

ARCANE

INSTRUCTIONS



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

The full text for each spell is provided whenever possible, though some longer or more complex spells have been abbreviated and include a page reference to the full spell description in *Secrets of Magic*.

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

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ARCANE

APPROXIMATE

CANTRIP 1

CANTRIP

DETECTION

DIVINATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 10 feet; **Area** 1 cubic foot

Your magic quickly flows over an area to help you count and catalog. Name a particular type of object you are looking for within the area. You gain an instant estimate of the quantity of the chosen objects that are clearly visible within the target area. The number is rounded to the largest digit. For example, you could look at a pile of 180 copper coins, and you would learn that it held about 200 coins, but you couldn't determine there were exactly 180 coins.

The type of object you name can be as specific or general as you like—"dented copper coins" is as viable as "coins"—but the distinguishing features must be obvious at a glance, and the spell is automatically fooled by objects disguised as other objects. For instance, the spell would register copper coins plated in gold as gold coins, not copper coins.

ARCANE

ASH CLOUD

SPELL 2

AIR | CONJURATION | FIRE

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

You summon a tumultuous cloud of ash and smoke. The cloud is difficult terrain for flying creatures, and creatures in the cloud can't detect anything using their sense of smell. Creatures that start their turn within the cloud take 2d4 fire damage as their lungs fill with the hot, acrid smoke, with a Fortitude save.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage and is dazzled for 1 round.**Critical Failure** The target takes double damage and is blinded for 1 round.**Heightened (+1)** The damage increases by 1d4.

ARCANE

BANDIT'S DOOM

SPELL 5

ABJURATION | CURSE

Traditions arcane, divine, occult

Cast 30 minutes (material, somatic, verbal)

Targets 1 item of 2 Bulk or less

Duration 1 month

You ward the target item against those who would steal it. When a creature attempts to take the target into its possession, it takes 8d8 mental damage and is doomed, depending on the result of its Will save. The spell then ends. You can choose up to 10 creatures when you cast this spell; if you do, those creatures can take the target item without triggering the ward. You can only have one *bandit's doom* active at a time. If you cast the spell again, the newer casting supersedes the older.

Critical Success The creature is unaffected.

Success The creature takes half damage and is doomed 1.

Failure The creature takes full damage and is doomed 2.

Critical Failure The creature takes double damage and is doomed 3.

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

ARCANE

BEFITTING ATTIRE

SPELL 2

ILLUSION VISUAL

Traditions arcane, occult**Cast** ◆◆ material, verbal**Range** 30 feet; **Targets** 5 willing creatures**Duration** 1 hour

You cloak the targets in an illusion, shaping their clothing and worn items into ones suitable for a particular occasion. You visualize the occasion, and the spell creates illusory attire customized to each target. For instance, if you visualized a noble ball, armor would appear to be fine clothing. This doesn't change identifying details of the targets' appearances other than their clothes.

Any creature that touches the attire, uses the Seek action to examine it, or otherwise interacts with it can attempt to disbelieve your illusion.

Heightened (4th) You can target up to 20 creatures.

Heightened (5th) You can target up to 100 creatures.

ARCANE

BLAZING DIVE

SPELL 3

AIR

EVOCATION

FIRE

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Saving Throw basic Reflex

Superheated air collects under you, buoying you high into the sky before you plummet back down in a fiery comet. You Fly 15 feet straight up into the air, then Fly in a straight line to an empty space of your choice on the ground within 60 feet. When you land, the blistering air blasts out from you, dealing 3d4 bludgeoning damage and 3d6 fire damage (basic Reflex save) to all creatures in a 10-foot emanation.

Heightened (+1) The damage increases by 1d4 bludgeoning and 1d6 fire.

ARCANE

BLAZING FISSURE

SPELL 5

EARTH | EVOCATION | FIRE

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Area** 120-foot line**Saving Throw** Reflex

A thin crack rips through the earth, erupting with magma, then swiftly seals up. Each creature along the line and on solid ground takes 4d6 bludgeoning damage and 6d6 fire damage with a Reflex save.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage, and it falls prone.**Critical Failure** The target takes double damage, and it falls prone.**Heightened (+1)** The damage increases by 1d6 bludgeoning and 1d6 fire.

ARCANE

(Continued from front)

Critical Failure The Strike deals no damage, and you take 1d8 force damage.

Heightened (+2) The spell's range increases by 60 feet, and any force damage the spell deals is increased by 1d8.

ARCANE

BOIL BLOOD

SPELL 8

EVOCATION **FIRE**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude

You heat a foe's blood and boil it within its veins. The target takes 10d10 fire damage, with a Fortitude save. A nonliving creature with blood in its body (such as a vampire) can be affected, but a creature with no blood is immune.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is drained 2.

Critical Failure The target takes double damage and is drained 3.

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

ARCANE

(Continued from front)

The target can Interact to spit out a single object of its choice, causing the object to fall to the ground in the target's space. The target can Interact three times in a row to spit out the entire contents of its extradimensional storage; the target doesn't have to take these actions all in the same turn, but if it takes any other actions in between, it has to start over. The items eject into the target's space, possibly spilling out into adjacent spaces if there is too much to fit.

When the spell ends or the target falls unconscious, the contents of the extradimensional storage are disgorged in a riotous spew, landing in the nearest unoccupied space, a bit wet but otherwise unharmed.

Heightened (5th) The duration increases to 8 hours.

ARCANE

BREADCRUMBS

SPELL 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 willing creature

Duration 1 hour

You protect your target from going astray in hostile territory by tracking where it's already been, helping it deduce where it still needs to go. The target leaves a glittering trail behind it that lasts for the spell's duration. This trail doesn't denote the direction or the order of its path—it merely indicates where the target has moved during the spell's duration.

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

Heightened (3rd) The duration increases to last until your next daily preparations.

ARCANE

BULLHORN

CANTRIP 1

AUDITORY

CANTRIP

ILLUSION

Traditions arcane, divine, occult**Cast** ➡➡ somatic, verbal**Duration** 10 minutes

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

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

You can Dismiss the spell.

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

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

ARCANE**(Continued from front)**

Any enemy that can see the tree, even if the enemy is outside the spell's area, must attempt a Will save. This is an emotion, mental, and visual effect. Creatures fascinated with the tree must use at least one of their actions on each of their turns to move toward the tree.

Critical Success The creature is unaffected and is temporarily immune for 24 hours.

Success The creature is unaffected, but it must attempt a new save at the end of its turn if it can still see the tree.

Failure The creature is fascinated with the tree until the end of its next turn. If it can still see the tree then, it must attempt a save again.

Critical Failure The creature is fascinated with the tree until the spell ends. The tree's fire damage doesn't end the fascination; other hostile actions end it, as normal. If the fascination ends, the creature must attempt a new save at the end of its turn if it can still see the tree.

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

ARCANE

(Continued from front)

Failure The creature falls into time. When it returns, it takes full damage and is sickened 1.

Critical Failure The creature falls into time. When it returns, it takes double damage and is sickened 2.

Heightened (+1) The bludgeoning damage increase by 2d6.

ARCANE

(Continued from front)

1. **Red** fire
2. **Orange** acid
3. **Yellow** electricity
4. **Green** poison
5. **Blue** sonic
6. **Indigo** mental
7. **Violet** force
8. **Matching Color** The armor becomes the color matching the type of damage the target took most recently in the past minute. If it didn't take any of those seven types of damage or the armor is already that color, roll again, rerolling any results of 8.

Heightened (+3) The resistance is increased by 5.

ARCANE

CHROMATIC IMAGE

SPELL 6

ILLUSION

VISUAL

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

You call forth three illusory images of yourself, and each of the four of you takes on a different color, your colors all shifting each time someone attacks you. This has the effects of *mirror image*, except that whenever a foe destroys one of the images, roll 1d4 to see which color the image was when it was destroyed. The attacker takes the corresponding effect.

1. **Red** 5 fire damage and 5 mental damage.
2. **Orange** 5 acid damage and 5 mental damage.
3. **Yellow** 5 electricity damage and 5 mental damage.
4. **Green** 5 poison damage and 5 mental damage, plus it's frightened 1.

ARCANE

(Continued from front)

Heightened (6th) The damage for red, orange, yellow, and green each increase by 10. Roll 1d8 to determine the ray's color, using the results for 1-4 above and the results for 5-8 below.

5. Blue The ray has the effect of the *flesh to stone* spell. On a critical hit, the target is clumsy 1 as long as it's slowed by the *flesh to stone* effect.

6. Indigo (emotion, incapacitation, mental) The ray has the effect of the *confusion* spell. On a critical hit, it has the effect of *warp mind* instead.

7. Violet The target is slowed for 1 minute. It must also succeed at a Will save or be teleported 120 feet directly away from you (if there isn't room for it to appear there, it appears in the nearest open space); this is a teleportation effect.

8. Intense Color The target is dazzled until the end of your next turn, or blinded if your attack roll was a critical hit. Roll again and add the effects of another color (rerolling results of 8).

ARCANE

CORAL ERUPTION

SPELL 4

CONJURATION

Traditions arcane, primal

Cast ◆◆◆ somatic, verbal

Range 120 feet; **Area** two 10-foot bursts that don't overlap

Saving Throw basic Reflex; **Duration** 1 minute

Razor sharp coral growths erupt from the ground, transforming the landscape into a dangerous coral reef. You can create a third nonoverlapping burst if the centers of all three bursts are underwater. Creatures in the area when the spell is cast take 6d6 piercing damage and must attempt a basic Reflex save. A creature that critically fails its saving throw also takes 1d6 persistent bleed damage.

The area becomes difficult terrain and hazardous terrain. A creature that moves through the area takes 3 piercing damage for every square of that area it moves into.

Heightened (+2) The initial piercing damage increases by 3d6, and the hazardous terrain damage increases by 1.

ARCANE

CORROSIVE BODY

SPELL 7

ACID

POLYMORPH

TRANSMUTATION

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

You exhale corrosive gas, and acidic secretions coat your skin as you transform into a being of living acid. You gain acid immunity. Any creature that touches you or damages you with an unarmed melee attack or non-reach melee weapon takes 3d6 acid damage, and your unarmed attacks deal 1d4 additional acid damage. The first time each round that you deal acid damage to a creature in this way, you gain 3d6 temporary HP as your body digests the eroded material and transforms it into a protective acid. When the spell ends, any remaining temporary HP expires as well. Your acid spells deal one additional die of acid damage (of the same damage die the spell uses). You can cast *acid splash* as an innate spell; the splash damage affects all creatures within 15 feet instead of the normal 5 feet.

Heightened (9th) Creatures touching you take 4d6 acid damage instead of 3d6, your unarmed attacks deal 2d4 additional acid damage, and you gain 5d6 temporary HP.

ARCANE

DAEMON FORM

SPELL 6

EVIL

POLYMORPH

TRANSMUTATION

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

You infuse yourself with the corrupting death and pure malevolence of Abaddon, transforming into a Large daemon battle form. You must have enough space to expand into or the spell is lost. When you cast this spell you choose either ceustodaemon, leukodaemon, meladaemon, or piscodaemon. The battle form is Medium if you choose ceustodaemon. While in this form, you gain the daemon and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on the abilities and statistics of specific forms, see page 98 of *Secrets of Magic*.

ARCANE

DAY'S WEIGHT

SPELL 3

TRANSMUTATION

Traditions arcane, occult, primal

Cast ◆◆ somatic, verbal

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

Saving Throw Fortitude; **Duration** 1 minute

You fast-forward time for a single creature, burdening it with the aches and pain of an entire day and making it temporarily tired and weak. The creature must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is fatigued and enfeebled 1 for 1 round.

Failure The target is fatigued and enfeebled 1 for the duration.

Critical Failure The target is fatigued and enfeebled 2 for the duration. The fatigued condition doesn't end when the spell's duration does (but can still be removed with a night's rest or by similar means).

Heightened (6th) You can target up to 10 creatures.

ARCANE

DEMON FORM

SPELL 6

CHAOTIC

EVIL

POLYMORPH

TRANSMUTATION

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

You corrupt yourself with the sin of the Abyss, transforming into a Medium demon battle form. When you cast this spell, choose babau, hezrou, nabasu, or vroock. If you choose hezrou, the battle form is Large and you must have enough space to expand into or the spell is lost. While in this form, you gain the demon and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on the abilities and statistics of specific forms, see page 99 of *Secrets of Magic*.

ARCANE

DEVIL FORM

SPELL 6

EVIL

LAWFUL

POLYMORPH

TRANSMUTATION

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

You bind yourself to the power of Hell, transforming into a Medium devil battle form. When you cast this spell, choose barbazu, erinys, osyluth, or sarglagon. If you choose osyluth or sarglagon, the battle form is Large and you must have enough space to expand into or the spell is lost. While in this form you gain the devil and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on the abilities and statistics of specific forms, see pages 99–100 of *Secrets of Magic*.

ARCANE

DISTRACTING CHATTER

SPELL 3

AUDITORY

ILLUSION

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

You bombard a target with distracting auditory illusions, surrounding them with a tumultuous cacophony of overlapping speech, whispers, screams, and muttering. The target is flat-footed, takes a -2 status penalty to purely auditory Perception checks, and must succeed at a DC 5 flat check to use auditory abilities or verbal spell components. Similarly, a creature who attempts to affect the target with an auditory effect must succeed at a DC 5 flat check or the attempt fails. The duration depends on the target's Will save.

Critical Success The creature is unaffected.**Success** The duration is 1 round.**Failure** The duration is 3 rounds.**Critical Failure** The duration is 1 minute.**Heightened (7th)** You can target up to five creatures.

ARCANE

DRAW IRE

SPELL 1

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Range** 120 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** 1 minute

You cause mental distress to a creature, goading it to strike back at you. You deal 1d10 mental damage to the creature and cause it to take a -1 status penalty to attack rolls against creatures other than you. The creature must attempt a Will saving throw.

Critical Success The target is unaffected.**Success** The target takes half damage and the penalty. The spell ends at the end of the target's next turn.**Failure** The target takes full damage and the penalty.**Critical Failure** The target takes double damage, and the status penalty is -2.**Heightened (+1)** The damage increases by 1d10.

ARCANE

(Continued from front)

The spell creates its own storm cloud if necessary, so you can cast *draw the lightning* anywhere, even underground. If *draw the lightning* is cast outside under a cloudy or stormy sky, increase the bolt's damage by 2d12.

Heightened (8th) The damage dealt to the initial target increases by 4d12, and the additional damage dealt on the first Strike each turn increases by 1d12.

ARCANE

ECHOING WEAPON

SPELL 1

EVOCATION SONIC

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** touch; **Targets** 1 weapon**Duration** 1 minute

You channel magical energy into the target weapon, and the air around it faintly hums each time you strike a blow, as the impact is absorbed into the weapon. If a creature is wielding the weapon at the end of its turn, the weapon discharges a burst of sound targeting one creature adjacent to the wielder (if any). The sonic damage this deals is equal to the number of successful Strikes with the target weapon that the wielder made that turn (to a maximum of 4 sonic damage if the wielder hits with four Strikes).

Heightened (+2) The sonic damage increases by 1 per Strike (and the maximum damage increases by 4).

ARCANE

(Continued from front)

As a 2-action activity, which has the concentrate trait and the trait matching the element you chose, you can release the stored energy. This deals damage equal to the amount you've stored (maximum 30 damage) to one enemy within 60 feet, with a basic Reflex save. The damage type depends on the element you chose: fire damage for fire; bludgeoning or cold damage for water; bludgeoning or slashing damage for air; or bludgeoning, piercing, or slashing damage for earth. After releasing the energy, the spell ends. If you do not use the stored energy before the spell ends, the energy is lost.

Heightened (+3) The resistance increases by 5 and the maximum damage increases by 30.

ARCANE

(Continued from front)

Two Rounds If you spend 3 actions Casting the Spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you do, the spell is as 3 actions, but the area is a 60-foot cone, and for 1 round, the elements linger in the cone, racing off into the distance and making approaching you difficult, with the effects of *gust of wind*.

Heightened (+2) The damage increases by 2d6, and the distance that enemies are pushed back if you spent 3 actions or 2 rounds increases by 5 feet on a failed save and 10 feet on a critical failure.

ARCANE

(Continued from front)

- **Earth** (earth) The confluence gains a +2 circumstance bonus to AC and resistance 10 to all physical damage (except adamantine) for 1 round.
- **Fire** (fire) Flames roar through the confluence, dealing 1d6 persistent fire damage to those partially or entirely inside the confluence.
- **Water** (attack, water) The elemental expels a powerful jet of water. Attempt a ranged spell attack against a target within 60 feet of the confluence, using your spell attack roll modifier. This attack ignores concealment granted by the confluence, and the elemental gets a +2 circumstance bonus on the spell attack roll against a target inside the confluence. The water deals 4d6 bludgeoning damage on a hit (doubled on a critical hit). This attack doesn't count toward your multiple attack penalty.

ARCANE

ELEMENTAL ZONE

SPELL 2

EVOCATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

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

Duration 1 minute

Select an elemental trait: air, earth, fire, or water. *Elemental zone* gains the trait you chose. You imbue the area with the raw energy of that element, creating a zone that emits and amplifies magic of that type. The temperature might suddenly rise or fall, a storm cloud might form, and so on. Spells with the chosen elemental trait cast against creatures in the zone get a +2 status bonus to one damage type the spell deals based on the chosen trait: bludgeoning or electricity for air, bludgeoning for earth, fire for fire, and bludgeoning or cold for water. The caster chooses one type to add the bonus to if the spell deals more than one eligible type. This bonus is halved if the spell didn't use a spell slot (such as a cantrip, focus spell, or innate spell).

The zone has no effect on the spell if the spell doesn't deal any damage of an eligible type.

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

ARCANE

EXTRACT POISON

SPELL 2

ANJURATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 poison on or in an object

With the lightest touch, you can siphon the poison from an object and save it for your own later use, making an assassin's blade or politician's wine less deadly while you become all the more so. Attempt a counteract check against one poison you're aware of on or in an object you touch. If you successfully counteract the poison, you negate the object's toxicity and transfer the poison into a weapon you are holding, coating the weapon with a simple but powerful poison. On your next successful attack with that weapon before the end of your next turn, you add 1d6 poison damage per level of the poison you counteracted. On a critically failed attack roll, you lose the extracted poison from your weapon as normal.

(Continued from front)

You isolate the two targets for 1 round. During this time, fate refuses to allow either fated opponent to be affected by attacks or effects from a third party; a fated opponent could be affected by the other's *meteor swarm* or its own *heal* spell, but it would be entirely immune to a spell or Strike from a creature outside of the spells effects, as well including damage from a hazard or the environment. This doesn't apply to anything that was affecting the targets before you cast *fated confrontation* (such as a spell with a duration or persistent damage the creature had before it was affected by *fated confrontation*).

For the duration of the spell, either fated opponent can manipulate fate once on each of its turns. This allows it to either roll twice and take the higher result on an attack roll or skill check it makes against its fated opponent (a fortune effect), or force the fated opponent to roll twice on a saving throw against one of its abilities and take the lower result (a misfortune effect).

This spell ends if either target becomes unable to act, or if they both agree to cease hostilities.

ARCANE

FLAME VORTEX

SPELL 6

AIR | EVOCATION | FIRE

Traditions arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 5-foot radius, 40-foot tall cylinder**Saving Throw** basic Reflex; **Duration** sustained up to 1 minute

You combine a blazing inferno and air currents into a fiery vortex. You can Cast this Spell only if you are outside or the ceiling is 40 feet or higher. All squares in the vortex are difficult terrain for flying creatures.

All creatures in the area take 3d4 bludgeoning damage and 3d6 fire damage as gusts of fiery wind buffet them, with a basic Reflex save. Each time you Sustain the Spell, you can move the whirlwind up to 20 feet in a straight line. Each creature the whirlwind moves through takes the damage with a basic Reflex save. A creature can take damage from a *flame vortex* only once per round.

Heightened (+2) The vortex deals an additional 1d4 bludgeoning damage and 1d6 fire damage.

ARCANE

FLAME WISP

SPELL 2

EVOCATION **FIRE**

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Duration 1 minute

Three faintly glowing wisps of fire float around your head. Each time you hit a creature with a Strike, one of the wisps goes hurtling towards that creature, dealing 1d4 fire damage. If you Cast a Spell with the fire trait while you have fewer than three wisps, a new wisp appears.

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

ARCANE

(Continued from front)

One round after you conjure the cloud, the gases loses stability and become flammable. If an open flame is brought into the cloud, or if anyone within the area uses a fire effect, the cloud detonates in a massive blaze that deals 10d6 fire damage to all creatures within it, and the spell ends.

Heightened (+2) The poison damage increases by 1d6 and the fire damage on an explosion increases by 2d6.

ARCANE

FLOWING STRIKE

SPELL 5

EVOCATION WATER

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

A wave of flowing water rushes behind you like an elegant river, pushing you across the battlefield with fluid grace. You Stride up to 50 feet. This movement doesn't trigger reactions. You can make a Strike at any point during your Stride. If your Strike hits, the wave flows after you to batter the target of your Strike as well, dealing 2d10 bludgeoning damage and pushing it 10 feet in a direction of your choice.

ARCANE

(Continued from front)

The hand's actions and the cover it provides depend on what actions you take during your turn. At the end of your turn, what the hand does is determined by the first entry on this list that matches a trait from any of the actions you used on your turn. For instance, if you Step, Stride, and Sustain the Spell, you use the entry for move actions, so the hand provides standard cover.

- **Manipulate or Attack** The hand interposes between you and your foes. It provides lesser cover (+1 circumstance bonus to AC) against all attacks that pass through the hand's square.
- **Move** The hand provides standard cover (+2 circumstance bonus to AC, Reflex, and Stealth checks) against all attacks that pass through the hand's square.
- **Concentrate** The hand provides greater cover (+4 circumstance bonus to AC, Reflex, and Stealth checks) against all attacks that pass through the hand's square.

For heightened effects, see page 107 of *Secrets of Magic*.

ARCANES

FRIGID FLURRY

SPELL 7

COLD

EVOCATION

WATER

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Area** line up to 120 feet**Saving Throw** basic Reflex

You place a palm to your lips and exhale a cold breath, whipping up a gust of wind that freezes the air's ambient moisture into a flurry of jagged shards. The flurry deals 9d6 cold damage and 9d6 slashing damage to all foes, with a basic Reflex save, but the gust flows harmlessly around your allies. The wind then picks you up and carries you to the other end of the area; though your movement within the gust can still trigger reactions, the storm of ice crystals prevents you from being affected by any effects, except for those that would counteract the spell's magic or that the GM decides would affect snow.

Heightened (+1) The cold and slashing damage each increase by 1d6.

ARCANE

GALE BLAST

CANTRIP 1

AIR | CANTRIP | EVOCATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Saving Throw Fortitude

Wind flows from your outstretched hands and whirls around you in a 5-foot emanation. Each creature in the area takes bludgeoning damage equal to your spellcasting ability modifier, with a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

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

ARCANE

(Continued from front)

Critical Success The creature is unaffected.

Success The creature takes half damage and isn't pushed into the air.

Failure The creature takes full damage and is pushed 20 feet into the air.

Critical Failure The creature takes double damage and is pushed 40 feet into the air.

Heightened (+1) The damage increases by 1d6 bludgeoning and 1d6 fire.

ARCANE

(Continued from front)

Failure The creature's attitude toward you improves by two steps. 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.

Critical Failure The creature's attitude becomes helpful to you, though the effect ends as soon as you take a hostile action against the creature or its allies. While the creature is helpful, it can't take hostile actions against you.

ARCANE

GOUGING CLAW

CANTRIP 1

ATTACK

CANTRIP

MORPH

TRANSMUTATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

You temporarily morph your limb into a clawed appendage. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of slashing or piercing damage equal to 1d6 plus your spellcasting ability modifier. On a critical success, you deal double damage plus 1d4 persistent bleed damage.

Heightened (+1) The damage increases by 1d6 and the persistent bleed damage on a critical increases by 1d4.

ARCANE

GRAVITATIONAL PULL

SPELL 1

EVOCATION

Traditions arcane, occult

Cast ◆ to ◆◆◆

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude

By suddenly altering gravity, you pull the target toward you. The target is pulled 10 feet closer to you unless it succeeds at a Fortitude save. On a critical failure, it's also knocked prone. The effects of this spell change depending on the number of actions you spend when you Cast this Spell.

◆ (somatic) The spell targets one creature.

◆◆ (somatic, verbal) The spell targets one creature and pulls the target 20 feet instead of 10.

◆◆◆ (material, somatic, verbal) The spell targets up to 5 creatures.

ARCANE

GRAVITY WELL

SPELL 3

EVOCATION

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Range** 120 feet; **Area** 30-foot-radius burst**Saving Throw** Reflex

You create a sphere of altered gravity. All creatures and unsecured objects in the area move toward the center, depending on their Reflex saving throws. This follows the rules for forced movement (*Core Rulebook* 475). If there isn't enough space near the center of the sphere, creatures and objects nearer to the center move first, and others move as far as they can without being blocked, up to the distance set by their saving throw outcomes.

Critical Success The creature is unaffected.**Success** The creature moves 5 feet toward the center.**Failure** The creature moves 15 feet toward the center.**Critical Failure** The creature moves 30 feet toward the center.

ARCANE

(Continued from front)

Two Rounds If you spend 3 actions Casting the Spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you do, after attacking the target, whether you hit or miss, the ball of lightning explodes, dealing 2d6 electricity damage to all other creatures in a 10-foot emanation around the target (basic Reflex save). Additionally, you spark with electricity for 1 minute, dealing 1 electricity damage to creatures that Grab you or that hit you with an unarmed Strike or a non-reach melee weapon.

Heightened (+1) The initial damage on a hit, as well as the burst damage for two-round casting time, each increase by 2d6, and the damage creatures take if they Grapple or hit you while you're in your sparking state increases by 1.

ARCANE

IGNITE FIREWORKS

SPELL 2

EVOCATION FIRE SONIC

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 60 feet; **Area** 10-foot burst**Saving Throw** Reflex

A brilliant and clamorous display of sparks and colorful fireworks explode around your enemies, dealing 1d8 fire damage and 1d8 sonic damage to creatures within a 10-foot burst. All creatures in the area must attempt a Reflex save.

Critical Success The creature is unaffected.**Success** The creature takes half damage and is dazzled for 1 round.**Failure** The creature takes full damage and is dazzled for 3 rounds.**Critical Failure** The creature takes double damage, takes 1d4 persistent fire damage, and is dazzled for 1 minute.**Heightened (+2)** The initial fire damage increases by 1d8, the sonic damage increases by 1d8, and the persistent fire damage a creature takes on a critical failure increases by 1d4.

ARCANE

(Continued from front)

Critical Success The creature is unaffected.

Success The creature is unaffected for 1 round. On the second round, it becomes flat-footed. Finally, on the third round, it becomes frightened 1. At the end of the third round, it takes half damage.

Failure The creature is immediately flat-footed. On the second round, it becomes frightened 2. Finally, on the third round, it also becomes stunned 1. At the end of the third round, the creature takes full damage.

Critical Failure The creature is immediately flat-footed and frightened 3. On the second round, it becomes stunned 1. Finally, on the third round, it also becomes paralyzed. At the end of the third round, the creature takes double damage.

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

ARCANE

(Continued from front)

Finally, the creature takes 6d6 mental damage at the end of each of its turns (with no save) unless it spent at least 1 action that turn Seeking or otherwise interacting with its surroundings in an attempt to disbelieve the illusions that it feels are obviously surrounding it.

Critical Success The creature is unaffected.

Success The creature is affected for 1 round.

Failure The creature is affected for 1 minute.

Critical Failure The creature is affected for 1 hour.

ARCANE

INFECTIOUS ENTHUSIASM

CANTRIP 1

CANTRIP

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Duration 1 round

With enchanted gusto, you encourage yourself to get things done and share your motivation with your allies. You gain a +1 status bonus to your choice of attack rolls, Will saves, or Charisma-based skill checks. During the spell's duration, an ally who observed you Casting this Spell and was within 30 feet when you did so can take a single action, which has the concentrate trait, to gain the same bonus you chose until the start of its next turn.

Using this spell to influence someone in a social situation is typically considered a faux pas, negating the benefit on Charisma-based skills if the subject of the check observed you casting the spell.

ARCANE

INSTANT ARMOR

SPELL 2


CONJURATION

CONTINGENCY

EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

Upon casting this spell, the armor you're wearing is whisked away into an extradimensional space that's linked to you. If the armor is magical and invested by you, it remains invested while in this space, though you don't gain its benefits. You then gain the **Armor Up!** action; once you use the action, the spell ends. If the action hasn't been used by the time the spell's duration ends, the extradimensional space collapses, ejecting the armor's pieces on the ground under you.

Armor Up!  (manipulate) **Effect** You snap your fingers. The armor returns to your body.

ARCANE

(Continued from front)

If a creature rendered invisible by the wall takes a hostile action, the spell ends after the hostile action is completed.

Heightened (7th) The spell doesn't end if an invisible creature takes a hostile action.

ARCANES

INVOKE SPIRITS

SPELL 5

EMOTION

FEAR

MENTAL

NECROMANCY

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

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

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

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

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

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

ARCANE

LUCKY NUMBER

SPELL 2

CONTINGENCY DIVINATION

Tradition arcane, divine, occult**Cast** 10 minutes (material, somatic, verbal)**Duration** until the next time you make your daily preparations

When you Cast this Spell, roll 1d20 and make a note of the result. You gain the following reaction; once you use the reaction, the spell ends, and you become temporarily immune to *lucky number* until the next time you make your daily preparations.

That's My Number! 🌀 (divination, fortune)

Trigger You roll your lucky number as your d20 result on a non-secret attack roll, saving throw, or skill check; **Effect** You call upon the fortune stored within your lucky number and reroll the triggering check. However, pushing your luck has a price: if your result on the reroll is the same number again, you critically fail, regardless of what degree of success you ordinarily would have received.

ARCANE

(Continued from front)

If either container is opened before the full 10 minutes have elapsed, the contents appear as they did when the containers were closed, and the process starts anew as soon as both containers have been closed. After the contents of the containers successfully swap, they can't swap again until after both containers have been opened at least once. Both containers must be located on the same plane for the process to function; if this ceases to be the case or if something else disrupts the effect during an active transposition, the process halts as if one of the containers had been opened.

ARCANE

MAGNETIC ACCELERATION

SPELL 3

ATTACK

EVOCATION

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 120 feet; **Targets** 1 creature or object

You magnetize a small metal object, such as a nail or coin, and launch it away from you at massive speed. Make a ranged spell attack roll; if the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *magnetic acceleration*. On a hit, the target takes 3d6 bludgeoning damage and 3d6 piercing damage, or double damage on a critical hit.

Heightened (+1) The bludgeoning and piercing damage each increase by 1d6.

ARCANE

MAGNETIC ATTRACTION

SPELL 2

EVOCATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** up to 10 metal objects with a total Bulk of 1 or less

You adjust your magnetic polarity, plucking daggers from hands and coins from belts. The targeted objects fly to your location, letting you catch them easily in your hands, or dropping to the ground at your position, at your discretion. Unattended objects fly to you automatically. If you target secured objects or those in another creature's possession (such as sheathed weapons), you must attempt to Disarm the creature of the metal objects, making a spell attack roll instead of an Athletics check to do so.

Instead of drawing the objects to yourself, you can polarize a single metal object within range, designating it as a lodestone and causing the metal objects to fly to it instead. The lodestone must be at least three times the total Bulk of the targeted metal objects. Objects will stick to the lodestone for 1 minute, though they can be wrenched away with an Interact action.

ARCANE

MAGNETIC REPULSION

SPELL 2

ABJURATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Duration 1 minute

You adjust your magnetic polarity, causing metal objects to jump and shudder away from you. Attacks made with metal objects against you take a -1 status penalty, and the squares adjacent to you are difficult terrain for creatures wearing metal armor. For creatures made entirely of metal, the penalty to their attack rolls is -2 and the squares adjacent to you are greater difficult terrain.

While this spell is active, you require an additional Interact action before using a metal object (including to Strike with a metal weapon), and if you're wearing metal armor, you're slowed 1.

Heightened (+3) The status penalty to attack rolls increases by 1.

ARCANE

(Continued from front)

- **Ice Glide** Ice trails from your feet for an instant as you move, allowing you to skate rapidly along the ice. You don't need to Balance on ice, and you ignore difficult terrain caused by ice or snow. While moving along a smooth surface, you gain a +20-foot status bonus to your land Speed.
- **Icy Claws** Your hands morph into vicious, piercing claws of ice useful for attacking or climbing. As long as you have both hands free, you gain a climb Speed equal to your land Speed. You gain a claw unarmed attack with the agile and finesse traits, in the brawling weapon group. Your claw attack deals 1d6 piercing damage as its base damage, plus an additional 2d6 cold damage.

ARCANE

(Continued from front)

- **Fiery Grasp** Your hands swell and grow with lava. You gain a lava fist unarmed attack in the brawling weapon group. Your lava fists deal 1d8 bludgeoning damage as their base damage, plus an additional 2d6 fire damage and 1d6 persistent fire damage.
- **Heart of Fire** Your body's temperature becomes so hot that any creature that touches you, or that hits you with a melee unarmed attack or non-reach melee weapon attack, takes 2d6 fire damage.
- **Warming Flames** Flames flicker around you, warming away the cold while protecting you from the heat. You gain resistance 5 to cold and fire.

ARCANE


MIND OF MENACE

SPELL 3

CONTINGENCY | EMOTION | ENCHANTMENT | FEAR | MENTAL

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

This spell wards against those who attempt to subvert your mind and turns mental magic back on them. When the spell is complete, you gain the Fight with Fear reaction; once you use the reaction, the spell ends.

Fight with Fear  (concentrate, emotion, enchantment, fear, mental) **Trigger** A creature that you can see uses a mental effect against you; **Effect** The triggering creature must attempt a Will save, which has the following effects.

Success The creature is unaffected.

Failure The creature is frightened 2, and you gain a +2 status bonus to your saving throw or other defense against the triggering mental effect.

Critical Failure The creature is frightened 2, and you're unaffected by the triggering mental effect.

ARCANE

(Continued from front)

When you Cast the Spell, the reflections leap from the mirrors and attack the target, dealing 7d8 mental damage with a basic Will save. On subsequent turns, this effect repeats the first time you Sustain the spell that turn. If the target succeeds at any Will save it attempts against *mirror malefactors*, the illusory mirrors shatter and the spell ends.

Heightened (+1) The damage for both the initial effect and on subsequent turns increases by 1d8.

ARCANE

(Continued from front)

If a creature takes a hostile action against the duplicate, the illusion shatters into mirrorlike shards, inflicting bad luck on the attacker's next few attacks as misfortune's toll for shattering the mirror. The attacker must attempt a Will save with the following effects; this is a curse and misfortune effect. When the duplicate shatters, the spell ends.

Success The creature is unaffected.

Failure Within the next hour, the creature must roll its next two attack rolls twice and take the lower result.

Critical Failure Within the next hour, the creature must roll its next four attack rolls twice and take the lower result.

ARCANE

MUD PIT

SPELL 1

CONJURATION | **EARTH** | **WATER**

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** squares on the ground in a 15-foot burst

Duration 1 minute

Thick, clinging mud covers the ground, 1 foot deep. The mud is difficult terrain.


ARCANE

NECROMANCER'S GENEROSITY

SPELL 1

NECROMANCY **NEGATIVE**

Traditions arcane, divine

Cast  somatic, verbal

Range 30 feet; **Targets** 1 undead minion you control

Duration 1 minute

You channel negative energy through your magical connection to your undead minion to strengthen the creature. The target regains 1d8+4 Hit Points when you Cast the Spell, and it gains a +2 status bonus to saves against positive effects for the duration.

Heightened (+1) The amount of healing increases by 1d8+4.

ARCANE

(Continued from front)

3. Legs The target's legs necrotize, as well as any other limbs associated with forms of movement, making it harder for the creature to move. The target takes a -10-foot status penalty to its Speeds.

4. Muscles The target's muscles necrotize, rotting away. The target becomes enfeebled 1.

Critical Success The target is unaffected.

Success The target takes half damage and the debilitation lasts until the end of your next turn.

Failure The target takes full damage and the debilitation lasts for 1 minute.

Critical Failure The target takes double damage, and you can pick a second debilitation to apply, in addition to the one you rolled randomly. Both debilitations last for 1 minute.

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

ARCANE

(Continued from front)

Because it prevents losing big, gamblers consider *nudge the odds* a repugnant form of cheating. If you're caught using the spell, you are likely to suffer serious consequences, depending on the nature of the gamblers you cheated.

Heightened (5th) The status bonus increases to +2, and the duration increases to last until the next time you make your daily preparations. If you continue spending your spell slot to keep the duration active, this allows you to apply the effect to a downtime check to Earn Income.

ARCANE

NULLIFY

SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal

Cast ☞ somatic, verbal; **Trigger** A foe within range casts a 9th-level or lower spell.

Range 120 feet; **Targets** the triggering spell

You instantly destroy the incoming spell, though at the cost of sending magical feedback through your body. You automatically counteract the spell, but the feedback brings you unavoidable harm. You lose 1d8 Hit Points per level of the triggering spell.

ARCANE

OCULAR OVERLOAD

SPELL 4

CONTINGENCY


ILLUSION

INCAPACITATION

VISUAL

Traditions arcane, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

Just as a creature is about to attack you, you assault them with jarring illusions, completely surrounding their eyes with blinding flashes of motion and color. When the spell is complete, you gain the Overload Vision reaction; once you use the reaction, the spell ends.

Overload Vision  (concentrate) **Trigger** A creature within 60 feet would make an attack roll against you; **Effects** The triggering creature must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is dazzled until the end of the current turn.

Failure The target is blinded until the end of the current turn.

Critical Failure The target is blinded until the end of the current turn and dazzled for 1 minute.

ARCANE

ONEIRIC MIRE

SPELL 3

ILLUSION MENTAL VISUAL

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

You shroud an area in illusory dreamstuff, making the ground look and feel like a deep mire or quicksand. Ground in the area is difficult terrain.

Each creature in the area when the spell is cast, or that enters the area, must attempt a Will save. On a failure, it believes it's being pulled down by the earth, taking a -10-foot circumstance penalty to its Speeds. On a critical failure, it's also immobilized. In addition to the normal actions to Escape, at the end of an affected creature's turn, it can attempt a Will save, removing the effects on a success. On a critical success at any Will save made against *oneiric mire*, the creature fully disbelieves the illusion and no longer needs to make Will saves to risk a Speed penalty or being immobilized, though the area is still difficult terrain.

ARCANE

OOZE FORM

SPELL 3

POLYMORPH

TRANSMUTATION

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

You invoke all things that seep and ooze, your body dissolving into a thick slurry and then reconstituting itself into a Medium ooze battle form. When you first cast this spell, choose black pudding, gelatinous cube, gray ooze, or ochre jelly. While in this form, you gain the ooze trait. You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see pages 119–120 of *Secrets of Magic*.

ARCANE

(Continued from front)

When you Cast the Spell, attempt a special Recall Knowledge check using Medicine to spot and discern a vital organ. If you have a Lore skill appropriate to the creature, you can use that skill instead of Medicine. If you succeed, the next time you deal piercing or slashing damage to the target with a Strike or spell, you deal 4d6 additional precision damage. Once on each of your subsequent turns, you can use a single action to attempt the special Recall Knowledge check again. The extra damage isn't cumulative, so making the check more than once before a Strike or spell has no extra benefit.

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

ARCANE

(Continued from front)

Tasks that rely on timing, discretion, or significant manual dexterity are doomed to failure. For instance, a servant tasked to pick objects off the floor won't discriminate between trash, misplaced treasure, or objects that are supposed to be on the floor, like a mousetrap.

ARCANE

PHANTOM CROWD

SPELL 2

ILLUSION VISUAL

Traditions arcane, occult**Cast** ♦♦ somatic, verbal**Range** 60 feet; **Area** a 10-foot square**Duration** sustained up to 10 minutes

A tightly packed crowd of humanoids appropriate to the area appear, facing you and agreeing loudly with anything you say. A creature that touches a member of the crowd or makes a Seek action to examine the crowd can attempt to disbelieve your illusion. The crowd is difficult terrain for anyone who hasn't disbelieved the illusion.

When you spend 1 or more actions to cast a composition spell (*Core Rulebook* 386) or to perform an activity that includes a Performance check, you can also Sustain this Spell as part of that action.

Heightened (+1) The crowd occupies an additional 10-foot square in range. The additional square doesn't need to be adjacent to any other square created by the spell. It can overlap, but there's no additional effect in the overlapped squares.

ARCANE

PHANTOM PRISON

SPELL 3

ILLUSION

INCAPACITATION

MENTAL

VISUAL

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 50 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** 1 minute

You completely surround a Large or smaller creature in immobile illusory walls, trapping it inside a false prison it can't escape. No other creatures see or feel these walls, and the target can't see anything outside of the illusory walls. The target can attempt a Will save when the spell is cast, each time it attempts to interact with or escape the walls, and each time something from outside the walls affects the target. On a success, it disbelieves the illusion and the spell ends.

Heightened (8th) You can target up to 5 creatures.

ARCANE

(Continued from front)

Heightened (3rd) The status bonus increases to +2 and you can reference your *pocket library* twice before the spell ends.

Heightened (6th) The status bonus increases to +3 you can reference your *pocket library* three times before the spell ends.

Heightened (9th) The status bonus increases to +4 and you can reference your *pocket library* four times before the spell ends.

ARCANE

PRISMATIC ARMOR

SPELL 7

ABJURATION

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

You wrap the target in armor made of multicolored light. The target gains resistance 5 to acid, electricity, force, mental, poison, and sonic. 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 (or blinded on a critical failure). 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.

Heightened (9th) The resistances increase to 10 each.

ARCANE

(Continued from front)

You can switch between perceiving through your own senses or the vision of any of the eye sensors using a single action, which has the concentrate trait. You always know how many eyes there are and can tell which original eyes budded off to make which new eyes, though you gain no special insight into the identity of the new targets other than what you can glean from spying on them.

ARCANE

(Continued from front)

Heightened (+2) The reaction reduces the damage by another 10, and you lose 5 more Hit Points. If you want to lose fewer Hit Points, you can choose to lower the damage reduction and HP lost to what any lower-level version of the spell could do without lowering the spell's actual level.

ARCANE

PUFF OF POISON

CANTRIP 1

CANTRIP

EVOCATION

INHALED

POISON

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 5 feet; **Targets** 1 creature**Saving Throw** Fortitude

You exhale a shimmering cloud of toxic breath at an enemy's face. The target takes poison damage equal to your spellcasting modifier and 2 persistent poison damage, depending on its Fortitude save.

Critical Success The creature is unaffected.**Success** The target takes half initial and persistent damage.**Failure** The target takes full initial and persistent damage.**Critical Failure** The target takes double initial and persistent damage.

Heightened (+2) The initial poison damage increases by 1d8 and the persistent poison damage increases by 1.

QUICK SORT

SPELL 1

TRANSMUTATION

Cast ◆◆◆ material, somatic, verbal

Range 10 feet; **Targets** up to 200 unattended objects in range, each of light Bulk or less

Duration up to 1 minute

You magically sort a group of objects into neat stacks or piles. You can sort the objects in two different ways. The first option is to separate them into different piles depending on an easily observed factor, such as color or shape. Alternatively, you can sort the objects into ordered stacks depending on a clearly indicated notation, such as a page number, title, or date. The objects sort themselves throughout the duration, though it takes less time per object to sort a smaller number of objects, down to a single round for 30 or fewer objects.

Heightened (3rd) The spell can sort up to 400 objects in a minute, or 60 objects in a round.

Heightened (5th) The spell can sort up to 800 objects in a minute, or 120 objects in a round.

ARCANE

(Continued from front)

While turned into a mimic, the door can't be opened, unlocked, or bypassed—not even by the designated creatures. It's a creature, not a door, during that time. When the spell ends, the door returns to the state it was in before the ward was triggered.

ARCANE

(Continued from front)

The illusory duplicate has the same statistics as the original creature, except it doesn't have any of the original's item bonuses, and it has one quarter of the original's Hit Points. If the double's Hit Points are reduced to 0, the spell ends.

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

ARCANE

RESTYLE

SPELL 1

TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 piece of clothing currently worn by you or an ally

Duration unlimited

You permanently change the appearance of one piece of clothing currently worn by you or an ally to better fit your aesthetic sensibilities. You can change its color, texture, pattern, and other minor parts of its design, but the changes can't alter the clothing's overall shape, size, or purpose. The changes can't increase the quality of the craftsmanship or artistry of the piece of clothing, but particularly gauche choices for the new color and pattern might decrease its aesthetic appeal. This spell transforms existing materials into the desired appearance and never alters the material or creates more material than what's originally part of the object. The object's statistics also remain unchanged.

ARCANE

REWINDING STEP

SPELL 5

TRANSMUTATION

Traditions arcane, divine, occult

Cast 1 minute (material, somatic, verbal)

Duration 10 minutes

You anchor your location in time so that you can swiftly retrace your steps later with complex chronomancy. The space you're in when you cast the spell becomes your temporal anchor space. While you're within 500 feet of your temporal anchor space, you can spend a single action that has the concentrate trait to instantaneously return to that space (you don't need to have line of effect to the space). The spell then ends. You bring any items that are in your possession with you when you take the action to return.

If the anchor space is occupied when you attempt to return to it or if this spell would bring another creature with you, the spell fails to transport you, then ends.

Heightened (7th) You can return if you're within 1,000 feet of your anchor space.

Heightened (9th) You can return if you're within 1 mile of your anchor space.

ARCANE

ROARING APPLAUSE

SPELL 3

EMOTION

ENCHANTMENT

MENTAL

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

Your flamboyant flourish invokes such powerful feelings in your audience that you incite cheers and applause. Targets of this spell must be able to see, hear, or otherwise understand you. The targets must attempt a Will save.

Critical Success The target is unaffected.**Success** The target becomes mildly distracted by your display and applauds while it isn't fully occupied. It can't use reactions.**Failure** The target applauds you so vigorously that it can't use reactions and is slowed 1. The applause is so involved that it has the manipulate trait. This triggers reactions based on the manipulate trait at the start of the target's turn.**Critical Failure** As failure, plus the target is so distracted by its vigorous applauding of you that it's fascinated with you.**Heightened (6th)** You can target up to 10 creatures.

ARCANE

ROUSE SKELETONS

SPELL 3

NECROMANCY

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

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

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

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

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

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

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

ARCANE

(Continued from front)

The first time each round you Sustain this Spell on subsequent turns, living creatures in the area take an additional 2d6 negative damage with another basic Fortitude save. You also gain temporary Hit Points equal to half the damage a single creature took when you Sustained the spell this turn; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

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

ARCANE

SCATTER SCREE

CANTRIP 1

CANTRIP | EARTH | EVOCATION

Traditions arcane, primal**Cast** ♦♦ somatic, verbal**Range** 30 feet; **Area** two contiguous 5-foot cubes**Saving Throw** basic Reflex; **Duration** 1 minute

You evoke a jumble of rocks in the area. The scattering rocks deal bludgeoning damage equal to 1d4 plus your spellcasting ability modifier to creatures in the area, with a basic Reflex save. The ground in the area becomes difficult terrain for the duration. A creature can Interact to clear a square of this scree.

If you cast this spell again, any previous *scatter scree* you have cast ends.

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

ARCANE

SCHADENFREUDE

SPELL 1

EMOTION

ENCHANTMENT

METAL

Tradition arcane, divine, occult**Cast** 🌀 verbal; **Trigger** You critically fail a saving throw against a foe's effect.**Range** 30 feet; **Targets** the triggering foe**Saving Throw** Will

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

Critical Success The creature is unaffected.**Success** The creature is distracted by its amusement and takes a -1 status penalty on Perception checks and Will saves for 1 round.**Failure** The creature is overcome by its amusement and is stupefied 1 for 1 round.**Critical Failure** The creature is lost in its amusement and is stupefied 2 for 1 round and stunned 1.

ARCANES

SCORCHING RAY

SPELL 2

ATTACK

EVOCATION

FIRE

Traditions arcane, primal**Cast** ◆ to ◆◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 or more creatures

You fire a ray of heat and flame. Make a spell attack roll against a single creature. On a hit, the target takes 2d6 fire damage, and on a critical hit, the target takes double damage.

For each additional action you use when Casting the Spell, you can fire an additional ray at a different target, to a maximum of three rays targeting three different targets for 3 actions. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make all the spell attack rolls for *scorching ray*. If you spend 2 or more actions Casting the Spell, the damage increases to 4d6 fire damage on a hit, and it still deals double damage on a critical hit.

Heightened (+1) The damage to each target increases by 1d6 for the 1-action version, or by 2d6 for the 2-action and 3-action versions.

ARCANE

(Continued from front)

As normal for spells with a duration until your next daily preparations, you can choose to continue expending the spell slot to prolong the duration of an existing *seashell of stolen sound* for another day. While the spell faithfully copies the sounds around the target, it doesn't reproduce any special auditory or sonic effects of the sound.

ARCANE

(Continued from front)

Critical Success The creature takes no damage. For the duration of the spell, the creature gets a result one step better than it rolled on further saves against the spell, and can distinguish you from your clones without difficulty.

Success The creature takes half damage.

Failure The creature takes full damage, and gains the chosen condition.

Critical Failure The creature takes double damage, and gains the chosen condition.

ARCANE

SHADOW PROJECTILE

SPELL 3

ILLUSION SHADOW VISUAL

Traditions arcane, occult**Cast** ☞ somatic; **Trigger** An ally within 20 feet of you makes a ranged attack roll.**Saving Throw** Will

You create an illusory duplicate of your ally's ranged attack to confuse your opponents. You launch an illusory double of your ally's projectile or spell at the same target, leaving the enemy unsure which attack to avoid. The target takes 3d8 mental damage, depending on its Will save. Regardless of the result of its save, it's temporarily immune to *shadow projectile* spells for 1 hour.

Critical Success The creature is unaffected.**Success** The creature is flat-footed against the triggering attack.**Failure** The creature is flat-footed against the triggering attack and takes full damage from your illusory projectile.**Critical Failure** As failure, but double damage.**Heightened (+2)** The damage increases by 1d8.

ARCANE

(Continued from front)

A creature that spends an action to Seek or otherwise interact with the *shadow raid* can attempt a Perception check to disbelieve it. On a success, the creature halves the damage it takes from the shadows, and the shadows no longer impede its vision. These benefits last until the spell ends.

Heightened (9th) The initial damage increases by 2d8, and the damage to a creature that ends its turn in the area increases by 1d8.

ARCANE

(Continued from front)

Failure You successfully alter the target's memory. It isn't forced to react to the new memories in a particular way, and it's likely to question them if they contradict other information it knows or are implausible for the situation.

ARCANE

SPOUT

CANTRIP 1

CANTRIP

EVOCATION

WATER

Traditions arcane, primal**Cast** >> somatic, verbal**Range** 30 feet; **Area** a 5-foot cube**Saving Throw** Reflex

Water blasts upward, coming out of the ground, rising from a pool, or even manifesting from thin air. Any creatures in the area take bludgeoning damage equal to 1d4 plus your spellcasting ability modifier, with a basic Reflex saving throw.

You can change this spell's area to a 5-foot burst, provided you center the burst in a body of water. This body of water can be as small as a pond or creek, but not as small as a puddle or bathtub.

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

ARCANE

(Continued from front)

The archmage also feeds magical power into some spells. Beneficial spells last longer due to the archmage's influence. When the remaining duration of a beneficial spell affecting you or one of your allies would decrease (usually at the start of the caster's turn), it doesn't decrease if the subject of the spell is within 100 feet of the archmage. This applies only if the spell's maximum duration was 3 rounds or longer.

Depart (abjuration) *Archmage's Rebuke* The archmage drains the magic from your foes. Each of your enemies within 100 feet of the archmage must attempt a Will save. On a failure, the creature is stupefied 2 for 1 round, and if it's currently benefiting from any spells of a lower level than *summon archmage*, the archmage can choose any one of them and end the spell.

ARCANE

(Continued from front)

Arrive (evocation) *Energy Annihilation* The draconic legion breathes out two blasts of energy: a 120-foot line and a 60-foot cone that can't overlap. Each creature in either of the areas takes 10d8 damage (basic Reflex save). The dragons choose the damage type of each breath weapon, depending on the category of dragons summoned. Chromatic dragons can choose cold, fire, or poison for the cone and acid or electricity for the line; metallic dragons can choose cold or fire for the cone and acid, electricity, or fire for the line.

Depart *Draconic Whirlwind* The draconic legion strikes with fury, dealing 9d8 slashing damage (basic Reflex save) to all enemy creatures in its location or within 20 feet.

ARCANE

SUMMONER'S PRECAUTION

SPELL 2

CONTINGENCY NECROMANCY

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal);**Requirements** You have an eidolon.**Duration** until your next daily preparations

You create a buffer in the link between yourself and your eidolon in order to prevent you from falling alongside your bonded ally. You gain the following reaction; after using it, the spell ends.

Sever Conduit ↻ (concentrate) **Trigger** Your eidolon takes damage that would bring you to 0 Hit Points and comes from an effect other than a death effect; **Effect** You quickly shut the buffer in your link with your eidolon, causing your bonded ally to wink out of existence before you can be laid low. Your eidolon unmanifests, and you can't Manifest your Eidolon for 1 minute. In exchange, you don't take the triggering damage, though your eidolon still suffers any other adverse effects that accompanied the damage.

ARCANE

(Continued from front)

Although your eidolon looks like you, it doesn't gain any new abilities, and its statistics don't change in any way—the transformation is purely cosmetic. If this transformation reduces your eidolon's size, the eidolon loses any other effects of its larger size, such as any increase to reach. Your eidolon can still use gear only if it has the eidolon trait, which allows eidolons to use it. Any such eidolon items the eidolon was wearing change size and shape, if necessary, and its effects remain active.

You can Dismiss the spell.

Heightened (4th) The duration increases to 1 hour.

ARCANE

SYNCHRONIZE

SPELL 1

DIVINATION

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** up to 5 willing creatures

Duration up to 24 hours

You harmlessly place your unique magic sigil, which is about 1 square inch in size, on your targets. When you Cast the Spell, you set the duration by choosing a time at which point the sigil flashes dimly three times. After that point, the spell ends. Even though spell durations aren't normally exact, the effects of *synchronize* are precise to the second. The timer is based on the place where the spell was cast, so entering a plane or area where time flows differently changes how the time elapses.

Heightened (2nd) The spell can target up to 20 willing creatures.

ARCANE

(Continued from front)

Depart (emotion, fear, mental) *Howl of Eternity*

The vengeful dead lets out an anguished scream. All your enemies within a 100-foot emanation must attempt Will saves with the following effects.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 3.

Critical Failure The creature is frightened 3.

It's also fleeing for 1 round or until it's no longer frightened, whichever comes first.

ARCANE

(Continued from front)

Once a spell is stored in the glyph, the glyph gains all the traits of that spell. If the stored spell can target one or more creatures, it targets the creature that set off the glyph. If it has an area, that area is centered on the creature that set off the glyph. *Temporary glyph's* duration ends when the glyph is triggered. The glyph is a magical trap, using your spell DC for both the Perception check to notice it and the Thievery check to disable it; both checks require the creature attempting them to be trained in order to succeed.

You can Dismiss *temporary glyph*.

ARCANE



THICKET OF KNIVES

SPELL 1

ILLUSION

VISUAL

Traditions arcane, occult

Cast   somatic, verbal

Duration 1 minute

You create numerous phantom copies of your weapon arm, hiding your true movements and rendering your attacks unpredictable. You gain a +2 status bonus to Deception checks. If you're untrained in Deception, you can use the Feint action anyway, and add your level as your proficiency bonus despite being untrained.

ARCANE

TIME JUMP

SPELL 3

TRANSMUTATION

Traditions arcane, occult

Cast ◆ verbal

You leap forward a few seconds in time, appearing across the battlefield in the blink of an eye. You gain 2 actions, each of which must be used to Leap, Stand, Step, or Stride. If you have an appropriate Speed, you can add Burrow, Climb, Fly, or Swim to this list.

While you take these actions, time pauses. All other creatures are completely unaware of your actions, can't speak, and can't use any actions that would be triggered by your movement. While you're taking these actions, you can't take any other actions, including any that would be triggered by the move actions. Once the actions are complete, time starts again, and to onlookers, you seem to have suddenly teleported across the distance you traveled. Leaping forward through time is disorienting, so if you use *time jump* again within 1 minute of using the spell, you become stupefied 4 for 1 minute.

TIMELY TUTOR

SPELL 2

DIVINATION | MENTAL

Traditions arcane, occult**Cast** ◆ somatic**Range** touch; **Targets** your eidolon or familiar**Duration** sustained up to 1 minute

You serve as an astral connection between your eidolon or familiar and the Akashic Record—a demiplane consisting of a comprehensive psychic library—then turn to the creature for advice. If you cast this spell on your familiar, your familiar adds your spellcasting ability modifier on checks to Recall Knowledge with the Lore skill of your choice, much like it does for Acrobatics and Stealth. Your familiar must have the speech familiar ability in order to share any information it learns with you. If you cast this spell on your eidolon, it instead becomes trained in the Lore skill.

If you lose physical contact with the target, its connection to the Akashic Record is severed and *timely tutor* immediately ends.

ARCANE

(Continued from front)

Determine the stolen spell at random from the target's spells that are 1 level lower than *umbral extraction*, or from spells of the same level if you got a critical success. If the target has no spell slots of that level, use the highest level below that in which the target does have a spell slot. (If the target has no eligible spells, you get nothing, but you can continue to attempt to Steal spells for the remaining duration.) If the target is a prepared caster, you randomly steal one of their prepared spells. If the target is a spontaneous caster, you instead steal an unexpended spell slot of the appropriate level and determine the spell at random from all the target's known spells at that level. You can't steal a target's innate spells, focus spells, or cantrips. You know what the spell is as soon as you steal it, and your temporary spell slot becomes a spell slot of the same level as the spell you stole.

For additional details on how an *umbral extraction* spell slot works, see page 137 of *Secrets of Magic*.

ARCANE

(Continued from front)

You know what the spell is as soon as you steal it. If you store it, you can transfer it to a willing creature as a single action that has the manipulate trait. The spell lasts for its remaining duration, to a maximum of 1 minute, and any time you keep it stored subtracts from its duration normally. The spell gains the shadow trait.

You can't steal constant innate spells that are always active on a creature, such as a choral angel's constant *tongues*, or innate spells that have special restrictions that remove their ability to target other creatures, such as an imp's *invisibility*. At the GM's discretion, you might not be able to steal innate spells with other unusual modifications to the base spell.

For additional details on how stolen spells work, see page 138 of *Secrets of Magic*.

ARCANE

UNEXPECTED TRANSPOSITION

SPELL 6

CONJURATION

TELEPORTATION

Traditions arcane, occult**Cast** 🌀 verbal; **Trigger** You are targeted with an enemy's Strike.**Range** 30 feet; **Targets** 1 creature other than the triggering enemy**Saving Throw** Will

When attacked, you attempt to quickly swap your own position with that of another creature. A creature that is unwilling to swap places with you must attempt a Will save. Willing creatures automatically fail. If you successfully switch places with the target, the triggering attack is resolved against that creature as if it had been the original target of the attack. After the swap, you and the target are both temporarily immune to *unexpected transposition* spells for 1 minute. You automatically switch places if the target is willing. If it's unwilling, it can attempt a Will save. Neither of you teleports if the target succeeds at its save.

ARCANE

UNSPEAKABLE SHADOW

SPELL 9

DEATH

EMOTION

FEAR

ILLUSION

MENTAL

SHADOW

VISUAL

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

You alter a creature's shadow, transforming it into a terrifying monster out to devour the creature. The creature must attempt a Will save. A creature that has the frightened condition from *unspeakable shadow* must spend at least one of its actions each turn to either attack its shadow (making a Strike ineffectually) or flee from its shadow (using one action to move away as though it had the fleeing condition).

Critical Success The target is unaffected.**Success** The target is frightened 2.**Failure** The target is frightened 3. It can't reduce its frightened value below 1 for 1 minute.**Critical Failure** The target is so afraid, it might instantly die. It must succeed at a Fortitude save or die; this saving throw has the incapacitation trait. If it succeeds at its save, the target is frightened 4 and can't reduce its frightened value below 1 for 1 minute.

ARCANE

(Continued from front)

Rather than the normal calculation for falling damage, when you fall, you take no damage for the first 10 feet and then take bludgeoning damage equal to a quarter of the remaining distance you fell. Abilities that adjust how much falling damage you take still apply.

- **High Gravity** You become encumbered. You gain a +2 status bonus to your saving throws and DCs to resist forced movement and attempts to knock you prone. You reduce the distance forced movement moves you by half or 10 feet, whichever is more. You can only jump half as high and far. Rather than the normal calculation for falling damage, you take bludgeoning damage equal to the distance you fall. Abilities that adjust how much falling damage you take still apply.

Heightened (6th) The duration increases to 1 hour.

ARCANE

(Continued from front)

Bludgeoning or slashing projectiles can't pass through the wall, and piercing projectiles have their range increments halved if they pass through the wall. A creature traversing the wall of water needs to Swim through. The rules of aquatic combat (*Core Rulebook* 478) apply to creatures traversing the *wall of water*, targeting creatures within the wall, or passing through the wall. For instance, a bludgeoning or slashing melee attack targeting a creature in the wall would take a -2 circumstance penalty.

ARCANE

WARDING AGGRESSION

SPELL 3

ABJURATION

Traditions arcane, divine, primal**Cast** ♦♦ somatic, verbal**Duration** up to 1 minute

You channel a magical ward through your attack and attempt to plant it on a foe. This ward increases your defenses against that foe, as long as you keep attacking that foe to maintain it. Make a melee Strike with a weapon or unarmed attack against a foe. In addition to the normal effects of the Strike, it has the effects below. *Warding aggression* ends if the foe you attacked dies or at the end of any turn in which you didn't hit that foe with a melee Strike.

Critical Success You gain a +3 status bonus to AC against the foe for 1 round and a +2 status bonus to AC against the foe for the remaining duration.

Success You gain a +2 status bonus to AC against the foe.

Failure You gain a +1 status bonus to AC against the foe.

Critical Failure You gain no additional effect.

ARCANE

(Continued from front)

Critical Failure As success, except the curse damages the target at the end of each of its turns and lasts until the target spends 24 hours atoning for its perceived sins.

Heightened (+2) The amount of mental damage the target takes for each creature it damaged that turn increases by 1d8, and the maximum damage the target can take per turn increases by 4d8.

ARCANE

(Continued from front)

Typically, the creature is seen as a glowing outline superimposed on its position. This might allow the recipient to target a creature it couldn't otherwise; however, cover and line of effect still might prevent or impede targeting and attacks. This can only improve the recipient's vision, not reduce it; for example, if an enemy was undetected by the sharing creature and observed by a recipient, the recipient would still clearly observe the enemy.

Once the vision sharing stops, the benefit ends. Whether a creature is hidden or undetected is still based on the last information a target had before the vision sharing ended. For example, that means if a creature is behind a wall but hasn't moved, it's still hidden rather than undetected by a recipient that witnessed its current position.

ARCANE

WINNING STREAK

SPELL 4

DIVINATION

Traditions arcane, occult

Cast ◆ verbal

Range 20 feet; **Targets** 1 creature

Duration 1 round (see text)

The target is energized by its good fortune as it spreads to others—as long as they keep winning. It gains the quickened condition for 1 round. If the target or one of their allies within 20 feet gets a critical success on an attack roll against a significant foe, whoever got the critical success becomes quickened if they weren't already, and the duration of the winning streak is extended by another round. Creatures quickened by the spell can use the extra action to Strike, Step, or Stride. If a full round passes without the target or one their allies critically succeeding on an attack roll against a significant foe, the *winning streak* breaks and the spell ends.

ARCANE

(Continued from front)

You can Dismiss this spell. When zero gravity ends, all creatures and objects in the area fall back down.

ANGEL FORM

SPELL 7

GOOD

POLYMORPH

TRANSMUTATION

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

Invoking the celestial realms, you transform into a Medium angel battle form. When you cast this spell, choose balisse, choral, monadic deva, or movanic deva. The battle form is Small if you choose choral. While in this form, you gain the angel and celestial traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on the abilities and statistics of specific forms, as well as heightened effects, see page 89 of *Secrets of Magic*.

DIVINE

APPROXIMATE

CANTRIP 1

CANTRIP

DETECTION

DIVINATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 10 feet; **Area** 1 cubic foot

Your magic quickly flows over an area to help you count and catalog. Name a particular type of object you are looking for within the area. You gain an instant estimate of the quantity of the chosen objects that are clearly visible within the target area. The number is rounded to the largest digit. For example, you could look at a pile of 180 copper coins, and you would learn that it held about 200 coins, but you couldn't determine there were exactly 180 coins.

The type of object you name can be as specific or general as you like—"dented copper coins" is as viable as "coins"—but the distinguishing features must be obvious at a glance, and the spell is automatically fooled by objects disguised as other objects. For instance, the spell would register copper coins plated in gold as gold coins, not copper coins.

BANDIT'S DOOM

SPELL 5

ABJURATION | CURSE

Traditions arcane, divine, occult**Cast** 30 minutes (material, somatic, verbal)**Targets** 1 item of 2 Bulk or less**Duration** 1 month

You ward the target item against those who would steal it. When a creature attempts to take the target into its possession, it takes 8d8 mental damage and is doomed, depending on the result of its Will save. The spell then ends. You can choose up to 10 creatures when you cast this spell; if you do, those creatures can take the target item without triggering the ward. You can only have one *bandit's doom* active at a time. If you cast the spell again, the newer casting supersedes the older.

Critical Success The creature is unaffected.**Success** The creature takes half damage and is doomed 1.**Failure** The creature takes full damage and is doomed 2.**Critical Failure** The creature takes double damage and is doomed 3.**Heightened (+2)** The damage increases by 2d8.

BLESSING OF DEFIANCE**SPELL 5****ABJURATION**

Traditions divine, primal

Cast ◆ to ◆◆◆

Range 30 feet; **Targets** varies

Duration 1 round

Channeling forth the power to persevere in the face of adversity, you grant the target the means to deny danger and avoid dire harm. Choose one saving throw: Fortitude, Reflex, or Will. The target gets a +4 status bonus to that saving throw for 1 round. The potency and number of targets of this blessing depend on how many actions you spend when Casting the Spell.

◆ **(somatic)** The spell targets you or one willing ally within range.

◆◆ **(verbal)** The spell targets you or one willing ally within range. If you choose Fortitude, the target gains resistance 15 to poison. If you choose Reflex, the target gains a +15-foot status bonus to its Speeds. If you choose Will, the target gains resistance 15 to mental damage.

◆◆◆ **(verbal)** The spell targets you and all willing allies within 30 feet.

DIVINE

(Continued from front)

Critical Failure The Strike deals no damage, and you take 1d8 force damage.

Heightened (+2) The spell's range increases by 60 feet, and any force damage the spell deals is increased by 1d8.

BLOODSPRAY CURSE**SPELL 4****CURSE** | **NECROMANCY****Traditions** divine, occult, primal**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Fortitude; **Duration** varies

You inflict a curse upon the target that causes any wound to gush blood. The target must attempt a Fortitude save.

Critical Success The target is unaffected.**Success** For 1 minute, the first time each round that the target takes at least 10 piercing or slashing damage from a single Strike, it takes 2d6 additional damage of the same type.**Failure** As success, but when it takes the additional damage, it also takes 2d6 persistent bleed damage.**Heightened (+2)** The additional damage increases by 1d6 and the persistent bleed damage increases by 1d6.

BREADCRUMBS

SPELL 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 willing creature

Duration 1 hour

You protect your target from going astray in hostile territory by tracking where it's already been, helping it deduce where it still needs to go. The target leaves a glittering trail behind it that lasts for the spell's duration. This trail doesn't denote the direction or the order of its path—it merely indicates where the target has moved during the spell's duration.

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

Heightened (3rd) The duration increases to last until your next daily preparations.

BULLHORN

CANTRIP 1

AUDITORY

CANTRIP

ILLUSION

Traditions arcane, divine, occult

Cast ➡➡ somatic, verbal

Duration 10 minutes

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

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

You can Dismiss the spell.

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

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

DIVINE

CANTICLE OF EVERLASTING GRIEF SPELL 8

AUDITORY CURSE EMOTION ENCHANTMENT FEAR MENTAL

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

You create a melody distilled from pure grief, conveying the inevitable loss of everything your target cherishes, audible only to them. The target must attempt a Will save.

Critical Success The target is unaffected.**Success** The target takes 5d6 mental damage, is frightened 1, and can't benefit from circumstance or status bonuses for 1 round.**Failure** The target takes 10d6 mental damage, is frightened 3, and can't benefit from circumstance or status bonuses for 1 week.**Critical Failure** The target takes 20d6 mental damage and is frightened 4. It can't benefit from circumstance or status bonuses until the curse is broken. While the curse remains, the target's allies are also unable to benefit from circumstance or status bonuses while within 15 feet of it.

CLAIM CURSE

SPELL 3

NECROMANCY

Traditions divine, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature affected by a curse

Duration 5 minutes

By burning threads of fate around a target and then retying them to yourself instead, you temporarily draw their curse to you and offer them brief succor from the worst of its effects. Choose a curse affecting the target that you don't already have. For 5 minutes, you are affected by the curse (at the same stage as the target, if applicable), and the target isn't. When the duration ends, the curse's effects return to the target as normal.

DIVINE

CONCORDANT CHOIR

SPELL 1

EVOCATION SONIC

Traditions divine, occult**Cast** ◆ to ◆◆◆**Range** 30 feet; **Targets** varies**Saving Throw** basic Fortitude

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

- ◆ (verbal) The spell deals 1d4 sonic damage to a single enemy, with a basic Fortitude save.
- ◆◆ (somatic, verbal) The spell deals 2d4 sonic damage to all creatures in a 10-foot burst, with a basic Fortitude save.
- ◆◆◆ (material, somatic, verbal) The spell deals 2d4 sonic damage to all creatures in a 30-foot emanation, with a basic Fortitude save.

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

DIVINE**(Continued from front)**

The melee attacks are Strength based (for the purpose of the enfeebled condition, for example), and the ranged attacks are Dexterity based. If your unarmed attack modifier is higher, you can use it instead.

- Athletics modifier of +25, unless your own is higher.

You also gain specific abilities based on the stellar body:

- **Moon** Speed 30 feet, fly 50 feet; **Melee** ✦ fist (agile, reach 10 feet), **Damage** 2d4+10 bludgeoning plus 1d6 fire; **Ranged** ✦ moonbeam (range 90 feet), **Damage** 2d4+10 fire; this form's fire damage is silver for resistances, weaknesses, and the like; on a critical hit with either Strike, the target is stupefied 2 for 1 round.
- **Sun** Speed 30 feet, fly 50 feet; **Melee** ✦ fist (agile, reach 10 feet), **Damage** 2d6+10 fire plus 1d6 persistent fire; **Ranged** ✦ sunbeam (range 90 feet), **Damage** 1d6+10 fire plus 1d6 persistent fire; on a critical hit with either Strike, the target is dazzled for 1 round.

DAEMON FORM

SPELL 6

EVIL

POLYMORPH

TRANSMUTATION

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

You infuse yourself with the corrupting death and pure malevolence of Abaddon, transforming into a Large daemon battle form. You must have enough space to expand into or the spell is lost. When you cast this spell you choose either ceustodaemon, leukodaemon, meladaemon, or piscodaemon. The battle form is Medium if you choose ceustodaemon. While in this form, you gain the daemon and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on the abilities and statistics of specific forms, see page 98 of *Secrets of Magic*.

DEITY'S STRIKE

SPELL 7

EVOCATION FORCE

Traditions divine

Cast ◆◆ somatic, verbal; **Requirements** You have a deity.

Range 500 feet; **Targets** 1 creature (see text)

A manifested version of your deity's favored weapon appears in the air above and attacks the target, using your spell attack roll. On a hit, the weapon deals 7d12 force damage, or double damage on a critical hit.

After the attack, whether it succeeds or fails, divine energy bursts from the weapon in a shock wave. It emits in a 10-foot-wide, 30-foot-long line starting from the target and continuing in a direction you choose. Choose an alignment your deity has (chaotic, evil, good, or lawful). Your target and any other creatures within the area of the spell take 5d6 damage of the chosen alignment type, with a basic Reflex save. The spell gains the trait of the alignment you choose. If your deity is true neutral, the weapon doesn't create a shock wave.

Heightened (9th) The force damage increases by 1d12 and the alignment damage increases by 1d6.

DEMON FORM

SPELL 6

CHAOTIC

EVIL

POLYMORPH

TRANSMUTATION

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

You corrupt yourself with the sin of the Abyss, transforming into a Medium demon battle form. When you cast this spell, choose babau, hezrou, nabasu, or vroock. If you choose hezrou, the battle form is Large and you must have enough space to expand into or the spell is lost. While in this form, you gain the demon and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on the abilities and statistics of specific forms, see page 99 of *Secrets of Magic*.

DEVIL FORM

SPELL 6

EVIL

LAWFUL

POLYMORPH

TRANSMUTATION

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

You bind yourself to the power of Hell, transforming into a Medium devil battle form. When you cast this spell, choose barbazu, erinys, osyluth, or sarglagon. If you choose osyluth or sarglagon, the battle form is Large and you must have enough space to expand into or the spell is lost. While in this form you gain the devil and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on the abilities and statistics of specific forms, see pages 99–100 of *Secrets of Magic*.

DIVINE

DIVINE ARMAGEDDON

SPELL 8

NECROMANCY

NEGATIVE

POSITIVE

Traditions divine**Cast** ◆◆ somatic, verbal**Range** 120 feet; **Area** 60-foot burst**Saving Throw** basic Fortitude

You call forth a divine cataclysm from your deity, destroying living and undead creatures in the area alike. Creatures in the area take 10d6 negative damage and 10d6 alignment damage (good, evil, lawful, or chaotic), chosen from among the alignments your deity has. If your deity is true neutral, increase the negative damage by 4d6 instead of dealing alignment damage. A creature harmed by positive damage, such as one with negative healing, takes positive damage instead of negative damage from this spell.

You can't cast this spell if you don't have a deity. This spell gains the trait corresponding to the alignment damage dealt.

Heightened (+1) The damage increases by 1d6 negative damage, 1d6 alignment damage, and 1d6 additional negative and positive damage for a true neutral deity.

ECHOING WEAPON

SPELL 1

EVOCATION SONIC

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** touch; **Targets** 1 weapon**Duration** 1 minute

You channel magical energy into the target weapon, and the air around it faintly hums each time you strike a blow, as the impact is absorbed into the weapon. If a creature is wielding the weapon at the end of its turn, the weapon discharges a burst of sound targeting one creature adjacent to the wielder (if any). The sonic damage this deals is equal to the number of successful Strikes with the target weapon that the wielder made that turn (to a maximum of 4 sonic damage if the wielder hits with four Strikes).

Heightened (+2) The sonic damage increases by 1 per Strike (and the maximum damage increases by 4).

DIVINE

(Continued from front)

You isolate the two targets for 1 round. During this time, fate refuses to allow either fated opponent to be affected by attacks or effects from a third party; a fated opponent could be affected by the other's *meteor swarm* or its own *heal* spell, but it would be entirely immune to a spell or Strike from a creature outside of the spells effects, as well including damage from a hazard or the environment. This doesn't apply to anything that was affecting the targets before you cast *fated confrontation* (such as a spell with a duration or persistent damage the creature had before it was affected by *fated confrontation*).

For the duration of the spell, either fated opponent can manipulate fate once on each of its turns. This allows it to either roll twice and take the higher result on an attack roll or skill check it makes against its fated opponent (a fortune effect), or force the fated opponent to roll twice on a saving throw against one of its abilities and take the lower result (a misfortune effect).

This spell ends if either target becomes unable to act, or if they both agree to cease hostilities.

DIVINE

GUIDING STAR

SPELL 2

DETECTION

DIVINATION

MENTAL

Traditions divine, primal

Cast ◆◆ somatic, verbal

Range planetary; **Targets** 1 creature you've met

Duration until your next daily preparations

You call on the constellations of the night sky to guide a creature to the location where you Cast the Spell. Each time the target views the stars, it receives a mental nudge toward your chosen location, though it isn't compelled to follow. The target can recognize you as the source. If the creature goes to another planet or plane, the spell's effects are suppressed, but they resume if the creature returns.

DIVINE

HAUNTING HYMN

CANTRIP 1

AUDITORY

CANTRIP

EVOCATION

SONIC

Traditions divine, occult

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw Fortitude

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

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

HEALING WELL

SPELL 5

HEALING

NECROMANCY

POSITIVE

Traditions divine, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 30 feet**Duration** 1 minute

You call forth a well of healing that you and your allies can draw from later. The well appears as a disc of shimmering light on the ground in a square you touch. At any time during the duration, if you or an ally are adjacent to the well, that character can Interact to tap into the well's power, recovering 4d8 Hit Points. When the well has been tapped five times, the spell ends. The well is made of insubstantial energy, allowing creatures to move through it and even end their turn in its space.

If you use an ability that increases the amount of healing this spell grants, that increase applies only to the first time someone taps the well.

Heightened (+1) The healing increases by 3.

DIVINE

(Continued from front)

Critical Success The creature is unaffected.

Success The creature is unaffected for 1 round. On the second round, it becomes flat-footed. Finally, on the third round, it becomes frightened 1. At the end of the third round, it takes half damage.

Failure The creature is immediately flat-footed. On the second round, it becomes frightened 2. Finally, on the third round, it also becomes stunned 1. At the end of the third round, the creature takes full damage.

Critical Failure The creature is immediately flat-footed and frightened 3. On the second round, it becomes stunned 1. Finally, on the third round, it also becomes paralyzed. At the end of the third round, the creature takes double damage.

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

DIVINE

(Continued from front)

The GM should roll to determine when the damage occurs secretly and determine the form of the accident as well as the type of damage it deals; generally, the accident should be one that deals physical damage of some type (for instance, a tree branch might fall on the foe and deal bludgeoning damage, or a window might break and fling sharp slashing glass at them), though other damage types might be appropriate in more unusual environments.

Heightened (+1) The damage increases by 10.

DIVINE

(Continued from front)

Finally, the creature takes 6d6 mental damage at the end of each of its turns (with no save) unless it spent at least 1 action that turn Seeking or otherwise interacting with its surroundings in an attempt to disbelieve the illusions that it feels are obviously surrounding it.

Critical Success The creature is unaffected.

Success The creature is affected for 1 round.

Failure The creature is affected for 1 minute.

Critical Failure The creature is affected for 1 hour.

DIVINE

(Continued from front)

Two Rounds The line is 120 feet long. If you spend 3 actions casting the spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you choose to do so, the damage dealt by this spell increases by 4d4, and you enter a shining state for 1 minute, causing you to glow with light and deal 1 force damage to creatures that end their turn adjacent to you.

Heightened (+1) The initial damage, as well as the additional damage for the 2-round casting time, each increase by 4d4, and the damage to adjacent creatures dealt while in your shining state increases by 1.

INSTANT ARMOR

SPELL 2


CONJURATION

CONTINGENCY

EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

Upon casting this spell, the armor you're wearing is whisked away into an extradimensional space that's linked to you. If the armor is magical and invested by you, it remains invested while in this space, though you don't gain its benefits. You then gain the **Armor Up!** action; once you use the action, the spell ends. If the action hasn't been used by the time the spell's duration ends, the extradimensional space collapses, ejecting the armor's pieces on the ground under you.

Armor Up!  (manipulate) **Effect** You snap your fingers. The armor returns to your body.

INVOKE SPIRITS

SPELL 5

EMOTION

FEAR

MENTAL

NECROMANCY

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** 120 feet; **Area** 10-foot burst**Saving Throw** Will; **Duration** sustained up to 1 minute


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

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

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

DIVINE

(Continued from front)

Defend Life  (concentrate) **Trigger** The target takes damage; **Requirements** You're within 1 mile of the target; **Effect** After calculating the amount of damage the target would take (applying weaknesses, resistances, and the like), you lose an equal number of Hit Points, and the target doesn't take any of the damage. You can't reduce the amount of Hit Points you lose in this way. The target still takes any effects that would come with the damage, however, such as the venom on a viper's fangs Strike.

LUCKY NUMBER

SPELL 2

CONTINGENCY DIVINATION

Tradition arcane, divine, occult**Cast** 10 minutes (material, somatic, verbal)**Duration** until the next time you make your daily preparations

When you Cast this Spell, roll 1d20 and make a note of the result. You gain the following reaction; once you use the reaction, the spell ends, and you become temporarily immune to *lucky number* until the next time you make your daily preparations.

That's My Number! 🌀 (divination, fortune)

Trigger You roll your lucky number as your d20 result on a non-secret attack roll, saving throw, or skill check; **Effect** You call upon the fortune stored within your lucky number and reroll the triggering check. However, pushing your luck has a price: if your result on the reroll is the same number again, you critically fail, regardless of what degree of success you ordinarily would have received.

DIVINE

(Continued from front)

If either container is opened before the full 10 minutes have elapsed, the contents appear as they did when the containers were closed, and the process starts anew as soon as both containers have been closed. After the contents of the containers successfully swap, they can't swap again until after both containers have been opened at least once. Both containers must be located on the same plane for the process to function; if this ceases to be the case or if something else disrupts the effect during an active transposition, the process halts as if one of the containers had been opened.

MIMIC UNDEAD

SPELL 2

NECROMANCY

Traditions divine, occult

Cast ◆◆ somatic, verbal; **Requirements** You're a living creature.

Duration 10 minutes

You take death and wrap it about you like a cloak—your colors wash out and your skin grows cold to the touch. Your heartbeat, breathing, and similar life functions become very difficult to detect. Senses such as lifesense detect you as undead unless a creature succeeds at a Perception check against the spell's DC, and on a failed check, they don't detect you at all if they only sense living creatures. Detection spells that specifically sense living creatures must succeed at a counteract check against *mimic undead* to detect you. You gain a +4 status bonus to Impersonate an undead but physically intact version of yourself and can add your level as your proficiency bonus even if you're untrained. You don't gain these benefits to Impersonate any other sort of undead. Mindless undead usually don't have a reason to even attempt the Perception check to notice your Impersonation unless you interact with them in some way.


MIND OF MENACE

SPELL 3

CONTINGENCY | EMOTION | ENCHANTMENT | FEAR | MENTAL

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

This spell wards against those who attempt to subvert your mind and turns mental magic back on them. When the spell is complete, you gain the Fight with Fear reaction; once you use the reaction, the spell ends.

Fight with Fear  (concentrate, emotion, enchantment, fear, mental) **Trigger** A creature that you can see uses a mental effect against you; **Effect** The triggering creature must attempt a Will save, which has the following effects.

Success The creature is unaffected.**Failure** The creature is frightened 2, and you gain a +2 status bonus to your saving throw or other defense against the triggering mental effect.**Critical Failure** The creature is frightened 2, and you're unaffected by the triggering mental effect.

DIVINE

(Continued from front)

When you Cast the Spell, the reflections leap from the mirrors and attack the target, dealing 7d8 mental damage with a basic Will save. On subsequent turns, this effect repeats the first time you Sustain the spell that turn. If the target succeeds at any Will save it attempts against *mirror malefactors*, the illusory mirrors shatter and the spell ends.

Heightened (+1) The damage for both the initial effect and on subsequent turns increases by 1d8.


DIVINE

NECROMANCER'S GENEROSITY

SPELL 1

NECROMANCY **NEGATIVE**

Traditions arcane, divine

Cast  somatic, verbal

Range 30 feet; **Targets** 1 undead minion you control

Duration 1 minute

You channel negative energy through your magical connection to your undead minion to strengthen the creature. The target regains 1d8+4 Hit Points when you Cast the Spell, and it gains a +2 status bonus to saves against positive effects for the duration.

Heightened (+1) The amount of healing increases by 1d8+4.

DIVINE

(Continued from front)

3. Legs The target's legs necrotize, as well as any other limbs associated with forms of movement, making it harder for the creature to move. The target takes a -10-foot status penalty to its Speeds.

4. Muscles The target's muscles necrotize, rotting away. The target becomes enfeebled 1.

Critical Success The target is unaffected.

Success The target takes half damage and the debilitation lasts until the end of your next turn.

Failure The target takes full damage and the debilitation lasts for 1 minute.

Critical Failure The target takes double damage, and you can pick a second debilitation to apply, in addition to the one you rolled randomly. Both debilitations last for 1 minute.

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

DIVINE

(Continued from front)

Because it prevents losing big, gamblers consider *nudge the odds* a repugnant form of cheating. If you're caught using the spell, you are likely to suffer serious consequences, depending on the nature of the gamblers you cheated.

Heightened (5th) The status bonus increases to +2, and the duration increases to last until the next time you make your daily preparations. If you continue spending your spell slot to keep the duration active, this allows you to apply the effect to a downtime check to Earn Income.


DIVINE

NULLIFY

SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal

Cast  somatic, verbal; **Trigger** A foe within range casts a 9th-level or lower spell.

Range 120 feet; **Targets** the triggering spell

You instantly destroy the incoming spell, though at the cost of sending magical feedback through your body. You automatically counteract the spell, but the feedback brings you unavoidable harm. You lose 1d8 Hit Points per level of the triggering spell.

DIVINE

(Continued from front)

When you Cast the Spell, attempt a special Recall Knowledge check using Medicine to spot and discern a vital organ. If you have a Lore skill appropriate to the creature, you can use that skill instead of Medicine. If you succeed, the next time you deal piercing or slashing damage to the target with a Strike or spell, you deal 4d6 additional precision damage. Once on each of your subsequent turns, you can use a single action to attempt the special Recall Knowledge check again. The extra damage isn't cumulative, so making the check more than once before a Strike or spell has no extra benefit.

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


DIVINE

PAINFUL VIBRATIONS

SPELL 4

EVOCATION **SONIC**

Traditions divine, occult

Cast  somatic, verbal

Range 100 feet; **Targets** 1 living creature

Saving Throw Fortitude

You send powerful sound waves through an opponent's body, vibrating its bones and internal organs painfully. The creature takes 8d6 sonic damage and must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage, is sickened 1, and is deafened for 1 round.

Critical Failure The target takes double damage, is sickened 2, and is deafened for 1 minute.

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

DIVINE

(Continued from front)

- **Frighten** (emotion, fear, mental) The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Creatures in the area must attempt a Will save, becoming frightened 2 on a failure.
- **Telekinetic Storm** (force) The poltergeist hurls debris and quasi-real objects around in the area. All creatures in the area take 4d8 force damage (basic Reflex save).

Heightened (+2) The damage of the deathly assault effect increases by 1d10, and the damage of the telekinetic storm effect increases by 1d8.

DIVINE

(Continued from front)

Failure The creature is damaged immediately and at the end of each of your turns (so twice in the round you Cast the Spell).

Critical Failure As failure, and the damage is doubled.

Heightened (+3) The damage and healing each increase by 1d8.

DIVINE

(Continued from front)

You can switch between perceiving through your own senses or the vision of any of the eye sensors using a single action, which has the concentrate trait. You always know how many eyes there are and can tell which original eyes budded off to make which new eyes, though you gain no special insight into the identity of the new targets other than what you can glean from spying on them.



DIVINE

(Continued from front)

Heightened (+2) The reaction reduces the damage by another 10, and you lose 5 more Hit Points. If you want to lose fewer Hit Points, you can choose to lower the damage reduction and HP lost to what any lower-level version of the spell could do without lowering the spell's actual level.



QUICK SORT

SPELL 1

TRANSMUTATION

Cast ◆◆◆ material, somatic, verbal

Range 10 feet; **Targets** up to 200 unattended objects in range, each of light Bulk or less

Duration up to 1 minute

You magically sort a group of objects into neat stacks or piles. You can sort the objects in two different ways. The first option is to separate them into different piles depending on an easily observed factor, such as color or shape. Alternatively, you can sort the objects into ordered stacks depending on a clearly indicated notation, such as a page number, title, or date. The objects sort themselves throughout the duration, though it takes less time per object to sort a smaller number of objects, down to a single round for 30 or fewer objects.

Heightened (3rd) The spell can sort up to 400 objects in a minute, or 60 objects in a round.

Heightened (5th) The spell can sort up to 800 objects in a minute, or 120 objects in a round.

READ THE AIR

CANTRIP 1

CANTRIP DIVINATION

Traditions divine, occult

Cast ♦♦ somatic, verbal

Duration 1 minute

You take a deep breath as you survey a social situation, showing courtesy to all around you as your intuition swiftly picks up clues about social contexts and unspoken assumptions of behavior. Your body language subconsciously changes to take advantage of this information and use it in your own interactions with those creatures.

As part of Casting this Spell, you Recall Knowledge using Society to gain information about the immediate social situation. You also gain a +1 status bonus on your next Diplomacy check to Make an Impression on those creatures present when you cast this spell, as long as the check occurs during the duration of the spell. You can *read the air* only once in a given social situation; casting it again has no effect.

DIVINE

REPELLING PULSE

SPELL 5

EVOCATION **FORCE**

Traditions divine, occult

Cast ♦♦ somatic, verbal

Area 30-foot emanation

Saving Throw Reflex

You unleash a powerful pulse of telekinetic power, and the pulse violently hurls creatures away from you. Each creature in the area takes 7d10 force damage depending on its Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 10 feet away from you.

Critical Failure The creature takes double damage. The creature is pushed 20 feet away from you and is then knocked prone.

Heightened (+2) The force damage increases by 2d10, and the distance the target is moved on a failure and critical failure increases by 5 feet.

RESTYLE

SPELL 1

TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 piece of clothing currently worn by you or an ally

Duration unlimited

You permanently change the appearance of one piece of clothing currently worn by you or an ally to better fit your aesthetic sensibilities. You can change its color, texture, pattern, and other minor parts of its design, but the changes can't alter the clothing's overall shape, size, or purpose. The changes can't increase the quality of the craftsmanship or artistry of the piece of clothing, but particularly gauche choices for the new color and pattern might decrease its aesthetic appeal. This spell transforms existing materials into the desired appearance and never alters the material or creates more material than what's originally part of the object. The object's statistics also remain unchanged.

REWINDING STEP

SPELL 5

TRANSMUTATION

Traditions arcane, divine, occult

Cast 1 minute (material, somatic, verbal)

Duration 10 minutes

You anchor your location in time so that you can swiftly retrace your steps later with complex chronomancy. The space you're in when you cast the spell becomes your temporal anchor space. While you're within 500 feet of your temporal anchor space, you can spend a single action that has the concentrate trait to instantaneously return to that space (you don't need to have line of effect to the space). The spell then ends. You bring any items that are in your possession with you when you take the action to return.

If the anchor space is occupied when you attempt to return to it or if this spell would bring another creature with you, the spell fails to transport you, then ends.

Heightened (7th) You can return if you're within 1,000 feet of your anchor space.

Heightened (9th) You can return if you're within 1 mile of your anchor space.

RIP THE SPIRIT

SPELL 5

DEATH | NECROMANCY | NEGATIVE

Traditions divine, occult**Cast** ◆ to ◆◆◆**Range** 30 feet; **Targets** 1 living creature**Saving Throw** basic Fortitude

You supernaturally rip the spirit from a living creature's body, dooming the target to pain and death. The target takes 5d6 negative damage, depending on its basic Fortitude save, and is drained 1 if it fails its save. The spell's effect is based on how many actions you spend when Casting the Spell.

◆ **(somatic)** The spell targets one living creature in range.

◆◆ **(somatic, verbal)** The spell targets one living creature in range and the damage is 10d6 negative instead of 5d6.

◆◆◆ **(material, somatic, verbal)** The spell targets all living creatures in a 30-foot emanation.

Heightened (+1) The amount of damage increases by 1d6, or by 2d6 for the 2-action version.

ROARING APPLAUSE

SPELL 3

EMOTION

ENCHANTMENT

MENTAL

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

Your flamboyant flourish invokes such powerful feelings in your audience that you incite cheers and applause. Targets of this spell must be able to see, hear, or otherwise understand you. The targets must attempt a Will save.

Critical Success The target is unaffected.**Success** The target becomes mildly distracted by your display and applauds while it isn't fully occupied. It can't use reactions.**Failure** The target applauds you so vigorously that it can't use reactions and is slowed 1. The applause is so involved that it has the manipulate trait. This triggers reactions based on the manipulate trait at the start of the target's turn.**Critical Failure** As failure, plus the target is so distracted by its vigorous applauding of you that it's fascinated with you.**Heightened (6th)** You can target up to 10 creatures.

ROUSE SKELETONS

SPELL 3

NECROMANCY

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

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

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

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

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

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

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

DIVINE

(Continued from front)

The first time each round you Sustain this Spell on subsequent turns, living creatures in the area take an additional 2d6 negative damage with another basic Fortitude save. You also gain temporary Hit Points equal to half the damage a single creature took when you Sustained the spell this turn; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

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

DIVINE

SCHADENFREUDE

SPELL 1

EMOTION

ENCHANTMENT

METAL

Tradition arcane, divine, occult

Cast 🌀 verbal; **Trigger** You critically fail a saving throw against a foe's effect.

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

Saving Throw Will

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

Critical Success The creature is unaffected.

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

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

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

SOOTHING BLOSSOMS

SPELL 3

CONJURATION PLANT

Traditions divine, primal**Cast** ♦♦ somatic, verbal**Range** 30 feet; **Area** 10-foot burst**Duration** 10 minutes

Blossoms grow from the ground in a small area, soothing away afflictions and persistent pains and harm. When any creature in that area rolls a successful save against a poison or disease effect, it gets a critical success instead. The blossoms grant assisted recovery to everyone in the area to end their persistent damage, both when the spell is cast and at the start of each of your turns.

Once the duration ends, the flowers lose their magical effect, but a few of them might survive in the area as long as they can naturally. This spell doesn't give a benefit on a save against an affliction unless the stage lasts 10 minutes or less.

DIVINE

(Continued from front)

The pool is 20 feet on each side, and it's 5 feet deep. It can contain 16 Medium or smaller creatures at a time. A Large creature counts as eight Medium creatures and a Huge creature fills the entire pool. This pool has the structure trait and the same restrictions as magic items that create structures.

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

DIVINE

SPIRITUAL ATTUNEMENT

SPELL 4

UNCOMMON

ABJURATION

Traditions divine, occult**Cast** ♦♦ material, somatic**Duration** 1 minute

You attune yourself to a spiritual plane of the Outer Sphere (see sidebar on page 131), connecting your spirit without fully transporting to it. Your Strikes and spells gain the alignment traits of the plane you chose, which deals additional damage to creatures with a weakness to either of those alignment traits. Furthermore, the plane protects you from energy of the alignments that oppose the plane. You gain resistance 5 to damage of the alignments that oppose those of your chosen plane. For example, if you chose Heaven, your Strikes would gain the good and lawful traits, and you would gain resistance to chaotic and evil. If you choose the Boneyard, the resistance is to negative and positive damage instead.

Heightened (+2) The resistance increases by 5.

SUMMON ANARCH**SPELL 5****CONJURATION****Traditions** divine**Cast** ◆◆◆ material, somatic, verbal**Range** 30 feet**Duration** sustained up to 1 minute

You conjure a chaotic celestial, monitor, or fiend to fight on your behalf. You summon a common chaotic creature that has the celestial, monitor, or fiend trait and whose level is 5 or lower. You can't summon a creature unless its alignment is one of your deity's preferred alignments (or, if you don't have a deity, is within one step of your alignment). At the GM's discretion, some deities might restrict specific types of creatures, even if their alignments match. Heightening the spell increases the maximum level of creature you can summon.

Heightened (6th) Level 7.**Heightened (7th)** Level 9.**Heightened (8th)** Level 11.**Heightened (9th)** Level 13.**Heightened (10th)** Level 15.

SUMMON AXIOM

SPELL 5

CONJURATION

Traditions divine

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You conjure a lawful celestial, monitor, or fiend to fight on your behalf. You summon a common lawful creature that has the celestial, monitor, or fiend trait and whose level is 5 or lower. You can't summon a creature unless its alignment is one of your deity's preferred alignments (or, if you don't have a deity, is within one step of your alignment). At the GM's discretion, some deities might restrict specific types of creatures, even if their alignments match. Heightening the spell increases the maximum level of creature you can summon.

Heightened (6th) Level 7.

Heightened (7th) Level 9.

Heightened (8th) Level 11.

Heightened (9th) Level 13.

Heightened (10th) Level 15.

DIVINE


SUMMON DEIFIC HERALD

SPELL 8

CONJURATION

INCARNATE

Traditions divine

Cast  material, somatic, verbal;**Requirements** You have a deity.**Range** 100 feet**Duration** until the end of your next turn

Your faith is strong enough to briefly summon a direct representative of your deity, such as the deity's herald. The herald occupies the space of a Huge creature and has a Speed of 60 feet. The effects of this spell depend on your deity's alignment.

For the arrive and depart effects of each alignment, see page 132 of *Secrets of Magic*.

DIVINE

(Continued from front)

You can't summon a creature if it is opposed to your deity's alignment on either axis (or opposed to your alignment if you don't follow a deity). For example, if your deity is lawful good, you can't summon a chaotic or evil creature. The GM might determine that deities restrict specific types of creatures even if their alignments aren't diametrically opposed. For example, Pharasma would restrict the summoning of sahkils.

Heightening the spell increases the maximum level of creature you can summon and might add additional animal servitors, which otherwise work like the eagle, guard dog, and raven.

Heightened (2nd) Level 1.

Heightened (3rd) Level 2. You can summon a black bear (*Bestiary* 2 36), giant bat, or leopard.

Heightened (4th) Level 3. You can summon a great white shark or tiger.

DIVINE

SUMMONER'S PRECAUTION

SPELL 2

CONTINGENCY | NECROMANCY

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal);**Requirements** You have an eidolon.**Duration** until your next daily preparations

You create a buffer in the link between yourself and your eidolon in order to prevent you from falling alongside your bonded ally. You gain the following reaction; after using it, the spell ends.

Sever Conduit ↻ (concentrate) **Trigger** Your eidolon takes damage that would bring you to 0 Hit Points and comes from an effect other than a death effect; **Effect** You quickly shut the buffer in your link with your eidolon, causing your bonded ally to wink out of existence before you can be laid low. Your eidolon unmanifests, and you can't Manifest your Eidolon for 1 minute. In exchange, you don't take the triggering damage, though your eidolon still suffers any other adverse effects that accompanied the damage.

DIVINE

(Continued from front)

Although your eidolon looks like you, it doesn't gain any new abilities, and its statistics don't change in any way—the transformation is purely cosmetic. If this transformation reduces your eidolon's size, the eidolon loses any other effects of its larger size, such as any increase to reach. Your eidolon can still use gear only if it has the eidolon trait, which allows eidolons to use it. Any such eidolon items the eidolon was wearing change size and shape, if necessary, and its effects remain active.

You can Dismiss the spell.

Heightened (4th) The duration increases to 1 hour.

SYNCHRONIZE

SPELL 1

DIVINATION

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** up to 5 willing creatures

Duration up to 24 hours

You harmlessly place your unique magic sigil, which is about 1 square inch in size, on your targets. When you Cast the Spell, you set the duration by choosing a time at which point the sigil flashes dimly three times. After that point, the spell ends. Even though spell durations aren't normally exact, the effects of *synchronize* are precise to the second. The timer is based on the place where the spell was cast, so entering a plane or area where time flows differently changes how the time elapses.

Heightened (2nd) The spell can target up to 20 willing creatures.

DIVINE

(Continued from front)

Depart (emotion, fear, mental) *Howl of Eternity*

The vengeful dead lets out an anguished scream. All your enemies within a 100-foot emanation must attempt Will saves with the following effects.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 3.

Critical Failure The creature is frightened 3.

It's also fleeing for 1 round or until it's no longer frightened, whichever comes first.

DIVINE

(Continued from front)

Once a spell is stored in the glyph, the glyph gains all the traits of that spell. If the stored spell can target one or more creatures, it targets the creature that set off the glyph. If it has an area, that area is centered on the creature that set off the glyph. *Temporary glyph's* duration ends when the glyph is triggered. The glyph is a magical trap, using your spell DC for both the Perception check to notice it and the Thievery check to disable it; both checks require the creature attempting them to be trained in order to succeed.

You can Dismiss *temporary glyph*.

DIVINE**(Continued from front)**

At the end of each of your turns, if you killed a living creature during that turn or if the gestalt's damage killed a creature since the end of your prior turn, you add the slain creature's soul to the gestalt. The emanation's radius increases by 20 feet and the damage dealt by the aura increases by 1d6. (Note that this increase only happens once, even if you killed multiple living creatures that turn.) As normal for determining threat level, the GM determines if a creature is of significant enough threat to empower the gestalt; in general, a creature several levels below you rarely poses a significant threat.

Heightened (10th) The initial damage increases to 16d6 and the aura's damage starts at 7d6.

WARDING AGGRESSION

SPELL 3

ABJURATION

Traditions arcane, divine, primal

Cast ♦♦ somatic, verbal

Duration up to 1 minute

You channel a magical ward through your attack and attempt to plant it on a foe. This ward increases your defenses against that foe, as long as you keep attacking that foe to maintain it. Make a melee Strike with a weapon or unarmed attack against a foe. In addition to the normal effects of the Strike, it has the effects below. *Warding aggression* ends if the foe you attacked dies or at the end of any turn in which you didn't hit that foe with a melee Strike.

Critical Success You gain a +3 status bonus to AC against the foe for 1 round and a +2 status bonus to AC against the foe for the remaining duration.

Success You gain a +2 status bonus to AC against the foe.

Failure You gain a +1 status bonus to AC against the foe.

Critical Failure You gain no additional effect.

DIVINE

(Continued from front)

Critical Failure As success, except the curse damages the target at the end of each of its turns and lasts until the target spends 24 hours atoning for its perceived sins.

Heightened (+2) The amount of mental damage the target takes for each creature it damaged that turn increases by 1d8, and the maximum damage the target can take per turn increases by 4d8.

WASH YOUR LUCK

CANTRIP 1

ABJURATION

CANTRIP

FORTUNE

Traditions divine, occult**Cast** ♦♦ somatic, verbal**Duration** 1 minute

Some practitioners argue this spell literally washes your fortunes of all influences, malign or benign, while others claim it simply cleanses your mind of obsessions about luck and destiny. You adjust your garments, change the posture of your chair, fidget with a religious symbol, or make some other innocuous and personally significant action to wash away bad luck.

Once during the spell's duration, before rolling a check, you can cancel out a misfortune effect on that roll, as normal when a fortune and misfortune effect apply to the same roll. After canceling out the misfortune effect, the spell ends, and you are then temporarily immune to *wash your luck* for 10 minutes.

DIVINE

(Continued from front)

Typically, the creature is seen as a glowing outline superimposed on its position. This might allow the recipient to target a creature it couldn't otherwise; however, cover and line of effect still might prevent or impede targeting and attacks. This can only improve the recipient's vision, not reduce it; for example, if an enemy was undetected by the sharing creature and observed by a recipient, the recipient would still clearly observe the enemy.

Once the vision sharing stops, the benefit ends. Whether a creature is hidden or undetected is still based on the last information a target had before the vision sharing ended. For example, that means if a creature is behind a wall but hasn't moved, it's still hidden rather than undetected by a recipient that witnessed its current position.

FOCUS

CASCADE COUNTERMEASURE

FOCUS 3

UNCOMMON

ABJURATION

MAGUS

Cast ◆ somatic; **Requirements** You're benefiting from Arcane Cascade.

Duration until the Arcane Cascade stance ends
You quickly adjust your Arcane Cascade to offer magical protection. You gain resistance 5 against damage from spells. As normal, using Arcane Cascade again means you've ended the stance, and the spell ends.

Heightened (+3) The resistance increases by 5.

Focus

DIMENSIONAL ASSAULT

FOCUS 1

UNCOMMON

CONJURATION

MAGUS

TELEPORTATION

Cast ◆ verbal

Range half your Speed

You tumble through space, making a short dimensional hop to better position yourself for an attack. Teleport to any square in range that's within reach of a creature, and then make a melee Strike against one creature within your reach.

FOCUS

FORCE FANG

FOCUS 1

UNCOMMON

EVOCATION

FORCE

MAGUS

Cast ◆ somatic**Range** varies; **Targets** 1 creature

You briefly turn your attack into pure force to bypass your opponent's defenses. Choose a target within your reach, or within the reach of a melee weapon you're wielding. If you can use Spellstrike with a ranged weapon (with the starlit span hybrid study, for example), you can target a creature in the first range increment of your ranged weapon. For an instant, you transform your weapon or unarmed attack into a spike of pure force, replacing all its normal statistics and abilities. The *force fang* automatically deals 1d4+1 force damage to the target.

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

Focus

HASTED ASSAULT

FOCUS 7

UNCOMMON

MAGUS

TRANSMUTATION

Cast ◆ somatic

Duration 1 minute

You call upon your magic to speed up your attacks. You gain the quickened condition and can use the extra action each round for only Strike actions.

FOCUS

RUNIC IMPRESSION

FOCUS 4

UNCOMMON

EVOCATION

MAGUS

Cast ◆ somatic**Range** touch; **Targets** you or one weapon you're wielding**Duration** 1 minute

Your unarmed attacks or weapon gain the benefits of a weapon rune you choose when you cast this spell: *corrosive*, *flaming*, *frost*, *ghost touch*, *returning*, *shock*, or *thundering*. If you cast *runic impression* on a weapon, this spell ends if you cease holding the weapon.

If this spell would give a weapon more property runes than its normal maximum, one of the existing property runes (you choose) is suppressed until the spell ends. For unarmed attacks, if this spell would give you more property runes than you could have from *handwraps of mighty blows*, one of the existing property runes is similarly suppressed.

Heightened (8th) Add *keen* to the list of runes you can choose as well as the greater types of *corrosive*, *flaming*, *frost*, *shock*, and *thundering*.

Focus

SHIELDING STRIKE

FOCUS 1

UNCOMMON

ABJURATION

MAGUS

Cast ◆ verbal

As you attack a foe, warding magic transforms your momentum into action and lifts your shield. Make a melee Strike. You can then either Raise your Shield if you're wielding one or cast *shield* if you have the spell.

FOCUS

SHOOTING STAR

FOCUS 1

UNCOMMON

DIVINATION

MAGUS

Cast ◆ verbal; **Requirements** You're wielding a ranged weapon or a thrown weapon.

You let loose a projectile that flies true and leaves the blazing trail of a meteor behind it. Make a ranged Strike, ignoring the target's concealment and reducing the target's cover by one degree for this Strike only (greater to standard, standard to lesser, and lesser to none). If the Strike hits, the meteor trail hangs in the air. This gives the benefits of concealment negation and cover reduction to any attacks made against the creature (by anyone) until the start of your next turn.

FOCUS

SPINNING STAFF

FOCUS 1

UNCOMMON

EVOCATION

MAGUS

Cast ◆ verbal; **Requirements** You're wielding a staff.

You spin your staff with a twirling flourish, attacking two foes and transforming the momentum into magical energy to charge for your next Spellstrike. Make a melee Strike with your staff against one foe and then a second melee Strike with your staff against a different foe. Your multiple attack penalty applies to both of these attacks as normal.

FOCUS

THUNDEROUS STRIKE

FOCUS 1

UNCOMMON

EVOCATION

MAGUS

SONIC

Cast ◆ verbal; **Requirements** You're wielding a melee weapon in two hands.

You swing your massive weapon, creating a wave of sonic vibrations that topples creatures. Make a melee Strike with your two-handed weapon. Each creature in a 15-foot cone from you must attempt a basic Fortitude save against your spell DC or take 2 sonic damage. On a critical failure, the creature is knocked prone. The target of your Strike must be within the cone or the effect fails.

Heightened (+1) The damage increases by 1.

Focus

BOOST EIDOLON

CANTRIP 1

UNCOMMON

CANTRIP

EVOCATION

SUMMONER

Cast ◆ verbal

Range 100 feet; **Targets** your eidolon

Duration 1 round

You focus deeply on the link between you and your eidolon and boost the power of your eidolon's attacks. Your eidolon gains a +2 status bonus to damage rolls with its unarmed attacks. If your eidolon's Strikes deal more than one weapon damage die, the status bonus increases to 2 per weapon damage die, to a maximum of +8 with four weapon damage dice.

Focus

EIDOLON'S WRATH

FOCUS 3

UNCOMMON

EIDOLON

EVOCATION

SUMMONER

Cast ◆◆ somatic, verbal

Area 20-foot radius emanation around your eidolon

Saving Throw basic Reflex

Your eidolon releases a powerful energy attack that deals 5d6 damage of the type you chose when you took the Eidolon's Wrath feat, with a basic Reflex save.

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

FOCUS

(Continued from front)

Heightened (3rd) Add the following options to the list of effects you can choose:

- Your eidolon becomes Large, instead of its previous size. This increases your eidolon's reach to 10 feet but doesn't change any other statistics for your eidolon. Because of the special link you share, you can ride your eidolon without getting in each other's way. If another creature tries to ride your eidolon, both you and the riding creature each regain only 2 actions at the start of your turns each round, as normal.
- Your eidolon gains a climb Speed equal to its land Speed.

Heightened (5th) Add the options from the 3rd-level version and the following options to the list of effects you can choose:

- Your eidolon becomes Huge, instead of its previous size. This has the same effects as the 3rd-level option to become Large, except your eidolon's reach increases to 15 feet.
- Your eidolon gains a fly Speed equal to its Speed.

FOCUS

EXTEND BOOST

FOCUS 1

UNCOMMON

DIVINATION

METAMAGIC

SUMMONER

Cast  verbal

You focus on the intricacies of the magic binding you to your eidolon to extend the duration of your *boost eidolon* or *reinforce eidolon* spell. If your next action is to cast *boost eidolon* or *reinforce eidolon*, attempt a skill check with the skill associated with the tradition of magic you gain from your eidolon (such as Nature for a primal eidolon). The DC is usually a standard-difficulty DC of your level, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success The spell lasts 4 rounds.

Success The spell lasts 3 rounds.

Failure The spell lasts 1 round, but you don't spend the Focus Point for casting this spell.

Focus

LIFELINK SURGE

FOCUS 2

UNCOMMON HEALING NECROMANCY POSITIVE SUMMONER

Cast ◆ somatic

Duration 4 rounds

You make a quick gesture, tracing the link between yourself and your idolon and drawing on your connection to slowly strengthen your shared life force. Your idolon gains fast healing 4 for 4 rounds.

Heightened (+1) The fast healing increases by 2.

FOCUS

REINFORCE EIDOLON

CANTRIP 1

UNCOMMON

ABJURATION

CANTRIP

SUMMONER

Cast ◆ verbal**Range** 100 feet; **Targets** your eidolon**Duration** 1 round

You focus deeply on the link between you and your eidolon and reinforce your eidolon's defenses. Your eidolon gains a +1 status bonus to AC and saving throws, plus resistance to all damage equal to half the spell's level. Your eidolon can benefit from either *boost eidolon* or *reinforce eidolon*, but not both; if you cast one of these spells during the other's duration, the newer spell replaces the older one.

Focus


UNFETTER EIDOLON

FOCUS 1

UNCOMMON

ABJURATION

SUMMONER

Cast  somatic, verbal

Range 100 feet; **Targets** your eidolon

Duration 1 minute

You loosen the link between yourself and your eidolon, allowing it to travel farther from you for a short period of time. While the spell is active, your eidolon can travel an unlimited distance away from you. When the spell ends, if your eidolon is more than 100 feet away from you, it unmanifests.

FOCUS

COMBUSTION

FOCUS 3

UNCOMMON

DRUID

EVOCATION

FIRE

Cast ➤➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature**Saving Throw** Fortitude

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

Critical Success The creature is unaffected.**Success** The creature takes half damage and takes no persistent damage.**Failure** The creature takes full damage, as well as full persistent damage.**Critical Failure** The creature takes double damage, as well as double persistent damage.**Heightened (+1)** Increase the initial damage by 1d8 and the persistent damage by 1d6.

FOCUS

CRUSHING GROUND

FOCUS 1

UNCOMMON

DRUID

EARTH

TRANSMUTATION

Cast ➤➤ somatic, verbal**Range** 60 feet; **Targets** 1 creature**Saving Throw** Reflex; **Duration** 1 round

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

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

FOCUS

POWERFUL INHALATION

FOCUS 3

UNCOMMON

AIR

DRUID

EVOCATION

Cast ◆◆ somatic, verbal**Area** 10-foot emanation**Saving Throw** basic Fortitude

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

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

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

Focus

PULVERIZING CASCADE



FOCUS 3

UNCOMMON

DRUID

EVOCATION

WATER

Cast   somatic, verbal

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

Saving Throw basic Reflex

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

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

FOCUS

RISING SURF

FOCUS 1

UNCOMMON

CONJURATION

DRUID

MOVE

WATER

Cast ◆ somatic**Range** 30 feet

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

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

FOCUS

STONE LANCE

FOCUS 3

UNCOMMON

ATTACK

DRUID

EARTH

EVOCATION

Cast ➤ somatic, verbal**Range** 120 feet; **Targets** 1 creature**Duration** 1 minute

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

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

FOCUS

UPDRAFT

FOCUS 1

UNCOMMON

AIR

DRUID

EVOCATION

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw basic Reflex

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

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

FOCUS

WILDFIRE


FOCUS 1

UNCOMMON

CONJURATION

DRUID

FIRE

Cast  somatic, verbal**Range** 30 feet; **Area** 10-foot burst**Saving Throw** Reflex; **Duration** sustained up to 1 minute

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

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

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

FOCUS

(Continued from front)

Creatures who move into the field or start their turn within the field have some of the life and light sucked out of them, taking 2d6 bludgeoning damage and 2d6 negative damage, with a basic Fortitude save.

When you cast this spell, choose up to four allies in the area to spare from *darklight*'s effects. Until the spell ends, they're immune to damage from *darklight* spells and can see through *darklight* (but not other darkness) as though they had greater darkvision.

Heightened (10th) The bludgeoning and negative damage both increase to 3d6.

Focus


INSCRUTABLE MASK

FOCUS 3

UNCOMMON

ILLUSION

SHADOW

Cast  somatic, verbal

Duration 10 minutes

You shroud your form and features in an impenetrable mask of shadow. The mask grants you a +1 status bonus to Deception checks to Lie or Feint, Intimidation checks to Demoralize, and Stealth checks to Hide in areas of dim light or darkness.

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

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

FOCUS

EFFICIENT APPORT

FOCUS 1

UNCOMMON

CONJURATION

TELEPORTATION

WIZARD

Cast ◆ somatic**Range** 60 feet; **Target** 1 unattended object of light Bulk or less

Walking over to an item to pick it up is so much effort. Whether it's your spellbook, a reagent, or a glass of wine, it's simply more efficient to call it to your hand. You teleport the target into your open hand. If you don't have a hand free, it falls to the ground at your feet.

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

Heightened (5th) The range increases to 120 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) The range increases to 120 feet, and you can target an unattended object with a Bulk of 2 or less.

ABERRANT FORM

CANTRIP 1

POLYMORPH

TRANSMUTATION

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

Harnessing the power of vile entities, you transform yourself into a Large aberration. You must have enough space to expand into or the spell is lost. When you cast this spell, choose chuul, gogiteth, gug, or otyugh. While in this form, you gain the aberration trait. You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see pages 88–89 of *Secrets of Magic*.

APPROXIMATE

CANTRIP 1

CANTRIP

DETECTION

DIVINATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 10 feet; **Area** 1 cubic foot

Your magic quickly flows over an area to help you count and catalog. Name a particular type of object you are looking for within the area. You gain an instant estimate of the quantity of the chosen objects that are clearly visible within the target area. The number is rounded to the largest digit. For example, you could look at a pile of 180 copper coins, and you would learn that it held about 200 coins, but you couldn't determine there were exactly 180 coins.

The type of object you name can be as specific or general as you like—"dented copper coins" is as viable as "coins"—but the distinguishing features must be obvious at a glance, and the spell is automatically fooled by objects disguised as other objects. For instance, the spell would register copper coins plated in gold as gold coins, not copper coins.

BANDIT'S DOOM

SPELL 5

ABJURATION CURSE

Traditions arcane, divine, occult**Cast** 30 minutes (material, somatic, verbal)**Targets** 1 item of 2 Bulk or less**Duration** 1 month

You ward the target item against those who would steal it. When a creature attempts to take the target into its possession, it takes 8d8 mental damage and is doomed, depending on the result of its Will save. The spell then ends. You can choose up to 10 creatures when you cast this spell; if you do, those creatures can take the target item without triggering the ward. You can only have one *bandit's doom* active at a time. If you cast the spell again, the newer casting supersedes the older.

Critical Success The creature is unaffected.**Success** The creature takes half damage and is doomed 1.**Failure** The creature takes full damage and is doomed 2.**Critical Failure** The creature takes double damage and is doomed 3.**Heightened (+2)** The damage increases by 2d8.

BEFITTING ATTIRE

SPELL 2

ILLUSION VISUAL

Traditions arcane, occult**Cast** ◆◆ material, verbal**Range** 30 feet; **Targets** 5 willing creatures**Duration** 1 hour

You cloak the targets in an illusion, shaping their clothing and worn items into ones suitable for a particular occasion. You visualize the occasion, and the spell creates illusory attire customized to each target. For instance, if you visualized a noble ball, armor would appear to be fine clothing. This doesn't change identifying details of the targets' appearances other than their clothes.

Any creature that touches the attire, uses the Seek action to examine it, or otherwise interacts with it can attempt to disbelieve your illusion.

Heightened (4th) You can target up to 20 creatures.

Heightened (5th) You can target up to 100 creatures.

OCCULT

BITING WORDS

SPELL 1

ATTACK

AUDITORY

EVOCATION

LINGUISTIC

SONIC

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

You entwine magic with your voice, causing your taunts and jibes to physically harm your enemies. You can attack with your words once when you finish Casting the Spell, and can repeat the attack once on each of your subsequent turns by taking a single action, which has the attack, concentrate, and linguistic traits. After your third attack total, the spell ends.

When you attack with *biting words*, make a ranged spell attack roll against a creature within 30 feet, dealing 2d6 sonic damage if you hit (or double damage on a critical hit).

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

OCCULT

(Continued from front)

Critical Failure The Strike deals no damage, and you take 1d8 force damage.

Heightened (+2) The spell's range increases by 60 feet, and any force damage the spell deals is increased by 1d8.

BLOODSPRAY CURSE**SPELL 4****CURSE** | **NECROMANCY****Traditions** divine, occult, primal**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Fortitude; **Duration** varies

You inflict a curse upon the target that causes any wound to gush blood. The target must attempt a Fortitude save.

Critical Success The target is unaffected.**Success** For 1 minute, the first time each round that the target takes at least 10 piercing or slashing damage from a single Strike, it takes 2d6 additional damage of the same type.**Failure** As success, but when it takes the additional damage, it also takes 2d6 persistent bleed damage.**Heightened (+2)** The additional damage increases by 1d6 and the persistent bleed damage increases by 1d6.

(Continued from front)

The target can Interact to spit out a single object of its choice, causing the object to fall to the ground in the target's space. The target can Interact three times in a row to spit out the entire contents of its extradimensional storage; the target doesn't have to take these actions all in the same turn, but if it takes any other actions in between, it has to start over. The items eject into the target's space, possibly spilling out into adjacent spaces if there is too much to fit.

When the spell ends or the target falls unconscious, the contents of the extradimensional storage are disgorged in a riotous spew, landing in the nearest unoccupied space, a bit wet but otherwise unharmed.

Heightened (5th) The duration increases to 8 hours.

BREADCRUMBS

SPELL 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 willing creature

Duration 1 hour

You protect your target from going astray in hostile territory by tracking where it's already been, helping it deduce where it still needs to go. The target leaves a glittering trail behind it that lasts for the spell's duration. This trail doesn't denote the direction or the order of its path—it merely indicates where the target has moved during the spell's duration.

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

Heightened (3rd) The duration increases to last until your next daily preparations.

BULLHORN

CANTRIP 1

AUDITORY

CANTRIP

ILLUSION

Traditions arcane, divine, occult**Cast** ➡➡ somatic, verbal**Duration** 10 minutes

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

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

You can Dismiss the spell.

Heightened (5th) Your voice can be heard clearly up to 1,200 feet away.**Heightened (7th)** Your voice can be heard clearly up to 1 mile away.

OCCULT

CANTICLE OF EVERLASTING GRIEF SPELL 8

AUDITORY

CURSE

EMOTION

ENCHANTMENT

FEAR

MENTAL

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

You create a melody distilled from pure grief, conveying the inevitable loss of everything your target cherishes, audible only to them. The target must attempt a Will save.

Critical Success The target is unaffected.**Success** The target takes 5d6 mental damage, is frightened 1, and can't benefit from circumstance or status bonuses for 1 round.**Failure** The target takes 10d6 mental damage, is frightened 3, and can't benefit from circumstance or status bonuses for 1 week.**Critical Failure** The target takes 20d6 mental damage and is frightened 4. It can't benefit from circumstance or status bonuses until the curse is broken. While the curse remains, the target's allies are also unable to benefit from circumstance or status bonuses while within 15 feet of it.

OCCULT

(Continued from front)

Failure The creature falls into time. When it returns, it takes full damage and is sickened 1.

Critical Failure The creature falls into time. When it returns, it takes double damage and is sickened 2.

Heightened (+1) The bludgeoning damage increase by 2d6.

(Continued from front)

1. **Red** fire
2. **Orange** acid
3. **Yellow** electricity
4. **Green** poison
5. **Blue** sonic
6. **Indigo** mental
7. **Violet** force
8. **Matching Color** The armor becomes the color matching the type of damage the target took most recently in the past minute. If it didn't take any of those seven types of damage or the armor is already that color, roll again, rerolling any results of 8.

Heightened (+3) The resistance is increased by 5.

CHROMATIC IMAGE

SPELL 6

ILLUSION VISUAL

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

You call forth three illusory images of yourself, and each of the four of you takes on a different color, your colors all shifting each time someone attacks you. This has the effects of *mirror image*, except that whenever a foe destroys one of the images, roll 1d4 to see which color the image was when it was destroyed. The attacker takes the corresponding effect.

1. **Red** 5 fire damage and 5 mental damage.
2. **Orange** 5 acid damage and 5 mental damage.
3. **Yellow** 5 electricity damage and 5 mental damage.
4. **Green** 5 poison damage and 5 mental damage, plus it's frightened 1.

OCCULT

(Continued from front)

Heightened (6th) The damage for red, orange, yellow, and green each increase by 10. Roll 1d8 to determine the ray's color, using the results for 1-4 above and the results for 5-8 below.

5. Blue The ray has the effect of the *flesh to stone* spell. On a critical hit, the target is clumsy 1 as long as it's slowed by the *flesh to stone* effect.

6. Indigo (emotion, incapacitation, mental) The ray has the effect of the *confusion* spell. On a critical hit, it has the effect of *warp mind* instead.

7. Violet The target is slowed for 1 minute. It must also succeed at a Will save or be teleported 120 feet directly away from you (if there isn't room for it to appear there, it appears in the nearest open space); this is a teleportation effect.

8. Intense Color The target is dazzled until the end of your next turn, or blinded if your attack roll was a critical hit. Roll again and add the effects of another color (rerolling results of 8).

CLAIM CURSE

SPELL 3

NECROMANCY

Traditions divine, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature affected by a curse

Duration 5 minutes

By burning threads of fate around a target and then retying them to yourself instead, you temporarily draw their curse to you and offer them brief succor from the worst of its effects. Choose a curse affecting the target that you don't already have. For 5 minutes, you are affected by the curse (at the same stage as the target, if applicable), and the target isn't. When the duration ends, the curse's effects return to the target as normal.

CONCORDANT CHOIR

SPELL 1

EVOCATION SONIC

Traditions divine, occult**Cast** ◆ to ◆◆◆**Range** 30 feet; **Targets** varies**Saving Throw** basic Fortitude

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

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

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

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

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

DAY'S WEIGHT

SPELL 3

TRANSMUTATION

Traditions arcane, occult, primal

Cast ◆◆ somatic, verbal

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

Saving Throw Fortitude; **Duration** 1 minute

You fast-forward time for a single creature, burdening it with the aches and pain of an entire day and making it temporarily tired and weak. The creature must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is fatigued and enfeebled 1 for 1 round.

Failure The target is fatigued and enfeebled 1 for the duration.

Critical Failure The target is fatigued and enfeebled 2 for the duration. The fatigued condition doesn't end when the spell's duration does (but can still be removed with a night's rest or by similar means).

Heightened (6th) You can target up to 10 creatures.

OCCULT

DISTRACTING CHATTER

SPELL 3

AUDITORY

ILLUSION

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

You bombard a target with distracting auditory illusions, surrounding them with a tumultuous cacophony of overlapping speech, whispers, screams, and muttering. The target is flat-footed, takes a -2 status penalty to purely auditory Perception checks, and must succeed at a DC 5 flat check to use auditory abilities or verbal spell components. Similarly, a creature who attempts to affect the target with an auditory effect must succeed at a DC 5 flat check or the attempt fails. The duration depends on the target's Will save.

Critical Success The creature is unaffected.**Success** The duration is 1 round.**Failure** The duration is 3 rounds.**Critical Failure** The duration is 1 minute.**Heightened (7th)** You can target up to five creatures.

DRAW IRE

SPELL 1

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Range** 120 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** 1 minute

You cause mental distress to a creature, goading it to strike back at you. You deal 1d10 mental damage to the creature and cause it to take a -1 status penalty to attack rolls against creatures other than you. The creature must attempt a Will saving throw.

Critical Success The target is unaffected.**Success** The target takes half damage and the penalty. The spell ends at the end of the target's next turn.**Failure** The target takes full damage and the penalty.**Critical Failure** The target takes double damage, and the status penalty is -2.**Heightened (+1)** The damage increases by 1d10.

ECHOING WEAPON

SPELL 1

EVOCATION SONIC

Traditions arcane, divine, occult**Cast** ◆◆ somatic, verbal**Range** touch; **Targets** 1 weapon**Duration** 1 minute

You channel magical energy into the target weapon, and the air around it faintly hums each time you strike a blow, as the impact is absorbed into the weapon. If a creature is wielding the weapon at the end of its turn, the weapon discharges a burst of sound targeting one creature adjacent to the wielder (if any). The sonic damage this deals is equal to the number of successful Strikes with the target weapon that the wielder made that turn (to a maximum of 4 sonic damage if the wielder hits with four Strikes).

Heightened (+2) The sonic damage increases by 1 per Strike (and the maximum damage increases by 4).

OCCULT

(Continued from front)

You isolate the two targets for 1 round. During this time, fate refuses to allow either fated opponent to be affected by attacks or effects from a third party; a fated opponent could be affected by the other's *meteor swarm* or its own *heal* spell, but it would be entirely immune to a spell or Strike from a creature outside of the spells effects, as well including damage from a hazard or the environment. This doesn't apply to anything that was affecting the targets before you cast *fated confrontation* (such as a spell with a duration or persistent damage the creature had before it was affected by *fated confrontation*).

For the duration of the spell, either fated opponent can manipulate fate once on each of its turns. This allows it to either roll twice and take the higher result on an attack roll or skill check it makes against its fated opponent (a fortune effect), or force the fated opponent to roll twice on a saving throw against one of its abilities and take the lower result (a misfortune effect).

This spell ends if either target becomes unable to act, or if they both agree to cease hostilities.

FEY FORM

SPELL 4

POLYMORPH

TRANSMUTATION

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

Channeling the mischievous fey, you transform into a fey battle form, which is Medium unless stated otherwise. When you cast this spell, choose dryad, elanax, naiad, redcap, or unicorn. If you choose unicorn, the battle form is Large and you must have space to expand or the spell is lost. While in this form, you gain the fey trait. Unless you choose elanax or unicorn, you have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on abilities and statistics of specific forms, see pages 105–106 of *Secrets of Magic*.

OCCULT**(Continued from front)**

The hand's actions and the cover it provides depend on what actions you take during your turn. At the end of your turn, what the hand does is determined by the first entry on this list that matches a trait from any of the actions you used on your turn. For instance, if you Step, Stride, and Sustain the Spell, you use the entry for move actions, so the hand provides standard cover.

- **Manipulate or Attack** The hand interposes between you and your foes. It provides lesser cover (+1 circumstance bonus to AC) against all attacks that pass through the hand's square.
- **Move** The hand provides standard cover (+2 circumstance bonus to AC, Reflex, and Stealth checks) against all attacks that pass through the hand's square.
- **Concentrate** The hand provides greater cover (+4 circumstance bonus to AC, Reflex, and Stealth checks) against all attacks that pass through the hand's square.

For heightened effects, see page 107 of *Secrets of Magic*.

OCCULT

(Continued from front)

Failure The creature's attitude toward you improves by two steps. 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.

Critical Failure The creature's attitude becomes helpful to you, though the effect ends as soon as you take a hostile action against the creature or its allies. While the creature is helpful, it can't take hostile actions against you.

OCCULT

GRAVITATIONAL PULL

SPELL 1

EVOCATION

Traditions arcane, occult

Cast ◆ to ◆◆◆

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude

By suddenly altering gravity, you pull the target toward you. The target is pulled 10 feet closer to you unless it succeeds at a Fortitude save. On a critical failure, it's also knocked prone. The effects of this spell change depending on the number of actions you spend when you Cast this Spell.

◆ (somatic) The spell targets one creature.

◆◆ (somatic, verbal) The spell targets one creature and pulls the target 20 feet instead of 10.

◆◆◆ (material, somatic, verbal) The spell targets up to 5 creatures.

GRAVITY WELL

SPELL 3

EVOCATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

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

Saving Throw Reflex

You create a sphere of altered gravity. All creatures and unsecured objects in the area move toward the center, depending on their Reflex saving throws. This follows the rules for forced movement (*Core Rulebook* 475). If there isn't enough space near the center of the sphere, creatures and objects nearer to the center move first, and others move as far as they can without being blocked, up to the distance set by their saving throw outcomes.

Critical Success The creature is unaffected.

Success The creature moves 5 feet toward the center.

Failure The creature moves 15 feet toward the center.

Critical Failure The creature moves 30 feet toward the center.

HAUNTING HYMN

CANTRIP 1

AUDITORY

CANTRIP

EVOCATION

SONIC

Traditions divine, occult**Cast** ◆◆ somatic, verbal**Area** 15-foot cone**Saving Throw** Fortitude

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

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

OCCULT

(Continued from front)

Critical Success The creature is unaffected.

Success The creature is unaffected for 1 round. On the second round, it becomes flat-footed. Finally, on the third round, it becomes frightened 1. At the end of the third round, it takes half damage.

Failure The creature is immediately flat-footed. On the second round, it becomes frightened 2. Finally, on the third round, it also becomes stunned 1. At the end of the third round, the creature takes full damage.

Critical Failure The creature is immediately flat-footed and frightened 3. On the second round, it becomes stunned 1. Finally, on the third round, it also becomes paralyzed. At the end of the third round, the creature takes double damage.

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

OCCULT

(Continued from front)

The GM should roll to determine when the damage occurs secretly and determine the form of the accident as well as the type of damage it deals; generally, the accident should be one that deals physical damage of some type (for instance, a tree branch might fall on the foe and deal bludgeoning damage, or a window might break and fling sharp slashing glass at them), though other damage types might be appropriate in more unusual environments.

Heightened (+1) The damage increases by 10.

OCCULT

(Continued from front)

Finally, the creature takes 6d6 mental damage at the end of each of its turns (with no save) unless it spent at least 1 action that turn Seeking or otherwise interacting with its surroundings in an attempt to disbelieve the illusions that it feels are obviously surrounding it.

Critical Success The creature is unaffected.

Success The creature is affected for 1 round.

Failure The creature is affected for 1 minute.

Critical Failure The creature is affected for 1 hour.



OCCULT

INFECTIOUS ENTHUSIASM

CANTRIP 1

CANTRIP

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, occult**Cast** ◆◆ somatic, verbal**Duration** 1 round

With enchanted gusto, you encourage yourself to get things done and share your motivation with your allies. You gain a +1 status bonus to your choice of attack rolls, Will saves, or Charisma-based skill checks. During the spell's duration, an ally who observed you Casting this Spell and was within 30 feet when you did so can take a single action, which has the concentrate trait, to gain the same bonus you chose until the start of its next turn.

Using this spell to influence someone in a social situation is typically considered a faux pas, negating the benefit on Charisma-based skills if the subject of the check observed you casting the spell.

(Continued from front)

This effect might interfere with verbal components of spells or other linguistic abilities that rely on precise speech; in order to use such an ability successfully, the creature must succeed at a DC 5 flat check.

In addition, the creature takes a -2 status penalty on linguistic Intimidation checks, as singing its threats saps away some of the menace. The creature's constant humming of the tune also makes it nearly impossible for the creature to remain undetected.

Failure As success, but the duration is 3 rounds.

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

(Continued from front)

Two Rounds The line is 120 feet long. If you spend 3 actions casting the spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you choose to do so, the damage dealt by this spell increases by 4d4, and you enter a shining state for 1 minute, causing you to glow with light and deal 1 force damage to creatures that end their turn adjacent to you.

Heightened (+1) The initial damage, as well as the additional damage for the 2-round casting time, each increase by 4d4, and the damage to adjacent creatures dealt while in your shining state increases by 1.

INSTANT ARMOR

SPELL 2


CONJURATION

CONTINGENCY

EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

Upon casting this spell, the armor you're wearing is whisked away into an extradimensional space that's linked to you. If the armor is magical and invested by you, it remains invested while in this space, though you don't gain its benefits. You then gain the **Armor Up!** action; once you use the action, the spell ends. If the action hasn't been used by the time the spell's duration ends, the extradimensional space collapses, ejecting the armor's pieces on the ground under you.

Armor Up!  (manipulate) **Effect** You snap your fingers. The armor returns to your body.

(Continued from front)

If a creature rendered invisible by the wall takes a hostile action, the spell ends after the hostile action is completed.

Heightened (7th) The spell doesn't end if an invisible creature takes a hostile action.

INVOKE SPIRITS

SPELL 5

EMOTION

FEAR

MENTAL

NECROMANCY

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

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

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

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

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

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

LOSE THE PATH

SPELL 1

ILLUSION MENTAL VISUAL

Traditions occult, primal**Cast** ☞ somatic; **Trigger** A creature in range Strides.**Range** 60 feet; **Targets** the triggering creature**Saving Throw** Will

You surround a moving creature with lifelike illusions, shifting their perception of the terrain to subtly lead them off course. The target must attempt a Will save. Regardless of the result, the creature is immune to *lose the path* for 1 hour.

Success The creature is unaffected.**Failure** The creature treats all squares as difficult terrain for its Stride.**Critical Failure** As failure, except that you determine where the target moves during the Stride, though you can't move it into hazardous terrain or to a place it can't stand.

LUCKY NUMBER

SPELL 2

CONTINGENCY DIVINATION

Tradition arcane, divine, occult**Cast** 10 minutes (material, somatic, verbal)**Duration** until the next time you make your daily preparations

When you Cast this Spell, roll 1d20 and make a note of the result. You gain the following reaction; once you use the reaction, the spell ends, and you become temporarily immune to *lucky number* until the next time you make your daily preparations.

That's My Number! 🌀 (divination, fortune)

Trigger You roll your lucky number as your d20 result on a non-secret attack roll, saving throw, or skill check; **Effect** You call upon the fortune stored within your lucky number and reroll the triggering check. However, pushing your luck has a price: if your result on the reroll is the same number again, you critically fail, regardless of what degree of success you ordinarily would have received.

OCCULT

(Continued from front)

If either container is opened before the full 10 minutes have elapsed, the contents appear as they did when the containers were closed, and the process starts anew as soon as both containers have been closed. After the contents of the containers successfully swap, they can't swap again until after both containers have been opened at least once. Both containers must be located on the same plane for the process to function; if this ceases to be the case or if something else disrupts the effect during an active transposition, the process halts as if one of the containers had been opened.

MIMIC UNDEAD

SPELL 2

NECROMANCY

Traditions divine, occult

Cast ◆◆ somatic, verbal; **Requirements** You're a living creature.

Duration 10 minutes

You take death and wrap it about you like a cloak—your colors wash out and your skin grows cold to the touch. Your heartbeat, breathing, and similar life functions become very difficult to detect. Senses such as lifesense detect you as undead unless a creature succeeds at a Perception check against the spell's DC, and on a failed check, they don't detect you at all if they only sense living creatures. Detection spells that specifically sense living creatures must succeed at a counteract check against *mimic undead* to detect you. You gain a +4 status bonus to Impersonate an undead but physically intact version of yourself and can add your level as your proficiency bonus even if you're untrained. You don't gain these benefits to Impersonate any other sort of undead. Mindless undead usually don't have a reason to even attempt the Perception check to notice your Impersonation unless you interact with them in some way.

MIND OF MENACE

SPELL 3

CONTINGENCY | EMOTION | ENCHANTMENT | FEAR | MENTAL

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

This spell wards against those who attempt to subvert your mind and turns mental magic back on them. When the spell is complete, you gain the Fight with Fear reaction; once you use the reaction, the spell ends.

Fight with Fear 🌀 (concentrate, emotion, enchantment, fear, mental) **Trigger** A creature that you can see uses a mental effect against you; **Effect** The triggering creature must attempt a Will save, which has the following effects.

Success The creature is unaffected.

Failure The creature is frightened 2, and you gain a +2 status bonus to your saving throw or other defense against the triggering mental effect.

Critical Failure The creature is frightened 2, and you're unaffected by the triggering mental effect.

OCCULT

(Continued from front)

When you Cast the Spell, the reflections leap from the mirrors and attack the target, dealing 7d8 mental damage with a basic Will save. On subsequent turns, this effect repeats the first time you Sustain the spell that turn. If the target succeeds at any Will save it attempts against *mirror malefactors*, the illusory mirrors shatter and the spell ends.

Heightened (+1) The damage for both the initial effect and on subsequent turns increases by 1d8.

(Continued from front)

If a creature takes a hostile action against the duplicate, the illusion shatters into mirrorlike shards, inflicting bad luck on the attacker's next few attacks as misfortune's toll for shattering the mirror. The attacker must attempt a Will save with the following effects; this is a curse and misfortune effect. When the duplicate shatters, the spell ends.

Success The creature is unaffected.

Failure Within the next hour, the creature must roll its next two attack rolls twice and take the lower result.

Critical Failure Within the next hour, the creature must roll its next four attack rolls twice and take the lower result.

OCCULT

(Continued from front)

Because it prevents losing big, gamblers consider *nudge the odds* a repugnant form of cheating. If you're caught using the spell, you are likely to suffer serious consequences, depending on the nature of the gamblers you cheated.


Heightened (5th) The status bonus increases to +2, and the duration increases to last until the next time you make your daily preparations. If you continue spending your spell slot to keep the duration active, this allows you to apply the effect to a downtime check to Earn Income.

NULLIFY

SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal

Cast  somatic, verbal; **Trigger** A foe within range casts a 9th-level or lower spell.

Range 120 feet; **Targets** the triggering spell

You instantly destroy the incoming spell, though at the cost of sending magical feedback through your body. You automatically counteract the spell, but the feedback brings you unavoidable harm. You lose 1d8 Hit Points per level of the triggering spell.

OCCULT

OCULAR OVERLOAD

SPELL 4

CONTINGENCY

ILLUSION

INCAPACITATION

VISUAL

Traditions arcane, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

Just as a creature is about to attack you, you assault them with jarring illusions, completely surrounding their eyes with blinding flashes of motion and color. When the spell is complete, you gain the Overload Vision reaction; once you use the reaction, the spell ends.

Overload Vision 🌀 (concentrate) **Trigger** A creature within 60 feet would make an attack roll against you; **Effects** The triggering creature must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is dazzled until the end of the current turn.

Failure The target is blinded until the end of the current turn.

Critical Failure The target is blinded until the end of the current turn and dazzled for 1 minute.

ONEIRIC MIRE

SPELL 3

ILLUSION MENTAL VISUAL

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

You shroud an area in illusory dreamstuff, making the ground look and feel like a deep mire or quicksand. Ground in the area is difficult terrain.

Each creature in the area when the spell is cast, or that enters the area, must attempt a Will save. On a failure, it believes it's being pulled down by the earth, taking a -10-foot circumstance penalty to its Speeds. On a critical failure, it's also immobilized. In addition to the normal actions to Escape, at the end of an affected creature's turn, it can attempt a Will save, removing the effects on a success. On a critical success at any Will save made against *oneiric mire*, the creature fully disbelieves the illusion and no longer needs to make Will saves to risk a Speed penalty or being immobilized, though the area is still difficult terrain.

OOZE FORM

SPELL 3

POLYMORPH | TRANSMUTATION

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

You invoke all things that seep and ooze, your body dissolving into a thick slurry and then reconstituting itself into a Medium ooze battle form. When you first cast this spell, choose black pudding, gelatinous cube, gray ooze, or ochre jelly. While in this form, you gain the ooze trait. You can Dismiss the spell.

For details on abilities and statistics of specific forms, as well as heightened effects, see pages 119–120 of *Secrets of Magic*.

(Continued from front)

When you Cast the Spell, attempt a special Recall Knowledge check using Medicine to spot and discern a vital organ. If you have a Lore skill appropriate to the creature, you can use that skill instead of Medicine. If you succeed, the next time you deal piercing or slashing damage to the target with a Strike or spell, you deal 4d6 additional precision damage. Once on each of your subsequent turns, you can use a single action to attempt the special Recall Knowledge check again. The extra damage isn't cumulative, so making the check more than once before a Strike or spell has no extra benefit.

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

PAINFUL VIBRATIONS

SPELL 4

EVOCATION SONIC

Traditions divine, occult**Cast** ◆◆ somatic, verbal**Range** 100 feet; **Targets** 1 living creature**Saving Throw** Fortitude

You send powerful sound waves through an opponent's body, vibrating its bones and internal organs painfully. The creature takes 8d6 sonic damage and must attempt a Fortitude save.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage, is sickened 1, and is deafened for 1 round.**Critical Failure** The target takes double damage, is sickened 2, and is deafened for 1 minute.**Heightened (+1)** The damage increases by 2d6.

(Continued from front)

- **Frighten** (emotion, fear, mental) The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Creatures in the area must attempt a Will save, becoming frightened 2 on a failure.
- **Telekinetic Storm** (force) The poltergeist hurls debris and quasi-real objects around in the area. All creatures in the area take 4d8 force damage (basic Reflex save).

Heightened (+2) The damage of the deathly assault effect increases by 1d10, and the damage of the telekinetic storm effect increases by 1d8.

OCCULT

(Continued from front)

Tasks that rely on timing, discretion, or significant manual dexterity are doomed to failure. For instance, a servant tasked to pick objects off the floor won't discriminate between trash, misplaced treasure, or objects that are supposed to be on the floor, like a mousetrap.



PHANTOM CROWD

SPELL 2

ILLUSION VISUAL

Traditions arcane, occult**Cast** ➡➡ somatic, verbal**Range** 60 feet; **Area** a 10-foot square**Duration** sustained up to 10 minutes

A tightly packed crowd of humanoids appropriate to the area appear, facing you and agreeing loudly with anything you say. A creature that touches a member of the crowd or makes a Seek action to examine the crowd can attempt to disbelieve your illusion. The crowd is difficult terrain for anyone who hasn't disbelieved the illusion.

When you spend 1 or more actions to cast a composition spell (*Core Rulebook* 386) or to perform an activity that includes a Performance check, you can also Sustain this Spell as part of that action.

Heightened (+1) The crowd occupies an additional 10-foot square in range. The additional square doesn't need to be adjacent to any other square created by the spell. It can overlap, but there's no additional effect in the overlapped squares.

PHANTOM PRISON

SPELL 3

ILLUSION

INCAPACITATION

MENTAL

VISUAL

Traditions arcane, occult**Cast** ◆◆◆ material, somatic, verbal**Range** 50 feet; **Targets** 1 creature**Saving Throw** Will; **Duration** 1 minute

You completely surround a Large or smaller creature in immobile illusory walls, trapping it inside a false prison it can't escape. No other creatures see or feel these walls, and the target can't see anything outside of the illusory walls. The target can attempt a Will save when the spell is cast, each time it attempts to interact with or escape the walls, and each time something from outside the walls affects the target. On a success, it disbelieves the illusion and the spell ends.

Heightened (8th) You can target up to 5 creatures.

OCCULT

(Continued from front)

Heightened (3rd) The status bonus increases to +2 and you can reference your *pocket library* twice before the spell ends.

Heightened (6th) The status bonus increases to +3 you can reference your *pocket library* three times before the spell ends.

Heightened (9th) The status bonus increases to +4 and you can reference your *pocket library* four times before the spell ends.



OCCULT

(Continued from front)

When the duration ends, any fake art disappears, and those who were duped by a performance realize it wasn't as good as they thought, though they still might not discover that you weren't really the artist you claimed to be.

This spell can't grant you any benefits from special abilities that take such skill they require a Performance check, such as the *lingering performance* focus spell. Using the spell to maintain the ruse long enough to Earn Income from your art is also quite difficult; because it requires careful timing and repeated deceit, it can't be assumed to automatically work on an Earn Income check.

PRISMATIC ARMOR**SPELL 7****ABJURATION****Traditions** arcane, occult**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 willing creature**Duration** 1 minute

You wrap the target in armor made of multicolored light. The target gains resistance 5 to acid, electricity, force, mental, poison, and sonic. 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 (or blinded on a critical failure). 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.

Heightened (9th) The resistances increase to 10 each.

OCCULT

(Continued from front)

You can switch between perceiving through your own senses or the vision of any of the eye sensors using a single action, which has the concentrate trait. You always know how many eyes there are and can tell which original eyes budded off to make which new eyes, though you gain no special insight into the identity of the new targets other than what you can glean from spying on them.

(Continued from front)

Heightened (+2) The reaction reduces the damage by another 10, and you lose 5 more Hit Points. If you want to lose fewer Hit Points, you can choose to lower the damage reduction and HP lost to what any lower-level version of the spell could do without lowering the spell's actual level.

QUICK SORT

SPELL 1

TRANSMUTATION

Cast ◆◆◆ material, somatic, verbal

Range 10 feet; **Targets** up to 200 unattended objects in range, each of light Bulk or less

Duration up to 1 minute

You magically sort a group of objects into neat stacks or piles. You can sort the objects in two different ways. The first option is to separate them into different piles depending on an easily observed factor, such as color or shape. Alternatively, you can sort the objects into ordered stacks depending on a clearly indicated notation, such as a page number, title, or date. The objects sort themselves throughout the duration, though it takes less time per object to sort a smaller number of objects, down to a single round for 30 or fewer objects.

Heightened (3rd) The spell can sort up to 400 objects in a minute, or 60 objects in a round.

Heightened (5th) The spell can sort up to 800 objects in a minute, or 120 objects in a round.

OCCULT

(Continued from front)

While turned into a mimic, the door can't be opened, unlocked, or bypassed—not even by the designated creatures. It's a creature, not a door, during that time. When the spell ends, the door returns to the state it was in before the ward was triggered.

READ THE AIR

CANTRIP 1

CANTRIP DIVINATION

Traditions divine, occult

Cast ♦♦ somatic, verbal

Duration 1 minute

You take a deep breath as you survey a social situation, showing courtesy to all around you as your intuition swiftly picks up clues about social contexts and unspoken assumptions of behavior. Your body language subconsciously changes to take advantage of this information and use it in your own interactions with those creatures.

As part of Casting this Spell, you Recall Knowledge using Society to gain information about the immediate social situation. You also gain a +1 status bonus on your next Diplomacy check to Make an Impression on those creatures present when you cast this spell, as long as the check occurs during the duration of the spell. You can *read the air* only once in a given social situation; casting it again has no effect.

REPELLING PULSE

SPELL 5

EVOCATION FORCE

Traditions divine, occult

Cast ♦♦ somatic, verbal

Area 30-foot emanation

Saving Throw Reflex

You unleash a powerful pulse of telekinetic power, and the pulse violently hurls creatures away from you. Each creature in the area takes 7d10 force damage depending on its Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 10 feet away from you.

Critical Failure The creature takes double damage. The creature is pushed 20 feet away from you and is then knocked prone.

Heightened (+2) The force damage increases by 2d10, and the distance the target is moved on a failure and critical failure increases by 5 feet.

(Continued from front)

The illusory duplicate has the same statistics as the original creature, except it doesn't have any of the original's item bonuses, and it has one quarter of the original's Hit Points. If the double's Hit Points are reduced to 0, the spell ends.

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

RESTYLE

SPELL 1

TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 piece of clothing currently worn by you or an ally

Duration unlimited

You permanently change the appearance of one piece of clothing currently worn by you or an ally to better fit your aesthetic sensibilities. You can change its color, texture, pattern, and other minor parts of its design, but the changes can't alter the clothing's overall shape, size, or purpose. The changes can't increase the quality of the craftsmanship or artistry of the piece of clothing, but particularly gauche choices for the new color and pattern might decrease its aesthetic appeal. This spell transforms existing materials into the desired appearance and never alters the material or creates more material than what's originally part of the object. The object's statistics also remain unchanged.

REWINDING STEP

SPELL 5

TRANSMUTATION

Traditions arcane, divine, occult

Cast 1 minute (material, somatic, verbal)

Duration 10 minutes

You anchor your location in time so that you can swiftly retrace your steps later with complex chronomancy. The space you're in when you cast the spell becomes your temporal anchor space. While you're within 500 feet of your temporal anchor space, you can spend a single action that has the concentrate trait to instantaneously return to that space (you don't need to have line of effect to the space). The spell then ends. You bring any items that are in your possession with you when you take the action to return.

If the anchor space is occupied when you attempt to return to it or if this spell would bring another creature with you, the spell fails to transport you, then ends.

Heightened (7th) You can return if you're within 1,000 feet of your anchor space.

Heightened (9th) You can return if you're within 1 mile of your anchor space.

RIP THE SPIRIT

SPELL 5

DEATH | NECROMANCY | NEGATIVE

Traditions divine, occult**Cast** ◆ to ◆◆◆**Range** 30 feet; **Targets** 1 living creature**Saving Throw** basic Fortitude

You supernaturally rip the spirit from a living creature's body, dooming the target to pain and death. The target takes 5d6 negative damage, depending on its basic Fortitude save, and is drained 1 if it fails its save. The spell's effect is based on how many actions you spend when Casting the Spell.

◆ **(somatic)** The spell targets one living creature in range.

◆◆ **(somatic, verbal)** The spell targets one living creature in range and the damage is 10d6 negative instead of 5d6.

◆◆◆ **(material, somatic, verbal)** The spell targets all living creatures in a 30-foot emanation.

Heightened (+1) The amount of damage increases by 1d6, or by 2d6 for the 2-action version.

ROARING APPLAUSE

SPELL 3

EMOTION

ENCHANTMENT

MENTAL

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

Your flamboyant flourish invokes such powerful feelings in your audience that you incite cheers and applause. Targets of this spell must be able to see, hear, or otherwise understand you. The targets must attempt a Will save.

Critical Success The target is unaffected.**Success** The target becomes mildly distracted by your display and applauds while it isn't fully occupied. It can't use reactions.**Failure** The target applauds you so vigorously that it can't use reactions and is slowed 1. The applause is so involved that it has the manipulate trait. This triggers reactions based on the manipulate trait at the start of the target's turn.**Critical Failure** As failure, plus the target is so distracted by its vigorous applauding of you that it's fascinated with you.**Heightened (6th)** You can target up to 10 creatures.

ROUSE SKELETONS

SPELL 3

NECROMANCY

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

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

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

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

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

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

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

(Continued from front)

The first time each round you Sustain this Spell on subsequent turns, living creatures in the area take an additional 2d6 negative damage with another basic Fortitude save. You also gain temporary Hit Points equal to half the damage a single creature took when you Sustained the spell this turn; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

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

SCHADENFREUDE

SPELL 1

EMOTION

ENCHANTMENT

METAL

Tradition arcane, divine, occult**Cast** 🌀 verbal; **Trigger** You critically fail a saving throw against a foe's effect.**Range** 30 feet; **Targets** the triggering foe**Saving Throw** Will

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

Critical Success The creature is unaffected.**Success** The creature is distracted by its amusement and takes a -1 status penalty on Perception checks and Will saves for 1 round.**Failure** The creature is overcome by its amusement and is stupefied 1 for 1 round.**Critical Failure** The creature is lost in its amusement and is stupefied 2 for 1 round and stunned 1.

OCCULT

(Continued from front)

As normal for spells with a duration until your next daily preparations, you can choose to continue expending the spell slot to prolong the duration of an existing *seashell of stolen sound* for another day. While the spell faithfully copies the sounds around the target, it doesn't reproduce any special auditory or sonic effects of the sound.



OCCULT

(Continued from front)

Critical Success The creature takes no damage. For the duration of the spell, the creature gets a result one step better than it rolled on further saves against the spell, and can distinguish you from your clones without difficulty.

Success The creature takes half damage.

Failure The creature takes full damage, and gains the chosen condition.

Critical Failure The creature takes double damage, and gains the chosen condition.

SHADOW PROJECTILE

SPELL 3

ILLUSION

SHADOW

VISUAL

Traditions arcane, occult**Cast** ☞ somatic; **Trigger** An ally within 20 feet of you makes a ranged attack roll.**Saving Throw** Will

You create an illusory duplicate of your ally's ranged attack to confuse your opponents. You launch an illusory double of your ally's projectile or spell at the same target, leaving the enemy unsure which attack to avoid. The target takes 3d8 mental damage, depending on its Will save. Regardless of the result of its save, it's temporarily immune to *shadow projectile* spells for 1 hour.

Critical Success The creature is unaffected.**Success** The creature is flat-footed against the triggering attack.**Failure** The creature is flat-footed against the triggering attack and takes full damage from your illusory projectile.**Critical Failure** As failure, but double damage.**Heightened (+2)** The damage increases by 1d8.

OCCULT

(Continued from front)

A creature that spends an action to Seek or otherwise interact with the *shadow raid* can attempt a Perception check to disbelieve it. On a success, the creature halves the damage it takes from the shadows, and the shadows no longer impede its vision. These benefits last until the spell ends.

Heightened (9th) The initial damage increases by 2d8, and the damage to a creature that ends its turn in the area increases by 1d8.

OCCULT

(Continued from front)

Failure You successfully alter the target's memory. It isn't forced to react to the new memories in a particular way, and it's likely to question them if they contradict other information it knows or are implausible for the situation.

SONATA SPAN

SPELL 2

AUDITORY

CONJURATION

SONIC

Traditions occult

Cast ♦♦ somatic, verbal

Area 30-foot line

Duration sustained

By playing a brief tune on an instrument or in song, you cause the notes of the melody to physically manifest into a shimmering, translucent path. This path doesn't need to be over solid ground and can tilt up or down diagonally up to 45 degrees, but it must be a straight, 5-foot-wide line. It can support as many creatures as can physically fit on the bridge.

SPIRITUAL ATTUNEMENT

SPELL 4

UNCOMMON

ABJURATION

Traditions divine, occult**Cast** ♦♦ material, somatic**Duration** 1 minute

You attune yourself to a spiritual plane of the Outer Sphere (see sidebar on page 131), connecting your spirit without fully transporting to it. Your Strikes and spells gain the alignment traits of the plane you chose, which deals additional damage to creatures with a weakness to either of those alignment traits. Furthermore, the plane protects you from energy of the alignments that oppose the plane. You gain resistance 5 to damage of the alignments that oppose those of your chosen plane. For example, if you chose Heaven, your Strikes would gain the good and lawful traits, and you would gain resistance to chaotic and evil. If you choose the Boneyard, the resistance is to negative and positive damage instead.

Heightened (+2) The resistance increases by 5.

OCCULT

(Continued from front)

Failure You choose a piece of information the target didn't already know and create a trigger, such as seeing an object, hearing a key phrase, or witnessing an event. As soon as the target experiences the trigger, it receives the information and the spell ends. If the target was willing, you can instead choose a piece of information the target already knew and suppress its memory of that information until it experiences the trigger, after which it recovers the information and the spell ends.



OCCULT

SUMMONER'S PRECAUTION

SPELL 2

CONTINGENCY | NECROMANCY

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal);**Requirements** You have an eidolon.**Duration** until your next daily preparations

You create a buffer in the link between yourself and your eidolon in order to prevent you from falling alongside your bonded ally. You gain the following reaction; after using it, the spell ends.

Sever Conduit ↻ (concentrate) **Trigger** Your eidolon takes damage that would bring you to 0 Hit Points and comes from an effect other than a death effect; **Effect** You quickly shut the buffer in your link with your eidolon, causing your bonded ally to wink out of existence before you can be laid low. Your eidolon unmanifests, and you can't Manifest your Eidolon for 1 minute. In exchange, you don't take the triggering damage, though your eidolon still suffers any other adverse effects that accompanied the damage.

(Continued from front)

Although your eidolon looks like you, it doesn't gain any new abilities, and its statistics don't change in any way—the transformation is purely cosmetic. If this transformation reduces your eidolon's size, the eidolon loses any other effects of its larger size, such as any increase to reach. Your eidolon can still use gear only if it has the eidolon trait, which allows eidolons to use it. Any such eidolon items the eidolon was wearing change size and shape, if necessary, and its effects remain active.

You can Dismiss the spell.

Heightened (4th) The duration increases to 1 hour.

SYNCHRONIZE

SPELL 1

DIVINATION

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** up to 5 willing creatures

Duration up to 24 hours

You harmlessly place your unique magic sigil, which is about 1 square inch in size, on your targets. When you Cast the Spell, you set the duration by choosing a time at which point the sigil flashes dimly three times. After that point, the spell ends. Even though spell durations aren't normally exact, the effects of *synchronize* are precise to the second. The timer is based on the place where the spell was cast, so entering a plane or area where time flows differently changes how the time elapses.

Heightened (2nd) The spell can target up to 20 willing creatures.

TAME

CANTRIP 1

AUDITORY

CANTRIP

ENCHANTMENT

MENTAL

Traditions occult, primal**Cast** ♦♦ somatic, verbal**Range** 10 feet; **Targets** 1 non-hostile domesticated animal**Saving Throw** Will; **Duration** 1 minute

As you make comforting sounds and gestures, you approach the target in a friendly manner combining caution and confidence. You improve the target's attitude to you by one step (unfriendly to neutral, neutral to friendly, friendly to helpful) for the duration of the spell unless it succeeds at a Will save. Afterward, the target is temporarily immune for 1 day.

This spell works on only domesticated animals; for example, you could use it on guard dogs or stray dogs, but not feral dogs or wolves. If the socialization of the animal is in question, the decision is up to the GM.

Heightened (3rd) The duration becomes 10 minutes.**Heightened (6th)** The duration becomes 1 hour.

(Continued from front)**Depart** (emotion, fear, mental) *Howl of Eternity*

The vengeful dead lets out an anguished scream. All your enemies within a 100-foot emanation must attempt Will saves with the following effects.

Critical Success The creature is unaffected.**Success** The creature is frightened 1.**Failure** The creature is frightened 3.**Critical Failure** The creature is frightened 3.

It's also fleeing for 1 round or until it's no longer frightened, whichever comes first.

OCCULT

(Continued from front)

Once a spell is stored in the glyph, the glyph gains all the traits of that spell. If the stored spell can target one or more creatures, it targets the creature that set off the glyph. If it has an area, that area is centered on the creature that set off the glyph. *Temporary glyph's* duration ends when the glyph is triggered. The glyph is a magical trap, using your spell DC for both the Perception check to notice it and the Thievery check to disable it; both checks require the creature attempting them to be trained in order to succeed.

You can Dismiss *temporary glyph*.



OCCULT

THICKET OF KNIVES

SPELL 1

ILLUSION | **VISUAL**

Traditions arcane, occult

Cast   somatic, verbal

Duration 1 minute

You create numerous phantom copies of your weapon arm, hiding your true movements and rendering your attacks unpredictable. You gain a +2 status bonus to Deception checks. If you're untrained in Deception, you can use the Feint action anyway, and add your level as your proficiency bonus despite being untrained.

THUNDERING DOMINANCE

SPELL 2

ENCHANTMENT MENTAL

Traditions occult, primal**Cast** ♦♦ somatic, verbal**Range** 30 feet; **Targets** your companion or eidolon**Duration** 1 minute

You shroud the target in a powerful predatory aura and amplify its vocalizations. It gains a +1 status bonus to Intimidation checks. Once during this spell's duration, it can take the Thundering Roar action.

Thundering Roar ♦ (auditory, concentrate, emotion, enchantment, fear, flourish, mental, sonic) The target unleashes a powerful vocalization. Each enemy in a 10-foot emanation takes 4d8 sonic damage with a basic Will save against your spell DC. A creature that fails its Will save is also frightened 1.

Heightened (+2) The status bonus to Intimidation checks increases by 1 (to a maximum of a +4 status bonus for an 8th-level spell), and the damage from the roar increases by 2d8.

TIME JUMP

SPELL 3

TRANSMUTATION

Traditions arcane, occult

Cast ◆ verbal

You leap forward a few seconds in time, appearing across the battlefield in the blink of an eye. You gain 2 actions, each of which must be used to Leap, Stand, Step, or Stride. If you have an appropriate Speed, you can add Burrow, Climb, Fly, or Swim to this list.

While you take these actions, time pauses. All other creatures are completely unaware of your actions, can't speak, and can't use any actions that would be triggered by your movement. While you're taking these actions, you can't take any other actions, including any that would be triggered by the move actions. Once the actions are complete, time starts again, and to onlookers, you seem to have suddenly teleported across the distance you traveled. Leaping forward through time is disorienting, so if you use *time jump* again within 1 minute of using the spell, you become stupefied 4 for 1 minute.

TIMELY TUTOR

SPELL 2

DIVINATION | MENTAL

Traditions arcane, occult**Cast** ◆ somatic**Range** touch; **Targets** your eidolon or familiar**Duration** sustained up to 1 minute

You serve as an astral connection between your eidolon or familiar and the Akashic Record—a demiplane consisting of a comprehensive psychic library—then turn to the creature for advice. If you cast this spell on your familiar, your familiar adds your spellcasting ability modifier on checks to Recall Knowledge with the Lore skill of your choice, much like it does for Acrobatics and Stealth. Your familiar must have the speech familiar ability in order to share any information it learns with you. If you cast this spell on your eidolon, it instead becomes trained in the Lore skill.

If you lose physical contact with the target, its connection to the Akashic Record is severed and *timely tutor* immediately ends.

TORTOISE AND THE HARE

SPELL 4

TRANSMUTATION

Traditions occult, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 foe, and either yourself or 1 ally

Saving Throw Fortitude

You prove that slow and steady doesn't always win the race by turning a foe into a proverbial tortoise and yourself or an ally into a hare, siphoning some of the foe's speed and granting it to the other target. The effects depend on the foe's Fortitude save.

Critical Success The targets are unaffected.

Success The foe is slowed 1 for 1 round, and the other target is unaffected.

Failure The foe is slowed 1 for 3 rounds and the other target is quickened for 1 round. It can use the extra action to Step, Stride, or Strike.

Critical Failure The foe is slowed 1 for 3 minutes and the other target is quickened for 1 minute. It can use the extra action to Step, Stride, or Strike.

(Continued from front)

Determine the stolen spell at random from the target's spells that are 1 level lower than *umbral extraction*, or from spells of the same level if you got a critical success. If the target has no spell slots of that level, use the highest level below that in which the target does have a spell slot. (If the target has no eligible spells, you get nothing, but you can continue to attempt to Steal spells for the remaining duration.) If the target is a prepared caster, you randomly steal one of their prepared spells. If the target is a spontaneous caster, you instead steal an unexpended spell slot of the appropriate level and determine the spell at random from all the target's known spells at that level. You can't steal a target's innate spells, focus spells, or cantrips. You know what the spell is as soon as you steal it, and your temporary spell slot becomes a spell slot of the same level as the spell you stole.

For additional details on how an *umbral extraction* spell slot works, see page 137 of *Secrets of Magic*.

(Continued from front)

You know what the spell is as soon as you steal it. If you store it, you can transfer it to a willing creature as a single action that has the manipulate trait. The spell lasts for its remaining duration, to a maximum of 1 minute, and any time you keep it stored subtracts from its duration normally. The spell gains the shadow trait.

You can't steal constant innate spells that are always active on a creature, such as a choral angel's constant *tongues*, or innate spells that have special restrictions that remove their ability to target other creatures, such as an imp's *invisibility*. At the GM's discretion, you might not be able to steal innate spells with other unusual modifications to the base spell.

For additional details on how stolen spells work, see page 138 of *Secrets of Magic*.

OCCULT

UNEXPECTED TRANSPOSITION

SPELL 6

CONJURATION

TELEPORTATION

Traditions arcane, occult**Cast** 🌀 verbal; **Trigger** You are targeted with an enemy's Strike.**Range** 30 feet; **Targets** 1 creature other than the triggering enemy**Saving Throw** Will

When attacked, you attempt to quickly swap your own position with that of another creature. A creature that is unwilling to swap places with you must attempt a Will save. Willing creatures automatically fail. If you successfully switch places with the target, the triggering attack is resolved against that creature as if it had been the original target of the attack. After the swap, you and the target are both temporarily immune to *unexpected transposition* spells for 1 minute. You automatically switch places if the target is willing. If it's unwilling, it can attempt a Will save. Neither of you teleports if the target succeeds at its save.

UNSPEAKABLE SHADOW

SPELL 9

DEATH

EMOTION

FEAR

ILLUSION

MENTAL

SHADOW

VISUAL

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

You alter a creature's shadow, transforming it into a terrifying monster out to devour the creature. The creature must attempt a Will save. A creature that has the frightened condition from *unspeakable shadow* must spend at least one of its actions each turn to either attack its shadow (making a Strike ineffectually) or flee from its shadow (using one action to move away as though it had the fleeing condition).

Critical Success The target is unaffected.**Success** The target is frightened 2.**Failure** The target is frightened 3. It can't reduce its frightened value below 1 for 1 minute.**Critical Failure** The target is so afraid, it might instantly die. It must succeed at a Fortitude save or die; this saving throw has the incapacitation trait. If it succeeds at its save, the target is frightened 4 and can't reduce its frightened value below 1 for 1 minute.

OCCULT**(Continued from front)**

Rather than the normal calculation for falling damage, when you fall, you take no damage for the first 10 feet and then take bludgeoning damage equal to a quarter of the remaining distance you fell. Abilities that adjust how much falling damage you take still apply.

- **High Gravity** You become encumbered. You gain a +2 status bonus to your saving throws and DCs to resist forced movement and attempts to knock you prone. You reduce the distance forced movement moves you by half or 10 feet, whichever is more. You can only jump half as high and far. Rather than the normal calculation for falling damage, you take bludgeoning damage equal to the distance you fall. Abilities that adjust how much falling damage you take still apply.

Heightened (6th) The duration increases to 1 hour.

(Continued from front)

At the end of each of your turns, if you killed a living creature during that turn or if the gestalt's damage killed a creature since the end of your prior turn, you add the slain creature's soul to the gestalt. The emanation's radius increases by 20 feet and the damage dealt by the aura increases by 1d6. (Note that this increase only happens once, even if you killed multiple living creatures that turn.) As normal for determining threat level, the GM determines if a creature is of significant enough threat to empower the gestalt; in general, a creature several levels below you rarely poses a significant threat.

Heightened (10th) The initial damage increases to 16d6 and the aura's damage starts at 7d6.

OCCULT

(Continued from front)

Critical Failure As success, except the curse damages the target at the end of each of its turns and lasts until the target spends 24 hours atoning for its perceived sins.

Heightened (+2) The amount of mental damage the target takes for each creature it damaged that turn increases by 1d8, and the maximum damage the target can take per turn increases by 4d8.

WASH YOUR LUCK

CANTRIP 1

ABJURATION

CANTRIP

FORTUNE

Traditions divine, occult**Cast** ♦♦ somatic, verbal**Duration** 1 minute

Some practitioners argue this spell literally washes your fortunes of all influences, malign or benign, while others claim it simply cleanses your mind of obsessions about luck and destiny. You adjust your garments, change the posture of your chair, fidget with a religious symbol, or make some other innocuous and personally significant action to wash away bad luck.

Once during the spell's duration, before rolling a check, you can cancel out a misfortune effect on that roll, as normal when a fortune and misfortune effect apply to the same roll. After canceling out the misfortune effect, the spell ends, and you are then temporarily immune to *wash your luck* for 10 minutes.

OCCULT

(Continued from front)

Typically, the creature is seen as a glowing outline superimposed on its position. This might allow the recipient to target a creature it couldn't otherwise; however, cover and line of effect still might prevent or impede targeting and attacks. This can only improve the recipient's vision, not reduce it; for example, if an enemy was undetected by the sharing creature and observed by a recipient, the recipient would still clearly observe the enemy.

Once the vision sharing stops, the benefit ends. Whether a creature is hidden or undetected is still based on the last information a target had before the vision sharing ended. For example, that means if a creature is behind a wall but hasn't moved, it's still hidden rather than undetected by a recipient that witnessed its current position.

WINNING STREAK

SPELL 4

DIVINATION

Traditions arcane, occult

Cast ◆ verbal

Range 20 feet; **Targets** 1 creature

Duration 1 round (see text)

The target is energized by its good fortune as it spreads to others—as long as they keep winning. It gains the quickened condition for 1 round. If the target or one of their allies within 20 feet gets a critical success on an attack roll against a significant foe, whoever got the critical success becomes quickened if they weren't already, and the duration of the winning streak is extended by another round. Creatures quickened by the spell can use the extra action to Strike, Step, or Stride. If a full round passes without the target or one their allies critically succeeding on an attack roll against a significant foe, the *winning streak* breaks and the spell ends.

OCCULT

(Continued from front)

You can Dismiss this spell. When zero gravity ends, all creatures and objects in the area fall back down.



PRIMAL

ANIMAL ALLIES

SPELL 1

CONJURATION

Traditions primal

Cast ◆◆ somatic, verbal

Area 5-foot emanation

Saving Throw basic Reflex

You summon tiny, ordinary animals from the environment, such as insects, birds, or fish, to quickly lash out at nearby foes. The animals swarm around the creatures in the area, dealing each of them 3d4 piercing damage with a basic Reflex save.

Heightened (+1) The damage increases by 3d4.

PRIMAL

APPROXIMATE

CANTRIP 1

CANTRIP

DETECTION

DIVINATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 10 feet; **Area** 1 cubic foot

Your magic quickly flows over an area to help you count and catalog. Name a particular type of object you are looking for within the area. You gain an instant estimate of the quantity of the chosen objects that are clearly visible within the target area. The number is rounded to the largest digit. For example, you could look at a pile of 180 copper coins, and you would learn that it held about 200 coins, but you couldn't determine there were exactly 180 coins.

The type of object you name can be as specific or general as you like—"dented copper coins" is as viable as "coins"—but the distinguishing features must be obvious at a glance, and the spell is automatically fooled by objects disguised as other objects. For instance, the spell would register copper coins plated in gold as gold coins, not copper coins.

ASH CLOUD

SPELL 2

AIR | CONJURATION | FIRE

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

You summon a tumultuous cloud of ash and smoke. The cloud is difficult terrain for flying creatures, and creatures in the cloud can't detect anything using their sense of smell. Creatures that start their turn within the cloud take 2d4 fire damage as their lungs fill with the hot, acrid smoke, with a Fortitude save.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage and is dazzled for 1 round.**Critical Failure** The target takes double damage and is blinded for 1 round.**Heightened (+1)** The damage increases by 1d4.

BLAZING DIVE

SPELL 3

AIR | EVOCATION | FIRE

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Saving Throw** basic Reflex

Superheated air collects under you, buoying you high into the sky before you plummet back down in a fiery comet. You Fly 15 feet straight up into the air, then Fly in a straight line to an empty space of your choice on the ground within 60 feet. When you land, the blistering air blasts out from you, dealing 3d4 bludgeoning damage and 3d6 fire damage (basic Reflex save) to all creatures in a 10-foot emanation.

Heightened (+1) The damage increases by 1d4 bludgeoning and 1d6 fire.

PRIMAL

BLAZING FISSURE

SPELL 5

EARTH | EVOCATION | FIRE

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Area** 120-foot line**Saving Throw** Reflex

A thin crack rips through the earth, erupting with magma, then swiftly seals up. Each creature along the line and on solid ground takes 4d6 bludgeoning damage and 6d6 fire damage with a Reflex save.

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage, and it falls prone.**Critical Failure** The target takes double damage, and it falls prone.**Heightened (+1)** The damage increases by 1d6 bludgeoning and 1d6 fire.

BLESSING OF DEFIANCE

SPELL 5

ABJURATION

Traditions divine, primal

Cast ◆ to ◆◆◆

Range 30 feet; **Targets** varies

Duration 1 round

Channeling forth the power to persevere in the face of adversity, you grant the target the means to deny danger and avoid dire harm. Choose one saving throw: Fortitude, Reflex, or Will. The target gets a +4 status bonus to that saving throw for 1 round. The potency and number of targets of this blessing depend on how many actions you spend when Casting the Spell.

◆ (somatic) The spell targets you or one willing ally within range.

◆◆ (verbal) The spell targets you or one willing ally within range. If you choose Fortitude, the target gains resistance 15 to poison. If you choose Reflex, the target gains a +15-foot status bonus to its Speeds. If you choose Will, the target gains resistance 15 to mental damage.

◆◆◆ (verbal) The spell targets you and all willing allies within 30 feet.

BLOODSPRAY CURSE**SPELL 4****CURSE** | **NECROMANCY****Traditions** divine, occult, primal**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Fortitude; **Duration** varies

You inflict a curse upon the target that causes any wound to gush blood. The target must attempt a Fortitude save.

Critical Success The target is unaffected.**Success** For 1 minute, the first time each round that the target takes at least 10 piercing or slashing damage from a single Strike, it takes 2d6 additional damage of the same type.**Failure** As success, but when it takes the additional damage, it also takes 2d6 persistent bleed damage.**Heightened (+2)** The additional damage increases by 1d6 and the persistent bleed damage increases by 1d6.

BOIL BLOOD**SPELL 8****EVOCATION** **FIRE****Traditions** arcane, primal**Cast** ♦♦ somatic, verbal**Range** 60 feet; **Targets** 1 creature**Saving Throw** Fortitude

You heat a foe's blood and boil it within its veins. The target takes 10d10 fire damage, with a Fortitude save. A nonliving creature with blood in its body (such as a vampire) can be affected, but a creature with no blood is immune.

Critical Success The target is unaffected.**Success** The target takes half damage.**Failure** The target takes full damage and is drained 2.**Critical Failure** The target takes double damage and is drained 3.**Heightened (+1)** The damage increases by 1d10.

PRIMAL

(Continued from front)

The target can Interact to spit out a single object of its choice, causing the object to fall to the ground in the target's space. The target can Interact three times in a row to spit out the entire contents of its extradimensional storage; the target doesn't have to take these actions all in the same turn, but if it takes any other actions in between, it has to start over. The items eject into the target's space, possibly spilling out into adjacent spaces if there is too much to fit.

When the spell ends or the target falls unconscious, the contents of the extradimensional storage are disgorged in a riotous spew, landing in the nearest unoccupied space, a bit wet but otherwise unharmed.

Heightened (5th) The duration increases to 8 hours.

BREADCRUMBS

SPELL 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 willing creature

Duration 1 hour

You protect your target from going astray in hostile territory by tracking where it's already been, helping it deduce where it still needs to go. The target leaves a glittering trail behind it that lasts for the spell's duration. This trail doesn't denote the direction or the order of its path—it merely indicates where the target has moved during the spell's duration.

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

Heightened (3rd) The duration increases to last until your next daily preparations.

PRIMAL

(Continued from front)

Any enemy that can see the tree, even if the enemy is outside the spell's area, must attempt a Will save. This is an emotion, mental, and visual effect. Creatures fascinated with the tree must use at least one of their actions on each of their turns to move toward the tree.

Critical Success The creature is unaffected and is temporarily immune for 24 hours.

Success The creature is unaffected, but it must attempt a new save at the end of its turn if it can still see the tree.

Failure The creature is fascinated with the tree until the end of its next turn. If it can still see the tree then, it must attempt a save again.

Critical Failure The creature is fascinated with the tree until the spell ends. The tree's fire damage doesn't end the fascination; other hostile actions end it, as normal. If the fascination ends, the creature must attempt a new save at the end of its turn if it can still see the tree.

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

PRIMAL

(Continued from front)

Any enemy that can see the tree, even if the enemy is outside the spell's area, must attempt a Will save. This is an emotion, mental, and visual effect. Creatures fascinated with the tree must use at least one of their actions on each of their turns to move toward the tree.

The duplicate isn't truly alive and can't be healed in any way. If the duplicate ever reaches 0 Hit Points, it is instantly destroyed and *clone companion* immediately ends.



PRIMAL

CORAL ERUPTION

SPELL 4

CONJURATION

Traditions arcane, primal

Cast ◆◆◆ somatic, verbal

Range 120 feet; **Area** two 10-foot bursts that don't overlap

Saving Throw basic Reflex; **Duration** 1 minute

Razor sharp coral growths erupt from the ground, transforming the landscape into a dangerous coral reef. You can create a third nonoverlapping burst if the centers of all three bursts are underwater. Creatures in the area when the spell is cast take 6d6 piercing damage and must attempt a basic Reflex save. A creature that critically fails its saving throw also takes 1d6 persistent bleed damage.

The area becomes difficult terrain and hazardous terrain. A creature that moves through the area takes 3 piercing damage for every square of that area it moves into.

Heightened (+2) The initial piercing damage increases by 3d6, and the hazardous terrain damage increases by 1.

CORROSIVE BODY

SPELL 7

ACID

POLYMORPH

TRANSMUTATION

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

You exhale corrosive gas, and acidic secretions coat your skin as you transform into a being of living acid. You gain acid immunity. Any creature that touches you or damages you with an unarmed melee attack or non-reach melee weapon takes 3d6 acid damage, and your unarmed attacks deal 1d4 additional acid damage. The first time each round that you deal acid damage to a creature in this way, you gain 3d6 temporary HP as your body digests the eroded material and transforms it into a protective acid. When the spell ends, any remaining temporary HP expires as well. Your acid spells deal one additional die of acid damage (of the same damage die the spell uses). You can cast *acid splash* as an innate spell; the splash damage affects all creatures within 15 feet instead of the normal 5 feet.

Heightened (9th) Creatures touching you take 4d6 acid damage instead of 3d6, your unarmed attacks deal 2d4 additional acid damage, and you gain 5d6 temporary HP.

PRIMAL**(Continued from front)**

The melee attacks are Strength based (for the purpose of the enfeebled condition, for example), and the ranged attacks are Dexterity based. If your unarmed attack modifier is higher, you can use it instead.

- Athletics modifier of +25, unless your own is higher.

You also gain specific abilities based on the stellar body:

- **Moon** Speed 30 feet, fly 50 feet; **Melee** ✦ fist (agile, reach 10 feet), **Damage** 2d4+10 bludgeoning plus 1d6 fire; **Ranged** ✦ moonbeam (range 90 feet), **Damage** 2d4+10 fire; this form's fire damage is silver for resistances, weaknesses, and the like; on a critical hit with either Strike, the target is stupefied 2 for 1 round.
- **Sun** Speed 30 feet, fly 50 feet; **Melee** ✦ fist (agile, reach 10 feet), **Damage** 2d6+10 fire plus 1d6 persistent fire; **Ranged** ✦ sunbeam (range 90 feet), **Damage** 1d6+10 fire plus 1d6 persistent fire; on a critical hit with either Strike, the target is dazzled for 1 round.

DAY'S WEIGHT

SPELL 3

TRANSMUTATION

Traditions arcane, occult, primal

Cast ◆◆ somatic, verbal

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

Saving Throw Fortitude; **Duration** 1 minute

You fast-forward time for a single creature, burdening it with the aches and pain of an entire day and making it temporarily tired and weak. The creature must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is fatigued and enfeebled 1 for 1 round.

Failure The target is fatigued and enfeebled 1 for the duration.

Critical Failure The target is fatigued and enfeebled 2 for the duration. The fatigued condition doesn't end when the spell's duration does (but can still be removed with a night's rest or by similar means).

Heightened (6th) You can target up to 10 creatures.

PRIMAL

(Continued from front)

The spell creates its own storm cloud if necessary, so you can cast *draw the lightning* anywhere, even underground. If *draw the lightning* is cast outside under a cloudy or stormy sky, increase the bolt's damage by 2d12.

Heightened (8th) The damage dealt to the initial target increases by 4d12, and the additional damage dealt on the first Strike each turn increases by 1d12.

PRIMAL

ELEMENT EMBODIED

SPELL 10

POLYMORPH

TRANSMUTATION

Traditions primal

Cast ◆◆ somatic, verbal

Duration 1 minute

Drawing upon the deepest wells of magic in an elemental plane, you transform into a spectacular elemental. You can choose between an air elemental, earth elemental, fire elemental, or water elemental. Your battle form is Gargantuan, and you must have enough space to expand into or the spell is lost. While in this form, you gain the elemental trait and the trait for the element you choose. You can Dismiss the spell.

For details on the abilities and statistics of specific forms, see pages 101-102 of *Secrets of Magic*.

PRIMAL

(Continued from front)

As a 2-action activity, which has the concentrate trait and the trait matching the element you chose, you can release the stored energy. This deals damage equal to the amount you've stored (maximum 30 damage) to one enemy within 60 feet, with a basic Reflex save. The damage type depends on the element you chose: fire damage for fire; bludgeoning or cold damage for water; bludgeoning or slashing damage for air; or bludgeoning, piercing, or slashing damage for earth. After releasing the energy, the spell ends. If you do not use the stored energy before the spell ends, the energy is lost.

Heightened (+3) The resistance increases by 5 and the maximum damage increases by 30.

PRIMAL

(Continued from front)

Two Rounds If you spend 3 actions Casting the Spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you do, the spell is as 3 actions, but the area is a 60-foot cone, and for 1 round, the elements linger in the cone, racing off into the distance and making approaching you difficult, with the effects of *gust of wind*.

Heightened (+2) The damage increases by 2d6, and the distance that enemies are pushed back if you spent 3 actions or 2 rounds increases by 5 feet on a failed save and 10 feet on a critical failure.

PRIMAL

(Continued from front)

- **Earth** (earth) The confluence gains a +2 circumstance bonus to AC and resistance 10 to all physical damage (except adamantine) for 1 round.
- **Fire** (fire) Flames roar through the confluence, dealing 1d6 persistent fire damage to those partially or entirely inside the confluence.
- **Water** (attack, water) The elemental expels a powerful jet of water. Attempt a ranged spell attack against a target within 60 feet of the confluence, using your spell attack roll modifier. This attack ignores concealment granted by the confluence, and the elemental gets a +2 circumstance bonus on the spell attack roll against a target inside the confluence. The water deals 4d6 bludgeoning damage on a hit (doubled on a critical hit). This attack doesn't count toward your multiple attack penalty.

PRIMAL

(Continued from front)

- **Earth** While on the ground, the target gets a +2 status bonus to Fortitude and Reflex saves against effects that would Shove or Trip it, and to saves against effects that would attempt to knock it prone. In addition, the ground adjacent to the target is difficult terrain, and the difficult terrain moves with the target, though the target ignores this difficult terrain with its own movement.
- **Fire** The target's melee unarmed Strikes and melee weapon Strikes deal 1d6 persistent fire damage on a hit.
- **Water** The target takes on a watery sheen, gaining resistance 5 to fire and a swim Speed equal to its land Speed.

Heightened (8th) You can target up to 5 willing creatures.

ELEMENTAL ZONE

SPELL 2

EVOCATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

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

Duration 1 minute

Select an elemental trait: air, earth, fire, or water. *Elemental zone* gains the trait you chose. You imbue the area with the raw energy of that element, creating a zone that emits and amplifies magic of that type. The temperature might suddenly rise or fall, a storm cloud might form, and so on. Spells with the chosen elemental trait cast against creatures in the zone get a +2 status bonus to one damage type the spell deals based on the chosen trait: bludgeoning or electricity for air, bludgeoning for earth, fire for fire, and bludgeoning or cold for water. The caster chooses one type to add the bonus to if the spell deals more than one eligible type. This bonus is halved if the spell didn't use a spell slot (such as a cantrip, focus spell, or innate spell).

The zone has no effect on the spell if the spell doesn't deal any damage of an eligible type.

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

PRIMAL

ENVENOM COMPANION

SPELL 3

NECROMANCY POISON

Traditions primal**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** your companion or eidolon**Duration** 1 minute

You envenom your companion or eidolon's attacks, which drip with highly toxic venom for the spell's duration. The first time each round the target hits a creature with an unarmed Strike that deals piercing or slashing damage, that Strike deals an additional 1d8 poison damage. A creature that is damaged by this poison must attempt a Fortitude save. On a failure, it's also clumsy 1 for 1 round.

This spell can't target familiars.

Heightened (+3) The poison damage increases by 1d8 and the clumsy value imposed on a failed save increases by 1.

EXTRACT POISON

SPELL 2

ANJURATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 poison on or in an object

With the lightest touch, you can siphon the poison from an object and save it for your own later use, making an assassin's blade or politician's wine less deadly while you become all the more so. Attempt a counteract check against one poison you're aware of on or in an object you touch. If you successfully counteract the poison, you negate the object's toxicity and transfer the poison into a weapon you are holding, coating the weapon with a simple but powerful poison. On your next successful attack with that weapon before the end of your next turn, you add 1d6 poison damage per level of the poison you counteracted. On a critically failed attack roll, you lose the extracted poison from your weapon as normal.

PRIMAL

(Continued from front)

You isolate the two targets for 1 round. During this time, fate refuses to allow either fated opponent to be affected by attacks or effects from a third party; a fated opponent could be affected by the other's *meteor swarm* or its own *heal* spell, but it would be entirely immune to a spell or Strike from a creature outside of the spells effects, as well including damage from a hazard or the environment. This doesn't apply to anything that was affecting the targets before you cast *fated confrontation* (such as a spell with a duration or persistent damage the creature had before it was affected by *fated confrontation*).

For the duration of the spell, either fated opponent can manipulate fate once on each of its turns. This allows it to either roll twice and take the higher result on an attack roll or skill check it makes against its fated opponent (a fortune effect), or force the fated opponent to roll twice on a saving throw against one of its abilities and take the lower result (a misfortune effect).

This spell ends if either target becomes unable to act, or if they both agree to cease hostilities.

FERAL SHADES

SPELL 2

NECROMANCY

Traditions primal

Cast ◆◆ somatic, verbal

Area 30-foot cone

Saving Throw basic Fortitude

A wave of gray mist formed of negative energy spills out from your outstretched hand, briefly taking the shape of a pack of predatory animals that set viciously on your foes. You deal 2d4 slashing damage and 2d4 negative damage to creatures in the area. The shades set upon the vulnerable with greater ferocity: prone creatures or those taking persistent bleed damage take a -2 status penalty to the save.

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

FEY FORM

SPELL 4

POLYMORPH

TRANSMUTATION

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

Channeling the mischievous fey, you transform into a fey battle form, which is Medium unless stated otherwise. When you cast this spell, choose dryad, elanax, naiad, redcap, or unicorn. If you choose unicorn, the battle form is Large and you must have space to expand or the spell is lost. While in this form, you gain the fey trait. Unless you choose elanax or unicorn, you have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

For details on abilities and statistics of specific forms, see pages 105–106 of *Secrets of Magic*.

FLAME VORTEX

SPELL 6

AIR | EVOCATION | FIRE

Traditions arcane, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** 5-foot radius, 40-foot tall cylinder**Saving Throw** basic Reflex; **Duration** sustained up to 1 minute

You combine a blazing inferno and air currents into a fiery vortex. You can Cast this Spell only if you are outside or the ceiling is 40 feet or higher. All squares in the vortex are difficult terrain for flying creatures.

All creatures in the area take 3d4 bludgeoning damage and 3d6 fire damage as gusts of fiery wind buffet them, with a basic Reflex save. Each time you Sustain the Spell, you can move the whirlwind up to 20 feet in a straight line. Each creature the whirlwind moves through takes the damage with a basic Reflex save. A creature can take damage from a *flame vortex* only once per round.

Heightened (+2) The vortex deals an additional 1d4 bludgeoning damage and 1d6 fire damage.

PRIMAL

FLAME WISP

SPELL 2

EVOCATION FIRE

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Duration 1 minute

Three faintly glowing wisps of fire float around your head. Each time you hit a creature with a Strike, one of the wisps goes hurtling towards that creature, dealing 1d4 fire damage. If you Cast a Spell with the fire trait while you have fewer than three wisps, a new wisp appears.

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

PRIMAL

(Continued from front)

One round after you conjure the cloud, the gases loses stability and become flammable. If an open flame is brought into the cloud, or if anyone within the area uses a fire effect, the cloud detonates in a massive blaze that deals 10d6 fire damage to all creatures within it, and the spell ends.

Heightened (+2) The poison damage increases by 1d6 and the fire damage on an explosion increases by 2d6.



PRIMAL

FLOWING STRIKE

SPELL 5

EVOCATION WATER

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

A wave of flowing water rushes behind you like an elegant river, pushing you across the battlefield with fluid grace. You Stride up to 50 feet. This movement doesn't trigger reactions. You can make a Strike at any point during your Stride. If your Strike hits, the wave flows after you to batter the target of your Strike as well, dealing 2d10 bludgeoning damage and pushing it 10 feet in a direction of your choice.

FRIGID FLURRY

SPELL 7

COLD

EVOCATION

WATER

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Area** line up to 120 feet**Saving Throw** basic Reflex

You place a palm to your lips and exhale a cold breath, whipping up a gust of wind that freezes the air's ambient moisture into a flurry of jagged shards. The flurry deals 9d6 cold damage and 9d6 slashing damage to all foes, with a basic Reflex save, but the gust flows harmlessly around your allies. The wind then picks you up and carries you to the other end of the area; though your movement within the gust can still trigger reactions, the storm of ice crystals prevents you from being affected by any effects, except for those that would counteract the spell's magic or that the GM decides would affect snow.

Heightened (+1) The cold and slashing damage each increase by 1d6.

PRIMAL

GALE BLAST

CANTRIP 1

AIR | CANTRIP | EVOCATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Saving Throw Fortitude

Wind flows from your outstretched hands and whirls around you in a 5-foot emanation. Each creature in the area takes bludgeoning damage equal to your spellcasting ability modifier, with a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

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

PRIMAL

(Continued from front)

Critical Success The creature is unaffected.

Success The creature takes half damage and isn't pushed into the air.

Failure The creature takes full damage and is pushed 20 feet into the air.

Critical Failure The creature takes double damage and is pushed 40 feet into the air.

Heightened (+1) The damage increases by 1d6 bludgeoning and 1d6 fire.

PRIMAL

(Continued from front)

Failure The creature's attitude toward you improves by two steps. 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.

Critical Failure The creature's attitude becomes helpful to you, though the effect ends as soon as you take a hostile action against the creature or its allies. While the creature is helpful, it can't take hostile actions against you.



PRIMAL

GOUGING CLAW

CANTRIP 1

ATTACK

CANTRIP

MORPH

TRANSMUTATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

You temporarily morph your limb into a clawed appendage. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of slashing or piercing damage equal to 1d6 plus your spellcasting ability modifier. On a critical success, you deal double damage plus 1d4 persistent bleed damage.

Heightened (+1) The damage increases by 1d6 and the persistent bleed damage on a critical increases by 1d4.

PRIMAL

GUIDING STAR

SPELL 2

DETECTION

DIVINATION

MENTAL

Traditions divine, primal**Cast** ◆◆ somatic, verbal**Range** planetary; **Targets** 1 creature you've met**Duration** until your next daily preparations

You call on the constellations of the night sky to guide a creature to the location where you Cast the Spell. Each time the target views the stars, it receives a mental nudge toward your chosen location, though it isn't compelled to follow. The target can recognize you as the source. If the creature goes to another planet or plane, the spell's effects are suppressed, but they resume if the creature returns.

PRIMAL

HEALING PLASTER

CANTRIP 1

CANTRIP EARTH TRANSFORMATION

Traditions primal**Cast** ◆ somatic**Range** 5 feet; **Targets** a handful of dirt or mud**Duration** 10 minutes

You purify some dirt or mud into a pliable, claylike plaster that can aid in clotting and healing. This restorative substance can be used in lieu of healer's tools for Medicine checks to Administer First Aid or Treat Wounds. If the plaster isn't used within the spell's duration, or if you Cast the Spell again before using the plaster, it reverts to being normal non-magical earth.

Heightened (3rd) The plaster grants anyone using it to Administer First Aid or Treat Wounds a +1 item bonus to the Medicine check.

HEALING WELL

SPELL 5

HEALING

NECROMANCY

POSITIVE

Traditions divine, primal**Cast** ◆◆◆ material, somatic, verbal**Range** 30 feet**Duration** 1 minute

You call forth a well of healing that you and your allies can draw from later. The well appears as a disc of shimmering light on the ground in a square you touch. At any time during the duration, if you or an ally are adjacent to the well, that character can Interact to tap into the well's power, recovering 4d8 Hit Points. When the well has been tapped five times, the spell ends. The well is made of insubstantial energy, allowing creatures to move through it and even end their turn in its space.

If you use an ability that increases the amount of healing this spell grants, that increase applies only to the first time someone taps the well.

Heightened (+1) The healing increases by 3.

PRIMAL

(Continued from front)

Two Rounds If you spend 3 actions Casting the Spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you do, after attacking the target, whether you hit or miss, the ball of lightning explodes, dealing 2d6 electricity damage to all other creatures in a 10-foot emanation around the target (basic Reflex save). Additionally, you spark with electricity for 1 minute, dealing 1 electricity damage to creatures that Grab you or that hit you with an unarmed Strike or a non-reach melee weapon.

Heightened (+1) The initial damage on a hit, as well as the burst damage for two-round casting time, each increase by 2d6, and the damage creatures take if they Grapple or hit you while you're in your sparking state increases by 1.

IGNITE FIREWORKS

SPELL 2

EVOCATION FIRE SONIC

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 60 feet; **Area** 10-foot burst**Saving Throw** Reflex

A brilliant and clamorous display of sparks and colorful fireworks explode around your enemies, dealing 1d8 fire damage and 1d8 sonic damage to creatures within a 10-foot burst. All creatures in the area must attempt a Reflex save.

Critical Success The creature is unaffected.**Success** The creature takes half damage and is dazzled for 1 round.**Failure** The creature takes full damage and is dazzled for 3 rounds.**Critical Failure** The creature takes double damage, takes 1d4 persistent fire damage, and is dazzled for 1 minute.**Heightened (+2)** The initial fire damage increases by 1d8, the sonic damage increases by 1d8, and the persistent fire damage a creature takes on a critical failure increases by 1d4.

INSTANT ARMOR

SPELL 2


CONJURATION

CONTINGENCY

EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

Upon casting this spell, the armor you're wearing is whisked away into an extradimensional space that's linked to you. If the armor is magical and invested by you, it remains invested while in this space, though you don't gain its benefits. You then gain the **Armor Up!** action; once you use the action, the spell ends. If the action hasn't been used by the time the spell's duration ends, the extradimensional space collapses, ejecting the armor's pieces on the ground under you.

Armor Up!  (manipulate) **Effect** You snap your fingers. The armor returns to your body.

PRIMAL

JUVENILE COMPANION

SPELL 1

POLYMORPH

TRANSMUTATION

Traditions primal**Cast** ♦♦ somatic, verbal**Range** touch; **Targets** your companion**Duration** 10 minutes


You transform your companion into its juvenile form, such as a cub, foal, kitten, puppy, or piglet, making the target appear harmless. It becomes Tiny (if it was larger), and its reach is reduced to 0 feet. All of its Speeds are halved (to a minimum Speed of 5 feet), and it gains weakness 5 to physical damage. In all other ways, its abilities and statistics are unchanged.

If your companion uses a hostile action, *juvenile companion* ends. This spell has no effect on a companion that doesn't have a juvenile form.

Heightened (2nd) The duration increases to 1 hour.

PRIMAL

(Continued from front)

Defend Life  (concentrate) **Trigger** The target takes damage; **Requirements** You're within 1 mile of the target; **Effect** After calculating the amount of damage the target would take (applying weaknesses, resistances, and the like), you lose an equal number of Hit Points, and the target doesn't take any of the damage. You can't reduce the amount of Hit Points you lose in this way. The target still takes any effects that would come with the damage, however, such as the venom on a viper's fangs Strike.



LOSE THE PATH

SPELL 1

ILLUSION MENTAL VISUAL

Traditions occult, primal**Cast** ☞ somatic; **Trigger** A creature in range
Strides.**Range** 60 feet; **Targets** the triggering creature**Saving Throw** Will

You surround a moving creature with lifelike illusions, shifting their perception of the terrain to subtly lead them off course. The target must attempt a Will save. Regardless of the result, the creature is immune to *lose the path* for 1 hour.

Success The creature is unaffected.**Failure** The creature treats all squares as difficult terrain for its Stride.**Critical Failure** As failure, except that you determine where the target moves during the Stride, though you can't move it into hazardous terrain or to a place it can't stand.

PRIMAL

MAGNETIC ACCELERATION

SPELL 3

ATTACK

EVOCATION

Traditions arcane, primal**Cast** ◆◆ somatic, verbal**Range** 120 feet; **Targets** 1 creature or object

You magnetize a small metal object, such as a nail or coin, and launch it away from you at massive speed. Make a ranged spell attack roll; if the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *magnetic acceleration*. On a hit, the target takes 3d6 bludgeoning damage and 3d6 piercing damage, or double damage on a critical hit.

Heightened (+1) The bludgeoning and piercing damage each increase by 1d6.

MAGNETIC ATTRACTION

SPELL 2

EVOCATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** up to 10 metal objects with a total Bulk of 1 or less

You adjust your magnetic polarity, plucking daggers from hands and coins from belts. The targeted objects fly to your location, letting you catch them easily in your hands, or dropping to the ground at your position, at your discretion. Unattended objects fly to you automatically. If you target secured objects or those in another creature's possession (such as sheathed weapons), you must attempt to Disarm the creature of the metal objects, making a spell attack roll instead of an Athletics check to do so.

Instead of drawing the objects to yourself, you can polarize a single metal object within range, designating it as a lodestone and causing the metal objects to fly to it instead. The lodestone must be at least three times the total Bulk of the targeted metal objects. Objects will stick to the lodestone for 1 minute, though they can be wrenched away with an Interact action.

PRIMAL

MAGNETIC REPULSION

SPELL 2

ABJURATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Duration 1 minute

You adjust your magnetic polarity, causing metal objects to jump and shudder away from you. Attacks made with metal objects against you take a -1 status penalty, and the squares adjacent to you are difficult terrain for creatures wearing metal armor. For creatures made entirely of metal, the penalty to their attack rolls is -2 and the squares adjacent to you are greater difficult terrain.

While this spell is active, you require an additional Interact action before using a metal object (including to Strike with a metal weapon), and if you're wearing metal armor, you're slowed 1.

Heightened (+3) The status penalty to attack rolls increases by 1.

PRIMAL

(Continued from front)

- **Ice Glide** Ice trails from your feet for an instant as you move, allowing you to skate rapidly along the ice. You don't need to Balance on ice, and you ignore difficult terrain caused by ice or snow. While moving along a smooth surface, you gain a +20-foot status bonus to your land Speed.
- **Icy Claws** Your hands morph into vicious, piercing claws of ice useful for attacking or climbing. As long as you have both hands free, you gain a climb Speed equal to your land Speed. You gain a claw unarmed attack with the agile and finesse traits, in the brawling weapon group. Your claw attack deals 1d6 piercing damage as its base damage, plus an additional 2d6 cold damage.



PRIMAL

(Continued from front)

- **Fiery Grasp** Your hands swell and grow with lava. You gain a lava fist unarmed attack in the brawling weapon group. Your lava fists deal 1d8 bludgeoning damage as their base damage, plus an additional 2d6 fire damage and 1d6 persistent fire damage.
- **Heart of Fire** Your body's temperature becomes so hot that any creature that touches you, or that hits you with a melee unarmed attack or non-reach melee weapon attack, takes 2d6 fire damage.
- **Warming Flames** Flames flicker around you, warming away the cold while protecting you from the heat. You gain resistance 5 to cold and fire.


MIND OF MENACE

SPELL 3

CONTINGENCY EMOTION ENCHANTMENT FEAR MENTAL

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

This spell wards against those who attempt to subvert your mind and turns mental magic back on them. When the spell is complete, you gain the Fight with Fear reaction; once you use the reaction, the spell ends.

Fight with Fear  (concentrate, emotion, enchantment, fear, mental) **Trigger** A creature that you can see uses a mental effect against you; **Effect** The triggering creature must attempt a Will save, which has the following effects.

Success The creature is unaffected.**Failure** The creature is frightened 2, and you gain a +2 status bonus to your saving throw or other defense against the triggering mental effect.**Critical Failure** The creature is frightened 2, and you're unaffected by the triggering mental effect.

PRIMAL

MUD PIT

SPELL 1

CONJURATION | EARTH | WATER

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** squares on the ground in a 15-foot burst

Duration 1 minute

Thick, clinging mud covers the ground, 1 foot deep. The mud is difficult terrain.



PRIMAL

(Continued from front)

Heightened (+2) The initial bludgeoning damage increases by 1d6, the initial piercing damage increases by 1d8, and the damage a creature takes for ending its turn grabbed by the vine increases by 1d6.



PRIMAL

NATURE'S REPRISAL

SPELL 6

PLANT

POISON

TRANSMUTATION

Traditions primal**Cast** ◆◆◆ material, somatic, verbal**Range** 120 feet; **Area** all squares on the ground that contain plants in an 80-foot burst**Duration** 1 minute

The plant life within the area begins to writhe and lash out against your enemies as you call upon nature to impede your foes. To your enemies, the area becomes difficult terrain, and areas that were naturally difficult terrain due to plants become greater difficult terrain as well as hazardous terrain, dealing 6 poison damage to an enemy each time it enters an affected square.

Heightened (+1) The poison damage of the hazardous terrain increases by 1.

PRIMAL

(Continued from front)

3. Legs The target's legs necrotize, as well as any other limbs associated with forms of movement, making it harder for the creature to move. The target takes a -10-foot status penalty to its Speeds.

4. Muscles The target's muscles necrotize, rotting away. The target becomes enfeebled 1.

Critical Success The target is unaffected.

Success The target takes half damage and the debilitation lasts until the end of your next turn.

Failure The target takes full damage and the debilitation lasts for 1 minute.

Critical Failure The target takes double damage, and you can pick a second debilitation to apply, in addition to the one you rolled randomly. Both debilitations last for 1 minute.

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

PRIMAL

NULLIFY

SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal

Cast ☞ somatic, verbal; **Trigger** A foe within range casts a 9th-level or lower spell.

Range 120 feet; **Targets** the triggering spell

You instantly destroy the incoming spell, though at the cost of sending magical feedback through your body. You automatically counteract the spell, but the feedback brings you unavoidable harm. You lose 1d8 Hit Points per level of the triggering spell.

PRIMAL

OCULAR OVERLOAD

SPELL 4

CONTINGENCY

ILLUSION

INCAPACITATION

VISUAL

Traditions arcane, occult, primal**Cast** 10 minutes (material, somatic, verbal)**Duration** 24 hours

Just as a creature is about to attack you, you assault them with jarring illusions, completely surrounding their eyes with blinding flashes of motion and color. When the spell is complete, you gain the Overload Vision reaction; once you use the reaction, the spell ends.

Overload Vision 🌀 (concentrate) **Trigger** A creature within 60 feet would make an attack roll against you; **Effects** The triggering creature must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is dazzled until the end of the current turn.

Failure The target is blinded until the end of the current turn.

Critical Failure The target is blinded until the end of the current turn and dazzled for 1 minute.

PRIMAL

(Continued from front)

- You can make terrain vengeance Strikes by commanding plants, rocks, and other natural features to attack your foes. These are melee Strikes that use your spell attack roll, can target any creature within 60 feet of you, and deal 5d12 bludgeoning, piercing, or slashing damage. You choose the damage type each time you make a terrain vengeance Strike.
- By spending a single action, which has the concentrate trait, you can increase or decrease the environmental temperature changing it to either one step warmer than normal, one step colder than normal, or the normal temperature.
- As a 2-action activity that has the concentrate trait, you can create or remove difficult terrain caused by natural terrain in a 20-foot burst within 200 feet.

All of your alterations to the land end when the spell ends. Significant physical damage to the natural feature while you are inside it expels you and deals 10d6 damage to you.

ONEIRIC MIRE

SPELL 3

ILLUSION

MENTAL

VISUAL

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

You shroud an area in illusory dreamstuff, making the ground look and feel like a deep mire or quicksand. Ground in the area is difficult terrain.

Each creature in the area when the spell is cast, or that enters the area, must attempt a Will save. On a failure, it believes it's being pulled down by the earth, taking a -10-foot circumstance penalty to its Speeds. On a critical failure, it's also immobilized. In addition to the normal actions to Escape, at the end of an affected creature's turn, it can attempt a Will save, removing the effects on a success. On a critical success at any Will save made against *oneiric mire*, the creature fully disbelieves the illusion and no longer needs to make Will saves to risk a Speed penalty or being immobilized, though the area is still difficult terrain.

(Continued from front)

When you Cast the Spell, attempt a special Recall Knowledge check using Medicine to spot and discern a vital organ. If you have a Lore skill appropriate to the creature, you can use that skill instead of Medicine. If you succeed, the next time you deal piercing or slashing damage to the target with a Strike or spell, you deal 4d6 additional precision damage. Once on each of your subsequent turns, you can use a single action to attempt the special Recall Knowledge check again. The extra damage isn't cumulative, so making the check more than once before a Strike or spell has no extra benefit.

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

PRIMAL

PETAL STORM

SPELL 4

AIR | CONJURATION | PLANT

Traditions primal**Cast** ♦♦ somatic, verbal**Range** 120 feet; **Area** 15-foot radius burst**Duration** 1 minute

You bring forth a cloud of razor-sharp flower petals that thrash violently in the wind. A creature that enters the storm or starts its turn in the storm is sliced by the razor-sharp edges of the petals. It takes 2d10 slashing damage with a basic Reflex save. A creature can take damage from the petals only once per round. At the end of the duration, the storm calms and the petals fall harmlessly to the ground.

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

PRIMAL

(Continued from front)

Failure The creature is damaged immediately and at the end of each of your turns (so twice in the round you Cast the Spell).

Critical Failure As failure, and the damage is doubled.

Heightened (+3) The damage and healing each increase by 1d8.

(Continued from front)

Heightened (+2) The reaction reduces the damage by another 10, and you lose 5 more Hit Points. If you want to lose fewer Hit Points, you can choose to lower the damage reduction and HP lost to what any lower-level version of the spell could do without lowering the spell's actual level.

PRIMAL

PROTECTOR TREE

SPELL 1

CONJURATION PLANT

Traditions primal**Cast** ◆◆ somatic, verbal**Range** 30 feet**Duration** 1 minute

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

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

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

PUFF OF POISON

CANTRIP 1

CANTRIP

EVOCATION

INHALED

POISON

Traditions arcane, primal**Cast** ♦♦ somatic, verbal**Range** 5 feet; **Targets** 1 creature**Saving Throw** Fortitude

You exhale a shimmering cloud of toxic breath at an enemy's face. The target takes poison damage equal to your spellcasting modifier and 2 persistent poison damage, depending on its Fortitude save.

Critical Success The creature is unaffected.**Success** The target takes half initial and persistent damage.**Failure** The target takes full initial and persistent damage.**Critical Failure** The target takes double initial and persistent damage.**Heightened (+2)** The initial poison damage increases by 1d8 and the persistent poison damage increases by 1.

QUICK SORT

SPELL 1

TRANSMUTATION

Cast ◆◆◆ material, somatic, verbal

Range 10 feet; **Targets** up to 200 unattended objects in range, each of light Bulk or less

Duration up to 1 minute

You magically sort a group of objects into neat stacks or piles. You can sort the objects in two different ways. The first option is to separate them into different piles depending on an easily observed factor, such as color or shape. Alternatively, you can sort the objects into ordered stacks depending on a clearly indicated notation, such as a page number, title, or date. The objects sort themselves throughout the duration, though it takes less time per object to sort a smaller number of objects, down to a single round for 30 or fewer objects.

Heightened (3rd) The spell can sort up to 400 objects in a minute, or 60 objects in a round.

Heightened (5th) The spell can sort up to 800 objects in a minute, or 120 objects in a round.

PRIMAL

(Continued from front)

- **Desert** The target isn't affected by severe or extreme heat, and when it rolls a success on an Acrobatics check to Balance on sand, it gets a critical success instead.
- **Forest** The target gains scent as an imprecise sense with a range of 30 feet.
- **Mountain** The target isn't flat-footed when Climbing, and when it rolls a success on an Acrobatics check to Balance on rubble, it gets a critical success instead.
- **Plains** The target gains a +10-foot status bonus to its land Speed.
- **Underground** The target gains darkvision.

RESTYLE

SPELL 1

TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 piece of clothing currently worn by you or an ally

Duration unlimited

You permanently change the appearance of one piece of clothing currently worn by you or an ally to better fit your aesthetic sensibilities. You can change its color, texture, pattern, and other minor parts of its design, but the changes can't alter the clothing's overall shape, size, or purpose. The changes can't increase the quality of the craftsmanship or artistry of the piece of clothing, but particularly gauche choices for the new color and pattern might decrease its aesthetic appeal. This spell transforms existing materials into the desired appearance and never alters the material or creates more material than what's originally part of the object. The object's statistics also remain unchanged.

PRIMAL

SCATTER SCREE

CANTRIP 1

CANTRIP EARTH EVOCATION

Traditions arcane, primal**Cast** ♦♦ somatic, verbal**Range** 30 feet; **Area** two contiguous 5-foot cubes**Saving Throw** basic Reflex; **Duration** 1 minute

You evoke a jumble of rocks in the area. The scattering rocks deal bludgeoning damage equal to 1d4 plus your spellcasting ability modifier to creatures in the area, with a basic Reflex save. The ground in the area becomes difficult terrain for the duration. A creature can Interact to clear a square of this scree.

If you cast this spell again, any previous *scatter scree* you have cast ends.

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

SCORCHING RAY

SPELL 2

ATTACK EVOCATION FIRE

Traditions arcane, primal**Cast** ◆ to ◆◆◆ somatic, verbal**Range** 60 feet; **Targets** 1 or more creatures

You fire a ray of heat and flame. Make a spell attack roll against a single creature. On a hit, the target takes 2d6 fire damage, and on a critical hit, the target takes double damage.

For each additional action you use when Casting the Spell, you can fire an additional ray at a different target, to a maximum of three rays targeting three different targets for 3 actions. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make all the spell attack rolls for *scorching ray*. If you spend 2 or more actions Casting the Spell, the damage increases to 4d6 fire damage on a hit, and it still deals double damage on a critical hit.

Heightened (+1) The damage to each target increases by 1d6 for the 1-action version, or by 2d6 for the 2-action and 3-action versions.

PRIMAL

(Continued from front)

As normal for spells with a duration until your next daily preparations, you can choose to continue expending the spell slot to prolong the duration of an existing *seashell of stolen sound* for another day. While the spell faithfully copies the sounds around the target, it doesn't reproduce any special auditory or sonic effects of the sound.

SOOTHING BLOSSOMS

SPELL 3

CONJURATION PLANT

Traditions divine, primal**Cast** ♦♦ somatic, verbal**Range** 30 feet; **Area** 10-foot burst**Duration** 10 minutes

Blossoms grow from the ground in a small area, soothing away afflictions and persistent pains and harm. When any creature in that area rolls a successful save against a poison or disease effect, it gets a critical success instead. The blossoms grant assisted recovery to everyone in the area to end their persistent damage, both when the spell is cast and at the start of each of your turns.

Once the duration ends, the flowers lose their magical effect, but a few of them might survive in the area as long as they can naturally. This spell doesn't give a benefit on a save against an affliction unless the stage lasts 10 minutes or less.

PRIMAL

(Continued from front)

The pool is 20 feet on each side, and it's 5 feet deep. It can contain 16 Medium or smaller creatures at a time. A Large creature counts as eight Medium creatures and a Huge creature fills the entire pool. This pool has the structure trait and the same restrictions as magic items that create structures.

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

SPOUT

CANTRIP 1

CANTRIP

EVOCATION

WATER

Traditions arcane, primal**Cast** ♦♦ somatic, verbal**Range** 30 feet; **Area** a 5-foot cube**Saving Throw** Reflex

Water blasts upward, coming out of the ground, rising from a pool, or even manifesting from thin air. Any creatures in the area take bludgeoning damage equal to 1d4 plus your spellcasting ability modifier, with a basic Reflex saving throw.

You can change this spell's area to a 5-foot burst, provided you center the burst in a body of water. This body of water can be as small as a pond or creek, but not as small as a puddle or bathtub.

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

PRIMAL

SUMMON KAIJU

SPELL 10

RARE

CONJURATION

INCARNATE

Traditions primal**Cast** ◆◆◆ material, somatic, verbal**Range** 500 feet**Duration** until the end of your next turn

You briefly conjure a kaiju, a massive, rampaging monster with a unique name and legendary reputation. It rises from its secluded lair to annihilate your foes. The summoned kaiju occupies the space of a Gargantuan creature. When you Cast this Spell, choose one kaiju to summon: Agmazar, Agyra, Bezravnis, Mogaru, Vorgozen, or Yarphoon.

For the arrive and depart effects of each kaiju, see pages 133–134 of *Secrets of Magic*.

PRIMAL

SUMMONER'S PRECAUTION

SPELL 2

CONTINGENCY NECROMANCY

Traditions arcane, divine, occult, primal**Cast** 10 minutes (material, somatic, verbal);**Requirements** You have an eidolon.**Duration** until your next daily preparations

You create a buffer in the link between yourself and your eidolon in order to prevent you from falling alongside your bonded ally. You gain the following reaction; after using it, the spell ends.

Sever Conduit ↻ (concentrate) **Trigger** Your eidolon takes damage that would bring you to 0 Hit Points and comes from an effect other than a death effect; **Effect** You quickly shut the buffer in your link with your eidolon, causing your bonded ally to wink out of existence before you can be laid low. Your eidolon unmanifests, and you can't Manifest your Eidolon for 1 minute. In exchange, you don't take the triggering damage, though your eidolon still suffers any other adverse effects that accompanied the damage.

PRIMAL

(Continued from front)

Although your eidolon looks like you, it doesn't gain any new abilities, and its statistics don't change in any way—the transformation is purely cosmetic. If this transformation reduces your eidolon's size, the eidolon loses any other effects of its larger size, such as any increase to reach. Your eidolon can still use gear only if it has the eidolon trait, which allows eidolons to use it. Any such eidolon items the eidolon was wearing change size and shape, if necessary, and its effects remain active.

You can Dismiss the spell.

Heightened (4th) The duration increases to 1 hour.

PRIMAL

SYNCHRONIZE

SPELL 1

DIVINATION

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** up to 5 willing creatures

Duration up to 24 hours

You harmlessly place your unique magic sigil, which is about 1 square inch in size, on your targets. When you Cast the Spell, you set the duration by choosing a time at which point the sigil flashes dimly three times. After that point, the spell ends. Even though spell durations aren't normally exact, the effects of *synchronize* are precise to the second. The timer is based on the place where the spell was cast, so entering a plane or area where time flows differently changes how the time elapses.

Heightened (2nd) The spell can target up to 20 willing creatures.

TAME

CANTRIP 1

AUDITORY

CANTRIP

ENCHANTMENT

MENTAL

Traditions occult, primal**Cast** ♦♦ somatic, verbal**Range** 10 feet; **Targets** 1 non-hostile domesticated animal**Saving Throw** Will; **Duration** 1 minute

As you make comforting sounds and gestures, you approach the target in a friendly manner combining caution and confidence. You improve the target's attitude to you by one step (unfriendly to neutral, neutral to friendly, friendly to helpful) for the duration of the spell unless it succeeds at a Will save. Afterward, the target is temporarily immune for 1 day.

This spell works on only domesticated animals; for example, you could use it on guard dogs or stray dogs, but not feral dogs or wolves. If the socialization of the animal is in question, the decision is up to the GM.

Heightened (3rd) The duration becomes 10 minutes.

Heightened (6th) The duration becomes 1 hour.

PRIMAL

(Continued from front)

Once a spell is stored in the glyph, the glyph gains all the traits of that spell. If the stored spell can target one or more creatures, it targets the creature that set off the glyph. If it has an area, that area is centered on the creature that set off the glyph. *Temporary glyph's* duration ends when the glyph is triggered. The glyph is a magical trap, using your spell DC for both the Perception check to notice it and the Thievery check to disable it; both checks require the creature attempting them to be trained in order to succeed.

You can Dismiss *temporary glyph*.

THUNDERING DOMINANCE

SPELL 2

ENCHANTMENT MENTAL

Traditions occult, primal**Cast** ♦♦ somatic, verbal**Range** 30 feet; **Targets** your companion or eidolon**Duration** 1 minute

You shroud the target in a powerful predatory aura and amplify its vocalizations. It gains a +1 status bonus to Intimidation checks. Once during this spell's duration, it can take the Thundering Roar action.

Thundering Roar ♦ (auditory, concentrate, emotion, enchantment, fear, flourish, mental, sonic) The target unleashes a powerful vocalization. Each enemy in a 10-foot emanation takes 4d8 sonic damage with a basic Will save against your spell DC. A creature that fails its Will save is also frightened 1.

Heightened (+2) The status bonus to Intimidation checks increases by 1 (to a maximum of a +4 status bonus for an 8th-level spell), and the damage from the roar increases by 2d8.

TORTOISE AND THE HARE

SPELL 4

TRANSMUTATION

Traditions occult, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 foe, and either yourself or 1 ally

Saving Throw Fortitude

You prove that slow and steady doesn't always win the race by turning a foe into a proverbial tortoise and yourself or an ally into a hare, siphoning some of the foe's speed and granting it to the other target. The effects depend on the foe's Fortitude save.

Critical Success The targets are unaffected.

Success The foe is slowed 1 for 1 round, and the other target is unaffected.

Failure The foe is slowed 1 for 3 rounds and the other target is quickened for 1 round. It can use the extra action to Step, Stride, or Strike.

Critical Failure The foe is slowed 1 for 3 minutes and the other target is quickened for 1 minute. It can use the extra action to Step, Stride, or Strike.

PRIMAL

(Continued from front)

Bludgeoning or slashing projectiles can't pass through the wall, and piercing projectiles have their range increments halved if they pass through the wall. A creature traversing the wall of water needs to Swim through. The rules of aquatic combat (*Core Rulebook* 478) apply to creatures traversing the *wall of water*, targeting creatures within the wall, or passing through the wall. For instance, a bludgeoning or slashing melee attack targeting a creature in the wall would take a -2 circumstance penalty.

WARDING AGGRESSION

SPELL 3

ABJURATION

Traditions arcane, divine, primal

Cast ♦♦ somatic, verbal

Duration up to 1 minute

You channel a magical ward through your attack and attempt to plant it on a foe. This ward increases your defenses against that foe, as long as you keep attacking that foe to maintain it. Make a melee Strike with a weapon or unarmed attack against a foe. In addition to the normal effects of the Strike, it has the effects below. *Warding aggression* ends if the foe you attacked dies or at the end of any turn in which you didn't hit that foe with a melee Strike.

Critical Success You gain a +3 status bonus to AC against the foe for 1 round and a +2 status bonus to AC against the foe for the remaining duration.

Success You gain a +2 status bonus to AC against the foe.

Failure You gain a +1 status bonus to AC against the foe.

Critical Failure You gain no additional effect.

PRIMAL

(Continued from front)

Typically, the creature is seen as a glowing outline superimposed on its position. This might allow the recipient to target a creature it couldn't otherwise; however, cover and line of effect still might prevent or impede targeting and attacks. This can only improve the recipient's vision, not reduce it; for example, if an enemy was undetected by the sharing creature and observed by a recipient, the recipient would still clearly observe the enemy.

Once the vision sharing stops, the benefit ends. Whether a creature is hidden or undetected is still based on the last information a target had before the vision sharing ended. For example, that means if a creature is behind a wall but hasn't moved, it's still hidden rather than undetected by a recipient that witnessed its current position.

(Continued from front)

Failure The creature takes full damage and rises 10 feet into the air. If it doesn't have a fly Speed, the creature gains one equal to its Speed until it either reaches the ground or ceases to be in the whirlwind's area, potentially falling when the spell ends or when it leaves the area.

Critical Failure As failure, except the creature takes double damage and rises 20 feet into the air.

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