

INSTRUCTIONS



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ARCANE

BLINK CHARGE

SPELL 5

CONJURATION | FORCE | TELEPORTATION

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 creature

You propel yourself through the fabric of space to deal a blow carrying the momentum of your teleportation. You teleport to an empty space adjacent to a creature you can see within range, then make a Strike against the creature with a weapon you're wielding. The Strike deals damage, plus an extra 2d8 force damage, depending on the result of your Strike.

Critical Success Double damage, plus after the Strike, you can teleport the target into an empty space up to 5 feet away from its current position. The new space must be on the ground if it started on the ground, in the air if it was flying, and so on.

Success The Strike deals full damage.

Failure The Strike deals no damage, but the target takes 1d8 force damage.

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ARCANE

BOTTOMLESS STOMACH

SPELL 3

CONJURATION EXTRADIMENSIONAL

Traditions arcane, occult, primal**Cast** ◆◆◆ material, somatic, verbal**Range** touch; **Targets** 1 willing creature**Duration** 1 hour

You create a shimmering extradimensional space accessible from the target's mouth. The space can hold objects and equipment, up to a total of 10 Bulk. This extradimensional storage doesn't hamper the target's ability to eat, drink, speak (if applicable), or otherwise act, as it only opens and closes when the target chooses.

The target can Interact to swallow an object of up to 1 Bulk, which doesn't harm the object or the target. If the extradimensional space is full, the target can't add any more objects until first removing one or more stored objects. Organic matter and living creatures can't be stored in this space. The extradimensional storage is obvious to any creature who looks into the target's mouth, as the entryway shimmers slightly, though this doesn't clearly reveal the contents inside.

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ARCAINE

BURNING BLOSSOMS

SPELL 8

ENCHANTMENT

FIRE

PLANT

Traditions arcane, primal**Cast** ◆◆◆ somatic, verbal**Range** 120 feet; **Area** 30-foot radius, 100-foot tall cylinder**Saving Throw** Will; **Duration** 1 minute

An intangible hollow tree sprouts from the ground and grows to towering height, radiating a fiery passion and fascinating viewers. The base of the tree takes up a single square and grows 100 feet upwards, while its branches extend outwards 30 feet, forming the spell's cylindrical area. The tree then blossoms, growing delicate white flowers that burn with white-hot fire. As the tree's branches gently rustle in the wind, flower petals drift to the ground in a shower of flame. Any creature that ends its turn under the tree's branches takes 6d6 fire damage from the burning petals.

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ARCANE

CAST INTO TIME

SPELL 6

DIVINATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw Fortitude

You release a wave of temporal energy that sends creatures violently tumbling through time, scarring their thoughts with the information flowing around them. Although the journey can feel like it lasts for minutes or even days, the targets reappear instantly. Witnessing this chaotic flow of time and being bashed against objects from different times deals the targets 5d8 mental damage and 5d6 bludgeoning damage, with a Fortitude save. A creature that falls into time disappears until the end of your turn. It then reappears in the same space it left; if that space is occupied, it appears in the nearest empty space, chosen by the GM.

Critical Success The creature is unaffected.

Success The creature falls into time. When it returns, it takes half damage.

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ARCANE

CHROMATIC ARMOR

SPELL 4

ABJURATION

LIGHT

Traditions arcane, occult**Cast** ◆◆ or ◆◆◆ somatic, verbal**Range** touch; **Targets** 1 willing creature**Duration** 1 minute

You wrap the target in armor made of sheets of colored light. The armor sheds bright light for 20 feet (and dim light for the next 20 feet). Whenever a creature attacks the target and is adjacent to it, the attacker must attempt a Will save at the end of its action. On a failure, it becomes dazzled until the end of its next turn. Regardless of the result of the save, the attacker is temporarily immune until the end of its next turn. The dazzling effect has the light and visual traits.

When you cast the spell, roll 1d8 twice on the table below to see the armor's colors (rerolling any duplicates). Each color grants resistance 5 to the indicated damage type. If you spend three actions to Cast the Spell, roll three times instead.

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CHROMATIC RAY

SPELL 4

ATTACK

EVOCATION

LIGHT

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

You send out a ray of colored light streaming toward your enemy, with a magical effect depending on the ray's color. Make a spell attack roll. If you hit, roll 1d4 to see which beam you cast. If the ray deals damage, that damage is doubled on a critical hit. Any additional traits that apply to a ray are listed in parentheses just after the name of the color.

1. **Red** (fire) The ray deals 30 fire damage to the target.
2. **Orange** (acid) The ray deals 40 acid damage to the target.
3. **Yellow** (electricity) The ray deals 50 electricity damage to the target.
4. **Green** (poison) The ray deals 25 poison damage to the target, and the target must succeed at a Fortitude save or be enfeebled 1 for 1 minute (enfeebled 2 on a critical failure).

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ARCANE

DRAW THE LIGHTNING

SPELL 4

ELECTRICITY

EVOCATION

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 120 feet; **Targets** 1 creature that is either taller than you or higher in the air than you**Saving Throw** Reflex; **Duration** 1 minute

Calling out to the skies, you summon a bolt of lightning to strike through a foe above you and down into your weapon or your body, charging it with electrical power. You must hold your weapon or an empty hand aloft as part of this spell's somatic component. When you do, a bolt of lightning descends from a storm cloud in the air above your and through the target, dealing 3d12 electricity damage with a basic Reflex save. For the rest of the spell's duration, your first Strike each round with the weapon you held aloft (or with your unarmed attacks if you held an empty hand aloft) deals an additional 1d12 electricity damage.

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ARCANE**ELEMENTAL ABSORPTION****SPELL 3****ABJURATION****Traditions** arcane, primal**Cast** ◆◆ somatic, verbal**Duration** 1 minute

You absorb elemental energy, which you can release as a powerful counterattack. Choose air, earth, fire, or water. You gain resistance 5 to damage dealt by effects with the chosen elemental trait; if you choose water, you also gain resistance to cold damage. As usual, if a spell has a multiple effects, such as a spell that deals both fire damage and bludgeoning damage with superheated rocks, you gain resistance to only the effects associated with the element you chose. Keep track of how much damage you have prevented with this spell.

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ARCANE

ELEMENTAL ANNIHILATION WAVE SPELL 3

AIR

EARTH

EVOCATION

FIRE

WATER

Traditions arcane, primal**Cast** ◆◆ to 2 rounds**Area** 30-foot cone**Saving Throw** basic Reflex

You draw elemental power from your surroundings, and combining it with your own magical energy, unleash a wave of utter destruction and swirling colors that deals 1d6 fire damage and 3d6 bludgeoning damage with a basic Reflex save. The number of actions you spend when Casting this Spell determines the area and other parameters.

◆◆ **(somatic, verbal)** The spell is a 30-foot cone.

◆◆◆ **(material, somatic, verbal)** The spell is a 30-foot cone. On a failed saving throw, creatures are pushed 5 feet away from you, and on a critical failure they are pushed 10 feet away and are knocked prone.

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ARCANE

ELEMENTAL CONFLUENCE

SPELL 6

AIR

CONJURATION

EARTH

FIRE

WATER

Traditions arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 60 feet; **Area** 10-foot burst**Duration** sustained up to 1 minute

You conjure four types of elementals who combine forces to form into a chaotic storm. The confluence has AC 28 and 120 Hit Points, weakness 10 to area effects, and immunity to bleed and poison. Creatures can move through the confluence; creatures within the confluence are concealed, and all creatures outside the confluence are concealed to creatures within it. When you Cast or Sustain this Spell, you choose up to two different types of elementals to act.

- **Air** (air, electricity) The elemental looses a bolt of electricity from the confluence, dealing 4d4 electricity damage to creatures within 20 feet of the confluence, with a basic Reflex save. This doesn't affect creatures that are completely inside of the confluence.

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ARCANE

FATED CONFRONTATION

SPELL 10

DIVINATION

Traditions arcane, divine, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 120 feet; **Targets** 1 willing ally and 1 enemy

Duration 1 minute

You weave the threads of fate to lead two foes into a climactic battle. The targets of this spell are the fated opponents: one of the targets of this spell must be you or a willing ally, and the other must be an enemy.

When you Cast the Spell, the ally you targeted (or you, if you targeted yourself) may teleport to any unoccupied space of their choice within 30 feet of its fated opponent. This is a teleportation effect.

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FLAMMABLE FUMES

SPELL 5

CONJURATION POISON

Traditions arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 20-foot burst**Duration** 1 minute

Sending magic deep underground, you conjure a cloud of toxic gases that swiftly degenerate into volatile fumes. The gases are invisible, requiring a successful Perception check against your spell DC to detect visually, though their acrid smell and toxic effects are clear once a creature has entered the cloud. A creature that enters the cloud or is within the cloud at the start of its turn takes 2d6 poison damage. A creature can take the poison damage from *flammable fumes* only once per round.

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ARCANE

FORCEFUL HAND

SPELL 5

EVOCATION FORCE

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Range** 60 feet**Duration** sustained up to 1 minute

A Medium floating, disembodied hand made of magical force appears in an unoccupied space adjacent to you, following you across the battlefield to shield you against your foes' attacks. Each time you Sustain the Spell, the hand moves to an unoccupied space of your choice adjacent to you. When you Sustain the Spell, you can have the hand Fly to an unoccupied space of your choice adjacent to an ally to protect that ally instead. The hand's movement does not trigger reactions based on creature movement.

Successful attacks against the hand damage it, and damaging effects that can target a creature can target the hand. The hand has an AC of 25, 50 Hit Points, and can't recover HP by any means. A hit by a *disintegrate* spell or similar effect destroys the hand.

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GEYSER

SPELL 5

EVOCATION

FIRE

WATER

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 500 feet; **Area** 10-foot radius, 50-foot-tall cylinder**Saving Throw** Reflex; **Duration** 1 round

A powerful geyser blasts up from the ground, potentially pushing creatures on top of it into the air. The bottom of this spell's area must be on solid ground. Each creature in the area takes 3d6 bludgeoning damage and 4d6 fire damage, with a Reflex save. A creature pushed into the air by the geyser can't be pushed beyond the top of the geyser. After being pushed into the air, a creature falls unless it's flying or has some other means of staying aloft, taking falling damage (normally equal to half the distance it fell). After the geyser erupts, its area is filled with a cloud of steam for 1 round. All creatures in the steam are concealed, and all creatures outside the steam are concealed to creatures within it.

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ARCANE

GLIMMER OF CHARM

SPELL 5

AURA EMOTION ENCHANTMENT INCAPACITATION MENTAL

Traditions arcane, occult, primal**Cast** ◆◆ somatic, verbal**Area** 20-foot emanation centered on you**Saving Throw** Will; **Duration** sustained up to 1 minute

You're bathed in a smooth, almost glittering aura that improves the attitude of those near you. Any creature that ends its turn in the aura must attempt a Will saving throw with the following effects. No matter the result, it's then temporarily immune for 24 hours. The effect lasts until the spell ends, even after the creature leaves the aura.

Critical Success The creature is unaffected and is aware of the aura.

Success The creature's attitude toward you improves by one step. If that improves its attitude to at least indifferent, it can't take hostile actions against you, though the effect ends as soon as you take a hostile action against the creature or its allies.

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HORIZON THUNDER SPHERE

SPELL 1

ATTACK

EVOCATION

ELECTRICITY

Traditions arcane, primal**Cast** ◆◆ to 2 rounds**Range** varies; **Targets** 1 creature

You gather magical energy into your palm, forming a concentrated ball of electricity that crackles and rumbles like impossibly distant thunder. Make a ranged spell attack roll against your target's AC. On a success, you deal 3d6 electricity damage. On a critical success, the target takes double damage and is dazzled for 1 round. The number of actions you spend when Casting this Spell determines the range and other parameters.

◆◆ **(somatic, verbal)** This spell has a range of 30 feet.

◆◆◆ **(material, somatic, verbal)** This spell has a range of 60 feet and deals half damage on a failure (but not a critical failure) as the electricity lashes out and jolts the target.

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ARCANE

IMPENDING DOOM

SPELL 3

DIVINATION | EMOTION | FEAR | INCAPACITATION | MENTAL | PREDICTION

Traditions arcane, divine, occult**Cast** ♦♦ somatic, verbal**Range** 30 feet; **Targets** 1 living creature**Saving Throw** Will; **Duration** 3 rounds

You sift through myriad potential futures, seize upon one potential moment in which the target meets a particularly gruesome and fatal end, and then show it a vision of its impending demise. The intense mental vision grows more and more terrifying to the target as the doom grows closer, and it takes 3 rounds to reach its conclusion. The target must attempt a Will saving throw to determine the effects. At the end of the spell's duration, if the target was affected, the target witnesses its death and takes 6d6 mental damage.

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ARCANE

INEXHAUSTIBLE CYNICISM

SPELL 7

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** up to 5 creatures**Saving Throw** Will

You inflict your targets with a crushing doubt about everyone and everything around them. For the duration, each target is unwilling to receive any effects that require a willing target (in case the effect was secretly an attack), refuse to ingest anything (in case the substances have been replaced with poisons and cursed duplicates), doesn't treat anyone as an ally (in case its friends were replaced by an impostor), and doesn't believe anything it's told (in case of lies, though this doesn't mean the creature automatically believes the opposite either). It doesn't even fully trust its own ability to Recall Knowledge, as it becomes convinced it most likely remembered false information, as from a critical failure on a check to Recall Knowledge.

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INVISIBILITY CURTAIN

SPELL 4

ILLUSION

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range 120 feet

Duration sustained

You create a transparent invisible wall that makes any creatures on one side of the wall invisible to those on the other side. You choose which side of the wall provides invisibility to the creatures on that side when you cast the spell. You create either a 1-inch-thick wall in a straight line up to 60 feet long and 10 feet high or a 1-inch-thick, 10-foot-radius ring with the same height. The wall is intangible and stands vertically in either of the two forms. If you wish to do so, you can create the wall with a shorter length or height, or with a smaller radius. Any creature that crosses the wall becomes visible or invisible as appropriate, and it's visible if any portion of it is on the visible side of the wall.

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MAGIC MAILBOX

SPELL 4

UNCOMMON

CONJURATION

TELEPORTATION

Tradition arcane, divine, occult

Cast 1 hour (material, somatic, verbal)

Range touch; **Targets** 2 containers, each no larger than 5 feet in any dimension

Duration until your next daily preparations

You create an interdimensional link between two containers, both of which must be capable of being closed in such a way that their contents aren't visible. If both containers are left closed for 10 consecutive minutes, the contents of each one, totaling no more than 3 Bulk of nonliving, non-magical material per container, transport to the other's location. If a container's contents total more than 3 Bulk, the transport fails.

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ARCANE

MANTLE OF THE FROZEN HEART

SPELL 5

COLD

MORPH

TRANSMUTATION

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Duration** 1 minute

You surround yourself in a mantle of frigid ice magic, and your skin and armor morph into cold blue ice. Freezing air emanates from your body, sending a chill down anyone's spine who draws too close and leaving a fine dusting of frost in your wake. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Chilling Ice** The ice around your body thickens, melting off to protect you from heat while inuring you from the cold. You gain resistance 10 to cold.
- **Heart of Ice** Your body temperature plummets to blistering cold. Any creature that touches you, or that hits you with a melee unarmed attack or non-reach melee weapon attack, takes 2d6 cold damage.

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ARCANE

MANTLE OF THE MAGMA HEART

SPELL 5

FIRE

MORPH

TRANSMUTATION

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Duration** 1 minute

You surround yourself in a mantle of blazing fire magic, and your skin and anything you're wearing morphs into burning hot lava. The air around you swelters with heat, and tiny sparks of flame dance behind you as you pass. Upon casting this spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Enlarging Eruption** You erupt in lava, which clings to you and hardens, causing your body to swell and burst until you grow to size Large. You're clumsy 1. Your reach increases by 5 feet (or by 10 feet if you started out Tiny), and you gain a +2 status bonus to melee damage. You can't choose this option if you're already Large or larger.

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ARCANE

MIRROR MALEFACTORS

SPELL 5

ILLUSION

MENTAL

VISUAL

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** basic Will; **Duration** sustained up to 1 minute

You completely surround a Large or smaller creature in a shimmering ring of illusory mirrors that follows it as it moves, even when the creature moves outside the range of the spell. These mirrors reflect the target, though if the target has no reflection, like a vampire, it's unaffected by *mirror malefactors*. As long as the target is surrounded by mirrors, it's frightened 1, and it can't reduce its frightened value.

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ARCANE

MIRROR'S MISFORTUNE

SPELL 4

ILLUSION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Duration 1 minute

You split into your real self and a mirrored version of yourself that curses would-be attackers with misfortune on their next attacks. When you cast this spell, you seem to split in two. As you do, you can Step to any adjacent square. In either your initial square, or another square adjacent to your initial square, an exact illusory duplicate of you appears. You decide a simple course of action for the duplicate to follow, such as to walk to a specific point or wave its hands in the air, but more complex routines are beyond its abilities. A creature can distinguish between you and the duplicate only if it spends an action to Seek and succeeds at a Perception check against the spell's DC.

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ARCANE

NECROTIZE

SPELL 6

NECROMANCY NEGATIVE

Traditions arcane, divine, primal**Cast** ♦♦ somatic, verbal**Range** 60 feet; **Targets** 1 living creature**Saving Throw** Fortitude; **Duration** varies

You necrotize part of a creature's body, harming it and debilitating it as its body putrefies, mimicking the natural process of decay. The target takes 12d6 negative damage and one of the following debilitating effects; roll 1d4 to randomly determine which. The effects depend on its Fortitude save.

- 1. Bones** The target's bones necrotize and become spongy and weak, giving it weakness 3 to bludgeoning damage.
- 2. Joints** The target's joints necrotize, making its movements ungainly and clumsy. It becomes clumsy 1.

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ARCANE

NUDGE THE ODDS

SPELL 1

UNCOMMON

DIVINATION

Tradition arcane, divine, occult**Cast** ◆◆ somatic, verbal**Duration** 1 hour

You bestow yourself supernaturally good luck at cards, dice, and other games of chance. You gain a +1 status bonus to Games Lore checks to gamble, and if you roll a critical failure on such a check, you get a failure instead; however, the spell is too short-lived to use for Earn Income checks from gambling.

When you're under the effect of *nudge the odds*, one facial feature, such as a lock of hair or the iris of an eye, transforms to a distinctive golden color; the GM chooses which feature when you cast the spell. This change resists all magical efforts to conceal it, though it can be hidden or covered by mundane means. A creature noticing the feature can identify the spell using Recall Knowledge.

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ORGANSIGHT

SPELL 3

DIVINATION

REVELATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 living or undead creature that has organs

Duration 1 minute

You see the target as though it's dissected and arrayed before you. For the duration, you gain a +2 circumstance bonus on Medicine checks against the target that depend on its organs, but a -2 circumstance penalty on Medicine checks depending on seeing its skin.

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ARCANE

PERSISTENT SERVANT

SPELL 2

CONJURATION

Tradition arcane, occult**Cast** 1 minute (material, somatic, verbal)**Range** 120 feet; **Area** 60-foot burst**Duration** until your next daily preparations

You call forth an *unseen servant* (Core Rulebook 380) and task it to perform a specific chore repeatedly. Choose a basic instruction, such as sweeping the floor, or picking up all objects from the floor and putting them in a designated bin. The servant performs the task over and over again throughout the duration, though it can't ever leave the spell's area.

The servant isn't a minion, and you don't need to Sustain the Spell in order for it to continue to act. However, it acts on its own time, and thus can't accomplish anything useful during an encounter, even if an encounter happens within the spell's range.

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POCKET LIBRARY

SPELL 1

DIVINATION

EXTRADIMENSIONAL

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Duration** 24 hours

You collect information from the world's libraries about a particular subject and store it in an extradimensional library. When you Cast this Spell, choose any skill in which you are at least trained that has the Recall Knowledge action.

During the duration of this spell, you can call forth a tome from the extradimensional library when attempting a Recall Knowledge check using your chosen skill. This is part of the action to Recall Knowledge. You must have a hand free to do so. The tome appears in your hand, open to an appropriate page. This grants you a +1 status bonus on the Recall Knowledge check. If you roll a critical failure on this check, you get a failure instead. If the roll is successful and the subject is a creature, you gain additional information or context about the creature. Once you reference a book from your *pocket library*, the spell ends.

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ARCANE

PROLIFERATING EYES

SPELL 9

DIVINATION

SCRYING

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 creature (see text)

Duration 8 hours

You implant an invisible, magical eye sensor on the target's body. The eye has sight and vision, but no other special senses. The eye is highly contagious—the first two times the target touches another creature during the duration, the spell buds off an additional eye that implants itself on that creature, which can then bud off two eyes of its own. This process can propagate up to four times from the original target, for a potential maximum of 31 eyes if each affected creature touches two new creatures.

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ARCANE

PROTECT COMPANION

CANTRIP 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆ verbal

Range 30 feet; **Targets** your eidolon, or a creature with the minion trait under your control

Duration until the start of your next turn

You extend your aura, as a magical shield that protects your eidolon or minion. The target gains a +1 circumstance bonus to AC until the start of your next turn. You gain the following reaction; after using the reaction, the spell ends and you can't cast *protect companion* again for 10 minutes.

Life Block ↻ **Trigger** The spell's target would take damage; **Effect** Reduce the triggering damage by 10, but you lose 5 Hit Points. Even if this reduces the damage to 0, the target still takes any effects that would come with the damage, such as the poison on a viper's fangs Strike.

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RAVENOUS PORTAL

SPELL 4

ABJURATION

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Targets** 1 door no more than 10 feet tall and 5 feet wide

Duration 1 hour

You place a ward upon the door that triggers when a creature attempts to open, unlock, or destroy the door. When that happens, the door transforms into a mimic (*Bestiary* 236) that can't move and is hostile to all creatures. When Casting the Spell, you designate yourself and up to 10 other creatures of your choice; these creatures don't trigger the ward, and the mimic is helpful to them instead of hostile. No effect can move the mimic unless it's also capable of moving the entire door. Once the door transforms into a mimic, it attacks creatures in its reach for up to 1 minute, and then the spell ends. If the mimic is killed before that time, the spell ends and the door returns to its normal form.

(Continued on back)

ARCANE

REPLICATE

SPELL 4

ILLUSION SHADOW

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Targets** 1 willing or unconscious creature of 8th level or lower

Duration sustained

You create an illusory magical double that physically looks and behaves very similarly to the target. This double is limited to moving, interacting, speaking short sentences, and other similar basic tasks. It is unable to cast spells, attack, or use any complex skills.

The illusory duplicate is your minion. You can issue new commands to the double as part of Sustaining the Spell. You can command the duplicate telepathically as long as the spell lasts, provided it's within 1 mile of you. You can switch between using your own senses and the duplicate's senses with a single action, which has the concentrate trait.

(Continued on back)

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ARCANE

SANGUINE MIST

SPELL 4

DEATH | NECROMANCY | NEGATIVE

Traditions arcane, divine, occult**Cast** >> somatic, verbal**Range** 60 feet; **Area** 10-foot burst**Saving Throw** basic Fortitude; **Duration**
sustained up to 1 minute

You unleash a cloud of foul, blood-sucking fog that drains the vitality from the living to bolster your own. Each living creature in the area when you Cast the Spell, aside from you, takes 6d6 negative damage with a basic Fortitude save. Creatures in the area are concealed, and all creatures outside the cloud become concealed to creatures within it.

(Continued on back)

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ARCANE

SEASHELL OF STOLEN SOUND

SPELL 1

DIVINATION

SONIC

Traditions arcane, occult, primal**Cast** ☞ focus, verbal; **Trigger** A creature within range begins to make a sound.**Range** 30 feet**Duration** until your next daily preparations

You store a sound in a seashell to use as you will: the last words of a loved one, a dragon's mighty roar, the compromising conversation between two powerful diplomats, or even more strange and secret. As part of Casting this Spell, you must present an unbroken seashell. When you Cast the Spell, magic swirls around the triggering creature, copying the sounds they make, as well as any background noise, for the next minute and storing them in the seashell.

You or another creature can then play the sound back from the seashell during the spell's duration by Interacting with the seashell, but once the sounds have been played back, the seashell shatters and the spell ends.

(Continued on back)

ARCANE

SHADOW ARMY

SPELL 10

AUDITORY

ILLUSION

MENTAL

SHADOW

VISUAL

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 500 feet; **Area** 50-foot burst**Saving Throw** Will; **Duration** 1 minute

You create dozens of semi-real copies of yourself that swarm across the battlefield and fight your enemies. You are virtually indistinguishable from your clones, allowing you to Hide and Sneak among them. An enemy that's in the area when the spell is cast or that ends its turn in the area takes 3d10 mental damage and 3d10 bludgeoning damage, and is possibly inflicted with a condition, depending on the result of its Will save. When you Cast the Spell, you choose a condition your shadows impose on a failed save: clumsy 2, enfeebled 2, flat-footed, or slowed 1.

(Continued on back)

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ARCANE

SHADOW RAID

SPELL 7

ILLUSION

SHADOW

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 30-foot burst**Saving Throw** basic Reflex or Will (target's choice); **Duration** 1 minute

You spin illusions of flying shadows throughout the area. The shadows strike and cavort, harming your foes and blocking their vision with twisting shadow. Enemies in the area when you Cast the Spell take 6d8 bludgeoning, piercing, or slashing damage, with a basic Reflex or Will save, as shadows explode into being. You choose the damage type when you Cast the Spell, and each creature chooses the type of save it attempts before it rolls the save. The shadows then persist in the area for 1 minute, dealing 3d8 damage of the type you chose to any enemy that ends its turn in the area. All creatures are concealed to enemies in the area, as the illusory shadows swarm over them and block light.

(Continued on back)

ARCANE

SHIFT BLAME

SPELL 3

ENCHANTMENT MENTAL

Traditions arcane, occult**Cast** 🌀 verbal; **Trigger** You or another creature attacks a creature or fails at a Deception, Diplomacy, or Intimidation check.**Range** 30 feet; **Targets** the target of the triggering attack or skill check**Saving Throw** Will

You alter the target's memories of the triggering event as they form. You choose another creature (which can be you) with the capacity to make the triggering attack or skill check, and you alter the target's memories to recall the creature you chose as responsible for the triggering attack or skill check. The target must attempt a Will save and is then temporarily immune for 24 hours.

Critical Success The target knows you attempted to alter its memories.**Success** The target doesn't realize you attempted to alter its memories, though it knows you cast a spell.**(Continued on back)**

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ARCANE

SUMMON ARCHMAGE

SPELL 8

CONJURATION INCARNATE

Traditions arcane**Cast** ◆◆◆ material, somatic, verbal**Range** 100 feet**Duration** until the end of your next turn

You briefly call forth the spirit of a legendary wizard from ages long past, which manifests as an immense humanoid figure (typically an elf or a human). The archmage occupies the space of a Large creature and has a Speed of 60 feet.

Arrive (evocation, force) *Archmage's Amplification*

The archmage arrives in a fierce burst of magical force, automatically dealing 3d4+3 force damage to up to 5 creatures it chooses within 100 feet of it. Like *magic missiles*, this can be blocked by the *shield* spell.

(Continued on back)

ARCANE

SUMMON DRACONIC LEGION

SPELL 9

CONJURATION **INCARNATE**

Traditions arcane

Cast ◆◆◆ material, somatic, verbal

Range 100 feet

Duration until the end of your next turn

You momentarily summon an army of powerful dragons that unleash annihilating blasts as they descend upon your location. These dragons act as one and collectively occupy the space of a Gargantuan creature. They have a fly Speed of 100 feet. When you Cast this Spell, choose whether it summons chromatic or metallic dragons.

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ARCANE

SUMMONER'S VISAGE

SPELL 2

POLYMORPH

TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast >> somatic, verbal

Range touch; **Targets** your eidolon

Duration 10 minutes

You transform your eidolon into your identical twin. Assuming you are a humanoid, the eidolon gains the humanoid trait in addition to its other traits while it's in this form, as well as any other trait related to your form (such as elf or gnome). Your eidolon gains a +4 status bonus to Deception checks to Impersonate you and can add its level to such checks even if it's untrained.

(Continued on back)

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ARCANE

TEMPEST OF SHADES

SPELL 7

INCARNATE NECROMANCY

Traditions arcane, divine, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 100 feet**Duration** until the end of your next turn

You channel the forces of undeath to briefly call forth an amalgam of the vengeful dead slain by your enemies and allies alike. This amalgam manifests as a large tornado of insubstantial, howling faces. It occupies the space of a Huge creature and has a Speed of 60 feet.

Arrive (negative) *Vortex of Death* Each enemy creature within a 60-foot emanation must attempt a Fortitude save with the following effects.

Critical Success The creature is unaffected

Success The creature is drained 1.

Failure The creature is drained 2.

Critical Failure The creature is drained 3.

(Continued on back)

ARCANE

TEMPORARY GLYPH

SPELL 5

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Area** a 5-foot square

Duration 1 minute

You temporarily bind a hostile spell into a symbol. While Casting this Spell, you also Cast a Spell of a lower spell level to store in the glyph. The stored spell must take 2 actions or fewer to Cast, have a hostile effect, and target one creature or have an area. Any creature that enters *temporary glyph's* area activates the glyph, releasing the harmful spell within. You can set a password for the glyph. Speaking it when entering the spell's area prevents the glyph from triggering. You can also set a more specific trigger to limit which types of creatures set off the glyph (*Core Rulebook* 305).

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ARCANE

UMBRAL EXTRACTION

SPELL 2

ILLUSION

MENTAL

SHADOW

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Duration** 3 rounds

You prepare to steal spells from your foes, ripping them from the foe's shadow to stow them in an ephemeral pocket in the Shadow Plane. You gain a temporary spell slot, which you can fill only by stealing a spell from an enemy spellcaster. During *umbral extraction's* duration, you can use the Steal action to attempt to take one of the foe's prepared spells or unused spontaneous spell slots instead of an item. You can also make one attempt to Steal as part of Casting *umbral extraction*. If you succeed at your check to Steal a spell, you deal 1d4 mental damage to the target per level of the spell stolen due to the psychological toll of the spiritual emptiness created by wrenching the spell away, and you place the stolen spell in your temporary spell slot. It gains the shadow trait if cast from this temporary slot.

(Continued on back)

ARCANE

UMBRAL GRAFT

SPELL 4

ILLUSION

SHADOW

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Duration** 3 rounds

You reflect a spell into a shadowy version of itself, in the process depleting the power of the initial spell. During *umbral graft*'s duration, you can use the Steal action to attempt to abscond with spells affecting a foe instead of stealing an item. You can also make one attempt to Steal as part of Casting *umbral graft*. If you succeed at your check to Steal a spell, randomly determine a spell affecting the foe that has a target entry. That spell ceases to affect the target, and you can either cause the spell to affect you or store it in your shadow. If your attempt to Steal was a critical success, you automatically steal the spell if its level is equal to or lower than *umbral graft*. If it was a success, you automatically steal it if its level is lower than *umbral graft*. If you succeeded, but the spell's level was too high to steal automatically, you must attempt a counteract check to see if you steal the spell.

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ARCANE

VARIABLE GRAVITY

SPELL 4

TRANSMUTATION

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Duration 5 minutes

You can adjust how strongly gravity grips you, changing between low gravity, normal gravity, and high gravity with ease. Choose one type of gravity when you cast the spell. While the spell lasts, you can change the type of gravity with a single action, which has the concentrate trait. The spell doesn't alter your physical appearance, so it's impossible to what type of gravity you're subjected to by casual observation.

- **Low Gravity** You can jump double the normal distance when you Long Jump or Leap, though still to a maximum of your Speed. When you High Jump, you can use the calculation for a Long Jump but don't double the distance.

(Continued on back)

ARCANE

WALL OF WATER

SPELL 3

CONJURATION WATER

Traditions arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet**Duration** 1 minute

Raising your hand in the air, you call a massive wave onto the battlefield. The wall stays upright in a straight line that is 60 feet long, 10 feet high, and 5 feet thick.

Any non-magical fires within the *wall of water's* area that are its size or smaller are put out instantly. It also attempts to counteract any magical fires in its area. Both of these effects happen when the spell is cast and whenever a fire enters the wall's area. If the wall fails to counteract a given fire, it can't counteract that fire for the duration of the spell.

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ARCANE

WARRIOR'S REGRET

SPELL 2

CURSE

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, divine, occult**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 creature**Saving Throw** Will

Regret eats away at the target's mind, punishing it for its violence until it ceases its hostility. The target must attempt a Will save.

Critical Success The target is unaffected.**Success** At the end of its next turn, the target takes 1d8 damage per different creature it intentionally damaged on that turn (1d8 if it damaged one creature, 2d8 if it damaged two different creatures, and so on). The maximum is 4d8 if it damaged 4 different creatures.**Failure** As success, except the curse damages the target at the end of each of its turns and lasts until the target spends a complete round without intentionally damaging another creature.**(Continued on back)**

ARCANE

WEB OF EYES

SPELL 3

DIVINATION

SCRYING

Traditions arcane, divine, occult, primal**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** up to 5 willing creatures**Duration** 10 minutes

You place an invisible scrying sensor on each target just above their eyes. Each sensor looks where that target looks, and all the targets can link their vision briefly to help notice things one target sees but the others might not. Each target can use an action, which has the concentrate trait, to share what it sees with any number of other targets until the start of its next turn. Only one creature can share its vision at a time, so if another target takes this action, the effect ends for any target that was previously sharing its vision.

This improves how well the recipients can perceive anything the sharing creature is looking at. For instance, if a creature is undetected to a recipient but observed by the sharing creature, the creature becomes observed by the recipient as well.

(Continued on back)

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ARCANE

ZERO GRAVITY

SPELL 6

UNCOMMON

EVOCATION

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 20-foot radius, 40-foot-tall cylinder**Duration** sustained up to 1 minute

You negate gravity's effects in the area. Creatures float in place unless they can Push Off a surface. Pushing Off is a single action which has the move trait, allowing the creature to move half its Speed in a straight line through the area. After Pushing Off a surface, the creature continues to move the same distance at the start of each of its turns until it leaves the area or Pushes Off against something else. A creature pushing against an untethered object of its size or smaller causes both the creature and the object to move at the same speed, but in opposite directions. Creatures who can levitate or fly can use those abilities to move around in the area without having to push off anything. Creatures who can't levitate or fly are usually on the ground, giving them a surface from which to push off.

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BLINK CHARGE**SPELL 5****CONJURATION** | **FORCE** | **TELEPORTATION****Traditions** arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 creature

You propel yourself through the fabric of space to deal a blow carrying the momentum of your teleportation. You teleport to an empty space adjacent to a creature you can see within range, then make a Strike against the creature with a weapon you're wielding. The Strike deals damage, plus an extra 2d8 force damage, depending on the result of your Strike.

Critical Success Double damage, plus after the Strike, you can teleport the target into an empty space up to 5 feet away from its current position. The new space must be on the ground if it started on the ground, in the air if it was flying, and so on.

Success The Strike deals full damage.

Failure The Strike deals no damage, but the target takes 1d8 force damage.

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COSMIC FORM

SPELL 7

POLYMORPH | TRANSMUTATION

Traditions divine, primal**Cast** ◆◆ somatic, verbal**Duration** 1 minute

You recreate your form entirely out of cosmic energy, transforming into a Large battle form. You must have enough space to expand into, or the spell is lost. When you cast this spell, choose to take on the powers of the moon or the sun. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of the form that you choose:

- AC = 21 + your level. Ignore your armor check's penalty and Speed reduction.
- 20 temporary Hit Points.
- Darkvision.
- One or more attacks specific to the battle form you use. You're trained with them. Your attack modifier is +25, and you use the listed damage.

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DIVINE

FATED CONFRONTATION

SPELL 10

DIVINATION

Traditions arcane, divine, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 120 feet; **Targets** 1 willing ally and 1 enemy

Duration 1 minute

You weave the threads of fate to lead two foes into a climactic battle. The targets of this spell are the fated opponents: one of the targets of this spell must be you or a willing ally, and the other must be an enemy.

When you Cast the Spell, the ally you targeted (or you, if you targeted yourself) may teleport to any unoccupied space of their choice within 30 feet of its fated opponent. This is a teleportation effect.

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DIVINE

IMPENDING DOOM

SPELL 3

DIVINATION | EMOTION | FEAR | INCAPACITATION | MENTAL | PREDICTION

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 living creature**Saving Throw** Will; **Duration** 3 rounds

You sift through myriad potential futures, seize upon one potential moment in which the target meets a particularly gruesome and fatal end, and then show it a vision of its impending demise. The intense mental vision grows more and more terrifying to the target as the doom grows closer, and it takes 3 rounds to reach its conclusion. The target must attempt a Will saving throw to determine the effects. At the end of the spell's duration, if the target was affected, the target witnesses its death and takes 6d6 mental damage.

(Continued on back)

DIVINE

INEVITABLE DISASTER

SPELL 5

CURSE

DIVINATION

PREDICTION

Traditions divine, occult

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude

You briefly glimpse cause and effect, putting into motion a chain of events that will visit doom on your enemy at some point in the future, though you're not quite sure when or how the doom will occur. Some kind of strange accident occurs 1d4 rounds later, dealing 55 damage to the creature, with a basic Fortitude save. This happens regardless of where the target is located at the time, even if it travels to another plane.

(Continued on back)

DIVINE

INEXHAUSTIBLE CYNICISM

SPELL 7

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** up to 5 creatures**Saving Throw** Will

You inflict your targets with a crushing doubt about everyone and everything around them. For the duration, each target is unwilling to receive any effects that require a willing target (in case the effect was secretly an attack), refuse to ingest anything (in case the substances have been replaced with poisons and cursed duplicates), doesn't treat anyone as an ally (in case its friends were replaced by an impostor), and doesn't believe anything it's told (in case of lies, though this doesn't mean the creature automatically believes the opposite either). It doesn't even fully trust its own ability to Recall Knowledge, as it becomes convinced it most likely remembered false information, as from a critical failure on a check to Recall Knowledge.

(Continued on back)

DIVINE

INNER RADIANCE TORRENT

SPELL 2

FORCE LIGHT NECROMANCY

Traditions divine, occult**Cast** ◆◆ to 2 rounds**Area** line 60 feet or longer**Saving Throw** basic Reflex

You gradually manifest your spiritual energy into your cupped hands before firing off a storm of bolts and beams that deal 4d4 force damage to all creatures in a 60-foot line. Creatures in the area must attempt a basic Reflex save. On a critical failure, they're also blinded for 1 round. The number of actions you spend when Casting this Spell determines the area. If the line passes through an area of magical darkness or targets a creature affected by magical darkness, *inner radiance torrent* attempts to counteract the darkness.

◆◆ (somatic, verbal) The line is 60 feet long.

◆◆◆ (material, somatic, verbal) The line is 120 feet long.

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DIVINE

LIFE CONNECTION

SPELL 3

CONTINGENCY | NECROMANCY

Traditions divine, primal**Cast** 10 minutes (material, somatic, verbal)**Range** touch; **Targets** 1 living creature**Duration** 24 hours

When you cast this spell, you place a failsafe deep within the life force of the target. You can sense when the target takes damage, provided you're within 1 mile of one another. A creature can be part of no more than one *life connection* simultaneously. When the spell is complete, you gain the Defend Life reaction; once you use the reaction, the spell ends.

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DIVINE

MAGIC MAILBOX

SPELL 4

UNCOMMON

CONJURATION

TELEPORTATION

Tradition arcane, divine, occult

Cast 1 hour (material, somatic, verbal)

Range touch; **Targets** 2 containers, each no larger than 5 feet in any dimension

Duration until your next daily preparations

You create an interdimensional link between two containers, both of which must be capable of being closed in such a way that their contents aren't visible. If both containers are left closed for 10 consecutive minutes, the contents of each one, totaling no more than 3 Bulk of nonliving, non-magical material per container, transport to the other's location. If a container's contents total more than 3 Bulk, the transport fails.

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DIVINE

MIRROR MALEFACTORS

SPELL 5

ILLUSION MENTAL VISUAL

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** basic Will; **Duration** sustained up to 1 minute

You completely surround a Large or smaller creature in a shimmering ring of illusory mirrors that follows it as it moves, even when the creature moves outside the range of the spell. These mirrors reflect the target, though if the target has no reflection, like a vampire, it's unaffected by *mirror malefactors*. As long as the target is surrounded by mirrors, it's frightened 1, and it can't reduce its frightened value.

(Continued on back)

DIVINE



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NECROTIZE

SPELL 6

NECROMANCY NEGATIVE

Traditions arcane, divine, primal**Cast** ♦♦ somatic, verbal**Range** 60 feet; **Targets** 1 living creature**Saving Throw** Fortitude; **Duration** varies

You necrotize part of a creature's body, harming it and debilitating it as its body putrefies, mimicking the natural process of decay. The target takes 12d6 negative damage and one of the following debilitating effects; roll 1d4 to randomly determine which. The effects depend on its Fortitude save.

- 1. Bones** The target's bones necrotize and become spongy and weak, giving it weakness 3 to bludgeoning damage.
- 2. Joints** The target's joints necrotize, making its movements ungainly and clumsy. It becomes clumsy 1.

(Continued on back)

NUDGE THE ODDS

SPELL 1

UNCOMMON

DIVINATION

Tradition arcane, divine, occult**Cast** ◆◆ somatic, verbal**Duration** 1 hour

You bestow yourself supernaturally good luck at cards, dice, and other games of chance. You gain a +1 status bonus to Games Lore checks to gamble, and if you roll a critical failure on such a check, you get a failure instead; however, the spell is too short-lived to use for Earn Income checks from gambling.

When you're under the effect of *nudge the odds*, one facial feature, such as a lock of hair or the iris of an eye, transforms to a distinctive golden color; the GM chooses which feature when you cast the spell. This change resists all magical efforts to conceal it, though it can be hidden or covered by mundane means. A creature noticing the feature can identify the spell using Recall Knowledge.

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DIVINE

ORGANSIGHT

SPELL 3

DIVINATION

REVELATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 living or undead creature that has organs

Duration 1 minute

You see the target as though it's dissected and arrayed before you. For the duration, you gain a +2 circumstance bonus on Medicine checks against the target that depend on its organs, but a -2 circumstance penalty on Medicine checks depending on seeing its skin.

(Continued on back)

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DIVINE

PERNICIOUS POLTERGEIST

SPELL 4

NECROMANCY

Traditions divine, occult

Cast ◆◆ somatic, verbal

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

Duration sustained up to 1 minute

You create an echo of a powerful poltergeist, temporarily anchoring it to the area to terrorize and harm any opponents foolish enough to remain in the area. Because the poltergeist is a manifestation and is not truly present, it can't be attacked or hurt; it remains invisible unless otherwise stated. When you Cast the Spell, and the first time you Sustain it on subsequent rounds, the poltergeist creates your choice of one of the following effects.

- **Deathly Assault** (negative) The poltergeist focuses on one creature in the area and flies through that creature's space, dealing 4d10 negative damage (basic Fortitude save).

(Continued on back)

DIVINE

POSITIVE ATTUNEMENT

SPELL 3

HEALING

NECROMANCY

POSITIVE

Traditions divine, primal**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 living or undead creature**Saving Throw** Will; **Duration** sustained up to 1 minute

You attune a creature to the Positive Energy Plane, connecting its life force without fully transporting it. The creature's appearance becomes more brightly colored. If the creature is living, it heals 1d8 Hit Points immediately and at the end of each of your turns. Effects that increase healing only increase the initial healing.

If the creature is undead or has negative healing, it instead takes 1d8 positive damage, depending on the result of its Will save.

Critical Success The creature is unaffected.**Success** The creature is damaged once and the spell ends.**(Continued on back)**

PROLIFERATING EYES

SPELL 9

DIVINATION

SCRYING

Traditions arcane, divine, occult**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 creature (see text)**Duration** 8 hours

You implant an invisible, magical eye sensor on the target's body. The eye has sight and vision, but no other special senses. The eye is highly contagious—the first two times the target touches another creature during the duration, the spell buds off an additional eye that implants itself on that creature, which can then bud off two eyes of its own. This process can propagate up to four times from the original target, for a potential maximum of 31 eyes if each affected creature touches two new creatures.

(Continued on back)

DIVINE

PROTECT COMPANION

CANTRIP 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆ verbal

Range 30 feet; **Targets** your eidolon, or a creature with the minion trait under your control

Duration until the start of your next turn

You extend your aura, as a magical shield that protects your eidolon or minion. The target gains a +1 circumstance bonus to AC until the start of your next turn. You gain the following reaction; after using the reaction, the spell ends and you can't cast *protect companion* again for 10 minutes.

Life Block ↻ **Trigger** The spell's target would take damage; **Effect** Reduce the triggering damage by 10, but you lose 5 Hit Points. Even if this reduces the damage to 0, the target still takes any effects that would come with the damage, such as the poison on a viper's fangs Strike.

(Continued on back)

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DIVINE

SANGUINE MIST

SPELL 4

DEATH | **NECROMANCY** | **NEGATIVE**

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

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

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

You unleash a cloud of foul, blood-sucking fog that drains the vitality from the living to bolster your own. Each living creature in the area when you Cast the Spell, aside from you, takes 6d6 negative damage with a basic Fortitude save. Creatures in the area are concealed, and all creatures outside the cloud become concealed to creatures within it.

(Continued on back)

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DIVINE

SOOTHING SPRING

SPELL 4

HEALING

NECROMANCY

POSITIVE

WATER

Traditions divine, primal

Cast 1 minute (material, somatic, verbal)

Range 30 feet

Duration 1 hour

Steam wisps into the air as a stone-lined pool appears in the ground and fills with hot water that bubbles up from the earth. The water is comfortably hot and smells mildly sulfurous in a not-unpleasant way. You are able to draw out the full energizing potential of the mineral-rich water. Any creature that spends the full hour soaking in the hot spring or basking in the mud from the bottom of the pit regains 10d8 Hit Points and feels refreshed, losing the fatigued condition. As normal for effects that remove fatigue, this doesn't remove any underlying source of fatigue, such as lack of sleep, causing the condition to return if the underlying source isn't addressed.

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DIVINE

SUMMON LESSER SERVITOR

SPELL 1

CONJURATION

Traditions divine

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

While deities jealously guard their most powerful servants from the summoning spells of those who aren't steeped in the faith, this spell allows you to conjure an inhabitant of the Outer Sphere with or without the deity's permission. You summon a celestial, monitor, or fiend whose level is -1 to fight on your behalf. Alternatively, you can choose a magical animal from the Outer Sphere as your lesser servitor. This animal is your choice of an eagle, guard dog, or raven (*Bestiary* 2 221). It gains the alignment matching your deity (or you, if you don't have a deity) and has the following trait depending on the alignment it gained: celestial for lawful, monitor for neutral, or fiend for evil.

(Continued on back)

DIVINE



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DIVINE

SUMMONER'S VISAGE

SPELL 2

POLYMORPH

TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** your eidolon

Duration 10 minutes

You transform your eidolon into your identical twin. Assuming you are a humanoid, the eidolon gains the humanoid trait in addition to its other traits while it's in this form, as well as any other trait related to your form (such as elf or gnome). Your eidolon gains a +4 status bonus to Deception checks to Impersonate you and can add its level to such checks even if it's untrained.

(Continued on back)

DIVINE



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TEMPEST OF SHADES

SPELL 7

INCARNATE NECROMANCY

Traditions arcane, divine, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 100 feet**Duration** until the end of your next turn

You channel the forces of undeath to briefly call forth an amalgam of the vengeful dead slain by your enemies and allies alike. This amalgam manifests as a large tornado of insubstantial, howling faces. It occupies the space of a Huge creature and has a Speed of 60 feet.

Arrive (negative) *Vortex of Death* Each enemy creature within a 60-foot emanation must attempt a Fortitude save with the following effects.

Critical Success The creature is unaffected

Success The creature is drained 1.

Failure The creature is drained 2.

Critical Failure The creature is drained 3.

(Continued on back)

DIVINE

TEMPORARY GLYPH

SPELL 5

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Area** a 5-foot square

Duration 1 minute

You temporarily bind a hostile spell into a symbol. While Casting this Spell, you also Cast a Spell of a lower spell level to store in the glyph. The stored spell must take 2 actions or fewer to Cast, have a hostile effect, and target one creature or have an area. Any creature that enters *temporary glyph's* area activates the glyph, releasing the harmful spell within. You can set a password for the glyph. Speaking it when entering the spell's area prevents the glyph from triggering. You can also set a more specific trigger to limit which types of creatures set off the glyph (*Core Rulebook* 305).

(Continued on back)

DIVINE

VORACIOUS GESTALT

SPELL 9

AURA **DEATH** **EVIL** **NECROMANCY**

Traditions divine, occult

Cast ♦♦ somatic, verbal

Area 30-foot emanation

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

You create a powerful spirit entity that grows and builds strength by consuming the spirits of foes you both slay. When you Cast the Spell, the gestalt deals 14d6 negative damage to all living creatures of your choice in the area, with a basic Fortitude save. Creatures you choose that end their turns in the area take 6d6 damage, with a basic Fortitude save.

(Continued on back)

DIVINE



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WARRIOR'S REGRET

SPELL 2

CURSE

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, divine, occult**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 creature**Saving Throw** Will

Regret eats away at the target's mind, punishing it for its violence until it ceases its hostility. The target must attempt a Will save.

Critical Success The target is unaffected.**Success** At the end of its next turn, the target takes 1d8 damage per different creature it intentionally damaged on that turn (1d8 if it damaged one creature, 2d8 if it damaged two different creatures, and so on). The maximum is 4d8 if it damaged 4 different creatures.**Failure** As success, except the curse damages the target at the end of each of its turns and lasts until the target spends a complete round without intentionally damaging another creature.**(Continued on back)**

DIVINE



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WEB OF EYES

SPELL 3

DIVINATION

SCRYING

Traditions arcane, divine, occult, primal**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** up to 5 willing creatures**Duration** 10 minutes

You place an invisible scrying sensor on each target just above their eyes. Each sensor looks where that target looks, and all the targets can link their vision briefly to help notice things one target sees but the others might not. Each target can use an action, which has the concentrate trait, to share what it sees with any number of other targets until the start of its next turn. Only one creature can share its vision at a time, so if another target takes this action, the effect ends for any target that was previously sharing its vision.

This improves how well the recipients can perceive anything the sharing creature is looking at. For instance, if a creature is undetected to a recipient but observed by the sharing creature, the creature becomes observed by the recipient as well.

(Continued on back)

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FOCUS

EVOLUTION SURGE


FOCUS 1

UNCOMMON

MORPH

SUMMONER

TRANSMUTATION

Cast  somatic, verbal**Range** 100 feet; **Targets** your eidolon**Duration** 1 minute

You flood your eidolon with power, creating a temporary evolution in your eidolon's capabilities.

Choose one of the following effects:

- Your eidolon gains low-light vision and darkvision.
- Your eidolon gains scent as an imprecise sense up to 30 feet.
- Your eidolon can breathe underwater and gains a swim Speed equal to its land Speed or 30 feet, whichever is less. Alternatively, if your eidolon is normally aquatic, it can breathe air and gains a land Speed equal to its swim Speed or 30 feet, whichever is less. Either way, it gains the amphibious trait.
- Your eidolon gains a +20-foot status bonus to its Speed.

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FOCUS

DARKLIGHT

FOCUS 7

UNCOMMON

DARKNESS

EVOCATION

SHADOW

Cast ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 20-foot burst**Duration** 1 minute

Shadows pour forth from your eyes, creating a field of darkness that prevents light from emanating within the area. Light doesn't enter the area; any non-magical light sources, such as a torches or lanterns, don't emanate any light while inside the area, even if their light radius would extend beyond the darkness. The spell similarly suppresses magical light of the spell's level or lower.

Light can't pass through, so creatures in the area can't see outside. Even creatures with darkvision (but not greater darkvision) can barely see through the darkness; any creatures seen through the darkness are concealed to them. Creatures with greater darkvision can see through the darkness normally.

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BLINK CHARGE

SPELL 5

CONJURATION | FORCE | TELEPORTATION

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 creature

You propel yourself through the fabric of space to deal a blow carrying the momentum of your teleportation. You teleport to an empty space adjacent to a creature you can see within range, then make a Strike against the creature with a weapon you're wielding. The Strike deals damage, plus an extra 2d8 force damage, depending on the result of your Strike.

Critical Success Double damage, plus after the Strike, you can teleport the target into an empty space up to 5 feet away from its current position. The new space must be on the ground if it started on the ground, in the air if it was flying, and so on.

Success The Strike deals full damage.

Failure The Strike deals no damage, but the target takes 1d8 force damage.

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BOTTOMLESS STOMACH

SPELL 3

CONJURATION EXTRADIMENSIONAL

Traditions arcane, occult, primal**Cast** ◆◆◆ material, somatic, verbal**Range** touch; **Targets** 1 willing creature**Duration** 1 hour

You create a shimmering extradimensional space accessible from the target's mouth. The space can hold objects and equipment, up to a total of 10 Bulk. This extradimensional storage doesn't hamper the target's ability to eat, drink, speak (if applicable), or otherwise act, as it only opens and closes when the target chooses.

The target can Interact to swallow an object of up to 1 Bulk, which doesn't harm the object or the target. If the extradimensional space is full, the target can't add any more objects until first removing one or more stored objects. Organic matter and living creatures can't be stored in this space. The extradimensional storage is obvious to any creature who looks into the target's mouth, as the entryway shimmers slightly, though this doesn't clearly reveal the contents inside.

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CAST INTO TIME

SPELL 6

DIVINATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw Fortitude

You release a wave of temporal energy that sends creatures violently tumbling through time, scarring their thoughts with the information flowing around them. Although the journey can feel like it lasts for minutes or even days, the targets reappear instantly. Witnessing this chaotic flow of time and being bashed against objects from different times deals the targets 5d8 mental damage and 5d6 bludgeoning damage, with a Fortitude save. A creature that falls into time disappears until the end of your turn. It then reappears in the same space it left; if that space is occupied, it appears in the nearest empty space, chosen by the GM.

Critical Success The creature is unaffected.

Success The creature falls into time. When it returns, it takes half damage.

(Continued on back)

CHROMATIC ARMOR

SPELL 4

ABJURATION

LIGHT

Traditions arcane, occult**Cast** ◆◆ or ◆◆◆ somatic, verbal**Range** touch; **Targets** 1 willing creature**Duration** 1 minute

You wrap the target in armor made of sheets of colored light. The armor sheds bright light for 20 feet (and dim light for the next 20 feet). Whenever a creature attacks the target and is adjacent to it, the attacker must attempt a Will save at the end of its action. On a failure, it becomes dazzled until the end of its next turn. Regardless of the result of the save, the attacker is temporarily immune until the end of its next turn. The dazzling effect has the light and visual traits.

When you cast the spell, roll 1d8 twice on the table below to see the armor's colors (rerolling any duplicates). Each color grants resistance 5 to the indicated damage type. If you spend three actions to Cast the Spell, roll three times instead.

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CHROMATIC RAY

SPELL 4

ATTACK EVOCATION LIGHT

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

You send out a ray of colored light streaming toward your enemy, with a magical effect depending on the ray's color. Make a spell attack roll. If you hit, roll 1d4 to see which beam you cast. If the ray deals damage, that damage is doubled on a critical hit. Any additional traits that apply to a ray are listed in parentheses just after the name of the color.

1. **Red** (fire) The ray deals 30 fire damage to the target.
2. **Orange** (acid) The ray deals 40 acid damage to the target.
3. **Yellow** (electricity) The ray deals 50 electricity damage to the target.
4. **Green** (poison) The ray deals 25 poison damage to the target, and the target must succeed at a Fortitude save or be enfeebled 1 for 1 minute (enfeebled 2 on a critical failure).

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FATED CONFRONTATION

SPELL 10

DIVINATION

Traditions arcane, divine, occult, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Targets** 1 willing ally and 1 enemy**Duration** 1 minute

You weave the threads of fate to lead two foes into a climactic battle. The targets of this spell are the fated opponents: one of the targets of this spell must be you or a willing ally, and the other must be an enemy.

When you Cast the Spell, the ally you targeted (or you, if you targeted yourself) may teleport to any unoccupied space of their choice within 30 feet of its fated opponent. This is a teleportation effect.

(Continued on back)

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FORCEFUL HAND

SPELL 5

EVOCATION FORCE

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Range** 60 feet**Duration** sustained up to 1 minute

A Medium floating, disembodied hand made of magical force appears in an unoccupied space adjacent to you, following you across the battlefield to shield you against your foes' attacks. Each time you Sustain the Spell, the hand moves to an unoccupied space of your choice adjacent to you. When you Sustain the Spell, you can have the hand Fly to an unoccupied space of your choice adjacent to an ally to protect that ally instead. The hand's movement does not trigger reactions based on creature movement.

Successful attacks against the hand damage it, and damaging effects that can target a creature can target the hand. The hand has an AC of 25, 50 Hit Points, and can't recover HP by any means. A hit by a *disintegrate* spell or similar effect destroys the hand.

(Continued on back)

OCCULT

GLIMMER OF CHARM

SPELL 5

AURA EMOTION ENCHANTMENT INCAPACITATION MENTAL

Traditions arcane, occult, primal**Cast** ◆◆ somatic, verbal**Area** 20-foot emanation centered on you**Saving Throw** Will; **Duration** sustained up to 1 minute

You're bathed in a smooth, almost glittering aura that improves the attitude of those near you. Any creature that ends its turn in the aura must attempt a Will saving throw with the following effects. No matter the result, it's then temporarily immune for 24 hours. The effect lasts until the spell ends, even after the creature leaves the aura.

Critical Success The creature is unaffected and is aware of the aura.

Success The creature's attitude toward you improves by one step. If that improves its attitude to at least indifferent, it can't take hostile actions against you, though the effect ends as soon as you take a hostile action against the creature or its allies.

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IMPENDING DOOM

SPELL 3

DIVINATION EMOTION FEAR INCAPACITATION MENTAL PREDICTION

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 living creature**Saving Throw** Will; **Duration** 3 rounds

You sift through myriad potential futures, seize upon one potential moment in which the target meets a particularly gruesome and fatal end, and then show it a vision of its impending demise. The intense mental vision grows more and more terrifying to the target as the doom grows closer, and it takes 3 rounds to reach its conclusion. The target must attempt a Will saving throw to determine the effects. At the end of the spell's duration, if the target was affected, the target witnesses its death and takes 6d6 mental damage.

(Continued on back)

OCCULT

INEVITABLE DISASTER

SPELL 5

CURSE

DIVINATION

PREDICTION

Traditions divine, occult**Cast** ◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 creature**Saving Throw** Fortitude

You briefly glimpse cause and effect, putting into motion a chain of events that will visit doom on your enemy at some point in the future, though you're not quite sure when or how the doom will occur. Some kind of strange accident occurs 1d4 rounds later, dealing 55 damage to the creature, with a basic Fortitude save. This happens regardless of where the target is located at the time, even if it travels to another plane.

(Continued on back)

OCCULT

INEXHAUSTIBLE CYNICISM

SPELL 7

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** up to 5 creatures**Saving Throw** Will

You inflict your targets with a crushing doubt about everyone and everything around them. For the duration, each target is unwilling to receive any effects that require a willing target (in case the effect was secretly an attack), refuse to ingest anything (in case the substances have been replaced with poisons and cursed duplicates), doesn't treat anyone as an ally (in case its friends were replaced by an impostor), and doesn't believe anything it's told (in case of lies, though this doesn't mean the creature automatically believes the opposite either). It doesn't even fully trust its own ability to Recall Knowledge, as it becomes convinced it most likely remembered false information, as from a critical failure on a check to Recall Knowledge.

(Continued on back)

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INFECTIOUS MELODY

SPELL 4

AUDITORY

ENCHANTMENT

MENTAL

Traditions occult**Cast** ◆◆ somatic, verbal**Area** 15-foot emanation; **Targets** enemies in the area**Saving Throw** Will; **Duration** varies

You call forth the chords of a tune so catchy that foes hearing it can't help but sing along, making it harder for them to communicate. Each target must attempt a Will save.

Critical Success The creature is unaffected.

Success For 1 round, the creature can communicate only by singing along to the melody. It can speak only on its turn, and it must take the Perform action when it does. The result of the Performance check determines how well it sang, but it stills communicate the information regardless of the result, which has no further mechanical impact than the time spent to take the action. A single Perform check is sufficient for any amount of speaking on the creature's turn.

(Continued on back)

OCCULT

INNER RADIANCE TORRENT

SPELL 2

FORCE LIGHT NECROMANCY

Traditions divine, occult**Cast** ◆◆ to 2 rounds**Area** line 60 feet or longer**Saving Throw** basic Reflex

You gradually manifest your spiritual energy into your cupped hands before firing off a storm of bolts and beams that deal 4d4 force damage to all creatures in a 60-foot line. Creatures in the area must attempt a basic Reflex save. On a critical failure, they're also blinded for 1 round. The number of actions you spend when Casting this Spell determines the area. If the line passes through an area of magical darkness or targets a creature affected by magical darkness, *inner radiance torrent* attempts to counteract the darkness.

◆◆ (somatic, verbal) The line is 60 feet long.

◆◆◆ (material, somatic, verbal) The line is 120 feet long.

(Continued on back)

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OCCULT

INVISIBILITY CURTAIN

SPELL 4

ILLUSION

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range 120 feet

Duration sustained

You create a transparent invisible wall that makes any creatures on one side of the wall invisible to those on the other side. You choose which side of the wall provides invisibility to the creatures on that side when you cast the spell. You create either a 1-inch-thick wall in a straight line up to 60 feet long and 10 feet high or a 1-inch-thick, 10-foot-radius ring with the same height. The wall is intangible and stands vertically in either of the two forms. If you wish to do so, you can create the wall with a shorter length or height, or with a smaller radius. Any creature that crosses the wall becomes visible or invisible as appropriate, and it's visible if any portion of it is on the visible side of the wall.

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MAGIC MAILBOX

SPELL 4

UNCOMMON

CONJURATION

TELEPORTATION

Tradition arcane, divine, occult**Cast** 1 hour (material, somatic, verbal)**Range** touch; **Targets** 2 containers, each no larger than 5 feet in any dimension**Duration** until your next daily preparations

You create an interdimensional link between two containers, both of which must be capable of being closed in such a way that their contents aren't visible. If both containers are left closed for 10 consecutive minutes, the contents of each one, totaling no more than 3 Bulk of nonliving, non-magical material per container, transport to the other's location. If a container's contents total more than 3 Bulk, the transport fails.

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MIRROR MALEFACTORS

SPELL 5

ILLUSION MENTAL VISUAL

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

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

You completely surround a Large or smaller creature in a shimmering ring of illusory mirrors that follows it as it moves, even when the creature moves outside the range of the spell. These mirrors reflect the target, though if the target has no reflection, like a vampire, it's unaffected by *mirror malefactors*. As long as the target is surrounded by mirrors, it's frightened 1, and it can't reduce its frightened value.

(Continued on back)

MIRROR'S MISFORTUNE**SPELL 4****ILLUSION**

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Duration 1 minute

You split into your real self and a mirrored version of yourself that curses would-be attackers with misfortune on their next attacks. When you cast this spell, you seem to split in two. As you do, you can Step to any adjacent square. In either your initial square, or another square adjacent to your initial square, an exact illusory duplicate of you appears. You decide a simple course of action for the duplicate to follow, such as to walk to a specific point or wave its hands in the air, but more complex routines are beyond its abilities. A creature can distinguish between you and the duplicate only if it spends an action to Seek and succeeds at a Perception check against the spell's DC.

(Continued on back)

NUDGE THE ODDS

SPELL 1

UNCOMMON

DIVINATION

Tradition arcane, divine, occult**Cast** ◆◆ somatic, verbal**Duration** 1 hour

You bestow yourself supernaturally good luck at cards, dice, and other games of chance. You gain a +1 status bonus to Games Lore checks to gamble, and if you roll a critical failure on such a check, you get a failure instead; however, the spell is too short-lived to use for Earn Income checks from gambling.

When you're under the effect of *nudge the odds*, one facial feature, such as a lock of hair or the iris of an eye, transforms to a distinctive golden color; the GM chooses which feature when you cast the spell. This change resists all magical efforts to conceal it, though it can be hidden or covered by mundane means. A creature noticing the feature can identify the spell using Recall Knowledge.

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ORGANSIGHT

SPELL 3

DIVINATION

REVELATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 living or undead creature that has organs

Duration 1 minute

You see the target as though it's dissected and arrayed before you. For the duration, you gain a +2 circumstance bonus on Medicine checks against the target that depend on its organs, but a -2 circumstance penalty on Medicine checks depending on seeing its skin.

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PERNICIOUS POLTERGEIST

SPELL 4

NECROMANCY

Traditions divine, occult

Cast ◆◆ somatic, verbal

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

Duration sustained up to 1 minute

You create an echo of a powerful poltergeist, temporarily anchoring it to the area to terrorize and harm any opponents foolish enough to remain in the area. Because the poltergeist is a manifestation and is not truly present, it can't be attacked or hurt; it remains invisible unless otherwise stated. When you Cast the Spell, and the first time you Sustain it on subsequent rounds, the poltergeist creates your choice of one of the following effects.

- **Deathly Assault** (negative) The poltergeist focuses on one creature in the area and flies through that creature's space, dealing 4d10 negative damage (basic Fortitude save).

(Continued on back)

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PERSISTENT SERVANT

SPELL 2

CONJURATION

Tradition arcane, occult

Cast 1 minute (material, somatic, verbal)

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

Duration until your next daily preparations

You call forth an *unseen servant* (Core Rulebook 380) and task it to perform a specific chore repeatedly. Choose a basic instruction, such as sweeping the floor, or picking up all objects from the floor and putting them in a designated bin. The servant performs the task over and over again throughout the duration, though it can't ever leave the spell's area.

The servant isn't a minion, and you don't need to Sustain the Spell in order for it to continue to act. However, it acts on its own time, and thus can't accomplish anything useful during an encounter, even if an encounter happens within the spell's range.

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POCKET LIBRARY

SPELL 1

DIVINATION

EXTRADIMENSIONAL

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Duration** 24 hours

You collect information from the world's libraries about a particular subject and store it in an extradimensional library. When you Cast this Spell, choose any skill in which you are at least trained that has the Recall Knowledge action.

During the duration of this spell, you can call forth a tome from the extradimensional library when attempting a Recall Knowledge check using your chosen skill. This is part of the action to Recall Knowledge. You must have a hand free to do so. The tome appears in your hand, open to an appropriate page. This grants you a +1 status bonus on the Recall Knowledge check. If you roll a critical failure on this check, you get a failure instead. If the roll is successful and the subject is a creature, you gain additional information or context about the creature. Once you reference a book from your *pocket library*, the spell ends.

(Continued on back)

OCCULT

PORTRAIT OF THE ARTIST

SPELL 5

ILLUSION VISUAL

Tradition occult**Cast** 1 minute (somatic, verbal, material)**Duration** 1 hour

You change your appearance to look like a well-known artist talented at a particular craft or performance, such as a painter, singer, or orator, with the effects of *illusory disguise*. Additionally, you appear to mimic their skill, although such appearances are merely an illusion. If they are famous for physical art, the spell creates illusions of physical artwork matching their style, and onlookers who don't disbelieve are convinced these works are as impressive as the real thing. If they are famous for their ability to perform, you create an illusory performance that tricks onlookers into thinking you are as skillful as the performer you're pretending to be. The audience can disbelieve this spell if they interact with your art or actively listen to the performance, using either Perception or an appropriate Lore, whichever is higher.

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PROLIFERATING EYES

SPELL 9

DIVINATION

SCRYING

Traditions arcane, divine, occult**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 creature (see text)**Duration** 8 hours

You implant an invisible, magical eye sensor on the target's body. The eye has sight and vision, but no other special senses. The eye is highly contagious—the first two times the target touches another creature during the duration, the spell buds off an additional eye that implants itself on that creature, which can then bud off two eyes of its own. This process can propagate up to four times from the original target, for a potential maximum of 31 eyes if each affected creature touches two new creatures.

(Continued on back)

OCCULT

PROTECT COMPANION

CANTRIP 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆ verbal

Range 30 feet; **Targets** your eidolon, or a creature with the minion trait under your control

Duration until the start of your next turn

You extend your aura, as a magical shield that protects your eidolon or minion. The target gains a +1 circumstance bonus to AC until the start of your next turn. You gain the following reaction; after using the reaction, the spell ends and you can't cast *protect companion* again for 10 minutes.

Life Block ↻ **Trigger** The spell's target would take damage; **Effect** Reduce the triggering damage by 10, but you lose 5 Hit Points. Even if this reduces the damage to 0, the target still takes any effects that would come with the damage, such as the poison on a viper's fangs Strike.

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RAVENOUS PORTAL

SPELL 4

ABJURATION

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Targets** 1 door no more than 10 feet tall and 5 feet wide

Duration 1 hour

You place a ward upon the door that triggers when a creature attempts to open, unlock, or destroy the door. When that happens, the door transforms into a mimic (*Bestiary* 236) that can't move and is hostile to all creatures. When Casting the Spell, you designate yourself and up to 10 other creatures of your choice; these creatures don't trigger the ward, and the mimic is helpful to them instead of hostile. No effect can move the mimic unless it's also capable of moving the entire door. Once the door transforms into a mimic, it attacks creatures in its reach for up to 1 minute, and then the spell ends. If the mimic is killed before that time, the spell ends and the door returns to its normal form.

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REPLICATE

SPELL 4

ILLUSION

SHADOW

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 60 feet; **Targets** 1 willing or unconscious creature of 8th level or lower**Duration** sustained

You create an illusory magical double that physically looks and behaves very similarly to the target. This double is limited to moving, interacting, speaking short sentences, and other similar basic tasks. It is unable to cast spells, attack, or use any complex skills.

The illusory duplicate is your minion. You can issue new commands to the double as part of Sustaining the Spell. You can command the duplicate telepathically as long as the spell lasts, provided it's within 1 mile of you. You can switch between using your own senses and the duplicate's senses with a single action, which has the concentrate trait.

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SANGUINE MIST

SPELL 4

DEATH | NECROMANCY | NEGATIVE

Traditions arcane, divine, occult**Cast** ♦♦ somatic, verbal**Range** 60 feet; **Area** 10-foot burst**Saving Throw** basic Fortitude; **Duration**
sustained up to 1 minute

You unleash a cloud of foul, blood-sucking fog that drains the vitality from the living to bolster your own. Each living creature in the area when you Cast the Spell, aside from you, takes 6d6 negative damage with a basic Fortitude save. Creatures in the area are concealed, and all creatures outside the cloud become concealed to creatures within it.

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SEASHELL OF STOLEN SOUND

SPELL 1

DIVINATION

SONIC

Traditions arcane, occult, primal**Cast** ☞ focus, verbal; **Trigger** A creature within range begins to make a sound.**Range** 30 feet**Duration** until your next daily preparations

You store a sound in a seashell to use as you will: the last words of a loved one, a dragon's mighty roar, the compromising conversation between two powerful diplomats, or even more strange and secret. As part of Casting this Spell, you must present an unbroken seashell. When you Cast the Spell, magic swirls around the triggering creature, copying the sounds they make, as well as any background noise, for the next minute and storing them in the seashell.

You or another creature can then play the sound back from the seashell during the spell's duration by Interacting with the seashell, but once the sounds have been played back, the seashell shatters and the spell ends.

(Continued on back)

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SHADOW ARMY

SPELL 10

AUDITORY

ILLUSION

MENTAL

SHADOW

VISUAL

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 500 feet; **Area** 50-foot burst**Saving Throw** Will; **Duration** 1 minute

You create dozens of semi-real copies of yourself that swarm across the battlefield and fight your enemies. You are virtually indistinguishable from your clones, allowing you to Hide and Sneak among them. An enemy that's in the area when the spell is cast or that ends its turn in the area takes 3d10 mental damage and 3d10 bludgeoning damage, and is possibly inflicted with a condition, depending on the result of its Will save. When you Cast the Spell, you choose a condition your shadows impose on a failed save: clumsy 2, enfeebled 2, flat-footed, or slowed 1.

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SHADOW RAID

SPELL 7

ILLUSION SHADOW

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 30-foot burst**Saving Throw** basic Reflex or Will (target's choice); **Duration** 1 minute

You spin illusions of flying shadows throughout the area. The shadows strike and cavort, harming your foes and blocking their vision with twisting shadow. Enemies in the area when you Cast the Spell take 6d8 bludgeoning, piercing, or slashing damage, with a basic Reflex or Will save, as shadows explode into being. You choose the damage type when you Cast the Spell, and each creature chooses the type of save it attempts before it rolls the save. The shadows then persist in the area for 1 minute, dealing 3d8 damage of the type you chose to any enemy that ends its turn in the area. All creatures are concealed to enemies in the area, as the illusory shadows swarm over them and block light.

(Continued on back)

SHIFT BLAME

SPELL 3

ENCHANTMENT MENTAL

Traditions arcane, occult**Cast** ☞ verbal; **Trigger** You or another creature attacks a creature or fails at a Deception, Diplomacy, or Intimidation check.**Range** 30 feet; **Targets** the target of the triggering attack or skill check**Saving Throw** Will

You alter the target's memories of the triggering event as they form. You choose another creature (which can be you) with the capacity to make the triggering attack or skill check, and you alter the target's memories to recall the creature you chose as responsible for the triggering attack or skill check. The target must attempt a Will save and is then temporarily immune for 24 hours.

Critical Success The target knows you attempted to alter its memories.**Success** The target doesn't realize you attempted to alter its memories, though it knows you cast a spell.**(Continued on back)**

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SUDDEN RECOLLECTION

SPELL 3

UNCOMMON

ENCHANTMENT

MENTAL

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

You place a bit of knowledge deep in a creature's subconscious or make a willing creature forget some information until a specific trigger occurs. The target gets a Will saving throw to resist the effect. A willing creature can choose to fail its save.

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

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

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SUMMONER'S VISAGE

SPELL 2

POLYMORPH

TRANSMUTATION

Traditions arcane, divine, occult, primal**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** your eidolon**Duration** 10 minutes

You transform your eidolon into your identical twin. Assuming you are a humanoid, the eidolon gains the humanoid trait in addition to its other traits while it's in this form, as well as any other trait related to your form (such as elf or gnome). Your eidolon gains a +4 status bonus to Deception checks to Impersonate you and can add its level to such checks even if it's untrained.

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TEMPEST OF SHADES

SPELL 7

INCARNATE NECROMANCY

Traditions arcane, divine, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 100 feet**Duration** until the end of your next turn

You channel the forces of undeath to briefly call forth an amalgam of the vengeful dead slain by your enemies and allies alike. This amalgam manifests as a large tornado of insubstantial, howling faces. It occupies the space of a Huge creature and has a Speed of 60 feet.

Arrive (negative) *Vortex of Death* Each enemy creature within a 60-foot emanation must attempt a Fortitude save with the following effects.

Critical Success The creature is unaffected

Success The creature is drained 1.

Failure The creature is drained 2.

Critical Failure The creature is drained 3.

(Continued on back)

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TEMPORARY GLYPH

SPELL 5

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Area** a 5-foot square

Duration 1 minute

You temporarily bind a hostile spell into a symbol. While Casting this Spell, you also Cast a Spell of a lower spell level to store in the glyph. The stored spell must take 2 actions or fewer to Cast, have a hostile effect, and target one creature or have an area. Any creature that enters *temporary glyph's* area activates the glyph, releasing the harmful spell within. You can set a password for the glyph. Speaking it when entering the spell's area prevents the glyph from triggering. You can also set a more specific trigger to limit which types of creatures set off the glyph (*Core Rulebook* 305).

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UMBRAL EXTRACTION

SPELL 2

ILLUSION

MENTAL

SHADOW

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Duration** 3 rounds

You prepare to steal spells from your foes, ripping them from the foe's shadow to stow them in an ephemeral pocket in the Shadow Plane. You gain a temporary spell slot, which you can fill only by stealing a spell from an enemy spellcaster. During *umbral extraction's* duration, you can use the Steal action to attempt to take one of the foe's prepared spells or unused spontaneous spell slots instead of an item. You can also make one attempt to Steal as part of Casting *umbral extraction*. If you succeed at your check to Steal a spell, you deal 1d4 mental damage to the target per level of the spell stolen due to the psychological toll of the spiritual emptiness created by wrenching the spell away, and you place the stolen spell in your temporary spell slot. It gains the shadow trait if cast from this temporary slot.

(Continued on back)

UMBRAL GRAFT

SPELL 4

ILLUSION SHADOW

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Duration** 3 rounds

You reflect a spell into a shadowy version of itself, in the process depleting the power of the initial spell. During *umbral graft*'s duration, you can use the Steal action to attempt to abscond with spells affecting a foe instead of stealing an item. You can also make one attempt to Steal as part of Casting *umbral graft*. If you succeed at your check to Steal a spell, randomly determine a spell affecting the foe that has a target entry. That spell ceases to affect the target, and you can either cause the spell to affect you or store it in your shadow. If your attempt to Steal was a critical success, you automatically steal the spell if its level is equal to or lower than *umbral graft*. If it was a success, you automatically steal it if its level is lower than *umbral graft*. If you succeeded, but the spell's level was too high to steal automatically, you must attempt a counteract check to see if you steal the spell.

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VARIABLE GRAVITY

SPELL 4

TRANSMUTATION

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Duration 5 minutes

You can adjust how strongly gravity grips you, changing between low gravity, normal gravity, and high gravity with ease. Choose one type of gravity when you cast the spell. While the spell lasts, you can change the type of gravity with a single action, which has the concentrate trait. The spell doesn't alter your physical appearance, so it's impossible to what type of gravity you're subjected to by casual observation.

- **Low Gravity** You can jump double the normal distance when you Long Jump or Leap, though still to a maximum of your Speed. When you High Jump, you can use the calculation for a Long Jump but don't double the distance.

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OCCULT

VORACIOUS GESTALT

SPELL 9

AURA DEATH EVIL NECROMANCY

Traditions divine, occult**Cast** ♦♦ somatic, verbal**Area** 30-foot emanation**Saving Throw** basic Fortitude; **Duration**
sustained up to 1 minute

You create a powerful spirit entity that grows and builds strength by consuming the spirits of foes you both slay. When you Cast the Spell, the gestalt deals 14d6 negative damage to all living creatures of your choice in the area, with a basic Fortitude save. Creatures you choose that end their turns in the area take 6d6 damage, with a basic Fortitude save.

(Continued on back)

OCCULT

WARRIOR'S REGRET

SPELL 2

CURSE

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, divine, occult**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 creature**Saving Throw** Will

Regret eats away at the target's mind, punishing it for its violence until it ceases its hostility. The target must attempt a Will save.

Critical Success The target is unaffected.**Success** At the end of its next turn, the target takes 1d8 damage per different creature it intentionally damaged on that turn (1d8 if it damaged one creature, 2d8 if it damaged two different creatures, and so on). The maximum is 4d8 if it damaged 4 different creatures.**Failure** As success, except the curse damages the target at the end of each of its turns and lasts until the target spends a complete round without intentionally damaging another creature.**(Continued on back)**

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WEB OF EYES

SPELL 3

DIVINATION

SCRYING

Traditions arcane, divine, occult, primal**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** up to 5 willing creatures**Duration** 10 minutes

You place an invisible scrying sensor on each target just above their eyes. Each sensor looks where that target looks, and all the targets can link their vision briefly to help notice things one target sees but the others might not. Each target can use an action, which has the concentrate trait, to share what it sees with any number of other targets until the start of its next turn. Only one creature can share its vision at a time, so if another target takes this action, the effect ends for any target that was previously sharing its vision.

This improves how well the recipients can perceive anything the sharing creature is looking at. For instance, if a creature is undetected to a recipient but observed by the sharing creature, the creature becomes observed by the recipient as well.

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ZERO GRAVITY

SPELL 6

UNCOMMON

EVOCATION

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 20-foot radius, 40-foot-tall cylinder**Duration** sustained up to 1 minute

You negate gravity's effects in the area. Creatures float in place unless they can Push Off a surface. Pushing Off is a single action which has the move trait, allowing the creature to move half its Speed in a straight line through the area. After Pushing Off a surface, the creature continues to move the same distance at the start of each of its turns until it leaves the area or Pushes Off against something else. A creature pushing against an untethered object of its size or smaller causes both the creature and the object to move at the same speed, but in opposite directions. Creatures who can levitate or fly can use those abilities to move around in the area without having to push off anything. Creatures who can't levitate or fly are usually on the ground, giving them a surface from which to push off.

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PRIMAL

BOTTOMLESS STOMACH

SPELL 3

CONJURATION EXTRADIMENSIONAL

Traditions arcane, occult, primal**Cast** ◆◆◆ material, somatic, verbal**Range** touch; **Targets** 1 willing creature**Duration** 1 hour

You create a shimmering extradimensional space accessible from the target's mouth. The space can hold objects and equipment, up to a total of 10 Bulk. This extradimensional storage doesn't hamper the target's ability to eat, drink, speak (if applicable), or otherwise act, as it only opens and closes when the target chooses.

The target can Interact to swallow an object of up to 1 Bulk, which doesn't harm the object or the target. If the extradimensional space is full, the target can't add any more objects until first removing one or more stored objects. Organic matter and living creatures can't be stored in this space. The extradimensional storage is obvious to any creature who looks into the target's mouth, as the entryway shimmers slightly, though this doesn't clearly reveal the contents inside.

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PRIMAL

BURNING BLOSSOMS

SPELL 8

ENCHANTMENT FIRE PLANT

Traditions arcane, primal

Cast ◆◆◆ somatic, verbal

Range 120 feet; **Area** 30-foot radius, 100-foot tall cylinder

Saving Throw Will; **Duration** 1 minute

An intangible hollow tree sprouts from the ground and grows to towering height, radiating a fiery passion and fascinating viewers. The base of the tree takes up a single square and grows 100 feet upwards, while its branches extend outwards 30 feet, forming the spell's cylindrical area. The tree then blossoms, growing delicate white flowers that burn with white-hot fire. As the tree's branches gently rustle in the wind, flower petals drift to the ground in a shower of flame. Any creature that ends its turn under the tree's branches takes 6d6 fire damage from the burning petals.

Continued on back)

PRIMAL

CLONE COMPANION

SPELL 8

CONJURATION

Traditions primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Targets** your companion

Duration sustained up to 1 minute

You create a duplicate of your companion, and the duplicate fights alongside its twin, mirroring the original's actions. The duplicate appears adjacent to your companion and has the same statistics.

Each time you Command your companion, both your companion and its duplicate gain 2 actions. The duplicate always acts immediately after your companion and must use identical actions to the ones your companion used, in exactly the same order. However, it can use the actions differently, such as Striding to a different position or selecting a different target for a Strike. If the duplicate is unable to mimic an action, it performs the action without result and the action is wasted. The duplicate can't use any actions that can be used only a limited number of times per day.

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COSMIC FORM

SPELL 7

POLYMORPH | TRANSMUTATION

Traditions divine, primal**Cast** ◆◆ somatic, verbal**Duration** 1 minute

You recreate your form entirely out of cosmic energy, transforming into a Large battle form. You must have enough space to expand into, or the spell is lost. When you cast this spell, choose to take on the powers of the moon or the sun. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of the form that you choose:

- AC = 21 + your level. Ignore your armor check's penalty and Speed reduction.
- 20 temporary Hit Points.
- Darkvision.
- One or more attacks specific to the battle form you use. You're trained with them. Your attack modifier is +25, and you use the listed damage.

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PRIMAL

DRAW THE LIGHTNING

SPELL 4

ELECTRICITY

EVOCAION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range 120 feet; **Targets** 1 creature that is either taller than you or higher in the air than you

Saving Throw Reflex; **Duration** 1 minute

Calling out to the skies, you summon a bolt of lightning to strike through a foe above you and down into your weapon or your body, charging it with electrical power. You must hold your weapon or an empty hand aloft as part of this spell's somatic component. When you do, a bolt of lightning descends from a storm cloud in the air above your and through the target, dealing 3d12 electricity damage with a basic Reflex save. For the rest of the spell's duration, your first Strike each round with the weapon you held aloft (or with your unarmed attacks if you held an empty hand aloft) deals an additional 1d12 electricity damage.

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PRIMAL

ELEMENTAL ABSORPTION

SPELL 3

ABJURATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Duration 1 minute

You absorb elemental energy, which you can release as a powerful counterattack. Choose air, earth, fire, or water. You gain resistance 5 to damage dealt by effects with the chosen elemental trait; if you choose water, you also gain resistance to cold damage. As usual, if a spell has a multiple effects, such as a spell that deals both fire damage and bludgeoning damage with superheated rocks, you gain resistance to only the effects associated with the element you chose. Keep track of how much damage you have prevented with this spell.

(Continued on back)

PRIMAL

ELEMENTAL ANNIHILATION WAVE SPELL 3

AIR

EARTH

EVOCATION

FIRE

WATER

Traditions arcane, primal**Cast** ◆◆ to 2 rounds**Area** 30-foot cone**Saving Throw** basic Reflex

You draw elemental power from your surroundings, and combining it with your own magical energy, unleash a wave of utter destruction and swirling colors that deals 1d6 fire damage and 3d6 bludgeoning damage with a basic Reflex save. The number of actions you spend when Casting this Spell determines the area and other parameters.

◆◆ **(somatic, verbal)** The spell is a 30-foot cone.

◆◆◆ **(material, somatic, verbal)** The spell is a 30-foot cone. On a failed saving throw, creatures are pushed 5 feet away from you, and on a critical failure they are pushed 10 feet away and are knocked prone.

(Continued on back)

PRIMAL

ELEMENTAL CONFLUENCE

SPELL 6

AIR

CONJURATION

EARTH

FIRE

WATER

Traditions arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 60 feet; **Area** 10-foot burst**Duration** sustained up to 1 minute

You conjure four types of elementals who combine forces to form into a chaotic storm. The confluence has AC 28 and 120 Hit Points, weakness 10 to area effects, and immunity to bleed and poison. Creatures can move through the confluence; creatures within the confluence are concealed, and all creatures outside the confluence are concealed to creatures within it. When you Cast or Sustain this Spell, you choose up to two different types of elementals to act.

- **Air** (air, electricity) The elemental looses a bolt of electricity from the confluence, dealing 4d4 electricity damage to creatures within 20 feet of the confluence, with a basic Reflex save. This doesn't affect creatures that are completely inside of the confluence.

(Continued on back)

PRIMAL

ELEMENTAL GIFT

SPELL 4

TRANSMUTATION

Traditions primal

Cast ◆◆ somatic, verbal

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

Duration 1 minute

An elemental force fills your target, granting the target the swiftness of air, the ruggedness of earth, the sting of fire, or the flexibility of water, depending on which element you choose. Choose an element when you Cast the Spell. The target gains the benefit of that element as described below, and this spell gains that trait's element.

- **Air** The target gains a +30-foot status bonus to its land Speed and gains a fly Speed equal to its land Speed without the status bonus.

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PRIMAL**FATED CONFRONTATION****SPELL 10****DIVINATION****Traditions** arcane, divine, occult, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Targets** 1 willing ally and 1 enemy**Duration** 1 minute

You weave the threads of fate to lead two foes into a climactic battle. The targets of this spell are the fated opponents: one of the targets of this spell must be you or a willing ally, and the other must be an enemy.

When you Cast the Spell, the ally you targeted (or you, if you targeted yourself) may teleport to any unoccupied space of their choice within 30 feet of its fated opponent. This is a teleportation effect.

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PRIMAL

FLAMMABLE FUMES

SPELL 5

CONJURATION POISON

Traditions arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 20-foot burst**Duration** 1 minute

Sending magic deep underground, you conjure a cloud of toxic gases that swiftly degenerate into volatile fumes. The gases are invisible, requiring a successful Perception check against your spell DC to detect visually, though their acrid smell and toxic effects are clear once a creature has entered the cloud. A creature that enters the cloud or is within the cloud at the start of its turn takes 2d6 poison damage. A creature can take the poison damage from *flammable fumes* only once per round.

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GEYSER

SPELL 5

EVOCATION FIRE WATER

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 500 feet; **Area** 10-foot radius, 50-foot-tall cylinder**Saving Throw** Reflex; **Duration** 1 round

A powerful geyser blasts up from the ground, potentially pushing creatures on top of it into the air. The bottom of this spell's area must be on solid ground. Each creature in the area takes 3d6 bludgeoning damage and 4d6 fire damage, with a Reflex save. A creature pushed into the air by the geyser can't be pushed beyond the top of the geyser. After being pushed into the air, a creature falls unless it's flying or has some other means of staying aloft, taking falling damage (normally equal to half the distance it fell). After the geyser erupts, its area is filled with a cloud of steam for 1 round. All creatures in the steam are concealed, and all creatures outside the steam are concealed to creatures within it.

(Continued on back)

PRIMAL

GLIMMER OF CHARM

SPELL 5

AURA	EMOTION	ENCHANTMENT	INCAPACITATION	MENTAL
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Traditions arcane, occult, primal

Cast ◆◆ somatic, verbal

Area 20-foot emanation centered on you

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

You're bathed in a smooth, almost glittering aura that improves the attitude of those near you. Any creature that ends its turn in the aura must attempt a Will saving throw with the following effects. No matter the result, it's then temporarily immune for 24 hours. The effect lasts until the spell ends, even after the creature leaves the aura.

Critical Success The creature is unaffected and is aware of the aura.

Success The creature's attitude toward you improves by one step. If that improves its attitude to at least indifferent, it can't take hostile actions against you, though the effect ends as soon as you take a hostile action against the creature or its allies.

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PRIMAL**HORIZON THUNDER SPHERE****SPELL 1****ATTACK****EVOCATION****ELECTRICITY****Traditions** arcane, primal**Cast** ⚡⚡ to 2 rounds**Range** varies; **Targets** 1 creature

You gather magical energy into your palm, forming a concentrated ball of electricity that crackles and rumbles like impossibly distant thunder. Make a ranged spell attack roll against your target's AC. On a success, you deal 3d6 electricity damage. On a critical success, the target takes double damage and is dazzled for 1 round. The number of actions you spend when Casting this Spell determines the range and other parameters.

⚡⚡ **(somatic, verbal)** This spell has a range of 30 feet.

⚡⚡⚡ **(material, somatic, verbal)** This spell has a range of 60 feet and deals half damage on a failure (but not a critical failure) as the electricity lashes out and jolts the target.

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PRIMAL

LIFE CONNECTION

SPELL 3

CONTINGENCY

NECROMANCY

Traditions divine, primal**Cast** 10 minutes (material, somatic, verbal)**Range** touch; **Targets** 1 living creature**Duration** 24 hours

When you cast this spell, you place a failsafe deep within the life force of the target. You can sense when the target takes damage, provided you're within 1 mile of one another. A creature can be part of no more than one *life connection* simultaneously. When the spell is complete, you gain the Defend Life reaction; once you use the reaction, the spell ends.

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PRIMAL

MANTLE OF THE FROZEN HEART

SPELL 5

COLD

MORPH

TRANSMUTATION

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Duration** 1 minute

You surround yourself in a mantle of frigid ice magic, and your skin and armor morph into cold blue ice. Freezing air emanates from your body, sending a chill down anyone's spine who draws too close and leaving a fine dusting of frost in your wake. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Chilling Ice** The ice around your body thickens, melting off to protect you from heat while inuring you from the cold. You gain resistance 10 to cold.
- **Heart of Ice** Your body temperature plummets to blistering cold. Any creature that touches you, or that hits you with a melee unarmed attack or non-reach melee weapon attack, takes 2d6 cold damage.

(Continued on back)

PRIMAL

MANTLE OF THE MAGMA HEART

SPELL 5

FIRE MORPH TRANSMUTATION

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Duration** 1 minute

You surround yourself in a mantle of blazing fire magic, and your skin and anything you're wearing morphs into burning hot lava. The air around you swelters with heat, and tiny sparks of flame dance behind you as you pass. Upon casting this spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Enlarging Eruption** You erupt in lava, which clings to you and hardens, causing your body to swell and burst until you grow to size Large. You're clumsy 1. Your reach increases by 5 feet (or by 10 feet if you started out Tiny), and you gain a +2 status bonus to melee damage. You can't choose this option if you're already Large or larger.

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PRIMAL

MURDEROUS VINE

SPELL 4

ATTACK CONJURATION PLANT

Traditions primal**Cast** ◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 creature adjacent to a flat surface**Duration** 1 minute

You summon a slithering, thorny vine that attempts to constrict and crush a foe against a wall or other surface. Make a spell attack roll against the target's Fortitude DC. On a success, the creature is grabbed and takes 3d6 bludgeoning damage and 2d8 piercing damage. At the end of that creature's turn, if it's still grabbed by the vine, it takes 2d6 bludgeoning damage.

The vine's Escape DC is equal to your spell DC. A creature can attack the vine in an attempt to break its grip. The vine's AC is equal to your spell DC, and the vine is destroyed if it takes 20 or more damage. Destroying or escaping from the vines ends the spell.

You can Dismiss the spell.

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NECROTIZE

SPELL 6

NECROMANCY NEGATIVE

Traditions arcane, divine, primal**Cast** ♦♦ somatic, verbal**Range** 60 feet; **Targets** 1 living creature**Saving Throw** Fortitude; **Duration** varies

You necrotize part of a creature's body, harming it and debilitating it as its body putrefies, mimicking the natural process of decay. The target takes 12d6 negative damage and one of the following debilitating effects; roll 1d4 to randomly determine which. The effects depend on its Fortitude save.

- 1. Bones** The target's bones necrotize and become spongy and weak, giving it weakness 3 to bludgeoning damage.
- 2. Joints** The target's joints necrotize, making its movements ungainly and clumsy. It becomes clumsy 1.

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ONE WITH THE LAND

SPELL 9

EARTH PLANT TRANSMUTATION

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

You merge with an adjacent natural feature with enough volume to fit you and your worn and held possessions, such as the ground or a large tree. Your merged form is visible within the feature, and creatures can target and attack you normally, though you have cover and can use it to Hide or Take Cover within the feature. You can cast spells while in the feature as long as they don't require line of effect beyond the feature. You can Dismiss the spell. While merged, you gain the following additional benefits.

- You immediately become aware of the surrounding terrain features, and you gain tremorsense as an imprecise sense with a range of 200 feet.

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PRIMAL

ORGANSIGHT

SPELL 3

DIVINATION

REVELATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 living or undead creature that has organs

Duration 1 minute

You see the target as though it's dissected and arrayed before you. For the duration, you gain a +2 circumstance bonus on Medicine checks against the target that depend on its organs, but a -2 circumstance penalty on Medicine checks depending on seeing its skin.

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PRIMAL

POSITIVE ATTUNEMENT

SPELL 3

HEALING

NECROMANCY

POSITIVE

Traditions divine, primal**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 living or undead creature**Saving Throw** Will; **Duration** sustained up to 1 minute

You attune a creature to the Positive Energy Plane, connecting its life force without fully transporting it. The creature's appearance becomes more brightly colored. If the creature is living, it heals 1d8 Hit Points immediately and at the end of each of your turns. Effects that increase healing only increase the initial healing.

If the creature is undead or has negative healing, it instead takes 1d8 positive damage, depending on the result of its Will save.

Critical Success The creature is unaffected.**Success** The creature is damaged once and the spell ends.**(Continued on back)**

PRIMAL

PROTECT COMPANION

CANTRIP 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆ verbal

Range 30 feet; **Targets** your eidolon, or a creature with the minion trait under your control

Duration until the start of your next turn

You extend your aura, as a magical shield that protects your eidolon or minion. The target gains a +1 circumstance bonus to AC until the start of your next turn. You gain the following reaction; after using the reaction, the spell ends and you can't cast *protect companion* again for 10 minutes.

Life Block ↻ **Trigger** The spell's target would take damage; **Effect** Reduce the triggering damage by 10, but you lose 5 Hit Points. Even if this reduces the damage to 0, the target still takes any effects that would come with the damage, such as the poison on a viper's fangs Strike.

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PRIMAL

RAPID ADAPTATION

SPELL 2

TRANSMUTATION

Traditions primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** your companion or eidolon

Duration 1 hour

You flood the target with energy from the terrain around it, compressing centuries of evolution into a single moment. The target gains one of the following natural adaptations based on the surrounding environment.

- **Aquatic** The target gains a swim Speed equal to its land Speed. If it already had a swim Speed, it gains a +10-foot status bonus to its swim Speed.
- **Arctic** The target isn't affected by severe or extreme cold, and when it rolls a success on an Acrobatics check to Balance on ice and snow, it gets a critical success instead.

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PRIMAL

SEASHELL OF STOLEN SOUND

SPELL 1

DIVINATION

SONIC

Traditions arcane, occult, primal**Cast** ☞ focus, verbal; **Trigger** A creature within range begins to make a sound.**Range** 30 feet**Duration** until your next daily preparations

You store a sound in a seashell to use as you will: the last words of a loved one, a dragon's mighty roar, the compromising conversation between two powerful diplomats, or even more strange and secret. As part of Casting this Spell, you must present an unbroken seashell. When you Cast the Spell, magic swirls around the triggering creature, copying the sounds they make, as well as any background noise, for the next minute and storing them in the seashell.

You or another creature can then play the sound back from the seashell during the spell's duration by Interacting with the seashell, but once the sounds have been played back, the seashell shatters and the spell ends.

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SOOTHING SPRING

SPELL 4

HEALING

NECROMANCY

POSITIVE

WATER

Traditions divine, primal**Cast** 1 minute (material, somatic, verbal)**Range** 30 feet**Duration** 1 hour

Steam wisps into the air as a stone-lined pool appears in the ground and fills with hot water that bubbles up from the earth. The water is comfortably hot and smells mildly sulfurous in a not-unpleasant way. You are able to draw out the full energizing potential of the mineral-rich water. Any creature that spends the full hour soaking in the hot spring or basking in the mud from the bottom of the pit regains 10d8 Hit Points and feels refreshed, losing the fatigued condition. As normal for effects that remove fatigue, this doesn't remove any underlying source of fatigue, such as lack of sleep, causing the condition to return if the underlying source isn't addressed.

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PRIMAL

SUMMONER'S VISAGE

SPELL 2

POLYMORPH

TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** your eidolon

Duration 10 minutes

You transform your eidolon into your identical twin. Assuming you are a humanoid, the eidolon gains the humanoid trait in addition to its other traits while it's in this form, as well as any other trait related to your form (such as elf or gnome). Your eidolon gains a +4 status bonus to Deception checks to Impersonate you and can add its level to such checks even if it's untrained.

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PRIMAL

TEMPORARY GLYPH

SPELL 5

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Area** a 5-foot square

Duration 1 minute

You temporarily bind a hostile spell into a symbol. While Casting this Spell, you also Cast a Spell of a lower spell level to store in the glyph. The stored spell must take 2 actions or fewer to Cast, have a hostile effect, and target one creature or have an area. Any creature that enters *temporary glyph's* area activates the glyph, releasing the harmful spell within. You can set a password for the glyph. Speaking it when entering the spell's area prevents the glyph from triggering. You can also set a more specific trigger to limit which types of creatures set off the glyph (*Core Rulebook* 305).

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PRIMAL

WALL OF WATER

SPELL 3

CONJURATION WATER

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

Range 120 feet

Duration 1 minute

Raising your hand in the air, you call a massive wave onto the battlefield. The wall stays upright in a straight line that is 60 feet long, 10 feet high, and 5 feet thick.

Any non-magical fires within the *wall of water's* area that are its size or smaller are put out instantly. It also attempts to counteract any magical fires in its area. Both of these effects happen when the spell is cast and whenever a fire enters the wall's area. If the wall fails to counteract a given fire, it can't counteract that fire for the duration of the spell.

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PRIMAL

WEB OF EYES

SPELL 3

DIVINATION

SCRYING

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

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

Duration 10 minutes

You place an invisible scrying sensor on each target just above their eyes. Each sensor looks where that target looks, and all the targets can link their vision briefly to help notice things one target sees but the others might not. Each target can use an action, which has the concentrate trait, to share what it sees with any number of other targets until the start of its next turn. Only one creature can share its vision at a time, so if another target takes this action, the effect ends for any target that was previously sharing its vision.

This improves how well the recipients can perceive anything the sharing creature is looking at. For instance, if a creature is undetected to a recipient but observed by the sharing creature, the creature becomes observed by the recipient as well.

(Continued on back)

WHIRLWIND

SPELL 8

AIR | EVOCATION

Traditions primal**Cast** >>> material, somatic, verbal**Range** 500 feet; **Area** 15-foot radius, 80-foot tall cylinder**Saving Throw** Reflex; **Duration** sustained up to 1 minute

Powerful winds coalesce into a devastating tornado. You can Cast this Spell only if you are outside or the ceiling is 80 feet or higher. All squares in the whirlwind are difficult terrain.

All creatures in the area take 5d10 bludgeoning damage as powerful winds and debris buffet them, with a Reflex save. Each time you Sustain the Spell, you can move the whirlwind up to 30 feet in a straight line. Each creature the whirlwind moves through takes the damage, also with a Reflex save. A creature can be affected by a *whirlwind* only once per round.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**(Continued on back)**