

INSTRUCTIONS



This deck includes every spell from the *Pathfinder Advanced Player's Guide*. 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 the *Advanced Player's Guide*.

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

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INSTRUCTIONS



ANIMATE DEAD

SPELL 1

NECROMANCY

Traditions arcane, divine, occult

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

Your magic dredges up a corpse or skeleton and fills it with necromantic life, and you force the dead to fight at your command. You summon a common creature that has the undead trait and whose level is -1; this creature gains the summoned trait. Heightening the spell increases the maximum level of creature you can summon.

Heightened (2nd) Level 1.

Heightened (3rd) Level 2.

Heightened (4th) Level 3.

Heightened (5th) Level 5.

Heightened (6th) Level 7.

Heightened (7th) Level 9.

Heightened (8th) Level 11.

Heightened (9th) Level 13.

Heightened (10th) Level 15.

ARCANE



ANIMATE ROPE

SPELL 1

TRANSMUTATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 100 feet; **Targets** up to 50 feet of rope or a nonliving rope-like object

Duration sustained up to 1 minute

You cause a length or section of rope or a rope-like object to animate and follow simple commands. You can give it two commands when you Cast the Spell, and one command each time you Sustain the Spell.

- **Bind** (attack) The rope attempts to partially bind a creature. Attempt a spell attack roll against the target's Reflex DC. If you succeed, the target takes a -10-foot circumstance penalty to its Speed (-20-foot on a critical success). This ends if the target Escapes against your spell DC or breaks the rope. (A standard adventuring rope has Hardness 2, HP 8, and a Broken Threshold of 4.)
- **Coil** The rope forms a tidy, coiled stack.

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- **Crawl** The rope inches along the ground like a snake, moving one of its ends 10 feet. The rope must move along a surface, but that surface doesn't need to be horizontal.
- **Knot** The rope ties a sturdy knot in itself.
- **Loop** The rope forms a simple loop at one or both ends, or straightens itself back out.
- **Tie** The rope ties itself around a willing creature or an object that's unattended or attended by a willing creature.
- **Undo** The rope undoes one of its knots, ties, or bindings.

Heightened (+2) The range increases by 50 feet, and you can animate 50 more feet of rope.

CHILLING SPRAY

SPELL 1

COLD | EVOCATION

Traditions arcane, primal**Cast** ➤➤ somatic, verbal**Area** 15-foot cone**Saving Throw** Reflex

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

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and takes a -5-foot status penalty to its Speeds for 2 rounds.**Critical Failure** The creature takes double damage and takes a -10-foot status penalty to its Speeds for 2 rounds.**Heightened (+1)** The damage increases by 2d4.

ARCANE



DÉJA VU

SPELL 1

ENCHANTMENT

INCAPACITATION

MENTAL

Traditions arcane, occult**Cast** ➤➤ somatic, verbal**Range** 100 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** 2 rounds

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

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

ARCANE



INVISIBLE ITEM

SPELL 1

ILLUSION

Traditions arcane, occult

Cast ➤➤ material, somatic

Range touch; **Targets** 1 object

Duration 1 hour

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

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

Heightened (7th) The duration is unlimited.

ARCANE



NOXIOUS VAPORS

SPELL 1

EVOCATION

POISON

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Area** 10-foot emanation**Saving Throw** basic Fortitude; **Duration** 1 round

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

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

ARCANE



PET CACHE

SPELL 1

CONJURATION EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal

Cast ✦ somatic

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

Duration 8 hours

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

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

ARCANE



PUMMELING RUBBLE

SPELL 1

EARTH | EVOCATION

Traditions arcane, primal**Cast** ➤➤ somatic, verbal**Area** 15-foot cone**Saving Throw** Reflex

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

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is pushed 5 feet away from you.**Critical Failure** The creature takes double damage and is pushed 10 feet away from you.**Heightened (+1)** Increase the damage by 2d4.

ARCANE



THOUGHTFUL GIFT

SPELL 1

CONJURATION TELEPORTATION

Traditions arcane, divine, occult**Cast** ◆ somatic**Range** 120 feet; **Targets** 1 willing creature

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

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

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

ARCANE



ANIMATED ASSAULT

SPELL 2

EVOCATION

Traditions arcane, occult

Cast ➤➤ somatic, verbal

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

Saving Throw basic Reflex; **Duration** sustained up to 1 minute

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

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

ARCANE



BLOOD VENDETTA**SPELL 2****CURSE** **NECROMANCY****Traditions** arcane, divine, occult**Cast** ☞ verbal; **Trigger** A creature deals piercing, slashing, or persistent bleed damage to you;**Requirements** You can bleed.**Range** 30 feet; **Targets** the triggering creature**Saving Throw** Will; **Duration** varies

You curse the target, punishing it for having the audacity to spill your blood. The curse deals 2d6 persistent bleed damage to the target, who must attempt a Will saving throw.

Critical Success The target is unaffected.**Success** The target takes half the persistent bleed damage.**Failure** The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.**Critical Failure** As failure, but the target takes double the persistent bleed damage.**Heightened (+2)** The persistent bleed damage increases by 2d6.

ARCANE



CHARITABLE URGE

SPELL 2

ENCHANTMENT INCAPACITATION MENTAL

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** varies

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

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Critical Success The target is unaffected.

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

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

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

DISMANTLE

SPELL 2

TRANSMUTATION

Traditions arcane, primal

Cast ➤➤ somatic, verbal

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

Duration 1 minute

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

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

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

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

ARCANE



FINAL SACRIFICE

SPELL 2

EVOCATION FIRE

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature with the minion trait that you summoned or permanently control

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

If the target has the cold or water trait, the spell instead deals cold damage and gains the cold trait in place of the fire trait. If used on a creature that isn't mindless, this spell has the evil trait. Attempting to cast this spell targeting a creature that you temporarily seized control of, such as an undead commanded by *command undead*, automatically fails and breaks the controlling effect.

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

ARCANE



HEAT METAL

SPELL 2

EVOCATION FIRE

Traditions arcane, primal**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 metal item or metal creature

This spell heats the targeted metal to become red-hot for a moment. This is usually harmless to an unattended metal item, which doesn't get a saving throw, though flammable materials connected to the object catch fire or melt. If you target an item worn or carried by a creature, or you target a creature made primarily of metal, the heat deals 4d6 fire damage and 2d4 persistent fire damage to the creature, which must attempt a Reflex save.

If you target an item held by the creature, the creature can Release the item to improve their degree of success by one step from the result of their saving throw. The persistent damage is associated with the object and damages whichever creature is holding or wearing it. It has no effect if no one is holding the item, but you continue to attempt flat checks to end the persistent damage as normal, since the item remains hot and can sear someone who picks it up.

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Critical Success The creature is unaffected.

Success The creature takes half damage and the object deals no persistent fire damage.

Failure The creature takes full damage and the object deals full persistent damage.

Critical Failure As failure, but the creature takes double damage and the object deals double persistent damage.

Heightened (+1) The initial damage increases by 2d6 and the persistent damage increases by 1d4.

ARCANE
PHANTASMAL TREASURE

SPELL 2

EMOTION | **ILLUSION** | **MENTAL**

Traditions arcane, occult

Cast ➤➤ somatic, verbal

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

Saving Throw Will; **Duration** varies

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

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Critical Success The target is unaffected.

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

Failure As success, but the duration is 1 minute.

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

VOMIT SWARM**SPELL 2****EVOCATION****Traditions** arcane, occult, primal**Cast** ◆◆ somatic, verbal**Area** 30-foot cone**Saving Throw** basic Reflex

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

Heightened (+1) Increase the damage by 1d8.

ARCANE



AGONIZING DESPAIR

SPELL 3

EMOTION

ENCHANTMENT

FEAR

MENTAL

Traditions arcane, divine, occult**Cast** ➤➤ verbal, somatic**Range** 60 feet; **Targets** 1 creature**Saving Throw** Will

Your target's mind tumbles down a deep well of dread, dwelling so intently on deep-seated fears that it's painful. The agony deals 4d6 mental damage to the target, who must attempt a Will saving throw.

Critical Success The target is unaffected.**Success** The target takes half damage and becomes frightened 1.**Failure** The target takes full damage and becomes frightened 2.**Critical Failure** The target takes double damage and becomes frightened 3.**Heightened (+1)** Increase the damage by 2d6.

ARCANE



AQUEOUS ORB

SPELL 3

CONJURATION **WATER**

Traditions arcane, primal

Cast ➤➤ somatic, verbal

Range 60 feet

Duration sustained up to 1 minute

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

The orb can collect creatures it moves through. Any Large or smaller creature whose space the orb tries to move through can attempt a Reflex save against your spell DC to avoid being engulfed. A creature that succeeds at this save can either let

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the orb pass (remaining in its space or moving out of the orb's path into a space of its choice) or allow itself to be pushed in front of the orb to the end of the orb's movement. The orb can try to engulf the same creature only once per turn, even if you roll the orb onto its space more than once.

A creature that fails its save is pulled into the orb. It becomes grabbed, moves along with the orb, and must hold its breath or begin suffocating (unless it can breathe in water). An engulfed Medium or smaller creature and anyone trying to affect that creature follow the normal rules for aquatic battles (*Core Rulebook* 478). An engulfed Large creature can reach out of the water. An engulfed creature can get free either by Swimming with a successful DC 10 Athletics check or by Escaping against your spell DC. A creature that critically failed its Reflex save is further stuck and must attempt to Escape instead of Swim. A freed creature exits the orb's space and can immediately breathe. The orb can contain as many creatures as can fit in its space.

When the spell ends, all creatures the orb has engulfed are automatically released.

COZY CABIN

SPELL 3

CONJURATION

Traditions arcane, occult**Cast** 1 minute (material, somatic, verbal)**Range** 30 feet**Duration** 12 hours

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

The interior contains three cots, one chamber pot, a small fireplace holding a magical fire, and a small magical light you can light or extinguish at will using a single action, which has the concentrate trait. The climate inside the hut is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane force or greater destroy the hut. Other creatures can freely enter and exit the hut without damaging it, but if you exit the hut, the spell ends. You can Dismiss the spell.

ARCANE



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CRASHING WAVE

SPELL 3

EVOCATION | **WATER**

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Area 30-foot cone

Saving Throw basic Reflex

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

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

ARCANE



CURSE OF LOST TIME

ARCANE SPELL 3

CURSE **NEGATIVE** **TRANSMUTATION**

Traditions arcane, occult, primal

Cast ➡➡ somatic, verbal

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

Saving Throw Fortitude; **Duration** varies

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

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

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

Critical Success The living creature is unaffected.

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

Failure As success, with a duration of 1 hour.

Critical Failure As success, but with an unlimited duration.

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

FAMILIAR'S FACE

SPELL 3

DIVINATION SCRYING

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, material**Range** 1 mile; **Targets** 1 willing creature that is your animal companion or familiar**Duration** sustained

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

ARCANE



SAFE PASSAGE

SPELL 3

ABJURATION

Traditions arcane, divine, primal**Cast** ◆◆◆ material, somatic, verbal**Range** touch; **Area** 10-foot-wide, 10-foot-tall, 60-foot-long section of terrain**Duration** sustained up to 1 minute

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

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

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

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

BESTIAL CURSE**SPELL 4****CURSE** **POLYMORPH** **TRANSMUTATION****Traditions** arcane, occult, primal**Cast** ➤➤ somatic, verbal**Range** touch; **Targets** 1 living humanoid**Saving Throw** Fortitude; **Duration** varies

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

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Critical Success The target is unaffected.

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

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

Critical Failure As failure, but the duration is unlimited.

COUNTLESS EYES

SPELL 4

DIVINATION

Traditions arcane, occult, primal

Cast ➤➤ somatic, verbal

Range touch; **Targets** 1 creature

Duration 1 minute

Eyes form across the touched creature's body, allowing it to see in all directions at once. The subject can't be flanked for the spell's duration. In addition, when the subject *Seeks*, it can *Seek* in a 30-foot burst centered on itself or up to four 15-foot bursts within line of sight.

ARCANE



DULL AMBITION

SPELL 4

CURSE ENCHANTMENT MENTAL MISFORTUNE

Traditions arcane, divine, occult**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** varies

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

Critical Success The target is unaffected.**Success** For 1 hour, the target rolls twice and uses the lower result on initiative rolls.**Failure** For 1 day, the target rolls twice and uses the lower result on initiative rolls and any check to determine the success of a downtime activity.**Critical Failure** As failure, but the duration is unlimited.

ARCANE



ENERVATION

SPELL 4

NECROMANCY NEGATIVE

Traditions arcane, divine, occult**Cast** ➤➤ somatic, verbal**Area** 30-foot line**Saving Throw** Fortitude

Extending a finger, you fire a beam of negative energy that weakens the life force of any creature it touches. Each living creature in the line must attempt a Fortitude save.

Critical Success The creature is unaffected.**Success** The creature takes 2d8 persistent negative damage.**Failure** The creature takes 4d8 persistent negative damage and becomes drained 1.**Critical Failure** The creature takes 4d8 persistent negative damage and becomes drained 2 and doomed 1.**Heightened (+2)** The persistent negative damage increases by 1d8 on a success or by 2d8 on a failure or critical failure.

ARCANE



ICE STORM

SPELL 4

COLD

EVOCATION

Traditions arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 5-foot burst**Saving Throw** basic Reflex; **Duration** 1 minute

You create a gray storm cloud that pelts creatures with an icy deluge. When you Cast the Spell, a burst of magical hail deals 2d8 bludgeoning damage and 2d8 cold damage to each creature in the area below the cloud (basic Reflex save). Snow and sleet continue to rain down in the area for the remainder of the spell's duration, making the area difficult terrain, causing creatures in the storm to be concealed, and making creatures outside the storm concealed from those inside the storm. Any creature that ends its turn in the storm takes 4 cold damage. If you Cast this Spell outdoors, you can create two non-overlapping clouds instead of one.

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

ARCANE



SEAL FATE

SPELL 4

CURSE **DEATH** **NECROMANCY****Traditions** arcane, divine, occult**Cast** ➤➤ somatic, verbal**Range** touch; **Targets** 1 living creature**Saving Throw** Fortitude

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

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

ARCANE



VAMPIRIC MAIDEN

SPELL 4

NECROMANCY **NEGATIVE**

Traditions arcane, divine, occult

Cast ➤➤ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude

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

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Critical Success The target is unaffected.

Success The target takes half damage.

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

Critical Failure The target takes double damage and is immobilized by the vampiric maiden for 1 round or until it Escapes (the DC is your spell DC), whichever comes first.

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

BLISTER

SPELL 5

NECROMANCY

Traditions arcane, occult, primal

Cast ➤➤ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** 1 minute

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

Critical Success The target is unaffected.

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

Failure As success, but the target grows two blisters.

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

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

ARCANE



GRISLY GROWTHS

SPELL 5

TRANSMUTATION

Traditions arcane, primal**Cast** ➤➤ somatic, verbal**Range** 60 feet; **Targets** 1 corporeal creature**Saving Throw** basic Fortitude

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

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

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Success The creature is unaffected.

Failure The creature is sickened 1.

Critical Failure The character is sickened 2.

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

IMPALING SPIKE

SPELL 5

CONJURATION

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Reflex; **Duration** 1 minute

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

(Continued on back)

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Critical Success The target dodges the spike and is unaffected.

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

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

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

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

SECRET CHEST

SPELL 5

CONJURATION

Traditions arcane, occult**Cast** 1 minute (material, somatic, verbal)**Range** touch; **Targets** 1 container and its contents, totaling 10 Bulk or less**Duration** until the next time you make your daily preparations

You banish a container and its contents to the Ethereal Plane, where you can retrieve it from later. The container's physical properties—the material from which it is made, any locks, or other features—are irrelevant to the casting of this spell, but the container can't contain any creatures. When you Cast this Spell, the container and all its contents are transported to a random location deep in the Ethereal Plane. Time passes normally for the container and its contents, and the environmental effects of the Ethereal Plane apply to it. Though very unlikely, it's possible for a creature on the Ethereal Plane to stumble upon the chest.

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You can Dismiss the spell to return the chest to your current location. If the spell ends by any other means, the container is lost on the Ethereal Plane and you can no longer recall it with this spell, though you could search for it in other ways.

ARCANE
TRANSMUTE ROCK AND MUD

SPELL 5

EARTH **TRANSMUTATION**

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** 2 adjacent 10-foot cubes

You warp the structure of earthen material, turning rock into mud or mud into rock. Choose one of these two options when you Cast the Spell.

- **Mud to Rock** Mud in the area turns into unworked stone. If creatures are in the mud when it is transformed to stone, they must attempt a Reflex saving throw.

Critical Success The creature escapes the mud and is atop the stone, unaffected.

Success The creature climbs out of the mud as it turns to rock and is prone atop the stone.

Failure The creature is partially stuck in the mud and is grabbed for 1 round or until it Escapes, whichever comes first.

Critical Failure The creature is entirely stuck. It is restrained for 1 round or until it Escapes, whichever comes first.

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- **Rock to Mud** You transform non-magical, unworked, and unattended stone in the area into an equal volume of mud. If you Cast this Spell on a stone floor, it becomes difficult terrain; if the resulting mud is at least 3 feet deep, it is greater difficult terrain, or the creature can try to Swim through it (DC 10 Athletics). If the mud is deep enough that a creature can't reach the bottom, the creature must Swim to move through it. If you Cast this Spell on a ceiling, the falling mud deals 8d6 bludgeoning damage (basic Reflex save) and spreads out, creating difficult terrain in an area 10 feet larger in radius than the original spell's area. Once the rock is transformed into mud, the mud is non-magical and remains until natural conditions cause it to dry out or otherwise disperse.

Heightened (+2) Add an additional 10-foot cube to the area, adjacent to at least one of the other cubes.

FORCE CAGE

SPELL 7

EVOCATION FORCE

Traditions arcane, occult**Cast** >>> material, somatic, verbal**Range** 30 feet; **Area** 1 cube 20 feet on each side**Saving Throw** Reflex; **Duration** sustained up to 1 minute

You create an immobile, invisible prison of sheer force. The cage is a 20-foot cube made of bands of force, each a half inch thick and a half inch apart, that extend to the Ethereal Plane. Each creature in the area where you create the cage must attempt a Reflex save. If such a creature fails, it becomes trapped inside the cage. If it succeeds, it's pushed outside the cage into a space of its choice. If a creature in the area is too big to fit inside the prison, the spell automatically fails.

The cage has AC 10, Hardness 20, and 40 Hit Points, and it's immune to critical hits and precision damage. A creature capable of passing through the space between the bars (typically a Tiny creature) can leave; all others are confined within.

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Attacks with a weapon too large to fit between the bars can't pass through the cage, and the bars provide standard cover even against attacks that can pass through the gaps. Spells and breath weapons can pass through the cage uninhibited.

Force cage is immune to counteracting effects of its level or lower, but it is automatically destroyed by a *disintegrate* spell of any level, or by contact with a *rod of cancellation* (*Advanced Player's Guide* 262) or *sphere of annihilation* (*Gamemastery Guide* 113).

INDESTRUCTIBILITY**SPELL 10****ABJURATION****Traditions** arcane, divine, occult, primal**Cast** ◆◆ somatic, verbal**Duration** until the start of your next turn

You can't be affected by anything unless you choose to be. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can still be affected by anything you're willing to have affect you.

ARCANE



SUMMON INSTRUMENT

CANTRIP 1

CANTRIP CONJURATION

Traditions divine, occult**Cast** ◆◆◆ material, somatic, verbal**Duration** 1 hour

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

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

DIVINE



ANIMATE DEAD

SPELL 1

NECROMANCY

Traditions arcane, divine, occult

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

Your magic dredges up a corpse or skeleton and fills it with necromantic life, and you force the dead to fight at your command. You summon a common creature that has the undead trait and whose level is -1; this creature gains the summoned trait. Heightening the spell increases the maximum level of creature you can summon.

Heightened (2nd) Level 1.

Heightened (3rd) Level 2.

Heightened (4th) Level 3.

Heightened (5th) Level 5.

Heightened (6th) Level 7.

Heightened (7th) Level 9.

Heightened (8th) Level 11.

Heightened (9th) Level 13.

Heightened (10th) Level 15.

DIVINE



MAGIC STONE

SPELL 1

NECROMANCY POSITIVE

Traditions divine, primal**Cast** ◆ to ◆◆◆ (verbal, somatic)**Range** touch; **Targets** 1 to 3 non-magical stones or sling bullets**Duration** 1 minute

You pour positive energy into ordinary stones, granting them temporary magical properties. You can target 1 non-magical stone or sling bullet for every action you use Casting this Spell. The stones must be unattended or carried by you or a willing ally. The stones become *+1 striking disrupting sling bullets*. Each stone can be used only once, after which it crumbles to dust.

DIVINE



PET CACHE

SPELL 1

CONJURATION | EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal

Cast ✦ somatic

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

Duration 8 hours

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

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

DIVINE



P

THOUGHTFUL GIFT

SPELL 1

CONJURATION TELEPORTATION

Traditions arcane, divine, occult**Cast** ◆ somatic**Range** 120 feet; **Targets** 1 willing creature

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

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

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

DIVINE



BLOOD VENDETTA

SPELL 2

CURSE NECROMANCY

Traditions arcane, divine, occult**Cast** ☞ verbal; **Trigger** A creature deals piercing, slashing, or persistent bleed damage to you;**Requirements** You can bleed.**Range** 30 feet; **Targets** the triggering creature**Saving Throw** Will; **Duration** varies

You curse the target, punishing it for having the audacity to spill your blood. The curse deals 2d6 persistent bleed damage to the target, who must attempt a Will saving throw.

Critical Success The target is unaffected.**Success** The target takes half the persistent bleed damage.**Failure** The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.**Critical Failure** As failure, but the target takes double the persistent bleed damage.**Heightened (+2)** The persistent bleed damage increases by 2d6.

DIVINE



CHARITABLE URGE

SPELL 2

ENCHANTMENT INCAPACITATION MENTAL

Traditions arcane, divine, occult**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** varies

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

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Critical Success The target is unaffected.

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

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

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

FINAL SACRIFICE

SPELL 2

EVOCATION FIRE

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature with the minion trait that you summoned or permanently control

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

If the target has the cold or water trait, the spell instead deals cold damage and gains the cold trait in place of the fire trait. If used on a creature that isn't mindless, this spell has the evil trait. Attempting to cast this spell targeting a creature that you temporarily seized control of, such as an undead commanded by *command undead*, automatically fails and breaks the controlling effect.

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

DIVINE



REAPER'S LANTERN

SPELL 2

DEATH LIGHT NECROMANCY

Traditions divine, occult, primal**Cast** ◆◆ somatic, verbal**Area** 5-foot emanation**Saving Throw** Fortitude; **Duration** 1 minute

You call forth a ghostly lantern that guides the living toward death and the undead toward true death. It sheds bright light in the spell's area, and dim light to twice that area. Though the lantern is insubstantial, you must keep a hand free to hold it or the spell ends (though using the hand for somatic spell components doesn't end the spell). Living creatures and undead in the area when you Cast the Spell, or that enter the area later, must attempt Fortitude saves. Living creatures that fail their Fortitude saves gain only half the normal benefit from healing effects while within the area. Undead targets that fail their Fortitude saves become enfeebled 1 while within the area. Once a creature attempts a save against *reaper's lantern*, it uses the same outcome if it leaves the area and enters it again.

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

SPIRIT SENSE

SPELL 2

DETECTION **DIVINATION** **MENTAL****Traditions** divine, occult**Cast** ➡➡ somatic, verbal**Area** 30-foot emanation**Duration** 10 minutes

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

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

DIVINE



SUDDEN BLIGHT

SPELL 2

NECROMANCY NEGATIVE

Traditions divine, primal**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Area** 20-foot burst**Saving Throw** basic Fortitude

You accelerate the processes of decay in the area, dealing 2d10 negative damage to each living creature in the area (basic Fortitude save). A creature afflicted by a disease takes a -2 circumstance penalty to this save.

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

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

DIVINE



AGONIZING DESPAIR

SPELL 3

EMOTION ENCHANTMENT FEAR MENTAL

Traditions arcane, divine, occult**Cast** ➤➤ verbal, somatic**Range** 60 feet; **Targets** 1 creature**Saving Throw** Will

Your target's mind tumbles down a deep well of dread, dwelling so intently on deep-seated fears that it's painful. The agony deals 4d6 mental damage to the target, who must attempt a Will saving throw.

Critical Success The target is unaffected.**Success** The target takes half damage and becomes frightened 1.**Failure** The target takes full damage and becomes frightened 2.**Critical Failure** The target takes double damage and becomes frightened 3.**Heightened (+1)** Increase the damage by 2d6.

DIVINE



FAMILIAR'S FACE

SPELL 3

DIVINATION SCRYING

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, material**Range** 1 mile; **Targets** 1 willing creature that is your animal companion or familiar**Duration** sustained

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

DIVINE



SAFE PASSAGE

SPELL 3

ABJURATION

Traditions arcane, divine, primal**Cast** ◆◆◆ material, somatic, verbal**Range** touch; **Area** 10-foot-wide, 10-foot-tall, 60-foot-long section of terrain**Duration** sustained up to 1 minute

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

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

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

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

DULL AMBITION

SPELL 4

CURSE | ENCHANTMENT | MENTAL | MISFORTUNE

Traditions arcane, divine, occult**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** varies

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

Critical Success The target is unaffected.**Success** For 1 hour, the target rolls twice and uses the lower result on initiative rolls.**Failure** For 1 day, the target rolls twice and uses the lower result on initiative rolls and any check to determine the success of a downtime activity.**Critical Failure** As failure, but the duration is unlimited.

DIVINE



ENERVATION

SPELL 4

NECROMANCY NEGATIVE

Traditions arcane, divine, occult**Cast** ➤➤ somatic, verbal**Area** 30-foot line**Saving Throw** Fortitude

Extending a finger, you fire a beam of negative energy that weakens the life force of any creature it touches. Each living creature in the line must attempt a Fortitude save.

Critical Success The creature is unaffected.**Success** The creature takes 2d8 persistent negative damage.**Failure** The creature takes 4d8 persistent negative damage and becomes drained 1.**Critical Failure** The creature takes 4d8 persistent negative damage and becomes drained 2 and doomed 1.**Heightened (+2)** The persistent negative damage increases by 1d8 on a success, or by 2d8 on a failure or critical failure.

DIVINE



GHOSTLY TRAGEDY

SPELL 4

UNCOMMON DIVINATION

Traditions divine, occult**Cast** (1 minute) material, somatic, verbal**Area** 60-foot emanation**Duration** 10 minutes

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

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

DIVINE



SEAL FATE

SPELL 4

CURSE **DEATH** **NECROMANCY****Traditions** arcane, divine, occult**Cast** ➤➤ somatic, verbal**Range** touch; **Targets** 1 living creature**Saving Throw** Fortitude

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

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

DIVINE



VAMPIRIC MAIDEN**SPELL 4****NECROMANCY** **NEGATIVE****Traditions** arcane, divine, occult**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Fortitude

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

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Critical Success The target is unaffected.

Success The target takes half damage.

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

Critical Failure The target takes double damage and is immobilized by the vampiric maiden for 1 round or until it Escapes (the DC is your spell DC), whichever comes first.

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

WALL OF FLESH

SPELL 5

NECROMANCY

Traditions divine, occult, primal**Cast** ➤➤ material, somatic**Range** 20 feet**Duration** 10 minutes

You craft a 20-foot-tall wall of living flesh in a straight line up to 30 feet long. The wall is 3 feet thick, and each 5-foot-long section has AC 10 and 75 HP. If you wish, the wall can be of a smaller length or height. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall can't be Repaired but can be healed by positive energy and healing spells and abilities.

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

- **Mouths** The wall has countless toothy mouths along its surface. The mouths Strike any creature that ends its turn within 5 feet of the wall, using your spell attack roll for these Strikes and dealing piercing damage equal to 1d6 + your spellcasting ability modifier.

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The mouths are capable of consuming potions; since the wall is alive, it can recover Hit Points from a *potion of healing*, but it can't benefit from any effect that would give it the ability to move. Otherwise, the GM determines which potions can affect the wall.

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

Success The creature is unaffected.

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

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

BLINDING FURY

SPELL 6

CURSE | EMOTION | ENCHANTMENT | INCAPACITATION | MENTAL

Traditions divine, occult, primal**Cast** ☞ verbal; **Trigger** A creature damages you.**Range** 60 feet; **Targets** the triggering creature**Saving Throw** Will; **Duration** varies

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

Critical Success The target is unaffected.**Success** The target can't observe you until the end of its turn, and if you're currently observed by it, you become hidden to it.**Failure** As success, and for 1 minute, every time the target damages you, it can't observe you until the end of its turn.**Critical Failure** As success, and for an unlimited duration, the first time each round the target damages a creature, it can't observe that creature until the end of its turn. If it damages several creatures at once, the creature it can't perceive is chosen randomly among those creatures.

DIVINE



SCINTILLATING SAFEGUARD

SPELL 6

ABJURATION

Traditions divine, occult, primal

Cast ☞ somatic; **Trigger** An effect would deal physical or energy damage to you or a creature in range.

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

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

Heightened (+1) The resistance increases by 1.

DIVINE



INDESTRUCTIBILITY

SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal

Cast ➤➤ somatic, verbal

Duration until the start of your next turn

You can't be affected by anything unless you choose to be. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can still be affected by anything you're willing to have affect you.

DIVINE



SUMMON INSTRUMENT**CANTRIP 1****CANTRIP** **CONJURATION****Traditions** divine, occult**Cast** ◆◆◆ material, somatic, verbal**Duration** 1 hour

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

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

OCCULT



ANIMATE DEAD

SPELL 1

NECROMANCY

Traditions arcane, divine, occult

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

Your magic dredges up a corpse or skeleton and fills it with necromantic life, and you force the dead to fight at your command. You summon a common creature that has the undead trait and whose level is -1; this creature gains the summoned trait. Heightening the spell increases the maximum level of creature you can summon.

Heightened (2nd) Level 1.

Heightened (3rd) Level 2.

Heightened (4th) Level 3.

Heightened (5th) Level 5.

Heightened (6th) Level 7.

Heightened (7th) Level 9.

Heightened (8th) Level 11.

Heightened (9th) Level 13.

Heightened (10th) Level 15.

OCCULT



ANIMATE ROPE

SPELL 1

TRANSMUTATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 100 feet; **Targets** up to 50 feet of rope or a nonliving rope-like object

Duration sustained up to 1 minute

You cause a length or section of rope or a rope-like object to animate and follow simple commands. You can give it two commands when you Cast the Spell, and one command each time you Sustain the Spell.

- **Bind** (attack) The rope attempts to partially bind a creature. Attempt a spell attack roll against the target's Reflex DC. If you succeed, the target takes a -10-foot circumstance penalty to its Speed (-20-foot on a critical success). This ends if the target Escapes against your spell DC or breaks the rope. (A standard adventuring rope has Hardness 2, HP 8, and a Broken Threshold of 4.)
- **Coil** The rope forms a tidy, coiled stack.

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- **Crawl** The rope inches along the ground like a snake, moving one of its ends 10 feet. The rope must move along a surface, but that surface doesn't need to be horizontal.
- **Knot** The rope ties a sturdy knot in itself.
- **Loop** The rope forms a simple loop at one or both ends, or straightens itself back out.
- **Tie** The rope ties itself around a willing creature or an object that's unattended or attended by a willing creature.
- **Undo** The rope undoes one of its knots, ties, or bindings.

Heightened (+2) The range increases by 50 feet, and you can animate 50 more feet of rope.

DÉJA VU

SPELL 1

ENCHANTMENT

INCAPACITATION

MENTAL

Traditions arcane, occult**Cast** ➤➤ somatic, verbal**Range** 100 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** 2 rounds

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

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

OCCULT



ILL OMEN

SPELL 1

CURSE **DIVINATION** **MISFORTUNE****Traditions** occult**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Duration** 1 round

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

Success The target is unaffected.

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

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

OCCULT



IMPRINT MESSAGE

SPELL 1

DIVINATION

Traditions occult

Cast ➡➡ somatic, verbal

Range touch; **Targets** 1 object

You project psychic vibrations onto the target object, imprinting it with a short message or emotional theme of your design. This imprinted sensation is revealed to a creature who casts *object reading* (*Advanced Player's Guide* 222) on the target object, replacing any emotional events the item was present for. If the object is in the area of a *retroognition* spell, the imprinted messages appear as major events in the timeline, but they don't interfere with any other visions.

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

OCCULT



INVISIBLE ITEM

SPELL 1

ILLUSION

Traditions arcane, occult

Cast ➤➤ material, somatic

Range touch; **Targets** 1 object

Duration 1 hour

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

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

Heightened (7th) The duration is unlimited.

OCCULT



OBJECT READING

SPELL 1

DIVINATION

Traditions occult

Cast ➡➡ somatic, verbal

Range touch; **Targets** 1 object

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

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

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

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

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

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

OCCULT



PET CACHE

SPELL 1

CONJURATION EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal

Cast ✦ somatic

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

Duration 8 hours

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

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

OCCULT



THOUGHTFUL GIFT

SPELL 1

CONJURATION TELEPORTATION

Traditions arcane, divine, occult**Cast** ◆ somatic**Range** 120 feet; **Targets** 1 willing creature

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

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

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

OCCULT



ANIMATED ASSAULT

SPELL 2

EVOCATION

Traditions arcane, occult

Cast ➤➤ somatic, verbal

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

Saving Throw basic Reflex; **Duration** sustained up to 1 minute

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

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

OCCULT



Occult
BLISTERING INVECTIVE

SPELL 2

AUDITORY **EMOTION** **ENCHANTMENT** **FEAR** **MENTAL**

Traditions occult

Cast ➤➤ verbal, somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will

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

Critical Success The target is unaffected.

Success The target takes half the persistent fire damage.


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

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

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

OCCULT



BLOOD VENDETTA**SPELL 2****CURSE** **NECROMANCY****Traditions** arcane, divine, occult**Cast**  verbal; **Trigger** A creature deals piercing, slashing, or persistent bleed damage to you;**Requirements** You can bleed.**Range** 30 feet; **Targets** the triggering creature**Saving Throw** Will; **Duration** varies

You curse the target, punishing it for having the audacity to spill your blood. The curse deals 2d6 persistent bleed damage to the target, who must attempt a Will saving throw.

Critical Success The target is unaffected.**Success** The target takes half the persistent bleed damage.**Failure** The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.**Critical Failure** As failure, but the target takes double the persistent bleed damage.**Heightened (+2)** The persistent bleed damage increases by 2d6.

OCCULT



CHARITABLE URGE

SPELL 2

ENCHANTMENT INCAPACITATION MENTAL

Traditions arcane, divine, occult**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** varies

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

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Critical Success The target is unaffected.

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

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

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

FINAL SACRIFICE

SPELL 2

EVOCATION FIRE

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature with the minion trait that you summoned or permanently control

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

If the target has the cold or water trait, the spell instead deals cold damage and gains the cold trait in place of the fire trait. If used on a creature that isn't mindless, this spell has the evil trait. Attempting to cast this spell targeting a creature that you temporarily seized control of, such as an undead commanded by *command undead*, automatically fails and breaks the controlling effect.

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

OCCULT



PHANTASMAL TREASURE

SPELL 2

EMOTION ILLUSION MENTAL

Traditions arcane, occult**Cast** ➤➤ somatic, verbal**Range** 60 feet; **Targets** 1 living creature**Saving Throw** Will; **Duration** varies

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

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Critical Success The target is unaffected.

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

Failure As success, but the duration is 1 minute.

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

REAPER'S LANTERN

SPELL 2

DEATH LIGHT NECROMANCY

Traditions divine, occult, primal**Cast** ➡➡ somatic, verbal**Area** 5-foot emanation**Saving Throw** Fortitude; **Duration** 1 minute

You call forth a ghostly lantern that guides the living toward death and the undead toward true death. It sheds bright light in the spell's area, and dim light to twice that area. Though the lantern is insubstantial, you must keep a hand free to hold it or the spell ends (though using the hand for somatic spell components doesn't end the spell). Living creatures and undead in the area when you Cast the Spell, or that enter the area later, must attempt Fortitude saves. Living creatures that fail their Fortitude saves gain only half the normal benefit from healing effects while within the area. Undead targets that fail their Fortitude saves become enfeebled 1 while within the area. Once a creature attempts a save against *reaper's lantern*, it uses the same outcome if it leaves the area and enters it again.

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

SPIRIT SENSE

SPELL 2

DETECTION **DIVINATION** **MENTAL****Traditions** divine, occult**Cast** ➤➤ somatic, verbal**Area** 30-foot emanation**Duration** 10 minutes

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

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

OCCULT



VOMIT SWARM

SPELL 2

EVOCATION

Traditions arcane, occult, primal**Cast** ➤➤ somatic, verbal**Area** 30-foot cone**Saving Throw** basic Reflex

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

Heightened (+1) Increase the damage by 1d8.

OCCULT



AGONIZING DESPAIR

SPELL 3

EMOTION

ENCHANTMENT

FEAR

MENTAL

Traditions arcane, divine, occult**Cast** ➤➤ verbal, somatic**Range** 60 feet; **Targets** 1 creature**Saving Throw** Will

Your target's mind tumbles down a deep well of dread, dwelling so intently on deep-seated fears that it's painful. The agony deals 4d6 mental damage to the target, who must attempt a Will saving throw.

Critical Success The target is unaffected.**Success** The target takes half damage and becomes frightened 1.**Failure** The target takes full damage and becomes frightened 2.**Critical Failure** The target takes double damage and becomes frightened 3.**Heightened (+1)** Increase the damage by 2d6.

OCCULT



COZY CABIN

SPELL 3

CONJURATION

Traditions arcane, occult**Cast** 1 minute (material, somatic, verbal)**Range** 30 feet**Duration** 12 hours

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

The interior contains three cots, one chamber pot, a small fireplace holding a magical fire, and a small magical light you can light or extinguish at will using a single action, which has the concentrate trait. The climate inside the hut is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane force or greater destroy the hut. Other creatures can freely enter and exit the hut without damaging it, but if you exit the hut, the spell ends. You can Dismiss the spell.

OCCULT



CURSE OF LOST TIME

SPELL 3

CURSE **NEGATIVE** **TRANSMUTATION**

Traditions arcane, occult, primal

Cast ➤➤ somatic, verbal

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

Saving Throw Fortitude; **Duration** varies

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

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

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

Critical Success The living creature is unaffected.

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

Failure As success, with a duration of 1 hour.

Critical Failure As success, but with an unlimited duration.

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

FAMILIAR'S FACE

SPELL 3

DIVINATION **SCRYING**

Traditions arcane, divine, occult, primal

Cast ➤➤ somatic, material

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

Duration sustained

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

OCCULT



SCULPT SOUND

SPELL 3

ILLUSION

Traditions occult**Cast** ➤➤ somatic, material**Range** touch; **Targets** 1 creature or object**Duration** 10 minutes

You change the sounds made by a creature or object. Choose how you're altering the sounds when you Cast the Spell; you can't alter it later. You can cause something that didn't create a sound to make sound, alter the voice of a creature, amplify or deaden a sound, or transform one sound into another. A creature who succeeds at a Perception check against your spell DC can determine that the sound was altered by an illusion, including hearing faint sounds if you deadened the sound, but they can't determine the true sound unless they critically succeed at the Perception check. You can Dismiss the spell.

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Because this spell obscures sound instead of preventing it, using the spell to quiet a creature doesn't prevent that creature from using verbal spell components, though it does prevent most auditory effects that rely on another creature hearing them accurately. An unwilling target can attempt a Will save.

Success The affected sound from the creature isn't altered.

Failure The affected sound from the creature is altered in the way you determine.

Critical Failure The affected sound from the creature is altered and the target becomes stupefied 2 for 1 minute as it struggles with the disorienting effects of its altered sound.

Heightened (5th) You can target up to 6 creatures or 6 objects, altering the sounds of all affected creatures or objects in the same way.

THREEFOLD ASPECT**SPELL 3****POLYMORPH** **TRANSMUTATION****Traditions** occult, primal**Cast** 1 minute**Duration** until the next time you make your daily preparations

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

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

BESTIAL CURSE**SPELL 4****CURSE** **POLYMORPH** **TRANSMUTATION****Traditions** arcane, occult, primal**Cast** ➤➤ somatic, verbal**Range** touch; **Targets** 1 living humanoid**Saving Throw** Fortitude; **Duration** varies

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

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Critical Success The target is unaffected.

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

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

Critical Failure As failure, but the duration is unlimited.

CHROMA LEACH

SPELL 4

NECROMANCY

Traditions occult

Cast ➤➤ somatic, verbal

Range touch; **Targets** 1 living creature

Saving Throw Fortitude

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

Critical Success The target is unaffected.

Success The target is enfeebled 2 for 1 round.

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

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

OCCULT



COUNTLESS EYES

SPELL 4

DIVINATION

Traditions arcane, occult, primal**Cast** ➤➤ somatic, verbal**Range** touch; **Targets** 1 creature**Duration** 1 minute

Eyes form across the touched creature's body, allowing it to see in all directions at once. The subject can't be flanked for the spell's duration. In addition, when the subject *Seeks*, it can *Seek* in a 30-foot burst centered on itself or up to four 15-foot bursts within line of sight.

OCCULT



DULL AMBITION

SPELL 4

CURSE | ENCHANTMENT | MENTAL | MISFORTUNE

Traditions arcane, divine, occult**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** varies

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

Critical Success The target is unaffected.**Success** For 1 hour, the target rolls twice and uses the lower result on initiative rolls.**Failure** For 1 day, the target rolls twice and uses the lower result on initiative rolls and any check to determine the success of a downtime activity.**Critical Failure** As failure, but the duration is unlimited.

OCCULT



ENERVATION

SPELL 4

NECROMANCY **NEGATIVE**

Traditions arcane, divine, occult

Cast ➤➤ somatic, verbal

Area 30-foot line

Saving Throw Fortitude

Extending a finger, you fire a beam of negative energy that weakens the life force of any creature it touches. Each living creature in the line must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 2d8 persistent negative damage.

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

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

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

OCCULT



GHOSTLY TRAGEDY

SPELL 4

UNCOMMON DIVINATION

Traditions divine, occult

Cast (1 minute) material, somatic, verbal

Area 60-foot emanation

Duration 10 minutes

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

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

OCCULT



SEAL FATE

SPELL 4

CURSE **DEATH** **NECROMANCY**

Traditions arcane, divine, occult

Cast ➤➤ somatic, verbal

Range touch; **Targets** 1 living creature

Saving Throw Fortitude

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

Critical Success The target is unaffected.

Success The target gains weakness 2 to the chosen damage type until the end of your next turn.

Failure As success, but the duration is 1 minute. If the creature is reduced to 0 HP by the chosen damage and its level is 7 or less, it dies.

Critical Failure As failure, but the duration is unlimited.

Heightened (+2) The weakness increases by 1, and the maximum level of creature that can be automatically killed increases by 4.

OCCULT



VAMPIRIC MAIDEN

SPELL 4

NECROMANCY **NEGATIVE**

Traditions arcane, divine, occult

Cast ➤➤ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude

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

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Critical Success The target is unaffected.

Success The target takes half damage.

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

Critical Failure The target takes double damage and is immobilized by the vampiric maiden for 1 round or until it Escapes (the DC is your spell DC), whichever comes first.

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

BLISTER

SPELL 5

NECROMANCY

Traditions arcane, occult, primal

Cast ➤➤ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** 1 minute

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

Critical Success The target is unaffected.

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

Failure As success, but the target grows two blisters.

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

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

OCCULT



SECRET CHEST

SPELL 5

CONJURATION

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

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

Duration until the next time you make your daily preparations

You banish a container and its contents to the Ethereal Plane, where you can retrieve it from later. The container's physical properties—the material from which it is made, any locks, or other features—are irrelevant to the casting of this spell, but the container can't contain any creatures. When you Cast this Spell, the container and all its contents are transported to a random location deep in the Ethereal Plane. Time passes normally for the container and its contents, and the environmental effects of the Ethereal Plane apply to it. Though very unlikely, it's possible for a creature on the Ethereal Plane to stumble upon the chest.

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You can Dismiss the spell to return the chest to your current location. If the spell ends by any other means, the container is lost on the Ethereal Plane and you can no longer recall it with this spell, though you could search for it in other ways.

STRANGE GEOMETRY

SPELL 5

ILLUSION

Traditions occult**Cast** ◆◆◆ material, somatic, verbal**Range** 60 feet; **Area** 4 cubes, each 10 feet on a side**Saving Throw** Will; **Duration** 1 minute

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

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Success The creature disbelieves the illusion.

Failure All terrain in the cubes is difficult terrain for the creature, including the air if the creature is flying, walls if it's climbing, and so on. When the creature would exit one of the cubes, it exits from one randomly determined by the GM. This is a teleportation effect. It can exit from any edge of that cube it chooses. When selecting a random cube, the GM excludes any that don't match the creature's terrain; for instance, if the creature were exiting along the ground, the GM would exclude any cube that didn't have an exit on the ground.

WALL OF FLESH

SPELL 5

NECROMANCY

Traditions divine, occult, primal**Cast** ➤➤ material, somatic**Range** 20 feet**Duration** 10 minutes

You craft a 20-foot-tall wall of living flesh in a straight line up to 30 feet long. The wall is 3 feet thick, and each 5-foot-long section has AC 10 and 75 HP. If you wish, the wall can be of a smaller length or height. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall can't be Repaired but can be healed by positive energy and healing spells and abilities.

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

- **Mouths** The wall has countless toothy mouths along its surface. The mouths Strike any creature that ends its turn within 5 feet of the wall, using your spell attack roll for these Strikes and dealing piercing damage equal to 1d6 + your spellcasting ability modifier.

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The mouths are capable of consuming potions; since the wall is alive, it can recover Hit Points from a *potion of healing*, but it can't benefit from any effect that would give it the ability to move. Otherwise, the GM determines which potions can affect the wall.

- **Eyes** The wall sprouts hundreds of unblinking eyes. You can see through these eyes, gaining a +2 circumstance bonus to visual Perception checks within the wall's line of sight. You can also use the eyes for determining line of sight for ranged attacks and spells, but you don't have line of effect through the wall.
- **Arms** The wall is a mass of grasping arms. Any creature that ends its turn within 5 feet of the wall must attempt a Reflex save.
Success The creature is unaffected.
Failure The creature is grabbed by the wall for 1 round or until it Escapes against your spell DC, whichever comes first.
Critical Failure The creature is restrained by the wall for 1 round or until it Escapes against your spell DC, whichever comes first.

BLANKET OF STARS

SPELL 6

ILLUSION

Traditions occult, primal**Cast** ➡➡ somatic, verbal**Saving Throw** Will; **Duration** 10 minutes

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

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

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

OCCULT



BLINDING FURY

SPELL 6

CURSE **EMOTION** **ENCHANTMENT** **INCAPACITATION** **MENTAL**

Traditions divine, occult, primal

Cast ☞ verbal; **Trigger** A creature damages you.

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

Saving Throw Will; **Duration** varies

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

Critical Success The target is unaffected.

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

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

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

OCCULT



SCINTILLATING SAFEGUARD

SPELL 6

ABJURATION

Traditions divine, occult, primal

Cast ☞ somatic; **Trigger** An effect would deal physical or energy damage to you or a creature in range.

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

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

Heightened (+1) The resistance increases by 1.

OCCULT



Occult
#36300210, Kevin Athey <drizztdn@gmail.com>, Sep
FORCE CAGE

SPELL 7

EVOCATION **FORCE**

Traditions arcane, occult

Cast >>> material, somatic, verbal

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

Saving Throw Reflex; **Duration** sustained up to 1 minute

You create an immobile, invisible prison of sheer force. The cage is a 20-foot cube made of bands of force, each a half inch thick and a half inch apart, that extend to the Ethereal Plane. Each creature in the area where you create the cage must attempt a Reflex save. If such a creature fails, it becomes trapped inside the cage. If it succeeds, it's pushed outside the cage into a space of its choice. If a creature in the area is too big to fit inside the prison, the spell automatically fails.

The cage has AC 10, Hardness 20, and 40 Hit Points, and it's immune to critical hits and precision damage. A creature capable of passing through the space between the bars (typically a Tiny creature) can leave; all others are confined within.

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Attacks with a weapon too large to fit between the bars can't pass through the cage, and the bars provide standard cover even against attacks that can pass through the gaps. Spells and breath weapons can pass through the cage uninhibited.

Force cage is immune to counteracting effects of its level or lower, but it is automatically destroyed by a *disintegrate* spell of any level, or by contact with a *rod of cancellation* (*Advanced Player's Guide* 262) or *sphere of annihilation* (*Gamemastery Guide* 113).

INDESTRUCTIBILITY

SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, verbal**Duration** until the start of your next turn

You can't be affected by anything unless you choose to be. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can still be affected by anything you're willing to have affect you.

OCCULT



CHILLING SPRAY**SPELL 1****COLD** **EVOCATION****Traditions** arcane, primal**Cast** ➤➤ somatic, verbal**Area** 15-foot cone**Saving Throw** Reflex

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

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and takes a -5-foot status penalty to its Speeds for 2 rounds.**Critical Failure** The creature takes double damage and takes a -10-foot status penalty to its Speeds for 2 rounds.**Heightened (+1)** The damage increases by 2d4.

PRIMAL



MAGIC STONE

SPELL 1

NECROMANCY POSITIVE

Traditions divine, primal**Cast** ◆ to ◆◆◆ (verbal, somatic)**Range** touch; **Targets** 1 to 3 non-magical stones or sling bullets**Duration** 1 minute

You pour positive energy into ordinary stones, granting them temporary magical properties. You can target 1 non-magical stone or sling bullet for every action you use Casting this Spell. The stones must be unattended or carried by you or a willing ally. The stones become *+1 striking disrupting sling bullets*. Each stone can be used only once, after which it crumbles to dust.

PRIMAL



P

NOXIOUS VAPORS

SPELL 1

EVOCATION POISON

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Area** 10-foot emanation**Saving Throw** basic Fortitude; **Duration** 1 round

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

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

PRIMAL



PET CACHE

SPELL 1

CONJURATION **EXTRADIMENSIONAL**

Traditions arcane, divine, occult, primal

Cast ✦ somatic

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

Duration 8 hours

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



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

PRIMAL



PUMMELING RUBBLE

SPELL 1

EARTH **EVOCATION****Traditions** arcane, primal**Cast**   somatic, verbal**Area** 15-foot cone**Saving Throw** Reflex

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

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is pushed 5 feet away from you.**Critical Failure** The creature takes double damage and is pushed 10 feet away from you.**Heightened (+1)** Increase the damage by 2d4.

PRIMAL



DISMANTLE

SPELL 2

TRANSMUTATION

Traditions arcane, primal

Cast ➤➤ somatic, verbal

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

Duration 1 minute

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

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

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

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

PRIMAL



FINAL SACRIFICE

SPELL 2

EVOCATION FIRE

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature with the minion trait that you summoned or permanently control

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

If the target has the cold or water trait, the spell instead deals cold damage and gains the cold trait in place of the fire trait. If used on a creature that isn't mindless, this spell has the evil trait. Attempting to cast this spell targeting a creature that you temporarily seized control of, such as an undead commanded by *command undead*, automatically fails and breaks the controlling effect.

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

PRIMAL



FUNGAL INFESTATION

SPELL 2

CONJURATION

Traditions primal

Cast ➡➡ somatic, verbal

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

Saving Throw Fortitude

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

Critical Success The creature is unaffected.

Success The target takes half the persistent poison damage.

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

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

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

PRIMAL



HEAT METAL

SPELL 2

EVOCATION FIRE

Traditions arcane, primal**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 metal item or metal creature

This spell heats the targeted metal to become red-hot for a moment. This is usually harmless to an unattended metal item, which doesn't get a saving throw, though flammable materials connected to the object catch fire or melt. If you target an item worn or carried by a creature, or you target a creature made primarily of metal, the heat deals 4d6 fire damage and 2d4 persistent fire damage to the creature, which must attempt a Reflex save.

If you target an item held by the creature, the creature can Release the item to improve their degree of success by one step from the result of their saving throw. The persistent damage is associated with the object and damages whichever creature is holding or wearing it. It has no effect if no one is holding the item, but you continue to attempt flat checks to end the persistent damage as normal, since the item remains hot and can sear someone who picks it up.

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Critical Success The creature is unaffected.

Success The creature takes half damage and the object deals no persistent fire damage.

Failure The creature takes full damage and the object deals full persistent damage.

Critical Failure As failure, but the creature takes double damage and the object deals double persistent damage.

Heightened (+1) The initial damage increases by 2d6 and the persistent damage increases by 1d4.

QUENCH

SPELL 2

ABJURATION WATER

Traditions primal

Cast **◆◆** somatic, verbal

Range 120 feet; Area 20-foot burst

Duration sustained

You cause the air in the area to become supersaturated with water vapor. Non-magical fires within the area are automatically extinguished. The vapor deals 4d8 damage to fire creatures within the area (basic Fortitude save). Choose one magical fire, fire spell, or fire item in the area and attempt to counteract it. If you succeed against an item, the item loses its fire properties for 10 minutes (for instance, a +1 *flaming longsword* would become a +1 *longsword*). If the target is an artifact or similarly powerful item, you automatically fail to counteract it.

The first time each round you Sustain this Spell, you can move the area of vapor anywhere within range, but the only effect when you do so is to automatically extinguish non-magical fires.

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If you have the Counterspell reaction, you can use *quench* to counter any spell with the fire trait instead of needing to have the triggering fire spell prepared or in your repertoire.

Heightened (+1) Increase the damage to fire creatures by 2d8.

REAPER'S LANTERN

SPELL 2

DEATH LIGHT NECROMANCY

Traditions divine, occult, primal**Cast** ◆◆ somatic, verbal**Area** 5-foot emanation**Saving Throw** Fortitude; **Duration** 1 minute

You call forth a ghostly lantern that guides the living toward death and the undead toward true death. It sheds bright light in the spell's area, and dim light to twice that area. Though the lantern is insubstantial, you must keep a hand free to hold it or the spell ends (though using the hand for somatic spell components doesn't end the spell). Living creatures and undead in the area when you Cast the Spell, or that enter the area later, must attempt Fortitude saves. Living creatures that fail their Fortitude saves gain only half the normal benefit from healing effects while within the area. Undead targets that fail their Fortitude saves become enfeebled 1 while within the area. Once a creature attempts a save against *reaper's lantern*, it uses the same outcome if it leaves the area and enters it again.

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

SUDDEN BLIGHT

SPELL 2

NECROMANCY NEGATIVE

Traditions divine, primal**Cast** ➤➤ somatic, verbal**Range** 120 feet; **Area** 20-foot burst**Saving Throw** basic Fortitude

You accelerate the processes of decay in the area, dealing 2d10 negative damage to each living creature in the area (basic Fortitude save). A creature afflicted by a disease takes a -2 circumstance penalty to this save.

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

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

PRIMAL



VOMIT SWARM**SPELL 2****EVOCATION****Traditions** arcane, occult, primal**Cast** ➤➤ somatic, verbal**Area** 30-foot cone**Saving Throw** basic Reflex

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

Heightened (+1) Increase the damage by 1d8.

PRIMAL



AQUEOUS ORB

SPELL 3

CONJURATION **WATER****Traditions** arcane, primal**Cast** ➤➤ somatic, verbal**Range** 60 feet**Duration** sustained up to 1 minute

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

The orb can collect creatures it moves through. Any Large or smaller creature whose space the orb tries to move through can attempt a Reflex save against your spell DC to avoid being engulfed. A creature that succeeds at this save can either let

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the orb pass (remaining in its space or moving out of the orb's path into a space of its choice) or allow itself to be pushed in front of the orb to the end of the orb's movement. The orb can try to engulf the same creature only once per turn, even if you roll the orb onto its space more than once.

A creature that fails its save is pulled into the orb. It becomes grabbed, moves along with the orb, and must hold its breath or begin suffocating (unless it can breathe in water). An engulfed Medium or smaller creature and anyone trying to affect that creature follow the normal rules for aquatic battles (*Core Rulebook* 478). An engulfed Large creature can reach out of the water. An engulfed creature can get free either by Swimming with a successful DC 10 Athletics check or by Escaping against your spell DC. A creature that critically failed its Reflex save is further stuck and must attempt to Escape instead of Swim. A freed creature exits the orb's space and can immediately breathe. The orb can contain as many creatures as can fit in its space.

When the spell ends, all creatures the orb has engulfed are automatically released.

CRASHING WAVE**SPELL 3****EVOCATION** **WATER****Traditions** arcane, primal**Cast** ➤➤ somatic, verbal**Area** 30-foot cone**Saving Throw** basic Reflex

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

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

PRIMAL



P

CURSE OF LOST TIME

SPELL 3

CURSE NEGATIVE TRANSMUTATION

Traditions arcane, occult, primal**Cast** ➤➤ somatic, verbal**Range** touch; **Targets** 1 Large or smaller object, construct, or living creature**Saving Throw** Fortitude; **Duration** varies

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

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

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

Critical Success The living creature is unaffected.

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

Failure As success, with a duration of 1 hour.

Critical Failure As success, but with an unlimited duration.

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

FAMILIAR'S FACE

SPELL 3

DIVINATION SCRYING

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, material**Range** 1 mile; **Targets** 1 willing creature that is your animal companion or familiar**Duration** sustained

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

PRIMAL



MAD MONKEYS

SPELL 3

CONJURATION

Traditions primal**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Area** 5-foot burst**Duration** sustained up to 1 minute

Magical monkey spirits fill the area. They can't be attacked or hurt, but casting *calm emotions* or a similar effect over the monkeys causes them to cease making mischief for the duration.

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

- **Flagrant Burglary** The monkeys try to Steal any one item from one creature in the area, using your spell DC - 10 as a Thievery modifier. The victim knows what item the monkeys were trying to take and whether it was taken. Retrieving a stolen item—even for the caster—requires Stealing it or Disarming the monkeys, using your spell DC.

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When the spell ends, stolen items fall to the ground in any square of the area you choose.

- **Raucous Din** The monkeys screech, potentially deafening creatures. Each creature in the spell's area must attempt a Fortitude save.

Critical Success The creature is unaffected and is temporarily immune for 10 minutes.

Success The creature is unaffected.

Failure The creature is deafened for 1 round.

Critical Failure As failure, but for 1 minute.

- **Tumultuous Gymnastics** The monkeys climb all over creatures in the spell's area. Each creature in the area must attempt a Reflex saving throw.

Critical Success The creature is unaffected and is temporarily immune for 10 minutes.

Success The creature is unaffected.

Failure For 1 round, the creature must roll a DC 5 flat check whenever it uses a manipulate action, losing the action on a failure.

Critical Failure As failure, but the effect lasts until the spell ends, even if the creature leaves the spell's area.

SAFE PASSAGE

SPELL 3

ABJURATION

Traditions arcane, divine, primal**Cast** ◆◆◆ material, somatic, verbal**Range** touch; **Area** 10-foot-wide, 10-foot-tall, 60-foot-long section of terrain**Duration** sustained up to 1 minute

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

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

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

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

THREEFOLD ASPECT**SPELL 3****POLYMORPH** **TRANSMUTATION****Traditions** occult, primal**Cast** 1 minute**Duration** until the next time you make your daily preparations

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

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

BESTIAL CURSE**SPELL 4****CURSE** **POLYMORPH** **TRANSMUTATION****Traditions** arcane, occult, primal**Cast** ➤➤ somatic, verbal**Range** touch; **Targets** 1 living humanoid**Saving Throw** Fortitude; **Duration** varies

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

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Critical Success The target is unaffected.

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

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

Critical Failure As failure, but the duration is unlimited.

COUNTLESS EYES

SPELL 4

DIVINATION

Traditions arcane, occult, primal**Cast** ➤➤ somatic, verbal**Range** touch; **Targets** 1 creature**Duration** 1 minute

Eyes form across the touched creature's body, allowing it to see in all directions at once. The subject can't be flanked for the spell's duration. In addition, when the subject Seeks, it can Seek in a 30-foot burst centered on itself or up to four 15-foot bursts within line of sight.

PRIMAL



ICE STORM

SPELL 4

COLD **EVOCATION****Traditions** arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 5-foot burst**Saving Throw** basic Reflex; **Duration** 1 minute

You create a gray storm cloud that pelts creatures with an icy deluge. When you Cast the Spell, a burst of magical hail deals 2d8 bludgeoning damage and 2d8 cold damage to each creature in the area below the cloud (basic Reflex save). Snow and sleet continue to rain down in the area for the remainder of the spell's duration, making the area difficult terrain, causing creatures in the storm to be concealed, and making creatures outside the storm concealed from those inside the storm. Any creature that ends its turn in the storm takes 4 cold damage. If you Cast this Spell outdoors, you can create two non-overlapping clouds instead of one.

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

PRIMAL



RUSTING GRASP

SPELL 4

TRANSMUTATION

Tradition primal

Cast ➤➤ somatic, verbal

Range touch; **Targets** 1 metal creature, 1 non-magical metal hazard, or 1 non-magical metal item of up to 1 Bulk

The target rapidly rusts. This magical rust can affect nonferrous materials, but the target must be all or mostly metal. The GM decides whether an object or creature can be targeted with this spell.

All damage from this spell ignores Hardness. If the spell deals persistent damage, a creature can attempt to scrape off the rust to assist the target in recovering from the persistent damage (reducing the DC of the flat check to end persistent damage to 10 and granting an immediate flat check). The effect of the spell depends on its target.

- **Creature or Hazard** A creature or hazard must be made of all or mostly metal to be affected (this includes many mechanical traps). The spell deals 8d6 damage (basic Fortitude save), plus 2d6 persistent damage on a failed save.

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Touching a hazard to target it might trigger the hazard, as determined by the GM.

- **Item** The rust deals 2d6 damage, subject to a basic Reflex save by the creature wearing or holding the item; an unattended item automatically critically fails. On a failed save, the item also takes 1d6 persistent damage. This persistent damage occurs at the end of the attending creature's turns; if the item was unattended when you Cast the Spell, the damage happens at the end of your turns.

When you're targeting worn armor, its Bulk is 1 higher than the listed value, since wearing armor is less cumbersome than carrying it. Thin iron or steel items, such as weapons, have 20 HP and a Broken Threshold of 10, and thicker iron or steel items, such as most suits of armor, have 36 HP and a Broken Threshold of 18. Other materials' statistics can be found on pages 577-579 of the *Core Rulebook*.

Heightened (+1) Increase the initial damage to creatures or hazards by 2d6, and increase the maximum Bulk of an item you can target by 1.

SPIKE STONES

SPELL 4

CONJURATION EARTH

Traditions primal**Cast** ◆◆◆ material, somatic, verbal**Range** 60 feet; **Area** 20-foot burst**Duration** 1 hour

Long, sharp spikes of solid rock thrust up from the ground in the area. The area becomes difficult terrain and hazardous terrain. A creature that moves on the ground through the area takes 3 piercing damage for every square of that area it moves into.

Heightened (+1) Increase the damage by 1.

PRIMAL



BLISTER

SPELL 5

NECROMANCY

Traditions arcane, occult, primal

Cast ➤➤ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** 1 minute

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

Critical Success The target is unaffected.

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

Failure As success, but the target grows two blisters.

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

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

PRIMAL



CHAMELEON COAT

SPELL 5

ILLUSION

Traditions primal**Cast** ▶▶▶ material, somatic, verbal**Range** 15 feet; **Targets** up to 8 creatures**Duration** 10 minutes

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

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

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

PRIMAL



GRISLY GROWTHS

SPELL 5

TRANSMUTATION

Traditions arcane, primal**Cast** ➤➤ somatic, verbal**Range** 60 feet; **Targets** 1 corporeal creature**Saving Throw** basic Fortitude

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

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

(Continued on back)

(Continued from front)

Success The creature is unaffected.

Failure The creature is sickened 1.

Critical Failure The character is sickened 2.

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

IMPALING SPIKE

SPELL 5

CONJURATION

Traditions arcane, primal**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Reflex; **Duration** 1 minute

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

(Continued on back)

(Continued from front)

Critical Success The target dodges the spike and is unaffected.

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

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

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

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

LIGHTNING STORM

SPELL 5

ELECTRICITY EVOCATION

Traditions primal**Cast** ▶▶▶ material, somatic, verbal**Range** 120 feet; **Area** 5-foot burst**Saving Throw** basic Reflex; **Duration** sustained up to 1 minute

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

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

PRIMAL



TRANSMUTE ROCK AND MUD

SPELL 5

EARTH TRANSMUTATION

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** 2 adjacent 10-foot cubes

You warp the structure of earthen material, turning rock into mud or mud into rock. Choose one of these two options when you Cast the Spell.

- **Mud to Rock** Mud in the area turns into unworked stone. If creatures are in the mud when it is transformed to stone, they must attempt a Reflex saving throw.

Critical Success The creature escapes the mud and is atop the stone, unaffected.

Success The creature climbs out of the mud as it turns to rock and is prone atop the stone.

Failure The creature is partially stuck in the mud and is grabbed for 1 round or until it Escapes, whichever comes first.

Critical Failure The creature is entirely stuck. It is restrained for 1 round or until it Escapes, whichever comes first.

(Continued on back)

(Continued from front)

- **Rock to Mud** You transform non-magical, unworked, and unattended stone in the area into an equal volume of mud. If you Cast this Spell on a stone floor, it becomes difficult terrain; if the resulting mud is at least 3 feet deep, it is greater difficult terrain, or the creature can try to Swim through it (DC 10 Athletics). If the mud is deep enough that a creature can't reach the bottom, the creature must Swim to move through it. If you Cast this Spell on a ceiling, the falling mud deals 8d6 bludgeoning damage (basic Reflex save) and spreads out, creating difficult terrain in an area 10 feet larger in radius than the original spell's area. Once the rock is transformed into mud, the mud is non-magical and remains until natural conditions cause it to dry out or otherwise disperse.

Heightened (+2) Add an additional 10-foot cube to the area, adjacent to at least one of the other cubes.

WALL OF FLESH

SPELL 5

NECROMANCY

Traditions divine, occult, primal

Cast ➡➡ material, somatic

Range 20 feet

Duration 10 minutes

You craft a 20-foot-tall wall of living flesh in a straight line up to 30 feet long. The wall is 3 feet thick, and each 5-foot-long section has AC 10 and 75 HP. If you wish, the wall can be of a smaller length or height. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall can't be Repaired but can be healed by positive energy and healing spells and abilities.

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

- **Mouths** The wall has countless toothy mouths along its surface. The mouths Strike any creature that ends its turn within 5 feet of the wall, using your spell attack roll for these Strikes and dealing piercing damage equal to 1d6 + your spellcasting ability modifier.

(Continued on back)

(Continued from front)

The mouths are capable of consuming potions; since the wall is alive, it can recover Hit Points from a *potion of healing*, but it can't benefit from any effect that would give it the ability to move. Otherwise, the GM determines which potions can affect the wall.

- **Eyes** The wall sprouts hundreds of unblinking eyes. You can see through these eyes, gaining a +2 circumstance bonus to visual Perception checks within the wall's line of sight. You can also use the eyes for determining line of sight for ranged attacks and spells, but you don't have line of effect through the wall.

- **Arms** The wall is a mass of grasping arms. Any creature that ends its turn within 5 feet of the wall must attempt a Reflex save.

Success The creature is unaffected.

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

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

BLANKET OF STARS

SPELL 6

ILLUSION

Traditions occult, primal**Cast** ➤➤ somatic, verbal**Saving Throw** Will; **Duration** 10 minutes

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

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

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

PRIMAL



BLINDING FURY

SPELL 6

CURSE | EMOTION | ENCHANTMENT | INCAPACITATION | MENTAL

Traditions divine, occult, primal**Cast** 🌀 verbal; **Trigger** A creature damages you.**Range** 60 feet; **Targets** the triggering creature**Saving Throw** Will; **Duration** varies

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

Critical Success The target is unaffected.**Success** The target can't observe you until the end of its turn, and if you're currently observed by it, you become hidden to it.**Failure** As success, and for 1 minute, every time the target damages you, it can't observe you until the end of its turn.**Critical Failure** As success, and for an unlimited duration, the first time each round the target damages a creature, it can't observe that creature until the end of its turn. If it damages several creatures at once, the creature it can't perceive is chosen randomly among those creatures.

PRIMAL



P

SCINTILLATING SAFEGUARD

SPELL 6

ABJURATION

Traditions divine, occult, primal

Cast ☞ somatic; **Trigger** An effect would deal physical or energy damage to you or a creature in range.

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

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

Heightened (+1) The resistance increases by 1.

PRIMAL



INDESTRUCTIBILITY

SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal**Cast** ➤➤ somatic, verbal**Duration** until the start of your next turn

You can't be affected by anything unless you choose to be. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can still be affected by anything you're willing to have affect you.

PRIMAL



BEASTMASTER TRANCE

FOCUS 3

UNCOMMON

CONCENTRATE

DIVINATION

MENTAL

Cast ◆◆◆ somatic, verbal**Range** 1 mile; **Targets** one of your animal companions you can perceive**Duration** sustained up to 1 minute

You enter a magical trance that allows you to perceive through the senses of the target companion. You attempt Perception checks using your own Perception, but you have any special senses the target has, such as low-light vision or darkvision. This spell grants no special method of communication with the chosen animal, so it follows any instructions you gave it before you entered the trance and, failing that, it does as it wishes.

For the duration of the trance, your own senses are muted, though you can still communicate. This lack of awareness makes you flat-footed. You can't take actions with the attack or move traits.

(Continued on back)

(Continued from front)

Heightened (6th) Increase the range to 100 miles and the duration to sustained up to 10 minutes. The target can hear you through the spell, allowing you to Command the Animal or use other actions that have the auditory trait.

Heightened (8th) Increase the range to planetary and the duration to sustained up to 1 hour. You can communicate telepathically with the target for the duration of the trance.

DANCE OF DARKNESS**FOCUS 5****UNCOMMON****DARKNESS****EVOCATION****Cast** ◆◆ somatic, verbal**Duration** varies

You dance, Striding up to half your Speed. At either the start or end of your Stride, you create an area of magical darkness in a 10-foot burst centered on your location. This area is filled with magical darkness that works the same way as that created by a *darkness* spell of the same level. When you create the darkness, attempt a Performance check to dance, with a standard DC for your level, to determine the duration of the darkness.

Critical Success 1 minute**Success** 2 rounds**Failure** 1 round

Focus



SHADOW ILLUSION

FOCUS 6

UNCOMMON

AUDITORY

ILLUSION

SHADOW

VISUAL

Cast ◆◆ somatic, verbal**Range** 500 feet**Duration** sustained

You create a shadowy illusion of a creature or a stationary object, but the illusion can exist only in an area of dim light or darkness. The spell ends if the illusion is ever out of an area of dim light or darkness. If the illusion is an object, it must fit within a 20-foot burst, and the creature can be of any size up to Gargantuan, filling a 20-foot-by-20-foot space.

The object or creature appears to animate naturally; it even generates the appropriate sounds and smells, and feels believable to the touch, though its coloring is always muted.

If the illusion is a creature, *shadow illusion* has the effects of an *illusory creature* spell of the same level, except it deals 2d8 damage plus your spellcasting ability modifier, instead of the amount listed in *illusory creature*.

Heighten (+2) The area that an illusory object can fit in increases by 10 feet. The damage of the illusory creature's Strike increases by 1d8.

Focus



SHADOW JUMP

FOCUS 5

UNCOMMON

CONJURATION

SHADOW

TELEPORTATION

Cast ◆◆ somatic, verbal; **Requirements** You are in dim light or darkness.

Range 120 feet

You instantly transport yourself from one shadow to another. Teleport yourself and any items you're wearing and holding from your current space to a clear space you can see that's in dim light or darkness and within range. You can transport your familiar with this spell, but if *shadow jump* would bring any other creature with you—even if you're carrying the creature in an extradimensional container—the spell is disrupted.

Heightened (8th) When you arrive at your destination, you can become invisible until the end of your next turn or until you are no longer in an area of dim light or darkness, whichever comes first. The invisibility is an illusion effect.

Focus



HYMN OF HEALING

FOCUS 1

UNCOMMON BARD COMPOSITION HEALING NECROMANCY
POSITIVECast   verbal**Range** 30 feet; **Targets** you or 1 ally**Duration** sustained up to 4 rounds

Your divine singing mends wounds and provides a temporary respite from harm. The target gains fast healing 2. When you Cast the Spell and the first time each round you Sustain the Spell, the target gains 2 temporary Hit Points, which last for 1 round.

Heightened (+1) The fast healing and temporary Hit Points each increase by 2.

Focus



ODE TO OUROBOROS

FOCUS 5

UNCOMMON

BARD

COMPOSITION

NECROMANCY

Cast ↻ verbal; **Trigger** A creature's dying condition would reach the value at which they would die.

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

Your ode temporarily staves off death. The target's dying condition remains 1 below the value at which it dies. This doesn't help prevent death from effects that kill the target without increasing its dying condition, such as *disintegrate* and death effects.

Focus



PIED PIPING

FOCUS 10

UNCOMMON

BARD

COMPOSITION

ENCHANTMENT

INCAPACITATION

MENTAL

SONIC

Cast   verbal

Area 5-foot emanation

Saving Throw Will; **Duration** 1 minute

Your performance enraptures those who hear it, compelling them to follow you about in admiration. Each creature within the emanation must attempt a Will save when you Cast the Spell or the first time they enter the area, after which they become temporarily immune for 1 day. Once per turn, you can spend a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. You can Dismiss the spell.

(Continued on back)

(Continued from front)

Critical Success The creature is unaffected.

Success The creature is fascinated with you.

Failure The creature uses all its actions to move toward you and compliment your performance. This effect ends if a hostile action is used against the affected creature.

Critical Failure The target gains the minion trait and is controlled by you. This effect ends if a hostile action is used against the affected creature, or if you direct the creature to use any action that causes it harm.

SONG OF MARCHING

CANTRIP 3

UNCOMMON

BARD

CANTRIP

COMPOSITION

ENCHANTMENT

MENTAL

Cast ◆ verbal**Area** 60-foot emanation**Duration** sustained up to 1 hour

You maintain a brisk performance that keeps allies on the move. You and your allies in the area can Hustle for the spell's duration, even though you are also Sustaining the Spell. You and your allies then become temporarily immune for 1 day.

Heightened (6th) You can Sustain the Spell for up to 2 hours.

Heightened (9th) You can Sustain the Spell for up to 4 hours.

Focus



SONG OF STRENGTH

CANTRIP 1

UNCOMMON

BARD

CANTRIP

COMPOSITION

EMOTION

ENCHANTMENT

MENTAL

Cast ◆ verbal**Area** 60-foot emanation**Duration** 1 round

You bolster your allies' physical strength with a hearty exhortation. You and your allies gain a +1 status bonus to Athletics checks and to their DCs against Athletics skill actions such as Disarm, Shove, and Trip.

Special If you have the *inspire heroics* composition spell, you can use that composition to improve the bonus granted by *song of strength* in the same way as *inspire courage* or *inspire defense*.

Focus



SYMPHONY OF THE UNFETTERED HEART FOCUS 5

UNCOMMON

ABJURATION

BARD

COMPOSITION

Cast ◆◆ verbal, somatic**Range** 30 feet; **Targets** you or 1 ally

Your symphony lifts listeners from their worldly concerns. Attempt a Performance check to counteract one of the following conditions affecting the target: grabbed, immobilized, paralyzed, restrained, slowed, or stunned. If you fail, you can't target that effect on the target for 1 day. Use the condition's source to determine the counteract DC (for example, the Escape DC for grabbed).

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

Focus



LITANY OF DEPRAVITY

FOCUS 7

UNCOMMON

CHAMPION

EVIL

EVOCATION

LITANY

Cast ◆ verbal**Range** 30 feet; **Targets** 1 good creature**Duration** 1 round

Your litany calls into question the morals your foe claims to hold dear. The target gains weakness 7 to evil, then becomes temporarily immune to all your litanies for 1 minute.

Heightened (+1) The weakness increases by 1.

Focus



LITANY OF SELF-INTEREST

FOCUS 5

UNCOMMON

CHAMPION

ENCHANTMENT

EVIL

LITANY

MENTAL

Cast ◆ verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** 1 round

You give a speech that fills your target with a drive to improve themselves to the exclusion of assisting others. A creature that wants to gain the benefit of this spell and doesn't care about its limitations can voluntarily fail the save. The target then becomes temporarily immune to all your litanies for 1 minute.

Success The target is unaffected.

Failure The target gains a +2 status bonus to attack rolls, Perception checks, saving throws, and skill checks. The target can't Aid other creatures, consider any creature an ally, or use spells or abilities that directly benefit another creature (as determined by the GM), even if they also benefit the target. Other creatures allied with the spell's target can still consider the target an ally and affect it accordingly.

Heightened (8th) The status bonus increases to +3.

Focus



TOUCH OF CORRUPTION

FOCUS 1

UNCOMMON

CHAMPION

NECROMANCY

NEGATIVE

Cast ◆ somatic**Range** touch; **Targets** 1 willing undead creature or 1 living creature

You infuse the target with negative energy. If the target is living, this deals 1d6 negative damage (basic Fortitude save); on a failed save, the target also takes a -2 status penalty to AC for 1 round.

If the target is a willing undead creature, the target instead regains 6 Hit Points, and if you are the undead target, you also gain a +2 status bonus to damage rolls for 1 round.

Heightened (+1) Increase the damage dealt to a living creature by 1d6 or increase the Hit Points regained by undead by 6.

Focus



CLINGING SHADOWS STANCE**FOCUS 4**

UNCOMMON

EVOCATION

MONK

SHADOW

STANCE

Cast ◆ somatic**Duration** until you leave the stance

You adopt the stance of clinging shadows. You can make shadow grasp Strikes. These deal 1d4 negative damage; are in the brawling group; and have the agile, grapple, reach, and unarmed traits.

While in clinging shadows stance, you gain a +2 circumstance bonus to Athletics checks to Grapple, and to the DC for creatures to Escape from you.

Focus



KI FORM

FOCUS 9

UNCOMMON MONK POLYMORPH

Cast ◆ verbal**Duration** 1 minute

Drawing from deep wells of spiritual power, you take on a special ki form. In your ki form, your hair, feathers, skin, or scales change color and begin to glow. In this form you gain a fly Speed equal to your land Speed. Choose force, lawful (only if you are lawful), negative, or positive damage. All your Strikes deal 1d6 additional damage of the chosen type. Your entire body is also surrounded by a glowing corona of the same color as your inner ki; this is a light effect. Your corona is a 5-foot emanation that deals 2d6 damage of the chosen type to creatures who start their turn within the emanation. If the emanation overlaps with a darkness effect, the corona's glow attempts to counteract the darkness effect. Regardless of the outcome, the corona can't attempt to counteract that effect again for 1 day. As a single action, which has the concentrate trait, you can flare your corona out to become a 30-foot emanation.

(Continued on back)

(Continued from front)

In your ki form, your emotions surge to the forefront and it's difficult to moderate your attacks. Your weapons and unarmed attacks lose the nonlethal trait. You take a -2 status penalty to saves against emotion effects but gain a +2 status bonus to saves against all other mental effects.

MEDUSA'S WRATH

FOCUS 8

UNCOMMON

MONK

TRANSMUTATION

Cast ◆◆ somatic, verbal

You make an attack filled with a medusa's petrifying power. Make an unarmed Strike with the following additional effects.

Critical Success The target is slowed 2 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 (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 *medusa's wrath*, it is petrified permanently. The spell ends if the creature is petrified or the slowed condition is removed.

Success As critical success, but the target is initially slowed 1.

Focus



SHADOW'S WEB

FOCUS 7

UNCOMMON EVOCATION MONK

Cast ♦♦ somatic, verbal**Area** 30-foot burst**Saving Throw** Fortitude

Grasping darkness surges from you, dealing 14d4 negative damage. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.**Success** The creature takes half damage and is enfeebled 1 for 1 round.**Failure** The creature takes full damage and is enfeebled 2 for 1 round.**Critical Failure** The creature takes double damage and is stunned 1, enfeebled 2 for 1 round, and immobilized for 1 round or until it Escapes, whichever comes first.**Heightened (+1)** The negative damage increases by 2d4.

Focus



ACCESS LORE

FOCUS 3

UNCOMMON

CURSEBOUND

DIVINATION

FORTUNE

ORACLE

Mystery lore**Cast** ◆ somatic**Duration** 1 minute

You sift through the multiverse's divine knowledge, seeking out tidbits related to a particular subject. Choose one Lore skill. You temporarily gain the same proficiency rank in that Lore skill as your proficiency rank for your oracle spellcasting.

Focus



ANCESTRAL DEFENSE

FOCUS 3

UNCOMMON ABJURATION CURSEBOUND FORTUNE MENTAL
ORACLE**Mystery** ancestors**Cast** ☞ somatic; **Trigger** You are about to attempt a Will save.

Your ancestor protects you against those who would bend your will. You roll the triggering save twice and use the better result. If you're in an encounter when you cast this spell, you immediately roll to change your predominant ancestor.

Focus



ANCESTRAL FORM**FOCUS 6****UNCOMMON****CURSEBOUND****ORACLE****TRANSMUTATION****Mystery** ancestors**Cast** ➡➡ somatic, verbal**Duration** sustained up to 1 minute

You take the form of your ancestral spirits, becoming invisible and quasi-corporeal. You gain resistance 10 to all damage (except force and damage from Strikes with the *ghost touch* property rune), and this resistance is doubled against non-magical and precision damage. You gain a fly Speed equal to your land Speed; when Flying, moving upward isn't difficult terrain for you. You can't move through solid objects, but you can float through tiny gaps. You can't Cast Spells (but you can Sustain Spells), activate items, or use actions that have the attack or manipulate trait.

Heightened (+2) The resistance increases by 5.

Focus



ANCESTRAL TOUCH

FOCUS 1

UNCOMMON

CURSEBOUND

EMOTION

ENCHANTMENT

FEAR

MENTAL

ORACLE

Mystery ancestors**Cast** ◆ somatic**Range** touch; **Targets** 1 living creature**Saving Throw** Will

You touch a creature and force them to see and feel the ancestors surrounding you. The ancestors' touch deals 1d4 mental damage to the target, who must attempt a Will save.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target is frightened 1 and takes full damage.**Critical Failure** The target is frightened 2 and takes double damage.**Heightened (+1)** The mental damage increases by 1d4.

Focus



ARMOR OF BONES**FOCUS 3****UNCOMMON****CURSEBOUND****NECROMANCY****ORACLE****Mystery** bones**Cast** ➤ somatic**Duration** 1 minute

You ossify your physical form, mimicking the durability of bone. You gain resistance 3 to cold, electricity, fire, piercing, and slashing damage.

Heightened (+1) Increase the resistance by 1.

Focus



BATTLEFIELD PERSISTENCE

FOCUS 3

UNCOMMON

CURSEBOUND

DIVINATION

DIVINE

ORACLE

Mystery battle**Cast** 🌀 verbal; **Trigger** You are about to attempt a saving throw, but you haven't rolled yet.

You're difficult to remove from battle. You gain a +2 status bonus to the triggering save, and if the triggering save is against an incapacitation effect, it treats you as if you were 2 levels higher.

Focus



BRAIN DRAIN**FOCUS 1****UNCOMMON CURSEBOUND ENCHANTMENT MENTAL ORACLE****Mystery** lore**Cast** ➤➤ material, somatic**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will

You probe the target's mind to glean knowledge. This deals 1d8 mental damage with a basic Will save. If the target fails the save, you sort through the stolen memories to attempt a single check to Recall Knowledge. Choose a skill that has the Recall Knowledge action, and use the target's skill modifier for the check.

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

Focus



CALL TO ARMS

FOCUS 1

UNCOMMON

AUDITORY


CURSEBOUND

EMOTION

ENCHANTMENT

MENTAL

ORACLE

Mystery battle**Cast**  verbal; **Trigger** You are about to roll for initiative.**Area** 20-foot emanation**Duration** 1 minute

You cry out a call to arms, inspiring your allies to enter the fray. Each ally in the area gains a +2 status bonus to their initiative roll and gains temporary Hit Points equal to the spell's level; these temporary Hit Points last for the spell's duration.

Heightened (6th) The bonus increases to +3.**Heightened (9th)** The bonus increases to +4.

Focus



CLAIM UNDEAD

FOCUS 6

UNCOMMON

CURSEBOUND

INCAPACITATION

NECROMANCY

ORACLE

Mystery bones**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 undead creature**Saving Throw** Will; **Duration** 10 minutes

You attempt to wrest control of a target undead or force it to recognize you as its master. If the target is controlled by another creature, that controller attempts a Will saving throw to retain control; otherwise, the target must attempt a Will save.

(Continued on back)

(Continued from front)

Critical Success The target is unaffected.

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

Failure The target becomes controlled by you and follows your orders. It (or the creature previously controlling it) can attempt a new Will save at the end of each of its turns, and the spell ends on a success. If you issue an obviously self-destructive order, the target doesn't act until you issue a new order.

Critical Failure As failure, but the target (or the creature previously controlling it) receives a new save only if you give it a new order that is against its nature.

DEBILITATING DICHOTOMY

FOCUS 4

UNCOMMON

CURSEBOUND

EVOCATION

MENTAL

ORACLE

Cast ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature other than you**Saving Throw** Will

You reveal a glimpse of the impossible conflicts between the divine anathema behind your curse, forcing you to reckon with another's conflicts as well. You and the target each take 9d6 mental damage with a basic Will save, and the target is stunned 1 if it critically fails its save. You get a degree of success one better than you rolled for your saving throw.

Heightened (+1) The damage increases by 3d6.

Focus



DELAY AFFLICTION

FOCUS 3

UNCOMMON

CURSEBOUND

HEALING

NECROMANCY

ORACLE

POSITIVE

Mystery life**Cast** ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 creature

With a surge of healing energy, you push back against an affliction threatening the target and grant a small amount of healing. The target recovers 3d8 Hit Points. You attempt to counteract any one affliction you are aware the target has, suspending its effects for 1 hour on a success rather than removing it. The target is then temporarily immune to *delay affliction* for 1 day. You don't need to have identified the name of the specific affliction, but you do need to be aware of it; for instance, you couldn't delay an ingested poison during its onset period unless you were aware of the poison.

Heightened (+1) The target recovers an additional 1d8 Hit Points and you can attempt to suspend an additional affliction.

Focus



DREAD SECRET**FOCUS 6****UNCOMMON****CURSEBOUND****DIVINATION****EMOTION****FEAR****MENTAL****ORACLE****Mystery** lore**Cast** ◆◆ material, somatic**Range** 60 feet; **Targets** up to 6 creatures**Saving Throw** Will; **Duration** until the start of your next turn

You utter a powerful secret at odds with the fundamental nature of the target creatures. Choose a specific resistance or weakness that you believe one or more of the targets have due to Recall Knowledge or previous experience with the targets, such as resistance to fire or weakness to silver. If the information is incorrect for a given target, the spell has no effect on that target. Affected targets must attempt a Will saving throw.

(Continued on back)

(Continued from front)

Critical Success The creature is unaffected.

Success The creature takes 1 damage of the type of weakness you chose (thus triggering the creature's weakness), or loses its resistance until the end of your next turn if you chose a resistance.

Failure As success, and the creature becomes frightened 1 from the revelation of its dread secret.

Critical Failure As failure, except the creature is frightened 3.

FLAMING FUSILLADE

FOCUS 6

UNCOMMON

CURSEBOUND

EVOCATION

FIRE

ORACLE

Mystery flames**Cast** ➤➤ somatic, verbal**Duration** 1 minute

You call upon an endless barrage of flames, producing miniature fireballs in your hands to hurl at foes. You cast *produce flame* as part of casting *flaming fusillade*. For the duration of *flaming fusillade*, *produce flame*'s casting time is reduced from 2 actions to 1.

Heightened (9th) For the duration, you also gain a status bonus to the damage dealt by *produce flame* equal to *flaming fusillade*'s spell level.

Focus



HEROIC FEAT

FOCUS 6

UNCOMMON

CURSEBOUND

DIVINATION

MENTAL

ORACLE

Mystery battle**Cast** ➤➤ or ➤➤➤ somatic, verbal

You gain the ability to perform a specialized combat technique from the vast wealth of martial knowledge your mystery provides. When you Cast this Spell, you use the action granted by one common fighter feat from pages 144-153 of the *Core Rulebook* or pages 126-127 of this book (your GM might add feats to this list). If you Cast this Spell using 2 actions, the granted action must be a single action, and if you Cast this Spell using 3 actions, you can instead choose a feat that grants a 2-action activity. The chosen feat's level can be no higher than *heroic feat's* spell level. The feat can't have a Frequency entry, and you must meet its prerequisites and requirements in order to select it.

Focus



INCENDIARY AURA**FOCUS 1****UNCOMMON****CURSEBOUND****EVOCATION****FIRE****ORACLE****Mystery** flames**Cast** ➤➤ somatic, verbal**Area** 10-foot emanation**Duration** 1 minute

You surround yourself with a combustible aura. Each time a creature within the emanation takes fire damage, it catches on fire, taking 2d4 persistent fire damage.

Heightened (+2) Increase the persistent damage by 1d4 and the radius of the emanation by 5 feet.

Focus



INTERSTELLAR VOID

FOCUS 3

UNCOMMON

COLD

CURSEBOUND

EVOCATION

ORACLE

Mystery cosmos**Cast** ➡➡ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Fortitude; **Duration** sustained up to 1 minute

You call upon the frigid depths of outer space to bring a terrible chill to your enemy. The target is cloaked in the freezing void, which deals 3d6 cold damage immediately and the first time each round you Sustain the Spell on future turns, with a basic Fortitude save. The target is fatigued for as long as the effect persists.

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

Focus



LIFE-GIVING FORM

FOCUS 6

UNCOMMON

CURSEBOUND

HEALING

LIGHT

NECROMANCY

ORACLE

POSITIVE

Mystery life**Cast** ➤➤ somatic, verbal**Duration** 1 minute

You transcend your physical form, becoming a beacon of healing energy. Your body exudes bright light like a torch. You gain resistance 5 to precision damage and weakness 5 to negative damage, and your unarmed Strikes deal an additional 1d4 positive damage.

You can touch a living creature with an Interact action to restore 6d8 Hit Points to it, and when a creature touches you with an Interact action you can allow it to gain the same healing; either way, the creature becomes temporarily immune to *life-giving form's* healing for 1 minute. This is a positive healing effect. You can't heal yourself with *life-giving form*.

(Continued on back)

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A creature harmed by positive damage (such as an undead) that touches you or damages you with an unarmed attack or non-reach melee weapon instead takes 3d4 positive damage, and it doesn't become temporarily immune.

You can Dismiss this spell.

Heightened (+1) Increase the Hit Points restored with an Interact action by 1d8, the positive damage by 1, and the resistance and weakness by 1.

LIFE LINK

FOCUS 1

UNCOMMON

CURSEBOUND

HEALING

NECROMANCY

ORACLE

POSITIVE

Mystery life**Cast** ◆ somatic**Range** 30 feet; **Targets** 1 creature other than you**Duration** 1 minute

You forge a connection of life energy between you and your target, distributing harm between both of you. When you first Cast the Spell, the target recovers 1d4 Hit Points. The first time each round that the target takes damage, reduce the damage it takes by 3 (to a minimum of 0 damage). You lose 3 Hit Points each time, or the total damage dealt, if less than 3; this damage ignores any immunities or resistances you have and can't otherwise be mitigated in any way.

The spell ends immediately if you fall unconscious. You can Dismiss the spell.

Heightened (3rd) You can target 2 creatures other than you. Increase the initial healing to 3d4 and the maximum damage reduced and Hit Points lost to 5.

(Continued on back)

(Continued from front)

Heightened (6th) You can target 3 creatures other than you. Increase the initial healing to 6d4 and the maximum damage reduced and Hit Points lost to 10.

Heightened (9th) You can target 4 creatures other than you. Increase the initial healing to 9d4 and the maximum damage reduced and Hit Points lost to 15.

MOONLIGHT BRIDGE

FOCUS 6

UNCOMMON CONJURATION CURSEBOUND LIGHT ORACLE

Mystery cosmos**Cast** ➤➤ somatic, verbal**Range** 30 feet**Duration** 10 minutes

You summon a bridge of radiant, shimmering moonlight. The 10-foot-wide span must start at the ground on a point within range, and it extends as a horizontal plane, either in a straight line or at any angle up to 45 degrees upward or downward, for up to 120 feet. This bridge has AC 10, Hardness 30, and 60 Hit Points, and it's immune to critical hits and precision damage. You and your allies can cross the bridge normally, but other creatures simply pass through it if they try to do so. The bridge blocks physical, ethereal, and incorporeal attacks from crossing, whether from above or below. You can Dismiss the spell.

Heightened (+1) The length of the bridge increases by 20 feet, and its Hit Points increase by 20.

Focus



SOUL SIPHON

FOCUS 1

UNCOMMON CURSEBOUND NECROMANCY NEGATIVE ORACLE

Mystery bones**Cast** ◆ somatic**Range** 30 feet; **Targets** 1 living creature**Saving Throw** Fortitude

You siphon off a portion of the target's soul to bolster your own vitality. The target must succeed at a Fortitude save or take 1d4 negative damage. You gain temporary Hit Points equal to the total amount of HP the target loses, including the HP lost from becoming drained.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and becomes drained 1.**Critical Failure** The creature takes double damage and becomes drained 2.**Heightened (+1)** Increase the damage by 1d4.

Focus



SPRAY OF STARS

FOCUS 1

UNCOMMON CURSEBOUND EVOCATION FIRE LIGHT ORACLE

Mystery cosmos**Cast** ➤➤ somatic, verbal**Area** 15-foot cone**Saving Throw** Reflex

You fling a spray of tiny shooting stars, dealing 1d4 fire damage. Each creature in the area must attempt a Reflex save.

Critical Success The creature is unaffected.**Success** The creature takes half damage and is dazzled for 1 round.**Failure** The creature takes full damage and is dazzled for 3 rounds.**Critical Failure** The creature takes double damage and is dazzled for 1 minute.**Heightened (+1)** Increase the damage by 1d4.

Focus



TEMPEST FORM

FOCUS 6

UNCOMMON

CURSEBOUND

ORACLE

POLYMORPH

TRANSMUTATION

Mystery tempest**Cast** ➡➡ somatic, verbal**Duration** sustained up to 1 minute

Your body becomes fluid to better suit your surroundings. When you Cast this Spell, choose whether to become air, water, or mist. The spell gains the air trait if you choose air or mist, and the water trait if you choose water or mist. You become amorphous, as does your armor. You lose any item bonus to AC and use your proficiency bonus for unarmored defense to determine your AC. You also gain resistance 10 to physical damage and become immune to precision damage. You can slip through tiny cracks and don't need to breathe. You can't cast spells, activate items, or use actions that have the attack or manipulate trait. You also gain the following effects based on your form.

(Continued on back)

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- **Air** You gain a fly Speed of 20 feet and become invisible while you are in the air. You can create the effects of a *gust of wind* from your space as a 2-action activity, which has the manipulate trait.
- **Mist** You gain a fly Speed of 20 feet, and it becomes hard to see through you. Any creature on one side of your space who is targeted by a creature on the opposite side is concealed to the targeting creature.
- **Water** You gain a swim Speed of 20 feet and become invisible while you are in the water. You can electrically charge yourself by taking a single action, which has the manipulate trait. If you do, you are no longer invisible in the water due to electricity indicating your location, but any creature that makes a melee attack against you takes 1d6 electricity damage; if it touches you, this is cumulative with the damage from your major curse.

Heightened (+2) Increase the resistance by 5 and the electricity damage from the charged water form by 1.

TEMPEST TOUCH

FOCUS 1

UNCOMMON COLD CURSEBOUND EVOCATION ORACLE WATER

Mystery tempest**Cast** ◆ somatic**Range** touch; **Targets** 1 creature**Saving Throw** Fortitude

Your touch calls forth a churning mass of icy water that clings to your target, dealing 1d4 bludgeoning damage and 1d4 cold damage. The target must attempt a Fortitude save.

Critical Success The target is unaffected.**Success** The target takes half damage and a -5-foot circumstance penalty to its Speeds until the end of your next turn.**Failure** The target takes full damage and a -10-foot circumstance penalty to its Speeds until the end of your next turn.**Critical Failure** As failure, but the target takes double damage.**Heightened (+1)** The bludgeoning and cold damage each increase by 1d4.

Focus



THUNDERBURST

FOCUS 3

UNCOMMON AIR CURSEBOUND EVOCATION ORACLE SONIC

Mystery tempest**Cast** ➤➤ somatic, verbal**Range** 100 feet; **Area** 20-foot burst**Saving Throw** Fortitude

You create a powerful blast of air and a loud peal of thunder, dealing 2d6 bludgeoning damage and 2d6 sonic damage. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is deafened for 1 minute.**Critical Failure** The creature takes double damage and is deafened for 1 hour.

Heightened (+2) Increase each type of damage by 2d6 and the area by 5 feet.

Focus



VISION OF WEAKNESS

FOCUS 2

UNCOMMON CURSEBOUND DIVINATION ORACLE

Cast ◆ somatic**Targets** 1 creature

You focus your gaze on a creature and gain a flash of divine insight into its nature. If the creature has any weaknesses, you learn them, as well as which of its three saving throw modifiers is lowest. You also learn an inherent understanding of its movements and gain a +2 status bonus to your next attack roll (or skill check made as part of an attack action) against that foe before the end of your turn. The target is then temporarily immune to *vision of weakness* for 1 day.

Focus



WHIRLING FLAMES**FOCUS 3****UNCOMMON** **CURSEBOUND** **EVOCATION** **FIRE** **ORACLE****Mystery** flames**Cast** **◆◆** somatic, verbal**Range** 30 feet; **Area** up to two 5-foot bursts that don't overlap**Saving Throw** basic Reflex

You call forth a storm of whirling flames, engulfing all creatures in that area and dealing 5d6 fire damage with a basic Reflex save.

Heightened (+2) The damage increases by 3d6, and you can add another nonoverlapping 5-foot burst to the area.

Focus



ANIMAL FEATURE

FOCUS 2

UNCOMMON

MORPH

RANGER

TRANSMUTATION

Cast ◆ somatic, verbal**Duration** 1 minute

Without fully transforming your body, you gain one animalistic feature, which you select from the list below each time you Cast the Spell.

- **Cat Eyes** You gain low-light vision.
- **Claws** You gain a claw attack that deals 1d6 slashing damage and has the agile, finesse, and unarmed traits.
- **Jaws** You gain a jaws attack that deals 1d8 piercing damage and has the unarmed trait.

Heightened (4th) Add the following options to the list you can choose from.

- **Fish Tail** You gain a swim Speed equal to your land Speed.
- **Owl Eyes** You gain darkvision.
- **Wings** You gain a fly Speed equal to your land Speed.

Focus



ENLARGE COMPANION

FOCUS 4

UNCOMMON

POLYMORPH

RANGER

TRANSMUTATION

Cast ◆◆ somatic, verbal**Range** 30 feet; **Targets** your animal companion**Duration** 1 minute

Your animal companion grows much larger, towering over its foes in battle. Your animal companion becomes Huge, gaining the effects of a 4th-level *enlarge* spell.

Focus



EPHEMERAL TRACKING

FOCUS 3

UNCOMMON DIVINATION RANGER

Cast ◆◆ somatic, verbal**Duration** 1 hour

You can look at currents in the air and water and see tracks that you can follow just as you would on land. You can use Survival to Track through both air and water, noticing aerial or aquatic “tracks” of all creatures who passed nearby in the last hour. It’s more difficult to Track in this way: the DC to Track through air or water is always at least 30, or higher after precipitation or wind (in the air) or heavy tides or currents (in the water). It’s possible to Cover Tracks against this spell, but creatures might not realize they need to do so.

Focus



GRAVITY WEAPON

FOCUS 1

UNCOMMON

EVOCATION

RANGER

Cast ◆ somatic**Duration** 1 minute

You build up gravitational force and funnel it into your blows, leading to more powerful attacks with blade and bow alike. On your first weapon Strike each round, you gain a status bonus to damage equal to twice the number of weapon damage dice.

Focus



HEAL COMPANION

FOCUS 1

UNCOMMON HEALING NECROMANCY POSITIVE RANGER

Cast ◆ or ◆◆

Range touch or 30 feet; **Targets** your animal companion

You harness positive energy to heal your animal companion's wounds. You restore 1d10 Hit Points to your animal companion. The number of actions you spend Casting this Spell determines range and other parameters.

◆ **(somatic)** The spell has a range of touch.

◆◆ **(verbal)** The spell has a range of 30 feet and restores an additional 8 Hit Points to the target.

Heightened (+1) The amount of healing increases by 1d10, and the additional healing for the 2-action version increases by 8.

Focus



HUNTER'S LUCK


FOCUS 2

UNCOMMON

DIVINATION

FORTUNE

RANGER

Cast  verbal; **Trigger** You attempt a check to Recall Knowledge about a creature, but you haven't rolled yet.

You have a preternatural ability to remember details about your foes. Roll the triggering check twice and use the better result.

Focus



HUNTER'S VISION**FOCUS 5****UNCOMMON****DIVINATION****RANGER****Cast** ◆ verbal**Range** 30 feet; **Targets** 1 hunted prey**Duration** 10 minutes

Your target glows with a magical aura visible only to you and those who follow your lead. Your target is visible to you and others sharing your Hunt Prey benefits even if it wouldn't normally be due to lighting or the concealed or invisible conditions, though cover from opaque objects still blocks your sight. You ignore the flat check against the target due to the concealed condition, and the target isn't automatically hidden from you due to darkness or being invisible.

Focus



MAGIC HIDE

FOCUS 1

UNCOMMON ABJURATION RANGER

Cast ◆ somatic**Range** 30 feet; **Targets** your animal companion**Duration** 1 minute

Your animal companion grows a thicker hide, matted fur, or a harder shell, granting it a +1 status bonus to AC.

Focus



RANGER'S BRAMBLE

FOCUS 3

UNCOMMON PLANT RANGER TRANSMUTATION

Cast ◆◆ somatic, verbal**Range** 100 feet; **Area** all squares that contain plants in a 5-foot burst**Duration** 1 minute

You cause plants in the area to entangle your foes, with the effects of *entangle*. A creature that critically fails the save takes 2d4 persistent bleed damage in addition to being immobilized. Escaping your bramble doesn't end the bleed damage.

Heightened (+1) The bleed damage on a critical failure increases by 1d4.

Focus



SNARE HOPPING

FOCUS 1

UNCOMMON

CONJURATION

RANGER

TELEPORTATION

Cast ◆◆ somatic, verbal**Range** 10 feet; **Targets** one snare you built

You may not have placed your snare in the right place, but you can magically move it there. You teleport the target snare to another unoccupied location in range.

Heightened (+1) The range of the spell increases by 10 feet.

Focus



SOOTHING MIST

FOCUS 2

UNCOMMON HEALING NECROMANCY POSITIVE RANGER

Cast ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 willing living creature or 1 undead creature

You call forth a magical mist of positive energy that envelops a creature. The mist restores 2d8 Hit Points to a target living creature and ends one source of persistent acid, bleed, fire, negative, or poison damage affecting it. If the creature is taking persistent damage from multiple sources, you select which one is removed. Against an undead target, you deal 2d8 positive damage (basic Fortitude save); if it fails the save, it also takes 2 persistent positive damage.

Heightened (+1) The amount of healing (or damage to an undead target) increases by 1d8, and the persistent positive damage to an undead creature increases by 1.

Focus



TERRAIN TRANSPOSITION**FOCUS 5****UNCOMMON****CONJURATION****RANGER****TELEPORTATION****Cast** ◆◆ somatic, verbal**Range** 90 feet

You mystically transpose your current location with another. While in a wilderness environment, you transport yourself and items you're holding to a clear space you can see within range. If you have Favored Terrain and both your starting and ending position are in your favored terrain, the range increases to 180 feet. If you have an animal companion and it is adjacent to you, you can transport it along with you to an adjacent open space, but if this spell would bring any other creature with you, even in an extradimensional container, the spell is lost.

Focus



BLINDING BEAUTY**FOCUS 3**

UNCOMMON

EMOTION

ENCHANTMENT

INCAPACITATION

SORCERER

VISUAL

Cast ◆ somatic**Area** 30-foot cone**Saving Throw** Will

You channel the allure of your nymph bloodline into a terribly beautiful glance. Each enemy in the area must attempt a Will saving throw.

Critical Success The creature is unaffected.

Success The creature is dazzled until the start of its next turn.

Failure The creature is blinded until the start of its next turn.

Critical Failure The creature is blinded for 1 minute.

Focus



CONSUMING DARKNESS

FOCUS 5

UNCOMMON

EVOCATION

SHADOW

SORCERER

Cast ◆◆ somatic, verbal**Area** 10-foot emanation; **Targets** enemies in the area**Saving Throw** Reflex; **Duration** sustained up to 1 minute

Your shadow wriggles before spreading out from you, forming a gateway of clinging, consuming shadow through which the horrors of another plane can barely be seen. The first time each turn you Sustain the Spell, the radius increases by 5 feet. The shadow deals 2d6 negative damage to each enemy that enters the area or begins its turn in the area, and such creatures must attempt a Reflex save.

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Critical Success The creature is unaffected.

Success The creature sinks partially into the shadow, taking half damage and a -5-foot circumstance penalty to its Speeds for as long it remains in the area.

Failure As success, but the creature takes full damage and a -10-foot circumstance penalty.

Critical Failure The creature is absorbed into the shadows, where it can be seen below the surface; it takes double damage and is immobilized for 1 round or until it Escapes.

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

DIM THE LIGHT

FOCUS 1

UNCOMMON DARKNESS EVOCATION SORCERER

Cast ↻ somatic; **Trigger** You cast a darkness or shadow spell.

You magnify the darkness from the triggering effect, causing the ambient light level to flicker briefly so you can slip from sight. You can immediately attempt a Stealth check to Hide, and you can become hidden to a creature even if you don't have cover and aren't otherwise concealed from that creature. You cease being hidden at the end of your turn unless you move into cover or become concealed before then.

Focus



ESTABLISH WARD**FOCUS 5****UNCOMMON** **ABJURATION** **SORCERER****Cast** ◆◆ somatic, verbal**Area** 30-foot burst**Duration** 1 minute

You bind a part of your essence to your surroundings, creating a warded area that grants you power within it, but drains you outside of it. While within the area, you can make nature's wrath Strikes by commanding plants, wind, rocks, and other natural features to attack enemies. These are melee Strikes that use your spell attack modifier, can target any creature within the ward, and deal bludgeoning, piercing, or slashing damage equal to 2d8 plus your spellcasting ability modifier.

Upon Casting the Spell, you can immediately make a single nature's wrath Strike. You are quickened while inside the ward, and can use the additional action only to make nature's wrath Strikes. You are slowed 1 while outside the area.

Heightened (+2) The area increases by 5 feet, and the Strikes deal an additional 1d8 damage.

Focus



GENIE'S VEIL

FOCUS 1

UNCOMMON ABJURATION SORCERER

Cast ↻ somatic; **Trigger** A creature within range is attacked.

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

With a flourish, you fulfill a creature's wish for protection, bending reality to keep them from harm. The target vanishes in a burst of brightly colored smoke and sparkles, reappearing an instant later. They become concealed against the triggering attack and until the end of the current creature's turn.

Focus



HEART'S DESIRE

FOCUS 3

UNCOMMON

EMOTION

ILLUSION

MENTAL

SORCERER

Cast ♦♦ somatic, verbal**Range** 60 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** varies

You surround your target with wondrous illusions of their greatest desires, which distract them from reality. The target must attempt a Will save.

Critical Success The target disbelieves the illusion and is unaffected.

Success For 1 round, the target is stupefied 2 and takes a -2 status penalty to any checks it makes to determine the effects of reactions.

Failure For 1 minute, the target is stupefied 2 and can't use reactions.

Critical Failure As failure, and all spaces are difficult terrain for the target.

Heightened (+2) You can target one additional creature.

Focus



NYMPH'S TOKEN

FOCUS 1

UNCOMMON ENCHANTMENT SORCERER

Cast ◆◆ somatic, verbal**Duration** 1 minute

You grant an ally a token of favor. You create a token, such as a lock of your hair or a flower, that persists for the spell's duration; as part of Casting the Spell, you can Interact to pass the token to an ally within your reach. As long as the ally has the token on their person, they gain a +1 status bonus to Performance checks and Will saves. You can Dismiss the spell as a free action.

Heightened (4th) As long as the ally has the token on their person, you can cast spells that have a range of touch on them at a range of 30 feet.

Focus



SEPULCHRAL MASK

FOCUS 1

UNCOMMON

DIVINATION

EMOTION

MENTAL

SORCERER

VISUAL

Cast ➡➡ somatic, verbal**Area** 5-foot emanation; **Targets** enemies in the area**Saving Throw** Will; **Duration** 1 minute

You manifest a supernatural funerary mask, granting you a +1 status bonus to Will saving throws against emotion effects for 1 minute. Its somber countenance forces your foes to confront their regrets and sins. The emotional weight deals 1d4 mental damage to each enemy in the area when you Cast the Spell or that starts its turn in the area, and such creatures must attempt a Will save.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and takes a -1 status penalty to Will saves against emotion effects for 1 round.**Critical Failure** The creature takes double damage and a -1 status penalty to Will saves against emotion effects for 1 minute.**Heightened (+2)** Increase the mental damage by 2d4 and the emanation's radius by 5 feet.

Focus



SHEPHERD OF SOULS

FOCUS 5

UNCOMMON

HEALING

NECROMANCY

SORCERER

Cast ↻ verbal; **Trigger** A living creature within 30 feet takes damage.

Range 30 feet; **Targets** 1 creature

You stay the hand of fate for one not yet destined to die, sacrificing some of your own vitality to heal them. You lose up to 15 Hit Points as a sacrifice, and the target reduces the damage by twice the number of Hit Points sacrificed. If this reduction exceeds the amount of damage, the target recovers Hit Points equal to the excess amount.

Heightened (+2) The maximum number of Hit Points you can sacrifice increases by 5.

Focus



SPIRIT VEIL

FOCUS 3

UNCOMMON ILLUSION SORCERER

Cast ◆◆ somatic, verbal**Duration** 1 minute

You draw an occluding veil of spirits around yourself, blocking yourself especially well from undead eyes. You become concealed to all creatures, and you are hidden from undead creatures regardless of what precise senses they have; this grants the effects of *invisibility*, but against all the undead creature's precise senses. If you physically interact with an undead creature or use a hostile action, the spell ends.

Heightened (+1) You can target one additional willing creature within 30 feet. The spell ends if any target physically interacts with an undead creature or uses a hostile action.

Focus



STEAL SHADOW

FOCUS 3

UNCOMMON NECROMANCY SHADOW SORCERER

Cast ◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 creature**Saving Throw** Fortitude; **Duration** sustained up to 1 minute

You steal a creature's shadow, leaving it weakened and vulnerable. The target must attempt a Fortitude save.

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

Failure The target takes 3d4 negative damage and is enfeebled 1 for the spell's duration as you tear its shadow away, collecting it in your hand. On subsequent rounds, the first time each round you Sustain the Spell, you can throttle the shadow to deal 3d4 negative damage to the target (basic Fortitude save). Until the spell ends, the target doesn't cast a shadow.

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

Heightened (+1) The damage when the spell is cast and when it is sustained increases by 1d4.

Focus



WISH-TWISTED FORM

FOCUS 5

UNCOMMON SORCERER TRANSMUTATION

Cast ◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** varies

You focus your magic upon an enemy, wishing for their defenses to fail and turning their strengths into weaknesses. The target must attempt one Will saving throw for all of the following effects.

- The target gains weakness 5 to one energy type of your choice.
- The target's resistances are reduced by 5.
- The target takes a -10-foot status penalty to all its Speeds.
- The target takes a -1 status penalty to its saving throws.

Critical Success The target is unaffected.**Success** The target takes the penalties for 1 round.**Failure** The target takes the penalties for 1 minute.**Critical Failure** As failure, and the target takes a -1 status penalty to AC for the duration.**Heightened (+1)** Increase the weakness and the reduction to resistances by 1.

Focus



BLOOD WARD**FOCUS 1****UNCOMMON** **ABJURATION** **HEX** **WITCH****Cast** ◆ somatic**Range** 30 feet; **Targets** 1 creature**Duration** sustained up to 1 minute

You consolidate warding energies with a gesture, guarding a creature against attacks from a certain type of foe. Designate one of the following creature traits: aberration, animal, beast, celestial, construct, dragon, elemental, fey, fiend, fungus, monitor, ooze, plant, or undead. The target gains a +1 status bonus to its saving throws and AC against creatures with that trait. The target is temporarily immune for 10 minutes.

Heightened (5th) The status bonus increases to +2.


Focus



CAKLE

FOCUS 1

UNCOMMON ENCHANTMENT HEX WITCH

Cast  verbal

With a quick burst of laughter, you prolong a magical effect you created. You Sustain a Spell.

Focus



CLINGING ICE

CANTRIP 1

UNCOMMON CANTRIP COLD CONJURATION HEX WITCH

Cast ◆ somatic**Range** 30 feet; **Targets** 1 creature**Saving Throw** Reflex; **Duration** sustained, up to 1 minute

Freezing sleet and heavy snowfall collect on the target's feet and legs, dealing 1d4 cold damage and other effects depending on its Reflex save. Once this spell ends, the target becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage, and takes a -5-foot circumstance penalty to its Speeds until the spell ends.**Critical Failure** The target takes double damage and a -10-foot circumstance penalty to its Speeds until the spell ends.**Heightened (+1)** The damage increases by 1d4.

Focus



CURSE OF DEATH

FOCUS 5

UNCOMMON CURSE DEATH HEX NECROMANCY WITCH

Cast ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Fortitude; **Duration** sustained up to 1 minute

You focus your malevolent gaze on a target, causing their heart to seize in dread. The target must attempt a Fortitude saving throw. Regardless of the result, the target is temporarily immune to further castings of *curse of death* for 1 day.

Critical Success The target is unaffected.**Success** The target is afflicted with the curse of death at stage 1, and the stage of the curse can't increase beyond stage 1.**Failure** The target is afflicted with the curse of death at stage 1.**Critical Failure** The target is afflicted with the curse of death at stage 2.**(Continued on back)**

(Continued from front)

Curse of Death (curse) This curse ends immediately when the spell ends; **Stage 1** 4d6 negative damage and fatigued (1 round); **Stage 2** 8d6 negative damage and fatigued (1 round); **Stage 3** 12d6 negative damage and fatigued (1 round); **Stage 4** death

Heightened (+1) Increase the negative damage taken on a success and during the first three stages of the curse by 1d6.

DECEIVER'S CLOAK

FOCUS 3

UNCOMMON HEX ILLUSION WITCH

Cast ◆◆ somatic, verbal**Duration** sustained

You wrap yourself in a cloak of illusion, appearing as another creature of the same body shape with roughly similar height and weight as yourself. This has the effects of a 3rd-level *illusory disguise*.

Heightened (6th) You can appear as any creature of the same size, even with a completely different body shape.

Focus



DISCERN SECRETS

CANTRIP 1

UNCOMMON CANTRIP DIVINATION HEX WITCH

Cast ◆ somatic**Range** 30 feet; **Targets** 1 creature**Duration** sustained up to 1 minute

You call upon your patron's power to better uncover secrets. When you Cast the Spell, the target can Recall Knowledge, Seek, or Sense Motive. The target gains a +1 status bonus to the skill or Perception used for the roll, and this bonus remains as long as you Sustain the Spell. The target is temporarily immune to *discern secrets* for 1 minute.

Heightened (5th) You can target two creatures instead of one.

Focus



ELEMENTAL BETRAYAL

FOCUS 1

UNCOMMON EVOCATION HEX WITCH

Cast ◆ verbal**Range** 30 feet; **Targets** 1 creature**Duration** sustained up to 1 minute

You call upon the elements to undermine your foe. When you Cast this Spell, choose air, earth, fire, or water. Each time the target takes damage from a spell or effect with the chosen trait, it takes an additional 2 damage of one damage type dealt by the spell or effect. If you chose fire or water, the target also takes this additional damage when taking fire or cold damage, respectively, from effects or spells without the chosen trait.

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

Focus



EVIL EYE

CANTRIP 1

UNCOMMON

CANTRIP

CURSE

EMOTION

ENCHANTMENT

FEAR

HEX

MENTAL

WITCH

Cast ◆ somatic**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** sustained up to 1 minute

Your fix your eye on the target, imposing a malevolent hex. The target becomes frightened based on the results of its Will save. This condition value can't be reduced below 1 while the spell is active and you can see the target. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Success The target is unaffected.**Failure** The target is frightened 1.**Critical Failure** The target is frightened 2.

Focus



LIFE BOOST

FOCUS 1

UNCOMMON HEALING HEX NECROMANCY WITCH

Cast ◆ somatic**Range** 30 feet; **Targets** 1 creature**Duration** 4 rounds

You temporarily bolster the target's vitality. The target gains fast healing equal to double the spell's level.

Focus



MALICIOUS SHADOW

FOCUS 3

UNCOMMON

EVOCATION

HEX

SHADOW

WITCH

Cast ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Duration** sustained up to 1 minute

You reshape the target's shadow into a deadly form, such as strangling hands, a dangerous weapon, harrying runes, or the like, and command it to attack the target. When you Cast the Spell, and each time you Sustain the Spell, the shadow makes a Strike against the target. The shadow moves along with the foe, always remaining within reach. If you Sustain the Spell multiple times in a round, you gain this effect each time. The shadow uses and contributes to your multiple attack penalty.

The shadow's Strikes are melee spell attacks. Regardless of its shape, these Strikes deal damage equal to 1d10 plus your spellcasting ability modifier. You choose the type of damage when you Cast the Spell, choosing from bludgeoning, piercing, or slashing damage. The shadow can't make any attacks other than its Strike.

(Continued on back)

(Continued from front)

The shadow doesn't take up space, grant flanking, or have any other attributes a creature would. The shadow vanishes if the target moves into an area of complete darkness or enters an area with light from all directions such that the target doesn't cast a shadow. If another effect is controlling the target's shadow when you cast *malicious shadow*, you can attempt to counteract that effect to temporarily take control of the shadow, but the original effect resumes when *malicious shadow* ends.

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

NEEDLE OF VENGEANCE

FOCUS 1

UNCOMMON ENCHANTMENT HEX MENTAL WITCH

Cast ◆ somatic**Range** 30 feet; **Targets** 1 enemy**Saving Throw** basic Will; **Duration** sustained up to 1 minute

A long, jagged needle jabs into the target foe's psyche whenever it tries to attack a specifically forbidden creature. Name yourself or one of your allies. The target takes 2 mental damage any time it uses a hostile action against the named creature.

Heightened (+1) Increase the damage by 2.

Focus



NUDGE FATE

CANTRIP 1


UNCOMMON

CANTRIP

DIVINATION

HEX

WITCH

Cast  verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** sustained up to 1 minute

You read slightly into the future and give fate a tiny push to achieve the result you desire. Once during the duration, when the target fails an attack roll, skill check, or saving throw and a +1 status bonus would turn a critical failure into a failure, or failure into a success, you grant the target a +1 status bonus to the check retroactively, changing the outcome appropriately. The spell then ends, and the target is temporarily immune for 1 minute.

If you cast *nudge fate* while a previous casting of this hex is still in effect, the previous effect ends.

Focus



PERSONAL BLIZZARD

FOCUS 3

UNCOMMON CONJURATION HEX WITCH

Cast ◆ somatic**Range** 30 feet; **Targets** 1 creature**Saving Throw** Fortitude; **Duration** sustained up to 1 minute

You summon an isolated blizzard of obscuring, scouring ice to follow your target. The target attempts a Fortitude save.

Critical Success The target is unaffected.**Success** The target takes 1d6 cold damage, and the spell ends.**Failure** The target takes 1d6 cold damage and 1d6 persistent cold damage. (The persistent damage automatically ends when the spell ends.) It is concealed to other creatures, and other creatures are concealed to it.**Critical Failure** As failure, but both the cold damage and the persistent cold damage increase to 2d6.**Heightened (+1)** The cold damage and persistent cold damage increase by 1 (2 on a critical failure).

Focus



PHASE FAMILIAR

FOCUS 1

UNCOMMON ABJURATION HEX WITCH

Cast ↻ somatic**Trigger** Your familiar would take damage.**Range** 60 feet; **Targets** your familiar

You draw upon your patron's power to momentarily shift your familiar from its solid, physical form into an ephemeral version of itself shaped of mist. Your familiar gains resistance 5 to all damage and is immune to precision damage. These apply only against the triggering damage.

Heightened (+1) Increase the resistance by 2.

Focus



RESTORATIVE MOMENT

FOCUS 5

UNCOMMON HEX NECROMANCY WITCH

Cast ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature

You manipulate the threads of time around the target, giving them some of the benefits of a day's passage. The target decreases the values of any doomed and drained conditions it has by 1 and can immediately attempt one saving throw against each affliction it has with a stage length of 1 day or less. The target is then temporarily immune for 1 day.

Focus



SHROUD OF NIGHT

CANTRIP 1

UNCOMMON CANTRIP DARKNESS EVOCATION HEX WITCH

Cast ◆ somatic**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** sustained up to 1 minute

Drawing your hand in a sweeping gesture, you shroud the target in a veil of night. The target's eyes are blanketed in darkness. If you cast this hex on a willing ally (for instance, one with light blindness), the ally can choose which result it gets without rolling. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is shrouded in murky darkness. Unless the target has darkvision, other creatures are concealed to it.

Focus



STOKE THE HEART

CANTRIP 1

UNCOMMON CANTRIP EMOTION ENCHANTMENT HEX WITCH

Cast ◆ verbal**Range** 30 feet; **Targets** 1 creature**Duration** sustained up to 1 minute

Intense fervor fills the target creature, empowering their blows. The target gains a +2 status bonus to damage rolls. Once this spell ends, the target becomes temporarily immune for 1 minute.

Heightened (+2) The status bonus to damage increases by 1.

Focus



VEIL OF DREAMS

FOCUS 1

UNCOMMON ENCHANTMENT HEX WITCH

Cast ◆ somatic**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** sustained up to 1 minute

You draw the target into a drowsy state, causing daydreams and sluggishness. The target must attempt a Will save.

Critical Success The target is unaffected.**Success** The target takes a -1 status penalty to Perception, attack rolls, and Will saves. This penalty increases to -2 for Will saves against sleep effects.**Failure** As success, and any time the target uses a concentrate action, it must succeed at a DC 5 flat check or the action is disrupted.

Focus



WILDING WORD

CANTRIP 1

UNCOMMON CANTRIP ENCHANTMENT HEX WITCH

Cast ◆ verbal**Range** 30 feet; **Targets** 1 animal, fungus, or plant**Saving Throw** Will; **Duration** sustained up to 1 minute

With a few words, you convince a wild creature you are a kindred spirit, making it reluctant to harm you. The target must attempt a Will save. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Critical Success The target is unaffected.**Success** When the target attempts an attack roll or skill check that would harm you, it takes a -2 status penalty to its roll.**Failure** As success, but the target also becomes sickened 1 each time it damages you.**Critical Failure** As success, but the target also becomes sickened 2 each time it damages you.

FOCUS



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