

DANCING LIGHTS

CANTRIP 1

CANTRIP EVOCATION LIGHT

Traditions arcane, occult, primal; **Source** Core Rulebook, 327

Cast ⚡ somatic, verbal

Range 120 feet

Duration sustained

You create up to four floating lights, no two of which are more than 10 feet apart. Each sheds light like a torch. When you Sustain the Spell, you can move any number of lights up to 60 feet. Each light must remain within 120 feet of you and within 10 feet of all others, or it winks out.

ELECTRIC ARC

CANTRIP 1

CANTRIP ELECTRICITY EVOCATION

Traditions arcane, primal; **Source** Core Rulebook, 335

Cast ⚡ somatic, verbal

Range 30 feet; **Targets** 1 or 2 creatures

Saving Throw basic Reflex

An arc of lightning leaps from one target to another. You deal electricity damage equal to 1d4 plus your spellcasting ability modifier.

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

GUIDANCE

CANTRIP 1

CANTRIP DIVINATION

Traditions divine, occult, primal; **Source** Core Rulebook, 342

Cast ⚡ verbal

Range 30 feet; **Targets** 1 creature

Duration until the start of your next turn

You ask for divine *guidance*, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

HEALING PLASTER

CANTRIP 1

CANTRIP EARTH TRANSMUTATION

Traditions primal; **Source** Secrets of Magic, 109

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.

PROTECT COMPANION

CANTRIP 1

ABJURATION

Traditions arcane, divine, occult, primal; **Source** Secrets of Magic, 123

Cast ⚡ verbal

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

Duration until the start of your next turn

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

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

Heightened (+2) The reaction reduces the damage

SCATTER SCREE

CANTRIP 1

CANTRIP EARTH EVOCATION

Traditions arcane, primal; **Source** Secrets of Magic, 127

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.

ACIDIC BURST

SPELL 1

ACID EVOCATION

Traditions arcane, primal; **Source** Lost Omens Gods & Magic, 106

Cast ⚡ somatic, verbal

Area 5-foot emanation

Saving Throw basic Reflex

You create a shell of acid around yourself that immediately bursts outward, dealing 2d6 acid damage to each creature in the area.

AIR BUBBLE

SPELL 1

AIR CONJURATION

Traditions arcane, divine, primal; **Source** Core Rulebook, 316

Cast ⤴ verbal; **Trigger** A creature within range enters an environment where it can't breathe.

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

Duration 1 minute

A bubble of pure air appears around the target's head, allowing it to breathe normally. The effect ends as soon as the target returns to an environment where it can breathe normally.

AIRBURST

SPELL 1

UNCOMMON AIR EVOCATION

Traditions arcane, primal; **Source** Strength of Thousands - 01 - Kindled Magic, 76

Cast ⚡ verbal

Area 5-foot emanation; **Targets** all creatures and unattended objects in the area

Saving Throw Fortitude

A blast of wind wildly pushes everything nearby. Unattended objects of 1 Bulk or less are pushed 5 feet away from you. Large or smaller creatures must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes a -2 status penalty to checks made during its reactions until the end of your turn.

Failure As success, and the creature is pushed 5 feet away from you.

Critical Failure The creature is pushed 5 feet away from you and can't use reactions until the end of your turn.

ALARM**SPELL 1****ABJURATION**

Traditions arcane, divine, occult, primal; **Source** Core Rulebook, 317

Cast 10 minutes (material, somatic, verbal);

Requirements 3 gp silver bell focus

Range touch; **Area** 20-foot burst

Duration 8 hours

You ward an area to alert you when creatures enter without your permission. When you cast *alarm*, select a password. Whenever a Small or larger corporeal creature enters the spell's area without speaking the password, *alarm* sends your choice of a mental alert (in which case the spell gains the mental trait) or an audible *alarm* with the sound and volume of a hand bell (in which case the spell gains the auditory trait). Either option automatically awakens you, and the bell allows each creature in the area to attempt a DC 15 Perception check to wake up. A creature aware of the *alarm* must succeed at a Stealth check against the spell's DC or trigger the spell when moving into the area.

BREADCRUMBS**SPELL 1****ABJURATION**

Traditions arcane, divine, occult, primal; **Source** Secrets of Magic, 92

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.

BURNING HANDS**SPELL 1****EVOCATION FIRE**

Traditions arcane, primal; **Source** Core Rulebook, 322

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw basic Reflex

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area.

ANIMAL ALLIES**SPELL 1****CONJURATION**

Traditions primal; **Source** Secrets of Magic, 89

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.

BRINY BOLT**SPELL 1****ATTACK EVOCATION WATER**

Traditions arcane, primal; **Source** Gatewalkers - 02 - They Watched the Stars, 80

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

You hurl a bolt of saltwater from your extended hand. Make a ranged spell attack against a target within range.

Critical Success The creature takes 4d6 bludgeoning damage and is blinded for 1 round and dazzled for 1 minute as saltwater sprays into its eyes. The creature can spend an Interact action to rub its eyes and end the blinded condition, but not the dazzled condition.

Success The creature takes 2d6 bludgeoning damage and is blinded for 1 round. The creature can spend an Interact action wiping the salt water from its eyes to end the blinded condition.

CHARM**SPELL 1****EMOTION ENCHANTMENT INCAPACITATION****MENTAL**

Traditions arcane, occult, primal; **Source** Core Rulebook, 322

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 hour

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

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

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

ANT HAUL**SPELL 1****TRANSMUTATION**

Traditions arcane, primal; **Source** Core Rulebook, 318

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

Duration 8 hours

You reinforce the target's musculoskeletal system to bear more weight. The target can carry 3 more Bulk than normal before becoming encumbered and up to a maximum of 6 more Bulk.

BUFFETING WINDS**SPELL 1****AIR EVOCATION NONLETHAL**

Traditions primal; **Source** Lost Omens Knights of Lastwall, 92

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw Reflex

You release a quick burst of wind that batters your living opponents without causing them lasting harm, while also blowing undead away. The wind deals 2d4 bludgeoning damage, which is nonlethal against living creatures. Against undead, the winds are more vicious, and the spell loses the nonlethal trait against such creatures. Each creature in the area must attempt a basic Reflex save. On a failure, undead creatures are also knocked back 5 feet (or 10 feet on a critical failure).

(Continued from front)

Success The target is unaffected but thinks your spell was something harmless instead of *charm*, unless it identifies the spell (Identifying Spells section on page 305).

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.

Critical Failure The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

CHILLING SPRAY

SPELL 1

COLD EVOCATION

Traditions arcane, primal; **Source** Advanced Player's Guide, 217

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw Reflex

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

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and takes a -5-foot status penalty to its Speeds for 2 rounds.

Critical Failure The creature takes double damage and takes a -10-foot status penalty to its Speeds for 2 rounds.

CREATE WATER

SPELL 1

CONJURATION WATER

Traditions arcane, divine, primal; **Source** Core Rulebook, 326

Cast ◆◆ somatic, verbal

Range 0 feet

As you cup your hands, water begins to flow forth from them. You create 2 gallons of water. If no one drinks it, it evaporates after 1 day.

DETECT POISON

SPELL 1

UNCOMMON DETECTION DIVINATION

Traditions divine, primal; **Source** Core Rulebook, 328

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 object or creature

You detect whether a creature is venomous or poisonous, or if an object is poison or has been poisoned. You do not ascertain whether the target is poisonous in multiple ways, nor do you learn the type or types of poison. Certain substances, like lead and alcohol, are poisons and so mask other poisons.

FEAR

SPELL 1

EMOTION ENCHANTMENT FEAR MENTAL

Traditions arcane, divine, occult, primal; **Source** Core Rulebook, 337

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

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

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

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

FEATHER FALL

SPELL 1

ABJURATION

Traditions arcane, primal; **Source** Core Rulebook, 337

Cast ↻ verbal; **Trigger** A creature within range is falling.

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

Duration 1 minute

You cause the air itself to arrest a fall. The target's fall slows to 60 feet per round, and the portion of the fall during the spell's duration doesn't count when calculating falling damage. If the target reaches the ground while the spell is in effect, it takes no damage from the fall. The spell ends as soon as the target lands.

FLEET STEP

SPELL 1

TRANSMUTATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Duration 1 minute

You gain a +30-foot status bonus to your Speed.

GOBLIN POX

SPELL 1

DISEASE NECROMANCY

Traditions arcane, primal; **Source** Core Rulebook, 341

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Fortitude

Your touch afflicts the target with *goblin pox*, an irritating allergenic rash. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is afflicted with *goblin pox* at stage 1.

Critical Failure The target is afflicted with *goblin pox* at stage 2.

Goblin Pox (disease) **Level** 1; Goblins and goblin dogs are immune; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 1 and the creature can't reduce its sickened value below 1 (1 day)

GREASE

SPELL 1

CONJURATION

Traditions arcane, primal; **Source** Core Rulebook, 342

Cast ◆◆ somatic, verbal

Range 30 feet; **Area** 4 contiguous 5-foot squares or Targets 1 object of 1 Bulk or less

Duration 1 minute

You conjure *grease*, with effects based on choosing area or target.

You conjure *grease*, with effects based on choosing area or target.

- **Area** All solid ground in the area is covered with *grease*. Each creature standing on the greasy surface must succeed at a Reflex save or an Acrobatics check against your spell DC or fall prone. Creatures using an action to move onto the greasy surface during the spell's duration must attempt either a Reflex save or an Acrobatics check to Balance. A creature that Steps or Crawls doesn't have to attempt a check or save.

(Continued on back)

(Continued from front)

- **Target** If you cast the spell on an unattended object, anyone trying to pick up the object must succeed at an Acrobatics check or Reflex save against your spell DC to do so. If you target an attended object, the creature that has the object must attempt an Acrobatics check or Reflex save. On a failure, the holder or wielder takes a -2 circumstance penalty to all checks that involve using the object; on a critical failure, the holder or wielder releases the item. The object lands in an adjacent square of the GM's choice. If you cast this spell on a worn object, the wearer gains a +2 circumstance bonus to Fortitude saves against attempts to grapple them.

GRITTY WHEEZE

SPELL 1

UNCOMMON AIR EARTH EVOCATION

Traditions arcane, primal; **Source** Threshold of Knowledge, 10

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw Fortitude; **Duration** see below

You exhale desiccating grit and sand in a small cloud. Creatures in the area take 2d4 bludgeoning damage and must attempt a Fortitude save. Water creatures and plant creatures use the outcome one degree of success worse than the result of their saving throw.

Critical Success The creature takes no damage.

Success The creature takes half damage.

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

Critical Failure The creature takes double damage and is dazzled for 1 minute.

GUST OF WIND

SPELL 1

AIR EVOCATION

Traditions arcane, primal; **Source** Core Rulebook, 342

Cast ◆◆ somatic, verbal

Area 60-foot line

Duration until the start of your next turn

Saving Throw Fortitude

A violent wind issues forth from your palm, blowing from the point where you are when you cast the spell to the line's opposite end. The wind extinguishes small non-magical fires, disperses fog and mist, blows objects of light Bulk or less around, and pushes larger objects. Large or smaller creatures in the area must attempt a Fortitude save. Large or smaller creatures that later move into the gust must attempt the save on entering.

Critical Success The creature is unaffected.

Success The creature can't move against the wind.

Failure The creature is knocked prone. If it was flying, it suffers the effects of critical failure

HEAL

SPELL 1

HEALING NECROMANCY POSITIVE

Traditions divine, primal; **Source** Core Rulebook, 343

Cast ◆ to ◆◆

Range varies; **Targets** 1 willing living creature or 1 undead creature

You channel positive energy to *heal* the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

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

◆◆ (somatic, verbal) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

◆◆◆ (material, somatic, verbal) You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

HELPFUL STEPS

SPELL 1

CONJURATION

Traditions arcane, divine, occult, primal; **Source** Lost Omens Firebrands, 90

Cast ◆◆ somatic, verbal

Range 60 feet

Duration 10 minutes

You call forth a ladder or staircase to help you reach greater heights. The ladder or staircase appears in a space you designate and either stands freely or connects to a nearby wall if possible. You decide the height of the ladder or staircase when casting the spell, up to a maximum height of 40 feet. The ladder or staircase is locked in place and magically supported, allowing you to ascend even if it's in an open area. The conjured ladder is simple in design and made of wood. The staircase is a spiral staircase made of wood. While both are supported and have no risk of falling, they can be damaged and destroyed as normal. The staircase is typically easier to ascend, though it's less discreet than a ladder and could possibly draw

HORIZON THUNDER SPHERE

SPELL 1

ATTACK ELECTRICITY EVOCATION

Traditions arcane, primal; **Source** Secrets of Magic, 110

Cast ◆◆ to 2 rounds

Range varies; **Targets** 1 creature

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

(Continued on back)

(Continued from front)

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

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

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.

HYDRAULIC PUSH

SPELL 1

ATTACK EVOCATION WATER

Traditions arcane, primal; **Source** Core Rulebook, 344

Cast ◆◆ somatic, verbal

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

You call forth a powerful blast of pressurized water that bludgeons the target and knocks it back. Make a ranged spell attack roll.

Critical Success The target takes 6d6 bludgeoning damage and is knocked back 10 feet.

Success The target takes 3d6 bludgeoning damage and is knocked back 5 feet.

JUMP

SPELL 1

MOVE TRANSMUTATION

Traditions arcane, primal; **Source** Core Rulebook, 347

Cast ◆ somatic

Your legs surge with strength, ready to leap high and far. You *jump* 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

LONGSTRIDER

SPELL 1

TRANSMUTATION

Traditions arcane, primal; **Source** Core Rulebook, 348

Cast ◆◆ somatic, verbal

Duration 1 hour

You lengthen your stride beyond what should be possible. You gain a +10-foot status bonus to your Speed.

LOSE THE PATH

SPELL 1

ILLUSION MENTAL VISUAL

Traditions occult, primal; **Source** Secrets of Magic, 113

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.

MAGIC FANG

SPELL 1

TRANSMUTATION

Traditions primal; **Source** Core Rulebook, 349

Cast ⤴ somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 1 minute

Choose one of the target's unarmed attacks. You cause that unarmed attack to shine with primal energy. The unarmed attack becomes a +1 striking unarmed attack, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two if it had only one.

MAGIC STONE

SPELL 1

NECROMANCY POSITIVE

Traditions divine, primal; **Source** Advanced Player's Guide, 222

Cast ⤴ to ⤴⤴ (verbal, somatic)

Range touch; **Targets** 1 to 3 non-magical stones or sling bullets

Duration 1 minute

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

MENDING

SPELL 1

TRANSMUTATION

Traditions arcane, divine, occult, primal; **Source** Core Rulebook, 351

Cast 10 minutes (somatic, verbal)

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

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

MUD PIT

SPELL 1

CONJURATION EARTH WATER

Traditions arcane, primal; **Source** Secrets of Magic, 117

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.

NEGATE AROMA

SPELL 1

ABJURATION

Traditions arcane, primal; **Source** Core Rulebook, 354

Cast ⤴⤴ somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 1 hour

The target loses its odor, preventing creatures from passively noticing its presence via smell alone, even if the creatures have precise or imprecise scent. A creature attempting a Perception check to Seek with scent and other senses might notice the lack of natural scent. If the target has any abilities that result from its smell, such as an overpowering scent, those abilities are also negated.

NETTLESKIN

SPELL 1

UNCOMMON PLANT TRANSMUTATION

Traditions primal; **Source** Threshold of Knowledge, 10

Cast ⤴⤴ somatic, verbal

Duration 1 minute

Thorns sprout from your body; they pass through and don't damage any clothing or armor you wear. Adjacent creatures that hit you with a melee or unarmed attack take 1d4 piercing damage as the nettles jab them and break off. Each time a creature takes damage in this way, *nettleskin*'s duration decreases by 1 round.

NOXIOUS VAPORS

SPELL 1

EVOCATION POISON

Traditions arcane, primal; **Source** Advanced Player's Guide, 222

Cast ⤴⤴ somatic, verbal

Area 10-foot emanation

Saving Throw basic Fortitude; **Duration** 1 round

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

PASS WITHOUT TRACE

SPELL 1

ABJURATION

Traditions primal; **Source** Core Rulebook, 356

Cast ⤴⤴ somatic, verbal

Duration 1 hour

You obscure the tracks you leave behind and make it harder for others to find you. The DC of checks to Track you gains a +4 status bonus or is equal to your spell DC, whichever results in a higher DC. You can benefit from only one *pass without trace* spell at a time.

PERSONAL RAIN CLOUD**SPELL 1****UNCOMMON** **EVOCATION** **WATER****Traditions** arcane, primal; **Source** Extinction Curse - 01 - The Show Must Go On, 78**Cast** ⚡ somatic, verbal**Range** 60 feet; **Targets** 1 creature**Duration** 1 minute**Saving Throw** Reflex

You conjure a 5-foot-wide rain cloud that follows the target wherever it goes. It stays roughly an arm's length overhead, unless it must drift lower to fit under a ceiling. The cloud rains constantly on the target, keeping it wet and dampening the ground in the wake of any movement. The rain extinguishes non-magical flames. The target gains fire resistance 2. Creatures with weakness to water take damage equal to their weakness at the end of each of their turns. Creatures can attempt a Reflex save to avoid the cloud.

PROTECTOR TREE**SPELL 1****CONJURATION** **PLANT****Traditions** primal; **Source** Secrets of Magic, 123**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.

PURIFYING ICICLE**SPELL 1****UNCOMMON** **COLD** **EVOCATION** **POSITIVE****Traditions** divine, primal; **Source** Lost Omens Knights of Lastwall, 94**Cast** ⚡ somatic, verbal**Range** 60 feet; **Targets** 1 creature**Saving Throw** Fortitude**Access** member of Knights of Lastwall

You evoke life essence into the form of water and freeze it, then launch the icicle at a foe. Make a spell attack roll. On a success, the icicle deals 2d6 piercing damage and 1d6 cold damage, and if the target is undead, the icicle deals an additional 1d4 positive damage. On a critical success, the target takes double damage and takes a -10-foot circumstance penalty to its Speeds for 1 round as the icicle lodges inside them before melting away.

PEST FORM**SPELL 1****POLYMORPH** **TRANSMUTATION****Traditions** arcane, primal; **Source** Core Rulebook, 356**Cast** ⚡ somatic, verbal**Duration** 10 minutes

You transform into the battle form of a Tiny animal, such as a cat, insect, lizard, or rat. You can decide the specific type of animal (such as a rat or praying mantis), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait, and you can't make Strikes. You can Dismiss the spell.

You gain the following statistics and abilities:

- AC = 15 + your level. Ignore your armor's check penalty and Speed reduction.
- Speed 20 feet.
- Weakness 5 to physical damage. (If you take physical damage in this form, you take 5 additional damage.)
- Low-light vision and imprecise scent 30 feet.
- Acrobatics and Stealth modifiers of +10, unless your own modifier is higher; Athletics modifier

PUMMELING RUBBLE**SPELL 1****EARTH** **EVOCATION****Traditions** arcane, primal; **Source** Advanced Player's Guide, 223**Cast** ⚡ somatic, verbal**Area** 15-foot cone**Saving Throw** Reflex

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

Critical Success The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is pushed 5 feet away from you.**Critical Failure** The creature takes double damage and is pushed 10 feet away from you.**PUTREFY FOOD AND DRINK****SPELL 1****NECROMANCY****Traditions** divine, primal; **Source** Agents of Edgwatch - 02 - Sixty Feet Under, 77**Cast** ⚡ somatic, verbal**Range** touch; **Targets** 1 cubic foot of clean food or water

You cause otherwise edible food to rot and spoil instantly, and water and other liquids to become brackish and undrinkable. Holy water, unholy water, and similar food and drink of significance are spoiled by this spell, unless they are associated with a deity of decay or putrefaction, but it has no effect on creatures of any type, potions, or alchemical elixirs. One cubic foot of liquid is roughly 8 gallons.

PET CACHE**SPELL 1****CONJURATION** **EXTRADIMENSIONAL****Traditions** arcane, divine, occult, primal; **Source** Advanced Player's Guide, 222**Cast** ⚡ somatic**Range** touch; **Targets** 1 willing creature that is your animal companion or familiar**Duration** 8 hours

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

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

PURIFY FOOD AND DRINK**SPELL 1****NECROMANCY****Traditions** divine, primal; **Source** Core Rulebook, 362**Cast** ⚡ somatic, verbal**Range** touch; **Targets** 1 cubic foot of contaminated food or water

You remove toxins and contaminations from food and drink, making them safe to consume. This spell doesn't prevent future contamination, natural decay, or spoilage. One cubic foot of liquid is roughly 8 gallons.

RESTYLE**SPELL 1****TRANSMUTATION****Traditions** arcane, divine, occult, primal; **Source** Secrets of Magic, 126**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.

SCOURING SAND

SPELL 1

UNCOMMON EARTH EVOCATION

Traditions arcane, primal; **Source** Extinction Curse - 01 - The Show Must Go On, 78

Cast ⚡ somatic, verbal

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

Duration sustained up to 1 minute

You blast the area with grit that scours away soil and gets into creatures' eyes. For the duration of the spell, any plant-based difficult terrain smaller than a tree becomes loose, allowing each 5-foot square of it to be cleared with a single Interact action. In addition, *scouring sand* attempts to counteract entangle and other effects that create or manipulate plant-based terrain in its area. Successfully counteracting an effect removes only the portion of its area that overlaps with *scouring sand's* area. After one such attempt, the effect is temporarily immune to *scouring sand's* counteract for 24 hours. Each creature in the area when you Cast this Spell or that ends its turn in the area must attempt a Reflex save.

(continued on back)

SHATTERING GEM

SPELL 1

ABJURATION EARTH

Traditions arcane, primal; **Source** Lost Omens Gods & Magic, 109

Cast ⚡ somatic, verbal

Range touch; **Targets** 1 creature

Duration 1 minute

A large gem floats around the target in an erratic pattern. The gem has 5 Hit Points. Each time a creature Strikes the target, the target attempts a DC 11 flat check. On a success, the gem blocks the attack, so the attack first damages the gem and then applies any remaining damage to the target. If the gem is reduced to 0 Hit Points, it shatters, immediately dealing the creature that destroyed it 1d8 slashing damage (basic Reflex save), as long as that creature is within 10 feet of the target.

(Continued from front)

Success The creature is unaffected.

Failure The creature is dazzled for 1 minute or until it uses an Interact action to get the sand out of its eyes.

Critical Failure As failure, but the creature is also blinded for its next action.

SHILLELAGH

SPELL 1

PLANT TRANSMUTATION

Traditions primal; **Source** Core Rulebook, 369

Cast ⚡ somatic, verbal

Range touch; **Targets** 1 club or staff you hold

Duration 1 minute

The target grows vines and leaves, brimming with primal energy. The target becomes a +1 striking weapon while in your hands, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two. Additionally, as long as you are on your home plane, attacks you make with the target against aberrations, extraplanar creatures, and undead increase the number of weapon damage dice to three.

SEASHELL OF STOLEN SOUND

SPELL 1

DIVINATION SONIC

Traditions arcane, occult, primal; **Source** Secrets of Magic, 127

Cast 🌀 focus, verbal; **Trigger** A creature within range begins to make a sound.

Range 30 feet

Duration until your next daily preparations

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

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

SHOCKING GRASP

SPELL 1

ATTACK ELECTRICITY EVOCATION

Traditions arcane, primal; **Source** Core Rulebook, 369

Cast ⚡ somatic, verbal

Range touch; **Targets** 1 creature

You shroud your hands in a crackling field of lightning. Make a melee spell attack roll. On a hit, the target takes 2d12 electricity damage. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *shocking grasp*, and the target also takes 1d4 persistent electricity damage on a hit. On a critical hit, double the initial damage, but not the persistent damage.

SHOCKWAVE

SPELL 1

EARTH EVOCATION

Traditions arcane, primal; **Source** Lost Omens Gods & Magic, 110

Cast ⚡ somatic, verbal

Area 15-foot cone

Saving Throw Reflex

You create a wave of energy that ripples through the earth. Terrestrial creatures in the affected area must attempt a Reflex save to avoid stumbling as the *shockwave* shakes the ground.

Critical Success The creature is unaffected.

Success The creature is flat-footed until the start of its next turn.

Failure The creature falls prone.

Critical Failure As failure, plus the creature takes 1d6 damage.

SNOWBALL

SPELL 1

ATTACK COLD EVOCATION WATER

Traditions arcane, primal; **Source** Lost Omens World Guide, 112

Cast ⚡ somatic, verbal

Range 30 feet; **Targets** 1 creature

You throw a magically propelled and chilled ball of dense snow. The target takes 2d4 cold damage and potentially other effects, depending on the result of your spell attack roll.

Critical Success The target takes double damage and a -10-foot status penalty to its Speeds for 1 round.

Success The target takes full damage and a -5-foot status penalty to its Speeds for 1 round.

Failure No effect.

SPIDER STING

SPELL 1

NECROMANCY POISON

Traditions arcane, primal; **Source** Core Rulebook, 371

Cast ⚡ somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Fortitude

You magically duplicate a spider's venomous sting. You deal 1d4 piercing damage to the touched creature and afflict it with spider venom. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes 1d4 poison damage.

Failure The target is afflicted with spider venom at stage 1.

Critical Failure The target is afflicted with spider venom at stage 2.

Spider Venom (poison); **Level** 1; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage and enfeebled 2 (1 round).

SUMMON ANIMAL**SPELL 1****CONJURATION****Traditions** arcane, primal; **Source** Core Rulebook, 375**Cast** >>> material, somatic, verbal**Range** 30 feet**Duration** sustained up to 1 minute

You conjure an animal to fight for you. You summon a common creature that has the animal trait and whose level is -1, such as those found in Pathfinder Bestiary volumes . Heightening the spell increases the maximum level of creature you can summon.

SUMMON FEY**SPELL 1****CONJURATION****Traditions** occult, primal; **Source** Core Rulebook, 375**Cast** >>> material, somatic, verbal**Range** 30 feet**Duration** sustained up to 1 minute

You conjure a fey to fight for you. This works like summon animal, except you summon a common creature that has the fey trait and whose level is -1.

SUMMON PLANT OR FUNGUS**SPELL 1****CONJURATION****Traditions** primal; **Source** Core Rulebook, 376**Cast** >>> material, somatic, verbal**Range** 30 feet**Duration** sustained up to 1 minute

You conjure a plant or fungus to fight for you. This works like summon animal (page 375), except you summon a common creature that has the plant or fungus trait and whose level is -1.

SWAMPCALL**SPELL 1****UNCOMMON EARTH TRANSMUTATION****Traditions** primal; **Source** Strength of Thousands - 03 - Hurricane's Howl, 77**Cast** >> somatic, verbal**Range** 30 feet; **Area** 10-foot burst**Duration** 1 minute

You call upon the spirits of the soil to twist and churn, transforming the terrain in the targeted area into a sodden mess. The area becomes difficult terrain. Creatures in the area when you cast this spell must attempt a Reflex saving throw.

Success The creature is unaffected.

Failure The creature sinks partially into the mud. The creature takes a -10-foot circumstance penalty to its Speeds (except for its swim Speed, if any) and becomes flat-footed. These effects last until the creature leaves the area or until the end of its next turn, whichever comes first.

Critical Failure As failure, but the penalty to Speeds (except Swim speed) is -15 feet.**(Continued from front)****Success** The target takes a -5-foot circumstance penalty to its Speed as long as it is within 30 feet of you.**Failure** The target takes a -10-foot circumstance penalty to its Speed and cannot move more than 30 feet away from you until it Escapes or the spell ends.**Critical Failure** The target is immobilized until it Escapes or the spell ends.**SYNCHRONIZE****SPELL 1****DIVINATION****Traditions** arcane, divine, occult, primal; **Source** Secrets of Magic, 135**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.

TETHER**SPELL 1****ABJURATION****Traditions** arcane, primal; **Source** Lost Omens Gods & Magic, 111**Cast** >> somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Reflex; **Duration** 1 minute or until dismissed; see text

You use magical chains, vines, or other tethers to bind your target to you. The creature can still try to Escape, and it or others can break the tethers by attacking them (the tethers have AC 15 and 10 Hit Points). You must stay within 30 feet of the target while it is tethered; moving more than 30 feet away from your target ends the spell. The target must attempt a Reflex save.

Critical Success The target is unaffected.**(Continued on back)****VENTRILOQUISM****SPELL 1****AUDITORY ILLUSION****Traditions** arcane, divine, occult, primal; **Source** Core Rulebook, 381**Cast** >> somatic, verbal**Duration** 10 minutes

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

VERDANT SPROUT**SPELL 1****UNCOMMON CONJURATION PLANT****Traditions** primal; **Source** Extinction Curse - 01 - The Show Must Go On, 79**Cast** >>> material, somatic, verbal**Range** 30 feet

You imbue a single ordinary, inexpensive plant seed with primal energy and throw it onto a surface, where it gradually sprouts into a Medium plant. After 10 minutes, the plant is sturdy enough to provide standard cover, and its space is difficult terrain. The plant is laden with nutritious nuts or fruit sufficient to feed one Medium creature for a day. The plant has AC 10, Hardness 5, and 20 Hit Points.

VERMINOUS LURE**SPELL 1****UNCOMMON** **OLFACTORY** **TRANSMUTATION****Traditions** primal; **Source** Strength of Thousands - 01
- Kindled Magic, 76**Cast** ◆◆ somatic, verbal**Range** 30 feet; **Targets** 1 creature or object**Duration** 10 minutes

Upon casting, the target emits a musk that's captivating to certain animals. Tiny animals and animal swarms of any size within range must attempt a Will save. On a failure, non-hostile animals or animal swarms try to touch the target. If hostile, such creatures choose to attack the target instead of other foes, if able to do so without spending additional actions or exposing themselves to additional danger.

Verminous lure doesn't change animals' attitudes towards the target and is easily overridden by more direct control, such as the Command an Animal action. Animals with imprecise sense can use their scent as a precise sense against the target.