you're fully aware of, such as the gear you and your allies wear and carry.

You detect metal hidden by illusions (such as *invisibility*) only if the illusion has a lower rank than your *detect metal* spell. Against deceptive illusions, *detect metal* always notices an absence of metal when a non-metallic object is disguised as metallic. However, if the deception involves disguising one metallic object as another, such as pretending a copper coin is made of gold, *detect metal* registers only the presence of metal, not its type, even if the rank of your *detect metal* spell exceeds that of the illusion effect.

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Heightened (3rd) You can discern all types of metal you detected. Your spell can overcome deceptive illusory spells hiding one metal as another if the magic effect's rank is lower than that of your *detect metal* spell.

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DIVE AND BREACH

SPELL 3

ATTACK

CONCENTRATE

MANIPULATE

TELEPORTATION

WATER

Traditions arcane, primal**Defense** basic Reflex

You make the briefest of dives through the Plane of Water. You Leap 10 feet, and where you would land on the ground, you instead disappear in a splash of water, your body entering the surface like a diver entering a pool. You then exit from an unoccupied surface within 40 feet, appearing in another splash of water as you Leap out, landing 10 feet away from where you exited. Each splash deals 3d10 bludgeoning damage to all creatures in a 5-foot emanation; creatures in multiple splash zones take damage only once.

Heightened (+1) The damage dealt by each splash increases by 1d10.

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DRAW MOISTURE ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal**Range** 10 feet; **Targets** 1 object

You draw water out of an object, possibly to clean up spills or quickly dry a soaked book or shirt. You draw up to a pint of water from the object; this dries objects of less than 1 Bulk. The water collects in a globule floating in your hand, which you can direct into a nearby container as part of Casting the Spell; otherwise, it splashes to the ground. Repeated applications of *draw moisture* can be used to dry larger objects, although doing so might take significant time. You can use this spell in especially humid environments to condense drinkable water from the air, though typically, you can't draw more than a few cups before depleting the ambient moisture.

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EAT FIRE

CANTRIP 1

CANTRIP

FIRE

MANIPULATE

Traditions arcane, occult, primal**Trigger** You would take fire damage.**Duration** until the end of your next turn

You consume and ingest fire, making it less harmful to you. You gain resistance 5 to fire damage until the end of the current turn. During the remaining duration of the spell, you can use the Belch Smoke action. The spell ends if you fall unconscious, inhale, or exhale (this includes speaking).

Belch Smoke  You exhale what remains of the smoke, ending the spell and creating a smoke cloud in a 5-foot burst within 20 feet. All creatures within the smoke cloud are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Heightened (+3) The resistance increases by 5.

ELEMENTAL BREATH ➡➡ TO ➡➡➡ SPELL 5

CONCENTRATE **MANIPULATE****Traditions** arcane, primal**Range** 30 feet; **Area** 60-foot cone**Defense** basic Reflex

You open a miniature portal to an elemental plane within your mouth, then exhale a powerful explosion of the plane's element. Roll 1d6 to determine the element. If you used 3 actions to Cast this Spell, you can choose the element instead. This spell gains the trait matching the element.

Each creature in the cone must attempt a basic Reflex save.

1. **Air** Strong winds and lightning strikes buffet creatures in the cone, dealing 6d10 electricity damage. A creature that fails its save is also pushed 10 feet.
2. **Earth** A cone of mud deals 5d10 bludgeoning damage to creatures in the area. A creature on the ground that fails its save slips and falls prone.

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- 3. Fire** A surging cone of fire deals 7d10 fire damage.
- 4. Metal** A cone of rust slices flesh and damages metal. Each creature in the area takes 5d10 slashing damage. A creature made of metal gets a result one degree of success worse than it rolled, and an unattended metal object gets a critical failure.
- 5. Water** A torrent of chilled water deals 3d10 cold damage and 3d10 bludgeoning damage.
- 6. Wood** Branches rip through creatures, dealing 3d10 piercing damage and 3d10 slashing damage. Ground in the area becomes difficult terrain for 1 minute.

Heightened (+1) The damage increases by 1d10. For water and wood, you can choose which damage type increases for each rank the spell is heightened.

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ELEMENTAL COUNTER

CANTRIP 1

UNCOMMON

CANTRIP

CONCENTRATE

Traditions arcane, primal

Trigger You or a creature within 60 feet rolls a saving throw against a spell with the earth, fire, metal, plant, water, or wood trait, or are targeted by a spell attack with such a trait.

Requirements You have a spell slot from which you could Cast a Spell of the triggering spell's countering element; see text.

Each element in the elemental cycle counters another (as described on pages 8–9 of *Rage of Elements*), and you can use your elemental spells to protect against elements they counter. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell, using the rank of the spell you lost for the counteract rank. You can lose a plant or wood spell to counter earth, an earth spell to counter water, a water spell to counter fire, a fire spell to counter metal, or a metal spell to counter plant or wood.

ELEMENTAL SENSE ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

REVELATION

Traditions arcane, primal**Duration** 10 minutes

The elements grant you sensory enhancements. Choose one of the options below. The spell gains the listed trait or traits.

- **Aquatic Echolocation** (water) You use your hearing as a precise sense when underwater.
- **Heatsense** (fire) You can sense creatures with a temperature of 90° Fahrenheit or higher within 30 feet as an imprecise sense.
- **Magnetoreception** (metal) You can sense creatures carrying metal items with a total of 1 Bulk or greater; this is an imprecise sense with a range of 30 feet. If a creature is made of metal or has the metal trait, you can detect it as though magnetoreception were a precise sense. In addition, you

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continuously know which direction is north.

- **Mechanoreception** (air) You can see invisible creatures and objects. They appear to you as translucent shapes, and they are concealed to you.
- **Tremorsense** (earth) You gain tremorsense (imprecise) with a range of 30 feet.
- **Woodsense** (plant, wood) You can sense creatures carrying wood items with a total of 1 Bulk or greater; this is an imprecise sense with a range of 30 feet. If a creature is made of wood or has the plant or wood trait, you can detect it as though woodsense were a precise sense.

Heightened (6th) The duration increases to 8 hours, and you can take 1 minute to recalibrate the sense, switching from your current elemental sense to a different one.

ENGRAVE MEMORY

SPELL 5

UNCOMMON

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Cast** 1 minute**Range** touch; **Targets** 1 stone of at least 1 Bulk**Duration** unlimited

You store memories inside a stone. This memory can convey up to 10 minutes of material. When you Cast this Spell, choose a command word. Doing so creates a carved symbol on the stone that hints at the word. Any creature can access the memories stored within the stone by using an action to speak the command word.

As it imparts the memories, the stone crumbles to dust, but the memory is infallibly available to the creature that activated the stone for the next 24 hours. After that time, the creature's normal capacity for memory must be relied upon to recall the stone's imparted memory. It's up to the GM what benefit the imparted memory grants, from
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circumstance bonuses to checks related to the memory or clear information on subjects the memory covers.

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ENTWINED ROOTS

SPELL 5

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Cast** 1 minute**Area** 20-foot burst; **Targets** Up to 5 willing living creatures**Duration** 10 minutes

Slithering roots gird you and your allies in layers of flexible wooden protection. Each affected creature gains resistance 5 to bludgeoning and piercing damage. Whenever a creature protected by these roots is targeted by a ranged weapon attack but takes no damage (such as if the attack missed or the damage was reduced to 0 by resistance), the roots snatch up the ammunition or thrown weapon and hold it. The protected creature can retrieve the thrown weapon or ammunition as an Interact action.

Heightened (7th) The resistances increase to 10.**Heightened (9th)** The resistances increase to 15.

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EXPLODING EARTH ➡➡

SPELL 2

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal**Range** 120 feet; **Targets** 1 creature**Defense** AC

You throw a hard-packed ball of earth and stone at a creature, and the projectile explodes upon impact. Attempt a spell attack against the target's AC. If you hit, you deal 4d6 bludgeoning damage plus 1d6 bludgeoning splash damage. On a critical hit, double the initial damage, but not the splash damage, and the target you hit must succeed at a Fortitude saving throw or fall prone.

Heightened (+2) The damage increases by 2d6, and the splash damage increases by 1d6.

FALSIFY HEAT ➡➡

SPELL 2

CONCENTRATE

FIRE

ILLUSION

MANIPULATE

Traditions arcane, primal**Range** 60 feet; **Targets** 1 willing creature or object**Duration** 8 hours

You veil the signs of the fires of vitality, altering the target's apparent body temperature. This illusion applies to all senses, and a creature that touches the target can attempt to disbelieve the illusion. You can Dismiss the spell. Choose an illusory body temperature when you cast the spell.

- **Moderate** The target's body temperature appears the same as the surrounding environment, giving the target a +2 circumstance bonus to Deception checks to Impersonate an undead, a cold-blooded creature, or an inanimate object (such as a corpse). The target is also invisible to *heatvision* (page 120) and other abilities that sense heat similarly.

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- **Warm** The target appears to emit substantial body heat, gaining a +2 circumstance bonus to Deception checks to Impersonate a warm-blooded creature.

Heightened (4th) You can target up to 10 creatures, and you can choose a different body temperature for each of them.

FERROUS FORM ➡➡

SPELL 8

CONCENTRATE

METAL

MANIPULATE

POLYMORPH

Traditions arcane, primal**Duration** 1 hour

Your body transforms entirely into flexible iron. You gain resistance 10 to physical damage, except adamantine. You're immune to death effects, disease, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, vitality, and void; any of those conditions you had when the spell is cast are suspended until the spell ends, then return with their remaining duration when the spell ends. While made of iron, you're subject to rusting effects like the *rust cloud* spell (page 145).

Your fist Strikes have a 1d10 damage die, and your metal spells deal one additional die of damage (of the same damage die and damage type the spell uses). You can cast *needle darts* (page 144) as an innate spell; the casting is reduced from 2 actions to 1.

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In this form, you don't need to breathe. Your Bulk doubles (to 6 if you're Small or 12 if you're Medium), and you become too dense to Swim in water, automatically sinking to the bottom. You can Dismiss the spell.

Heightened (9th) The resistance increases to 15.

FIELD OF RAZORS ◆◆◆

SPELL 6

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal**Range** 60 feet; **Area** 20-foot burst**Defense** basic Reflex; **Duration** 1 minute

You grind a chunk of your choice of metal to fine dust between your hands and blow it into the air, where it grows into a tangle of wires covered in razor-sharp prongs. The metal must be of a type you currently have in your possession. The covered area is difficult terrain. A creature that moves through the area takes 5 slashing damage per square traversed.

If a creature takes slashing, piercing, or persistent bleed damage while inside the thicket, you can spend a reaction to grow the iron in the shed blood into additional wires, expanding the burst by 5 feet. You can grow the area four times in this way, to a maximum of a 40-foot burst.

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The barbed wires are made of the metal you chose and activate resistances, weaknesses, and the like normally. The metal reforms in your possession when the spell ends.

Heightened (+1) The damage per square increases by 2.

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FIRE'S PATHWAY

SPELL 5

UNCOMMON

CONCENTRATE

FIRE

MANIPULATE

TELEPORTATION

Traditions arcane, primal**Cast** 1 minute

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

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

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

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

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FIREPROOF

SPELL 2

CONCENTRATE FIRE MANIPULATE

Traditions arcane, divine, primal**Cast** 1 minute**Range** touch; **Targets** 1 object up to 10 Bulk**Duration** 1 hour

You prevent the target item from conducting heat or catching fire for the spell's duration. The item gains fire resistance 10. In addition, effects with the fire trait that target the item must first succeed at a counteract check against your spell DC.

Heightened (4th) The duration is 24 hours.**Heightened (6th)** The duration is unlimited.

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FLAME DANCER ➡➡

SPELL 5

CONCENTRATE

FIRE

MANIPULATE

Traditions arcane, occult, primal**Range** 60 feet; **Targets** 1 willing creature**Duration** 1 minute

Fire encircles the target's hands and feet, and its eyes and hair catch ablaze. The target's unarmed Strikes deal an additional 2d6 fire damage. Critical hits with these Strikes also deal 2d4 persistent fire damage. Additionally, when the target attempts to Demoralize a foe, they can use Performance instead of Intimidation; when using Performance to Demoralize, the action loses the auditory trait but gains the visual trait, and the target doesn't take a penalty when attempting to Demoralize a creature that doesn't understand its language.

Heightened (7th) The fire damage increases to 3d6, and the persistent fire damage increases to 3d4. If the target gets a critical success on a Demoralize check using Performance, the target of the Demoralize check becomes fleeing from the target of *flame dancer* for 1 round.

FLAMES OF EGO ➡➡

SPELL 5

CONCENTRATE

FIRE

INCAPACITATION

LIGHT

MANIPULATE

MENTAL

Traditions arcane, occult, primal**Range** 120 feet; **Targets** 1 creature**Defense** Will; **Duration** varies

Elegant flames of incredible beauty coruscate across the target's body, creating overconfidence and carelessness. The target attempts a Will save.

Critical Success The target is unaffected.

Success The target sheds bright light in a 20-foot emanation (and dim light to the next 40 feet) and becomes fascinated with itself for 1 round. It must spend at least 1 action on its turn on a taunting display of arrogance or overconfidence. Using actions that include such a display—such as using Perform to show off—count toward this requirement.

Failure As success, but the duration is 1 minute and the target can't act hostile toward a creature until that creature acts hostile toward the target.

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Critical Failure As failure, except the target must spend at least 2 actions on its turn on a taunting display of arrogance or overconfidence.

FLOURISHING FLORA

SPELL 1

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal**Range** 30 feet; **Targets** 5-foot burst**Defense** basic Reflex

Plants rapidly grow up from the ground. All creatures in the target area take 2d4 damage. The type of damage depends on the type of plant you choose to grow. On a critical failure, targets experience additional effects, also depending on what you choose to grow. The type of plant and its effects are chosen when you Cast the Spell.

- **Cacti** Piercing damage, and 1 persistent bleed damage on a critical failure.
- **Flowers** Poison damage, and dazzled for 2 rounds on a critical failure.
- **Fruits** Bludgeoning damage, and clumsy 1 for 2 rounds on a critical failure.
- **Roots** Bludgeoning damage, and the affected creatures fall prone on a critical failure.

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

FREEZING RAIN ➡➡➡

SPELL 5

COLD

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Range** 120 feet; **Area** 20-foot burst**Defense** Reflex (see text); **Duration** sustained up to 10 minutes

Intense cold rain comes from nowhere, a microcosm of a sudden downpour, and a magical tweak can turn the rain to freezing sleet. The driving rain and pooling water make the area difficult terrain and extinguish non-magical fires.

On subsequent rounds, the first time you Sustain the spell each round, you can move the area up to 20 feet and can also freeze the rain. If you freeze the rain, each creature in the area takes 4d6 cold damage and might be slowed, depending on the result of its Reflex save.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is slowed 1 for 1 round.**(Continued on back)**

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Critical Failure The creature takes double damage and is slowed 2 for 1 round.

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

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FROST PILLAR ♦♦

SPELL 6

COLD | CONCENTRATE | MANIPULATE | WATER

Traditions arcane, primal**Range** 30 feet; **Targets** 1 creature**Defense** Reflex; **Duration** sustained up to 1 minute

Ice crystallizes around a creature, imprisoning it within an icy pillar. On a successful saving throw, the creature is pushed to an adjacent space of its choice; otherwise, it's frozen inside the pillar and becomes restrained as its body can barely move within the ice. The ice has AC 10, Hardness 10, and 60 Hit Points; it's immune to critical hits, cold damage, and precision damage, and it has weakness 15 to fire. If the ice is destroyed, the creature within is freed and the spell immediately ends.

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GENTLE BREEZE ➡➡

SPELL 2

AIR

CONCENTRATE

HEALING

MANIPULATE

VITALITY

Traditions divine, occult, primal**Range** 60 feet; **Area** 40-foot burst**Duration** 10 minutes

A light, soothing breeze flows through the area, making it easier to rest and recover. Medicine checks attempted to benefit living creatures in the area get a +2 status bonus. Any living creature in the area also gets a +2 status bonus to saving throws against afflictions and, if it remains within the area for the full duration, regains 10 Hit Points. In addition, the cool breeze reduces the temperature effects of heat by one step for any creature in the area.

Heightened (+2) The healing increases by 10 Hit Points.

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GLASS FORM ➡➡

SPELL 4

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Range** touch; **Targets** 1 willing creature**Duration** 10 minutes

You grant the target properties of dull, transparent glass. The target becomes concealed, has no scent, and can't bleed. They gain resistance 5 to acid, cold, electricity, and piercing damage and weakness 5 to sonic and bludgeoning damage. A creature in this form is affected by the *shatter* spell as though the creature were an unattended object. Each time the target takes damage to which the spell grants resistance or weakness, reduce the duration by 1 minute.

Heightened (+2) The resistances and weaknesses increase by 5.

GLASS SHIELD ➡

CANTRIP 1

CANTRIP

CONCENTRATE

EARTH

Traditions arcane, primal**Duration** until the start of your next turn**Defense** basic Reflex

You summon a layer of clear glass to keep you from harm. This cantrip functions as the *shield* spell, except it has Hardness 2 and 4 Hit Points. If this shield breaks, provided the breaker is within 5 feet, they must succeed at a basic Reflex save or take 1d4 piercing damage from the glass shards.

Heightened (3rd) The shield has Hardness 4 and 8 Hit Points, and the damage increases to 1d4 + your spellcasting attribute modifier.

Heightened (5th) The shield has Hardness 7 and 16 Hit Points, and the damage increases to 2d4 + your spellcasting attribute modifier.

Heightened (7th) The shield has Hardness 10 and 24 Hit Points, and the damage increases to 3d4 + your spellcasting attribute modifier.

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Heightened (9th) The shield has Hardness 12 and 32 Hit Points, and the damage increases to $4d4 +$ your spellcasting attribute modifier.

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GRASP OF THE DEEP ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

MENTAL

WATER

Traditions arcane, primal**Range** 60 feet; **Targets** 1 creature**Defense** Will; **Duration** 1 minute

You grip one target with the phantasmal pressure of the deep sea, disorienting and crushing its lungs and joints. The target takes 6d6 bludgeoning damage and other effects, depending on its Will saving throw.

Critical Success The creature is unaffected.**Success** The target takes half damage.

Failure The target takes full damage, and feels as though it's being crushed. The target also becomes grabbed, but it can attempt to Escape with an Escape DC equal to your spell DC.

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

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

GRASPING EARTH

SPELL 4

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Range** 60 feet; **Area** 10-foot burst on the ground**Duration** sustained up to 1 minute**Defense** Fortitude

Handlike protrusions of rock and soil grab and bury creatures. Each creature in the area when you Cast the spell, and each creature that ends its turn in the area during the spell's duration, must attempt a Fortitude save. The first time each round you Sustain this spell, each creature still grabbed by the earth takes 1d6 bludgeoning damage, and each creature restrained by the earth takes 2d6 bludgeoning damage. A creature can attempt to Escape, rolling against your spell DC.

Success The creature is unaffected.**Failure** The creature is grabbed by the earth.**Critical Failure** The creature is restrained by the earth.**(Continued on back)**

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Heightened (+2) The bludgeoning damage dealt when you Sustain this spell increases by 1d6 for grabbed creatures and 2d6 for restrained creatures.

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HEATVISION ➡➡

SPELL 3

UNCOMMON

CONCENTRATE

FIRE

MANIPULATE

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

The target visually senses the heat energy emitted by the creatures and objects around it, gaining infrared vision at a range of 60 feet as a precise sense. This vision can detect any warm-blooded creature or source of heat not completely covered behind a solid object, such as a wall; this bypasses any concealment granted by smoke or darkness. It can similarly detect especially cold creatures and sources of cold. Almost all creatures with the cold or fire trait can be detected with *heatvision*. Undead and constructs are typically the same temperature as their environment and can't be detected with *heatvision*. The GM decides in other cases.

Heightened (6th) The duration lasts until you next make your daily preparations, and the range increases to 120 feet.

HEAVING EARTH ➡➡

SPELL 7

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Range** 120 feet; **Targets** 1 creature or object on the ground**Defense** Reflex

You strike the ground, and unleash a wave that travels through the struck surface to the target. The effect ends as soon as it can't travel through a solid surface, such as a stone floor. Each creature in a line between you and the target is shaken by tremors and must attempt a Reflex saving throw against your spell DC. A creature that fails this save is pushed 10 feet away from you.

The wave explodes once it reaches the target, showering the target with earth and stone and dealing 12d10 bludgeoning damage with a basic Reflex save. A target that fails its save against this explosion is also pushed back 10 feet and knocked prone. A creature subject to the explosion doesn't need to save against the tremors.

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Heightened (9th) The wave explodes on one additional target of your choice in the line to the final target.

HELPFUL WOOD SPIRITS ➡➡

SPELL 2

CONCENTRATE | MANIPULATE | WOOD

Traditions arcane, primal**Range** 30 feet; **Area** 5-foot burst**Duration** sustained up to 1 minute

Upon casting this spell, a cluster of little wood spirits tumbles into the area. They perform a simple task each round. These spirits are a magical echo of the true spirits that live on the Plane of Wood and can't be attacked, damaged, or otherwise interfered with. These spirits often look like kodama but can appear in any of the countless varieties of wood spirits that inhabit the Plane of Wood.

Choose the kind of aid your wood spirits supply from the list below when you Cast the Spell. The first time each round you Sustain the spell, you can move the area occupied by the apparitions up to 10 feet and you can choose the kind of aid they provide this round.

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- **Chores** The wood spirits perform a minor manual task of your choice, such as cleaning, opening a door, picking up an unattended object, or carrying an object from one location to another. The spirits can't pick up or carry an object of greater than 2 Bulk.
- **Distract** The wood spirits distract your foes, clambering all over their feet and bodies and being a nuisance. Creatures in the area are off-guard unless they succeed at a Reflex save.
- **Obstacle** The wood spirits fill the area as a chaotic, bouncing mass. The area they occupy is difficult terrain.
- **Search** The wood spirits Seek in the area they occupy, using your Perception check as their own. You learn anything they do from Seeking in this way.

HUNGRY DEPTHS ◆◆◆

SPELL 7

CONCENTRATE

MANIPULATE

VOID

WATER

Traditions arcane, primal**Range** 120 feet; **Area** 5-foot burst (see text)**Defense** basic Reflex; **Duration** sustained up to 1 minute

A spiral of dark, corrupted water appears in the ground, plunging open a door to the depths that seems to descend for miles. Disembodied glowing eyes and gnashing teeth spin within the vortex, consuming anything that crosses their path.

All creatures in the area take 4d8 piercing damage plus 4d4 void damage (basic Reflex save). Each time you Sustain the spell, you can increase the vortex's radius by 5 feet, to a maximum of 15 feet, or you can move the vortex up to 10 feet in a straight line. Each creature the vortex moves through takes the damage with a basic Reflex save. A creature can take damage from *hungry depths* only once per round.

If cast underwater, *hungry depths* instead fills a 40-foot-tall cylinder with a 5-foot radius.

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Heightened (9th) The vortex deals 5d8 piercing damage and 5d4 void damage.

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ILLUMINATE ➤

CANTRIP 1

CANTRIP FIRE MANIPULATE

Traditions arcane, divine, occult, primal**Area** 30-foot emanation (see text)

You light all non-magical light sources in the area that use fire to provide their light—such as candles, lamps, and sconces. You can choose to make the emanation smaller than its maximum, to any distance of your choice. If a light source is attended by an unwilling creature, that creature can attempt a Reflex save to snuff the light out before it becomes noticeable.

Heightened (+1) The maximum area increases by 10 feet.

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INSTANT POTTERY

SPELL 1

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Cast** 1 minute**Range** 10 feet**Duration** 1 hour

You pull earthen material out of the environment, then shape it into one or more earthenware objects that, in combination, can be up to light Bulk. Alternatively, you can cast this spell on objects previously created with this spell, extending their duration. No object can have intricate artistry or complex moving parts, can fulfill a cost or the like, or is made of anything more than clay or earth. Each object is obviously the product of temporary magic and thus can't be sold or passed off as a valuable item.

Heightened (2nd) You can create objects of up to 1 Bulk. They last 8 hours.

Heightened (3rd) You can create objects of up to 2 Bulk. They last 24 hours.

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INTERPOSING EARTH

SPELL 1

EARTH **MANIPULATE****Traditions** arcane, primal**Trigger** You are the target of a Strike or would attempt a Reflex save against a damaging area effect.**Duration** 3 rounds

You raise a flimsy barrier of earth to shield you from harm. This barrier is 1 inch thick, 5 feet long, 5 feet high, and must be placed on the border between two squares. This barrier appears between you and the source of the triggering effect and grants you standard cover against the triggering effect. If you would be damaged by the triggering effect despite this barrier, the barrier is destroyed, and the damage dealt to you is reduced by 2. The barrier remains in place for 3 rounds (or until destroyed). It has AC 5, 2 Hardness, and 5 Hit Points.

Heightened (4th) The damage reduced increases to 8, the barrier's Hardness increases to 8, and the barrier's Hit Points increase to 20.

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LIFE-DRAINING ROOTS ➡➡

SPELL 4

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal**Area** 30-foot line**Defense** basic Reflex

Thorny roots erupt from your hands in a tangled cascade, puncturing creatures in the way of their growth and revitalizing you. You deal 8d6 piercing damage to creatures in the line (basic Reflex save). You gain 1d4 temporary Hit Points for every living creature in the line, as the roots transfer nutrients from those damaged into you. The temporary Hit Points last for 1 minute.

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

LIGNIFY ➡➡

SPELL 6

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal**Range** 120 feet; **Targets** 1 creature made of flesh**Defense** Fortitude; **Duration** varies

You turn the target's flesh slowly into wood. The target must attempt a Fortitude save. Creatures with the plant trait have a +2 circumstance bonus to saves against this spell.

Critical Success The target is unaffected.**Success** The target is slowed 1 for 1 round.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (or 2 on a critical failure). A successful save reduces the slowed condition by 1. When a creature is unable to act due to the slowed condition from *lignify*, the creature is permanently non-magically petrified, though it's turned to wood instead of stone.

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The spell ends if the creature is magically petrified or the slowed condition is removed.

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

LOTUS WALK

SPELL 3

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, divine, primal**Duration** 1 minute

Lotuses, water lilies, and other watery plants bloom at your feet, allowing you to walk on the surface of water and other liquids. You can go underwater if you wish, but in that case, you must Swim normally. As you Stride or Step on water, you leave a trail of oversized lily pads, lotus leaves, or spatterdock that fill the squares' surfaces in your wake. Each square of this trail can withstand the weight of 1 Medium creature and lasts until the end of your next turn. You can Dismiss this spell early.

Heightened (4th) The duration of this spell increases to 10 minutes. The trail lasts until the spell ends or you Dismiss the spell on you, whichever comes first.

Heightened (6th) The duration increases to 1 hour. Your trail is permanent even if you
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Dismiss the spell on you, although if the water can't support such plants, they'll die in a week. The trail can be removed by *dispel magic* or a similar spell.

MAGNETIC DOMINION ➡➡➡

SPELL 9

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal**Area** 100-foot emanation; **Targets** any number of creatures wearing metal armor, creatures made of metal, creatures that have the metal trait, and unattended metal objects**Defense** Reflex; **Duration** sustained up to 1 minute

The roiling magnetic fields of the Plane of Metal radiate from you as you channel and reshape them at your merest thought. When you Cast this Spell, you can relocate each affected target to any other unoccupied space within the emanation. You can't move yourself in this way. An unwilling target can resist being moved with a successful Reflex save.

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The creatures move all at once—after you know the results of all the saves, you determine which target occupies each space in whatever order you choose. You can move a creature into a space that was previously occupied by another creature so long as you also relocate the first creature elsewhere as part of the movement. If you move a target into the air, it descends to the ground harmlessly after being moved unless it chooses not to.

You can choose to be affected by an 8th-rank *magnetic repulsion* spell (*Secrets of Magic* 115) that lasts for the duration of *magnetic dominion*. Each time you Sustain the spell, you can move one creature in the emanation, with the same targeting restrictions and stipulations as above.

MANTLE OF THE MELTING HEART ➡➡ SPELL 5

CONCENTRATE

MANIPULATE

METAL

MORPH

Traditions arcane, primal**Duration** 1 minute

You bathe yourself in a mantle of liquid metal, gilding your skin and armor with an oily sheen. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Copper Core** You draw electricity toward you, then disperse it. You gain resistance 10 to electricity. All electricity effects within 30 feet of you must succeed at a counteract check against your spell DC or target you and only you.
- **Golden Flesh** Your body gains the chemical inertness of gold, barely reacting to substances that would otherwise greatly disturb your physiology.

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You become immune to poison and disease and gain a +2 circumstance bonus to your checks against any poison and disease effects currently affecting you.

- **Reactive Touch** Your touch reacts easily with other metals. Any metal that touches you or that you touch takes 2d6 acid damage that bypasses Hardness.
- **Weighted Grasp** Your arms become long cables, your fists heavy as anchors. You gain a cabled fist unarmed attack with the disarm, finesse, reach, and trip traits and that's in the flail group. Your cabled fist deals 1d4 bludgeoning damage plus an additional 1d6 poison damage and Grab.

MANTLE OF THE UNWAVERING HEART



SPELL 5

CONCENTRATE

MANIPULATE

MORPH

PLANT

WOOD

Traditions arcane, primal**Duration** 1 minute

Vines and branches envelop you in an instant, growing a wild bloom of colors that open to reveal your new form. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Evergreen Vitality** You gain fast healing 3 and a +2 bonus to saves against poison and disease. This effect has the healing and vitality traits.
- **Overwhelming Perfume** (aura, olfactory) A cloud of potent floral scent surrounds you in a 15-foot emanation. Creatures in the aura can't benefit from the scent ability and are sickened 1 as long as they remain in the aura. The sickness is a disease effect.

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- **Towering Trunk** You grow to a considerable height. Increase your size to Large. You're clumsy 1. Your reach increases by 5 feet (or by 10 feet if you started out Tiny), and you gain a grasping branch unarmed attack; this attack is in the brawling weapon group and deals 2d8 bludgeoning damage plus Grab.
- **Unyielding Will** Your mind becomes incredibly resilient to change. You're immune to being fascinated, and you get a +1 bonus to saves and DCs against mental effects.

MISTY MEMORY

SPELL 4

UNCOMMON

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, divine, primal**Cast** 1 minute**Targets** 1 body of water of at least 5 square feet**Duration** sustained up to 10 minutes

Some say water holds memories or impressions of the past, and you can raise those memories to the surface to glimpse recent events. When you Cast the Spell, you fix your mind on an amount of time in the past, up to 24 hours ago. A mist rises from the target body of water, filling a 30-foot burst and coalescing into a misty scene of the events that took place at that time within 60 feet of the water.

Any creature who can see the area can observe the images produced, which are a translucent white color and detailed enough to show a silhouette, outline, or contour of creatures and objects that passed through the area and the motions they took.

(Continued on back)

(Continued from front)

Fine details, such as facial features or written letters, are too precise for the mist to form, and the scene is silent.

You can Sustain the spell to cause the mist to play events backward or forward, with each minute spent Sustaining corresponding to a minute of playback.

Strong winds from a magical source can disrupt this spell if the effect succeeds at a counteract check against your spell DC.

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NEEDLE DARTS ➡➡

CANTRIP 1

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, occult, primal**Range** 60 feet; **Targets** 1 creature**Defense** AC

You shape three needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 3d4 piercing damage and might cause bleeding.

The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack.

Critical Success The target takes double damage and 1 persistent bleed damage.

Success The target takes full damage.

Heightened (+1) You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1.

PAVE GROUND ➡➡

SPELL 2

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal**Area** 60-foot line along the ground**Duration** sustained up to 1 minute

You even out the ground and push aside low obstacles. Non-magical difficult terrain or greater difficult terrain composed of earth, rubble, sand, and the like in the area becomes normal terrain. You can attempt a counteract check against magical difficult terrain and greater difficult terrain composed of earthen materials in the area, too, making it normal terrain for the duration if you succeed. The ground doesn't change quickly enough to cause anyone to lose footing, and it doesn't clear concealing features enough to make them non-concealing. At the GM's discretion, if you use this spell on "ground" that has no underlying surface to flatten and clear, such as ice on the surface of a lake, the spell fails.

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Heightened (4th) The area increases to a 120-foot line along the ground.

Heightened (6th) The area increases to a 500-foot line along the ground.

PERSONAL OCEAN ➡➡

SPELL 6

CONCENTRATE | MANIPULATE | WATER

Traditions arcane, primal**Duration** 1 minute

You surround yourself in a bubble-like shroud of seawater that fills your space completely and moves with you. You can breathe, speak, and perceive normally while within your *personal ocean*, and you gain a swim Speed equal to your land Speed if you don't have one. The rules of aquatic combat apply to you, attacks targeting you, or attacks passing through your square. For instance, a bludgeoning or slashing melee attack targeting you would take a -2 circumstance penalty, and you can't cast fire spells or use actions with the fire trait.

Each time you move, you extinguish non-magical fires in spaces you pass through and can attempt to counteract magical fires you move through. If you successfully counteract a fire larger than the spaces you moved through, you merely push it out of the spaces along your path.

(Continued on back)

(Continued from front)

If you fail to counteract a given fire, you can't counteract that fire for the duration of the spell.

You can Dismiss the spell.

PHANTOM ORCHESTRA ➡➡

SPELL 6

AIR

CONCENTRATE

MANIPULATE

SONIC

Traditions arcane, occult, primal**Range** 120 feet**Duration** sustained up to 1 minute**Defense** basic Fortitude

You orchestrate an invisible ensemble of lost sounds captured inside errant breezes across the Plane of Air, and you can direct this symphony to attack foes within range. The sounds materialize and manifest as directed, appearing as silhouetted instruments and musicians that dance and bob in the wind.

When you Cast the Spell, a captured breath of ephemeral music explodes in a great crescendo, appearing in a space you choose within range. On subsequent rounds, the first time you Sustain the Spell each round, you can move your conjured melody to a space within range (if needed) and create another explosion of music.

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(Continued from front)

Each explosion of sound from the *phantom orchestra* deals 8d6 sonic damage to all creatures in a 10-foot burst (basic Fortitude save). The *phantom orchestra* doesn't take up space, grant flanking, or have any other attributes a creature would.

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

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PHOENIX WARD ➡➡

SPELL 4

CONCENTRATE

FIRE

MANIPULATE

Traditions divine, primal**Duration** 1 minute

You raise a fiery shield around yourself, gaining resistance 10 to fire. If you take fire damage that would reduce you to 0 Hit Points, the *phoenix ward* absorbs any damage beyond the amount that would bring you to 1 Hit Point. The ward then heals you in a brilliant display of flames in the shape of a phoenix's wings and envelop you in light. You regain Hit Points equal to $4d8$ + the absorbed damage; this is a healing vitality effect. The *phoenix ward* then ends, and you can't cast it again for 24 hours.

Heightened (+1) The healing increases by $1d8$.

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PILLAR OF WATER ◆◆◆

SPELL 3

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Range** 120 feet**Duration** 1 minute

You create a large, self-contained cylinder of still, clear fresh water. You choose the radius and height of the pillar, to a maximum radius of 15 feet and a maximum height of 60 feet. Creatures inside the pillar can Swim through the water as normal (Athletics DC 10), or if the spell was cast on solid ground, walk along the bottom (which is difficult terrain). Any creature that exits the pillar falls or lands accordingly.

POLLEN PODS ➡➡

SPELL 7

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal**Range** 100 feet; **Area** four unoccupied 5-foot squares, each of which is at least 20 feet apart**Duration** 12 hours

You cultivate four wooden bulbs, each filled with toxic pollen and sensitive to motion. When a creature enters a space adjacent to a bulb, or when a bulb is touched or damaged (each bulb has AC 5), the bulb blossoms and releases pollen in a 15-foot emanation. Creatures in the area take 8d8 poison damage and must attempt a Fortitude save with the following results.

Critical Success The creature is unaffected.**Success** The creature takes half damage and becomes dazzled for 1 round.**Failure** The creature takes full damage, becomes dazzled for 1 round, and becomes stupefied 1 for 1 minute.**(Continued on back)**

(Continued from front)

Critical Failure The creature takes double damage, is dazzled for 1 round, and becomes stupefied 2 for 1 minute.

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

PRESSURE ZONE

SPELL 5

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal**Range** 500 feet; **Area** 20-foot burst**Defense** Fortitude; **Duration** 1 minute

Air pressure drops precipitously, causing pain and debilitation in creatures' inner ears and joints. Each living creature in the area of the spell when you cast it or that enters the area during the spell's duration must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature is deafened and clumsy 1 until the end of its next turn, after which it's temporarily immune for 1 hour.

Failure The creature is deafened and clumsy 2. At the end of each of its turns, it can attempt a new save if it's no longer in the *pressure zone*. On a success, it ends the effects and is temporarily immune for 1 hour.

(Continued on back)

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Critical Failure The creature is deafened and clumsy 2 for the duration of the spell.

A creature deafened by this spell can attempt to end the condition by popping its ears. It can use a single action to attempt a new Fortitude save, losing the deafened condition from this spell on a success. Some creatures with anatomies that lack inner ears or joints might be immune to these effects, as determined by the GM.

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PROPULSIVE BREEZE

SPELL 2

AIR

MANIPULATE

MOVE

Traditions arcane, primal**Trigger** An ally in range Strides or Leaps.**Range** 60 feet; **Targets** the triggering creature

You create a current of wind at your ally's back, propelling their movement. When your ally's Stride or Leap ends, the current propels them an additional 15 feet in the same direction as the last 5 feet of their Stride or Leap.

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RAINBOW FUMAROLE

SPELL 8

CONCENTRATE

FIRE

INCAPACITATION

LIGHT

MANIPULATE

Traditions arcane, primal**Range** 500 feet; **Area** 20-foot radius, 60-foot-tall cylinder**Defense** basic Reflex; **Duration** 1 minute

Multi-hued flames break through cracks in the ground, reaching high into the sky and giving off dangerous fumes. When you cast the spell, roll 1d8 on the table on page 121 of *Rage of Elements* to determine the effects of the fumarole.

Any creature caught inside the area of *rainbow fumarole* when you cast it takes the indicated damage with a basic Reflex save and, on a failure, takes any added effect listed. Creatures must also attempt a saving throw when they move through the spell's area or end their turn in it. Squares within the area of the *rainbow fumarole* are difficult terrain.

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RIGID FORM ➡

SPELL 4

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Duration** 1 minute

You utilize wood's rigidity to prevent harmful shapechanging effects. For the duration of this spell, whenever you're targeted by a harmful polymorph effect, you can use your reaction to attempt to counteract the effect.

Heightened (6th) The duration increases to 10 minutes.

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ROOT READING ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Area** 30-foot emanation

You gain general insights into the immediate vicinity by sending your sense through the root systems of trees and bushes. If there are any unnoticed Medium or larger creatures in the area, you learn of their presence and they're undetected to you. You can immediately attempt to Seek an undetected creature, and you gain a +1 status bonus to this attempt and any of your other attempts to Seek hidden or undetected creatures until the end of your next turn. You also learn if any such creatures passed through this area in the last hour, although you get only the vaguest sense of direction from the spell. If you begin to Track a creature detected in this way, you gain a +1 status bonus to the initial check.

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ROUSING SPLASH ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WATER

Traditions divine, primal**Range** 60 feet; **Targets** 1 creature

You cause a splash of cold water to descend on an ally's head, granting some temporary vigor. The target gains 1d4 temporary Hit Points, which last for 1 minute. The target is then temporarily immune to the temporary Hit Points from *rousing splash* for 10 minutes. The target can also attempt an immediate flat check to recover from a single source of persistent acid or fire damage, with the DC reduction from appropriate assistance.

Heightened (+1) The amount of temporary Hit Points granted increases by 1d4.

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RUBBLE STEP ➡➡

SPELL 2

CONCENTRATE

EARTH

MANIPULATE

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

The target leaves behind a trail of shifting rubble that typically consists of stones, but you could choose another earthen material, such as loose sand or soil. For 2 rounds, when the target willingly moves out of a space, and if the target is in contact with the ground, the ground in that space becomes difficult terrain. The difficult terrain remains for the spell's duration.

Heightened (4th) The target leaves difficult terrain behind for 1 minute instead of 2 rounds, and the spell's duration is 10 minutes.

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RUST CLOUD ◆◆◆

SPELL 4

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal**Range** 120 feet; **Area** 20-foot burst**Defense** basic Fortitude; **Duration** 1 minute

Red-blown flecks of rust jitter in the air, forming a cloud of agitated particles. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it. The cloud deals 5d10 slashing damage to any creature that starts its turn in the area, with a basic Fortitude save.

Metal that rusts off of a creature adds to the cloud. When a metal creature takes damage from the cloud, the cloud's area increases by 5 feet (to a maximum of a 40-foot burst), and the creature starts to rust, taking 1d4 persistent slashing damage. You can Dismiss the cloud.

Heightened (+2) The cloud's slashing damage increases by 1d10 and the persistent damage increases by 1d4.

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SAND FORM ➡➡

SPELL 3

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Range** touch; **Targets** 1 willing creature**Duration** 10 minutes

You grant the target's body and gear aspects of sand. The target gains resistance 5 to piercing and slashing damage, has no scent, and can't bleed. In sandy terrain, even when out in the open, the target has enough concealment to attempt to Hide. Each time the target takes damage to which *sand form* grants resistance, reduce the duration of the spell by 1 minute.

Heightened (5th) The resistance is 10.**Heightened (7th)** The resistance is 15.

SCRYING RIPPLES

SPELL 3

CONCENTRATE

MANIPULATE

SCRYING

WATER

Traditions arcane, divine, occult, primal**Cast** 1 minute**Range** touch; **Targets** 1 gallon of water or more**Duration** sustained up to 10 minutes

You touch the water's surface, and as the ripples spread out, so do your senses. When you Cast this Spell, you automatically know the location of any unoccupied, flowing water with a surface area of at least 1 square within 500 feet. You can pick any one of these streams to see and hear out of for the duration of the spell, though your field of vision is perpendicular to the flowing surface. For example, you could look normally out of a waterfall but would look straight up from out of a river. Each time you Sustain the spell, you can change to a different water source or move elsewhere along the same one.

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If the water you're scrying through ceases flowing, such as by a faucet turning off, a river damming, or a waterfall freezing over, this spell ends. Additionally, your face appears as a faint reflection in the water's surface as you peek through. A creature that Seeks and succeeds at their Perception check against your spell DC detects your presence in the water.

Heightened (5th) You know the location of and can scry through flowing water within 1 mile.

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SHIELDED ARM ➡➡

SPELL 1

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, divine, primal**Range** touch; **Targets** 1 willing creature**Duration** 1 minute or until expended

Reinforcing veins of ore run through the target's arm, letting it ward off blows with its bare skin. It can use the Raise a Shield action to instead raise its arm, gaining a +2 circumstance bonus to AC. It can Shield Block with its Raised arm as well; when it does, the target reduces the damage as if it had a shield with Hardness 4 and 15 Hit Points. This shield doesn't have a Broken Threshold, and the spell ends if the shield's Hit Points are expended.

This spell doesn't modify the target's unarmed attacks and can't be used to make a shield bash Strike. Casting or coming under the effects of this spell also counts as using a metallic item with regards to anathema.

Heightened (+2) The Hardness increases by 4, and the Hit Points increase by 15.

SHOCK TO THE SYSTEM ➡➡

SPELL 7

AIR

CONCENTRATE

ELECTRICITY

HEALING

MANIPULATE

VITALITY

Traditions divine, occult, primal**Range** 30 feet; **Targets** 1 living creature or 1 corpse that died within the last round**Duration** 1 minute

A dense lightning cloud descends to fill the target's space, then fires a jolt of revitalizing lightning into the target. If the target is a corpse that died within the last round, the creature comes back to life with 0 Hit Points, and any effects and conditions it had when it died, with the exception of dying, and its wounded condition increases by 1. The creature's initiative is right before yours.

Regardless of whether the creature came back to life or was already alive, it regains 8d8 Hit Points, and the bolt wakes it up if it was unconscious. For the duration of the spell, the target is supercharged. It becomes quickened and can use the extra action to Stand, Stride, Strike, or Fly (if it has a fly Speed).

(Continued on back)

(Continued from front)

In addition, it can cast 5th-rank *thunderstrike* as an innate spell at will, using your spell DC.

The cloud that covered the creature remains until the end of the target's next turn. Any creature in the cloud is hidden, and anything outside the cloud is hidden to any creature inside the cloud.

Heightened (+1) The healing increases by 2d8, and the *thunderstrike* rank increases by 1.

SIGNAL SKYROCKET

SPELL 1

CONCENTRATE

FIRE

MANIPULATE

SONIC

Traditions arcane, occult, primal**Range** 1,000 feet; **Area** 30-foot burst

With a pinch of metallic powder and gunpowder, you call forth blistering red energy that shoots straight upward into the air and explodes, unleashing a crackling boom. Over time, you might even customize your own pattern and color for the skyrocket as you refine the spell.

You can't change the direction or distance of the rocket—it must go straight up, continuing up to the maximum range if possible. If the rocket explodes at its maximum height, the bright light can be seen up to 10 miles away, and the sound of the explosion can be heard up to 1 mile away under clear weather conditions.

If the rocket explodes in an enclosed space smaller than the full size of the burst, each creature in the area takes 1d10 sonic damage depending on the result of its Reflex save.

Critical Success The creature is unaffected.**(Continued on back)**

(Continued from front)

Success The creature takes half damage.

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

Critical Failure The creature takes double damage and is blinded for 1 round.

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

SLASHING GUST ➡➡

CANTRIP 1

AIR

ATTACK

CANTRIP

CONCENTRATE

MANIPULATE

Traditions arcane, primal**Requirements** You have at least one free hand.**Range** 60 feet; **Targets** 1 or 2 creatures**Defense** AC

You slash your hand through the air, channeling miniature ripples of air from each finger to slice your enemy. If you have two hands free, you can target two creatures with this spell; otherwise, you target one.

Make a spell attack roll against each target's AC. This deals 2d4 slashing damage. On a critical success, a target also takes 1d4 persistent bleed damage. If you're attacking two creatures, this counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until after both attacks.

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

Success The target takes full damage.

(Continued on back)

(Continued from front)

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

SLIDING BLOCKS

SPELL 4

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Range** 120 feet**Duration** sustained up to 10 minutes

You conjure up to six 5-foot stone cubes you can gently move with a gesture. Each cube appears in any space within range, and they're capable of levitating. If you conjure a cube in an occupied space or in a space that can't accommodate it, it fails to appear. Each 5-foot cube can be Climbed with a successful DC 10 Athletics check and has AC 10, Hardness 10, and 40 Hit Points. If any of the cubes is ever farther away from you than the range of this spell, it immediately crumbles into dust.

Each time you Sustain this spell, you can move up to two of the conjured cubes up to 10 feet each in any direction, including vertically. You can choose different cubes to move each time you Sustain.

(Continued on back)

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Heightened (+2) The cubes have 10 additional Hit Points, and you can move the chosen cubes an additional 5 feet each time you Sustain this Spell.

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SPLINTER VOLLEY ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Range** 60 feet; **Targets** 1 or 2 creatures**Defense** AC

You launch a volley of splinters at your foes. Make a spell attack roll against a single creature. On a hit, the splinters deal 4d6 piercing damage. The splinters deal double damage on a critical hit and 1 persistent bleed damage. You can spend a third action while casting this spell to fire splinters at two different targets instead of one. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make both spell attack rolls for *splinter volley*.

Heightened (+2) Increase the damage dealt to each target by 4d6 and the persistent bleed damage by 1.

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STIFLING STILLNESS ➡➡

SPELL 4

AIR

CONCENTRATE

MANIPULATE

POISON

Traditions arcane, primal**Range** 120 feet; **Area** 20-foot burst**Defense** basic Fortitude; **Duration** 1 minute

You make all air in the target area unnaturally still and unyielding, creating a shimmering haze. The stagnant, heavy air becomes an area of difficult terrain. Creatures in the area that breathe air and aren't holding their breath must spend a single action on their turn straining to breathe the stagnant air; once they do, they still mostly breathe their own exhaled air, taking 3d6 poison damage (basic Fortitude save) and becoming fatigued.

Heightened (+2) The damage increases by 3d6.

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SUMMON ELEMENTAL HERALD SPELL 8

CONCENTRATE

INCARNATE

MANIPULATE

Traditions arcane, divine, primal**Range** 100 feet**Duration** until the end of your next turn

Your meditation into the different elemental planes connects you to them deeply, and this connection allows you to summon a herald of an elemental lord. The herald arrives in the form of a natural disaster centralized on your enemies. The herald occupies the space of a Huge creature. When you Cast this spell, choose one of the elemental heralds listed on page 223 of *Rage of Elements* to summon; if you're a divine spellcaster who worships an elemental lord, you must choose the option matching your deity's element. This spell gains the trait (air, earth, fire, metal, water, or wood) matching your choice.

See *Rage of Elements* pages 222 and 223 for details on these heralds.

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TAKE ROOT ➡

CANTRIP 1

CANTRIP

MANIPULATE

PLANT

WOOD

Traditions arcane, primal**Range** 30 feet; **Targets** 1 willing creature**Duration** 1 round

Roots sprout from the flesh of the target and coil across the floor or around objects, reinforcing their stance or grip. The targeted creature gains a +1 circumstance bonus to their Fortitude DC against attempts to Shove them and a +1 circumstance bonus to their Reflex DC against attempts to Disarm or Trip them. This bonus also applies to saving throws against spells or effects that would attempt to remove a held item from their grasp.

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TEMPEST CLOAK ➡➡

SPELL 3

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, primal**Range** 30 feet; **Targets** 1 willing creature**Duration** 1 minute

You shroud one creature in a cloak of fierce, howling winds, shielding it from attacks and making it difficult to approach. The twisting shield of wind creates difficult terrain in a 5-foot burst surrounding the target. The target also gains a +2 circumstance bonus to its AC against physical ranged attacks, such as attacks made with bows, javelins, or slings. In addition, the sound of the swirling storms makes it easier for the target to ignore anything it doesn't want to hear, granting the target a +2 circumstance bonus to all defenses against auditory effects.

THERMAL REMEDY

SPELL 2

CONCENTRATE **FIRE** **MANIPULATE****Traditions** arcane, divine, primal**Cast** 1 minute**Range** touch; **Targets** up to 1 gallon of non-magical liquid or up to 5 pounds of food**Duration** 1 hour

You adjust the delicate levels of bitter ingredients in food and drink to draw out their full restorative and fortifying properties. Choose one of the benefits listed below. Any creature that consumes the targeted drink or food gains that benefit. Up to 10 creatures can partake in the meal, and a creature gets no extra benefit for consuming more than one portion.

- Gain 5 temporary Hit Points.
- Gain resistance 2 to fire.
- Gain a +1 circumstance bonus to saves against disease.

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Heightened (4th) Your remedy provides two benefits of your choice instead of one. The temporary Hit Points increase to 10, the resistance to fire increases to 3, the bonus against disease increases to +2, and the duration is 2 hours.

Heightened (7th) The remedy provides all three benefits. The temporary Hit Points increase to 15, the resistance to fire increases to 5, the bonus against disease increases to +3, and the duration is 8 hours.

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TIMBER ➡➡

CANTRIP 1

CANTRIP

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Area** 15-foot line**Defense** basic Reflex

You create a small dead tree in your space that falls over on anyone in its path, then immediately decomposes. Any creature in the area takes 2d4 bludgeoning damage, with a basic Reflex saving throw. A creature that critically fails its save is knocked for a loop, making it dazzled until the end of its next turn.

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

TREMOR SIGNS ➤

CANTRIP 1

CANTRIP

EARTH

MANIPULATE

Traditions arcane, divine, occult, primal**Range** 120 feet; **Targets** 1 creature

You send a series of tremors, no longer than a short sentence of speech, toward your target. If the target is within range and connected to the same body of earth as you, the vibrations reach the target through the ground. You need neither line of sight nor line of effect, so a target on another floor of a building is a valid target.

The target can give a brief, vibrational response as a reaction, or as a free action on their next turn, but they must be within range to do so. If they respond, their response is delivered to you through tremors you feel, as with the original message. The tremors impart a clear meaning only if you and the target know that meaning, such as three tremors for a specific warning, two for another. Neither of you can impart a nuanced or new meaning using this spell.

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A creature that has tremorsense can feel the vibrations from this spell if the creature is within range of the vibrations at any point during their journey to any target.

Heightened (4th) The spell can target up to 5 creatures.

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TREMORSENSE ◆◆

SPELL 2

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, occult, primal**Duration** 10 minutes

You become aware of vibrations in the ground around you. You gain tremorsense as an imprecise sense with a range of 30 feet. As normal for tremorsense, you can detect a creature only if it's on the same surface as you and only if the subject is moving along (or burrowing through) the surface.

Heightened (3rd) The spell's duration is 1 hour.**Heightened (5th)** The spell's duration is 8 hours.

VACUUM ➡➡

SPELL 7

AIR

CONCENTRATE

INCAPACITATION

MANIPULATE

Traditions arcane, primal**Area** 15-foot emanation**Defense** Fortitude; **Duration** sustained up to 1 minute

You inhale all air in the surrounding area, stealing the breath of nearby creatures. During *vacuum*'s duration, you take a -1 circumstance penalty against inhaled threats, such as inhaled poisons. If you cast *vacuum* in an environment where you can't breathe, the spell fails and you immediately begin to suffocate.

Creatures in the area must attempt a Fortitude save. A creature that's holding its breath gets a result one degree of success better than it rolled, and creatures that don't need to breathe air are immune to the spell. A creature that later enters the area or ceases holding its breath must attempt a save against the effect.

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On subsequent rounds, the first time each round you Sustain the spell, you can force each creature in the area to save against the effect.

Success The creature begins holding its breath.

Failure The creature wheezes and gasps as its breath is stolen, becoming stunned 1. The creature then begins holding its breath but has only half its normal number of rounds of remaining air.

Critical Failure The creature has all the air sucked out from its lungs and immediately starts to suffocate.

PRIMAL



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VERDANT SPROUT

SPELL 1

CONCENTRATE **MANIPULATE** **PLANT** **WOOD****Traditions** primal**Range** 30 feet

You create a single plant seed imbued with primal energy and throw it onto a surface, where it gradually sprouts into a Medium plant. After 10 minutes, the plant is sturdy enough to provide standard cover, and its space is difficult terrain. The plant is laden with nutritious nuts or fruit sufficient to feed one Medium creature for a day. The plant has AC 10, Hardness 5, and 20 Hit Points.

Heightened (+1) You create and throw an additional seed, which grows into an additional plant within range.

VITRIFYING BLAST ➡➡

SPELL 6

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Range** 60 feet; **Area** 15-foot cone**Defense** Reflex; **Duration** varies

You launch a cone of glass shards, which embed in creatures to turn them partially to glass. The shards deal 8d6 piercing damage to creatures in the area, based on each creature's saving throw.

Critical Success The target is unaffected.

Success The target takes half damage and gains weakness 3 to sonic and bludgeoning damage for 1 round.

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Failure The target takes full damage, is slowed 1, and gains weakness to sonic and bludgeoning damage. The weakness is equal to $3 \times$ the slowed value it has from this spell. The target must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the creature's slowed value increases by 1 (or by 2 on a critical failure), to a maximum of slowed 3. A successful save reduces the creature's slowed value by 1 (or by 2 on a critical success). If the creature ends its turn with a slowed value of 0, the effect ends.

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

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

VOICE ON THE BREEZE ➡➡

SPELL 2

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, occult, primal**Range** 10 miles; **Area** 10-foot burst

You whisper a secret message or sound into the wind, which carries it to a designated spot. The message travels to a specific 10-foot burst within range that's familiar to you, provided there's a path for the wind to follow between you and the area. The gentle breeze goes all but unnoticed until it reaches its destination, where it delivers its whisper-quiet message. The message is delivered regardless of who or what is present to hear it, even if no one receives it at all. Once the message is delivered, the spell ends.

Your message can contain no more than 25 words, 1 round's worth of other sounds, or a simple rustling in the air at the target location. It moves at a speed of your choosing between 1 mile per hour and 1 mile per 10 minutes; when it arrives, the wind swirls around the area and whispers the full message.

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A *voice on the breeze* can't activate magical effects triggered by voices.

Heightened (4th) The range increases to 1,000 miles, and the message can contain up to 100 words.

WALL OF METAL

SPELL 6

CONCENTRATE

MANIPULATE

METAL

Traditions arcane, primal**Range** 120 feet**Duration** 1 minute

You call forth a sheet of metal, forming a wall of iron, low-grade cold iron, or standard-grade silver up to 60 feet long, 30 feet high, and 1/4 inch thick. The wall doesn't need to stand vertically but must form a straight line in an unbroken open space so it doesn't pass through any creatures or objects, or the spell is lost. Each 10-foot-by-10-foot section of the wall has AC 10 and is immune to critical hits and precision damage. The wall's Hardness, HP, and BT use the statistics of a structure of the material you chose (see *GM Core* for material statistics). Creatures can move through a section of the wall that's broken.

Heightened (7th) The wall is high-grade silver or standard-grade dawnsilver.

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Heightened (8th) The wall is standard-grade cold iron.

Heightened (9th) The wall is high-grade dawnsilver.

Heightened (10th) The wall is high-grade cold iron or standard-grade adamantine.

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WALL OF SHRUBS

SPELL 1

CONCENTRATE

MANIPULATE

PLANT

WOOD

Traditions arcane, primal**Range** 120 feet**Duration** 1 minute

You call forth a line of bushes native to the region to spring from the ground. The wall of shrubs stands in a line 60 feet long, is less than 5 feet tall, and is a foot thick, providing lesser cover.

Heightened (3rd) The shrubs are now 10 feet tall and 5 feet thick and provide standard cover. The duration of the spell increases to 10 minutes.

Heightened (5th) Instead of a line, the shrubs can be made in a ring with a diameter of up to 30 feet that's 10 feet tall and 5 feet thick. The shrubs provide greater cover. The duration of the spell increases to 1 hour.

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WATERPROOF ➡➡

SPELL 2

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Range** touch; **Targets** 1 object up to 10 Bulk**Duration** 1 hour

You prevent the target item from taking on water or becoming wet for the duration of the spell. The hydrophobic properties of the spell also grant resistance 10 to acid and a +2 bonus to saves and DCs against damaging effects with the water or acid traits.

Heightened (4th) The duration is 1 day.**Heightened (8th)** The duration is unlimited.

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WEAKEN EARTH ➡➡

SPELL 1

CONCENTRATE

EARTH

MANIPULATE

Traditions arcane, primal**Range** touch; **Targets** 1 creature, unattended object, or hazard or structure made of stone or earth**Defense** Fortitude; **Duration** 1 minute

You weaken the bonds that hold earth and stone together. If your target has Hardness, you can affect one contiguous object, up to a 5-foot cube, or one creature, decreasing the Hardness by 5, to a minimum of 0. If the target lacks Hardness, it gains weakness 3 to physical damage. A target with a Fortitude modifier can attempt a Fortitude saving throw, negating the effect on a success.

Heightened (+2) Hardness decreases by 5, the size of a contiguous object increases by one 5-foot cube, and the weakness increases by 3.

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WEAVE WOOD

SPELL 1

CONCENTRATE

MANIPULATE

WOOD

Traditions arcane, primal**Cast** 1 minute**Range** touch; **Targets** 1 piece of unprocessed wood, reeds, or plant fiber of 1 Bulk or less

With a touch, you cause the target to break into fibrous strands that then weave themselves into a woven mundane object of the same Bulk or less, such as a basket, hat, shield, or mat. You can create up to 4 objects with one casting of this spell, providing their total Bulk doesn't exceed the Bulk of your target. The objects have Hardness 2 and 8 Hit Points.

Heightened (+1) Increase the maximum Bulk that you can target by 1 and the maximum number of objects you can create by 2.

WHIRLPOOL

SPELL 8

CONCENTRATE

MANIPULATE

WATER

Traditions arcane, primal**Range** 500 feet; **Area** 25-foot radius, 20-foot tall cylinder**Defense** Reflex; **Duration** sustained up to 1 minute

With a spin of your hand, you create a large swirling vortex of storming waves. All squares in the *whirlpool* are difficult terrain. The constant churning of the fierce waves means that creatures are constantly tossed between areas of air and water, allowing both air- and water-breathing creatures to breathe within the vortex. Any creature with a swim Speed can Swim instead of Stride to move within the *whirlpool*; the DC to Swim within it is equal to your spell DC.

All creatures in the area take 6d10 bludgeoning damage as the waves crash into them. On subsequent rounds, the first time you Sustain the spell each round, the waves crash again with the same effect.

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Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is drawn 10 feet toward the center of the *whirlpool*.

Critical Failure The creature takes double damage and is drawn to the center of the *whirlpool*.

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

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WISDOM OF THE WINDS

SPELL 5

UNCOMMON

AIR

CONCENTRATE

MANIPULATE

Traditions arcane, divine, occult, primal**Cast** 1 minute**Duration** varies

You ask a question of the spirits of air, imploring them to send signals through the winds to help you find your way. You might be guided by air elementals, anemoi, or even the Lords of Air themselves. You receive guidance as either words of wisdom or a rustling wind that guides you to a helpful destination—whichever the spirits think will be most beneficial. The spirits don't give guidance you can't follow, such as winds that lead somewhere you can't reach, nor do they give advice that will help their causes at the expense of your own. If you've upset all the spirits of air, they don't mislead you but do refuse to guide you.

See *Rage of Elements* page 73 for more information.

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WOODEN DOUBLE

SPELL 3

MANIPULATE

WOOD

Traditions arcane, occult, primal**Trigger** You're critically hit by a damage-dealing effect or a Strike.

A wooden double appears out of nowhere and takes the blow in your place. Take a Step action. A wooden block of your size and roughly shaped like you appears in the space you left and absorbs the hit. This block has Hardness 5 and 20 Hit Points. If the wooden block is destroyed, you take any excess damage that the block didn't absorb. After taking the blow, the wooden block collapses into a pile of splinters and dust.

Heightened (+1) The block's Hit Points increase by 10.

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WOODEN FISTS ➡➡

SPELL 1

CONCENTRATE

MANIPULATE

MORPH

WOOD

Traditions arcane, primal**Duration** 1 minute

Your arms and hands swell with new growth, transforming into tree trunks twice as big as their current size. Your fists deal 1d6 bludgeoning damage, lose the nonlethal trait, and have reach.

Heightened (3rd) Your fists gain the magical trait and become a *striking weapon*, increasing the damage your fists deal to 2d6 bludgeoning.

Heightened (7th) Your fists gain the magical trait and become a *greater striking weapon*, increasing the damage your fists deal to 3d6 bludgeoning. The duration is 10 minutes.

Heightened (9th) Your fists gain the magical trait and become a *major striking weapon*, increasing the damage your fists deal to 4d6 bludgeoning. The duration is 1 hour.

YMERI'S MARK ➡➡

SPELL 4

CONCENTRATE

CURSE

DETECTION

FIRE

MANIPULATE

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

You place the fiery mark of the Queen of the Inferno on the target, burning into the creature's very essence. The mark gives off a heat that only you can sense; as long as you're on the same plane as the target, you can sense the direction it's in. The target is fatigued and can't reduce the value of this condition normally.

You can detonate the mark at any point during its duration by Dismissing the spell. The rune explodes in a 10-foot emanation centered on the target that deals 5d6 fire damage with a basic Reflex save. You choose whether the mark's target is included in the explosion.

When you Cast the spell, the target attempts a Fortitude save to determine how long the mark lasts. If the spell's duration elapses, the rune doesn't detonate.

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Critical Success The target is unaffected.

Success The duration is 1 minute.

Failure The duration is 1 week.

Critical Failure The duration is unlimited.

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

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ZEPHYR SLIP

SPELL 4

AIR

MANIPULATE

MOVE

Traditions arcane, primal**Trigger** A creature enters a space within 5 feet of you.

An arresting breeze sweeps you up in an instant and moves you to safety. You Fly 15 feet directly away from the triggering creature.

Heightened (6th) You and one adjacent ally Fly up to 25 feet directly away from the triggering creature.

Heightened (8th) You and up to 5 allies within 30 feet Fly up to 25 feet directly away from the triggering creature.