

SCHOOL—SPELLS **Level 1****Burning Hands Scroll** **Spell 1**

*EVOCATION *FIRE

Traditions: Arcane, Primal**Cast:** [two-actions] somatic, verbal**Area:** 15-foot cone**Saving Throw:** basic Reflex

Gouts of flame rush from your hands. You deal 2d6 Fire damage.

SCHOOL—SPELLS **Level 1****Charm Scroll** **Spell 1***EMOTION *ENCHANTMENT
*INCAPACITATION *MENTAL**Traditions:** Arcane, Primal**Cast:** [two-actions] somatic, verbal**Range:** 30 feet **Target:** 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 (See CRB, pg 322 for Critical effects).

SCHOOL—SPELLS **Level 1****Fear Scroll** **Spell 1**

*EMOTION *ENCHANTMENT *FEAR *MENTAL

Traditions: Arcane, Divine, Occult, Primal**Cast:** [two-actions] somatic, verbal**Range:** 30 feet **Target:** 1 creature**Saving Throw:** Will **Duration:** varies

You plan fear in the target; it must attempt a Will save (See CRB, pg 337 for Critical effects).

SCHOOL—SPELLS **Level 1****Harm Scroll** **Spell 1**

*NECROMANCY *NEGATIVE

Traditions: Divine**Cast:** [one-action] to [three-actions]**Range:** Varies **Target:** 1 creature or 1 willing undead creature**Saving Throw:** Will **Duration:** 1 hour

You channel negative energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 negative damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. The number of actions you spend when you Cast the Spell determines its targets, range, area, and other parameters (see CRB, pg 343 for more information on these variables).

SCHOOL—SPELLS **Level 1****Heal Scroll** **Spell 1**

*HEALING *NECROMANCY *POSITIVE

Traditions: Divine, Primal**Cast:** [one-action] to [three-actions]**Range:** Varies **Target:** 1 willing creature or 1 undead creature**Saving Throw:** Will **Duration:** 1 hour

You channel positive energy to heal the living or harm the undead. If the target is a willing living creature, you restore 1d8 Hit Points to it. If the target is an undead creature, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when you Cast the Spell determines its targets, range, area, and other parameters (see CRB, pg 343 for more information on these variables).

SCHOOL—SPELLS **Level 1****Mage Armor Scroll** **Spell 1**

*ABJURATION

Traditions: Arcane, Occult**Cast:** [two-action] somatic, verbal**Duration:** until the next time you make your daily preparationsYou ward yourself with a shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing *mage armor*, you use your unarmored proficiency to calculate your AC.**SCHOOL—SPELLS** **Level 1****Magic Fang Scroll** **Spell 1**

*TRANSMUTATION

Traditions: Primal**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 willing ally**Duration:** 1 minuteChoose one of the target's unarmed attacks that deal one damage die. 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.**SCHOOL—SPELLS** **Level 1****Magic Missile Scroll** **Spell 1**

*EVOCATION * FORCE

Traditions: Arcane, Occult**Cast:** [one-action] to [three-actions]**Range:** 120 feet **Target:** 1 creature

You send a dart of force toward a creature that you can see. It automatically hits and deals 1d4+1 Force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistance, weaknesses, and so forth.

SCHOOL—SPELLS **Level 1****Sooth Scroll** **Spell 1***EMOTION *ENCHANTMENT *HEALING
*MENTAL**Traditions:** Occult**Cast:** [two-action] somatic, verbal**Range:** 30 feet **Target:** 1 willing living creature**Duration:** 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

SCHOOL—SPELLS **Level 3****Barkskin Scroll** **Spell 2**

*ABJURATION *PLANT

Traditions: Primal**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 willing creature**Duration:** 10 minute

The target's skin becomes covered in bark. The target gains resistance 2 to bludgeoning and piercing damage and weakness 3 to fire. After the target takes fire damage, it can Dismiss the spell as a free action triggered by taking damage; doing so doesn't reduce the fire damage the target was dealt.

SCHOOL—SPELLS **Level 3****Comprehend Language Scroll** **Spell 2**

*DIVINATION

Traditions: Arcane, Divine, Occult**Cast:** [two-action] somatic, verbal**Range:** 30 feet **Target:** 1 creature**Duration:** 1 hour

The target can understand the meaning of a single language it is hearing or reading when you cast the spell. This doesn't let it understand codes, language couched in metaphor, and the like (subject to Gm's discretion). If the target can hear multiple languages and knows that, it can choose which language to understand; otherwise, choose one of the languages randomly.

SCHOOL—SPELLS **Level 3****Dispel Magic Scroll** **Spell 2**

*ABJURATION

Traditions: Arcane, Divine, Occult, Primal**Cast:** [one-actions] somatic, verbal**Range:** 120 feet **Target:** 1 spell effect or unattended magic item

You unravel the magic behind a spell or effect. Attempt a counteract check against the target (CRB, 458). If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

SCHOOL—SPELLS **Level 3****Invisibility Scroll** **Spell 2**

*ILLUSION

Traditions: Arcane, Occult**Cast:** [two-action] material, verbal**Area:** 10-foot emanation **Target:** you and any number of creatures in range**Duration:** 10 minutes

Cloaked in illusion, the target becomes invisible. This makes it undetected to all creatures, though creatures can attempt to find the target, making them hidden instead (CRB, 466). If the target takes a hostile action, the spell ends after the hostile action is completed.

SCHOOL—SPELLS **Level 3****Remove Fear Scroll** **Spell 2**

*ENCHANTMENT

Traditions: Divine, Occult, Primal**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 creature

With a touch, you ease a creature's fears. You can attempt to counteract a single fear effect that the target suffers from. This frees only the target, not any other creatures under the fear effect.

SCHOOL—SPELLS **Level 3****Remove Paralysis Scroll** **Spell 2**

*HEALING *NECROMANCY

Traditions: Divine, Occult, Primal**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 creature

A surge of energy frees a paralyzed creature. You can attempt to counteract a single effect imposing the paralyzed condition on the target. This does not cure someone who is paralyzed from some natural state or effect, such as paralysis caused by non-magical wounds or toxins.

SCHOOL—SPELLS **Level 3****Resist Energy Scroll** **Spell 2**

*ABJURATION

Traditions: Arcane, Divine, Occult, Primal**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 creature**Duration:** 10 minutes

A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

SCHOOL—SPELLS **Level 3****Restoration Scroll** **Spell 2**

*HEALING *NECROMANCY

Traditions: Divine, Occult, Primal**Cast:** [1-minute] somatic, verbal**Range:** touch **Target:** 1 creature

Restorative magic counters the effects of toxins or conditions that prevent a creature from functioning at its best. When you cast *restoration*, choose to either reduce a condition or lessen the effects of a toxin. A creature can benefit from only one *restoration* spell each day, and it cannot benefit from *restoration* more than once to reduce the stage of exposure to a given toxin.

- Reduce a condition: Reduce the value of the target's clumsy, enfeebled or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each.
- Lessen a toxin: Reduce the stage of one toxin the target suffers from by one stage.

SCHOOL—SPELLS **Level 3****See Invisibility Scroll** **Spell 2**

*DIVINATION *REVELATION

Traditions: Arcane, Divine, Occult**Cast:** [two-action] somatic, verbal**Duration:** 10 minutes

You can see invisible creatures and objects. They appear to you as translucent shapes, and are concealed to you.

SCHOOL—SPELLS **Level 3****Water Breathing Scroll** **Spell 2**

*TRANSMUTATION

Traditions: Arcane, Divine, Primal**Cast:** [1 minute] somatic, verbal**Range:** 30 feet **Target:** up to 5 creatures**Duration:** 1 hour

The targets can breathe underwater.

SCHOOL—SPELLS **Level 5****Fireball Scroll** **Spell 3**

*EVOCATION *FIRE

Traditions: Arcane, Primal**Cast:** [two-action] somatic, verbal**Range:** 500 feet **Area:** 20-foot burst**Saving Throw:** basic Reflex

A roaring blast of fire appears at a spot you designate, dealing 6d6 Fire damage.

SCHOOL—SPELLS **Level 5****Haste Scroll** **Spell 3**

*TRANSMUTATION

Traditions: Arcane, Occult, Primal**Cast:** [two-action] somatic, verbal**Range:** 30 feet **Target:** 1 creature**Duration:** 1 minute

Magic empowers the target to act faster. It gains the quickened condition and can be use the extra action each round only for Strike and Stride actions.

SCHOOL—SPELLS **Level 5****Heroism Scroll** **Spell 3**

*ENCHANTMENT *MENTAL

Traditions: Divine, Occult**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 Humanoid creature**Duration:** 10 minutes

Ypu tap into the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

SCHOOL—SPELLS **Level 5****Lightning Bolt Scroll** **Spell 3**

*ELECTRICITY *EVOCATION

Traditions: Arcane, Primal**Cast:** [two-action] somatic, verbal**Area:** 120-foot line **Target:****Saving Throw:** basic Reflex

A bolt of lightning strikes outward from your hand, dealing 4d12 Electricity damage.

SCHOOL—SPELLS **Level 5****Searing Light Scroll** **Spell 3**

*ATTACK *EVOCATION *FIRE *GOOD *LIGHT

Traditions: Divine, Primal**Cast:** [two-action] somatic, verbal**Range:** 120 feet **Target:** 1 creature

You shoot a blazing ray of light tinged with holy fire. Make a ranged spell attack. The ray deals 5d6 Fire damage. If the target is a fiend or undead, you deal an extra 5d6 Good damage.

Critical Success: The target takes double fire damage, as well as double Good damage if a fiend or undead.**Success:** The target takes full damage.If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *searing light* attempts to counteract the darkness. (See CRB 367)**SCHOOL—SPELLS** **Level 7****Air Walk Scroll** **Spell 4**

*AIR *TRANSMUTATION

Traditions: Divine, Primal**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 creature**Duration:** 5 minutes

The target can walk on air as if it were solid ground. It can ascend or descend in this way at a maximum of a 45-degree angle.

SCHOOL—SPELLS **Level 7****Fly Scroll** **Spell 4**

*TRAMNSMUTATION

Traditions: Arcane, Occult, Primal**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 creature**Duration:** 5 minutes

The target can soar through the air, gaining a fly Speed equal to its Speed or 20 feet, whichever is greater.

SCHOOL—SPELLS **Level 7****Stoneskin Scroll** **Spell 4**

*ABJURATION *PLANT

Traditions: Arcane, Primal**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 willing creature**Duration:** 20 minutesThe target's skin hardens like stone. It gains Resistance 5 to physical damage, except adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, the *stoneskin's* duration decreases by 1 minute.

SCHOOL—SPELL **Level 7**

Suggestion Scroll **Spell 4**

*ENCHANTMENT *INCAPACITATION
*LINGUISTIC *MENTAL

Traditions: Arcane, Occult

Cast: [two-action] somatic, verbal

Range: 30 feet **Target:** 1 creature

Saving Throw: Will **Duration:** varies

Your honeyed words are difficult for creatures to resist. You suggest a course of action to the target, which must be phrased in a way as to seem like a logical course of action to the target and can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save. See CRB 374 for effects of Critical Success—Critical Failure results.

SCHOOL—SPELLS **Level 9**

Banishment Scroll **Spell 5**

*ABJURATION *INCAPACITATION

Traditions: Arcane, Divine, Primal, Occult

Cast: [two-action] somatic, verbal

Area: 30 feet **Target:** 1 creature that isn't on its home plane.

Saving Throw: Will

You send the target back to its home plane. The target must attempt a Will Save. You can spend an extra action while Casting this Spell and add a material component to give a creature a -2 circumstance penalty to its save. The component must be a specially gathered object that in anathema to the creature, and not from a spell component pouch. This spell fails if you aren't on your home plane when you cast it. See CRB 320 for effects of Critical Success—Critical Failure results.

SCHOOL—SPELLS **Level 9**

Breath of Life Scroll **Spell 5**

*HEALING *NECROMANCY *POSITIVE

Traditions: Divine

Cast: [reaction] verbal

Trigger: A living creature within range would die.

Range: 30 feet **Target:** 1 creature

Your blessing revives a creature at the moment of its death. You prevent the target from dying and restore Hit Points to the target equal to 4d8 plus your spellcasting ability modifier. You can't use *breath of life* if the triggering effect was *disintegrate* or a death effect.

SCHOOL—SPELLS **Level 9**

Cone of Cold Scroll **Spell 5**

*COLD *EVOCATION

Traditions: Arcane, Primal

Cast: [two-action] somatic, verbal

Area: 60-foot cone

Saving Throw: basic Reflex

Icy cold rushes forth from your hands. You deal 12d6 cold damage to the creatures in the area.

SCHOOL—SPELLS **Level 9**

Crushing Despair Scroll **Spell 5**

*EMOTION *ENCHANTMENT *MENTAL

Traditions: Arcane, Primal

Cast: [two-action] somatic, verbal

Saving Throw: basic Reflex

Duration: 1 or more rounds

You inflict despair on the creatures in the area. The effects for each creature are determined by its Will save. See CRB 326 for effects of Critical Success—Critical Failure results.

SCHOOL—SPELLS **Level 11**

Phantasmal Calamity Scroll **Spell 6**

*ILLUSION *MENTAL

Traditions: Arcane, Occult

Cast: [two-action] somatic, verbal

Range: 500 feet **Area:** 30-foot burst

Saving Throw: Will

A vision of apocalyptic destruction fills the mind of each creature in the area. The vision deals 11d6 mental damage (basic Will save). On a critical failure, the creature must also succeed at a Reflex save or believe it's trapped (stuck in a fissure, adrift at sea, or some other fate in keeping with its vision). If it fails the second save, it's also Stunned for 1 minute. It can attempt a new Will save at the end of each of its turns, and on a success, it disbelieves the illusion and recovers from the Stunned condition.

SCHOOL—SPELLS **Level 11**

Stone to Flesh Scroll **Spell 6**

*ABJURATION *EARTH

Traditions: Divine, Primal

Cast: [two-actions] somatic, verbal

Range: touch

Target: petrified creature or human-sized stone object

Manipulating the fundamental particles of matter, you convert stone into flesh and blood. You restore a petrified creature to normal state or transform a stone object into a mass of inert flesh (without stone's Hardness) in roughly the same shape.

SCHOOL—SPELLS **Level 11**

Tangling Creepers Scroll **Spell 6**

*CONJURATION *PLANT

Traditions: Primal

Cast: [three-actions] material, somatic, verbal

Range: 500 feet **Area:** 40-foot burst

Duration: 10 minutes

Dense, twitching creepers sprout from every surface and fill any bodies of water in area. Any creatures moving on the land, or Climbing or Swimming within the creepers, takes a -10-foot circumstance penalty to its Speed while in the area. Once per round, you can make a vine lash out from any square within the expanse of creepers as a single action, which has the Concentrate trait. This vine has 1 15-foot reach and makes a melee unarmed attack using your spell attack modifier. If the attack succeeds, the vine pulls the target into the creepers and makes it immobilized for 1 round or until the creature escapes (against your spell DC0, whichever comes first).

SCHOOL—SPELLS **Level 11**

True Seeing Scroll **Spell 6**

*DIVINATION *REVELATION

Traditions: Arcane, Divine, Primal, Occult

Cast: [two-actions] somatic, verbal

Duration: 10 minutes

You see things within 60 feet as they actually are. The GM rolls a secret Counteract check against any illusion or transmutation in the area, but only for the purpose of determining whether you see through it (for instance, the check succeeds against a *polymorph* spell, so you can see the creature's true form, but you don't end the *polymorph* spell).

SCHOOL—SPELLS **Level 11****Vampiric Exsanguination Scroll**
Spell 6

*DEATH *NECROMANCY *NEGATIVE

Traditions: Arcane, Divine, Occult**Cast:** [two-action] somatic, verbal**Area:** 30-foot cone**Saving Throw:** basic Fortitude

You draw in the blood and life force of other creatures through your outstretched arms. You deal 12d6 negative damage to living creatures in the area.

You gain temporary Hit Points equal to half the damage a single creature takes from this spell; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

SCHOOL—SPELLS **Level 13****Energy Aegis Scroll** **Spell 7**

*ABJURATION

Traditions: Arcane, Divine, Occult, Primal**Cast:** 1 minute; material somatic, verbal**Range:** touch **Target:** 1 creature**Duration:** 24 hours

You protect the target with a powerful, long-lasting energy barrier. The target gains Resistance 5 to Acid, Cold, Electricity, Fire, Force, Negative, Positive, and Sonic damage.

SCHOOL—SPELLS **Level 13****Sunburst Scroll** **Spell 7**

*EVOCATION *FIRE *LIGHT *POSITIVE

Traditions: Divine, Primal**Cast:** [two-action] somatic, verbal**Range:** 500 feet **Area:** 60-foot burst**Saving Throw:** Reflex

A powerful globe of searing sunlight explodes in the area, dealing 8d10 Fire damage and objects in the area, plus 8d10 additional Positive damage to Undead creatures. Each creature and object in the area must attempt a Reflex save. See CRB 376 for effects of Critical Success—Critical Failure results.

SCHOOL—SPELLS **Level 13****True Target Scroll** **Spell 7**

*CONJURATION *CONSUMABLE *MAGICAL

Traditions: Arcane, Occult**Cast:** [one-action] verbal**Range:** 30 feet **Target:** 1 creature**Duration:** until the start of your next turn

You delve into the possible futures of the next few seconds to understand all the ways your target might avoid harm, then cast out a vision of that future to those around you. On the first attack roll made against the target during *true target's* duration, the attacker rolls twice and uses the better result. The attacker also ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

SCHOOL—SPELLS **Level 15****Divine Aura Scroll** **Spell 8**

*ABJURATION

Traditions: Divine**Cast:** [two-action] somatic, verbal**Area:** 10-foot emanation **Target:** allies in the area**Duration:** sustained up to 1 minute

Divine power wards the target, granting each a +1 status bonus to AC and saves while in the area.

Choose an alignment your deity has; this spell gains the trait of the alignment you chose. The bonuses granted by the spell increase to +2 against attacks by—and effects created by—creatures with an alignment opposite to the spell. These bonuses increase to +4 against effects created by such creatures that attempt to impose the controlled condition on the target. For more information, see CRB 331).

SCHOOL—SPELLS **Level 15****Horrid Wilting Scroll** **Spell 8**

*NECROMANCY *NEGATIVE

Traditions: Arcane, Primal**Cast:** [two-action] somatic, verbal**Range:** 500 feet **Target:** any number of living creatures**Saving Throw:** basic Fortitude

You pull the moisture from the target's bodies, dealing 10d10 Negative damage. Creatures made of water (such as water elementals) and plant creatures use the outcome of one degree of success worse than the result of their saving throw. Creatures whose bodies contain no significant moisture (such as earth elementals) are immune to *horrid wilting*.

SCHOOL—SPELLS **Level 15****Uncontrollable Dance Scroll**
Spell 8

*ENCHANTMENT *INCAPACITATION *MENTAL

Traditions: Arcane, Occult**Cast:** [two-action] somatic, verbal**Range:** 30 feet **Target:** 1 creature**Saving Throw:** Will **Duration:** varies

The target is overcome with an all-consuming urge to dance. For the duration of the spell, the target is flat-footed and can't use reactions. While affected, the creature can't use actions with the Move trait except to dance, using the Stride action to move up to half its speed. See CRB 379 for effects of Critical Success—Critical Failure results.

SCHOOL—SPELLS **Level 17****Foresight Scroll** **Spell 9**

*DIVINATION *MENTAL *PREDICTION

Traditions: Arcane, Divine, Occult**Cast:** [two-action] somatic, verbal**Range:** touch **Target:** 1 creature**Duration:** 1 hour

You gain a sixth sense that warns you of danger that might befall the target of the spell. If you chose a creature other than yourself as a target, you create a psychic link through which you can inform the target of danger. This link is a mental effect. Due to the amount of information this spell requires you to process, you can't have more than one *foresight* spell in effect at one time. Casting *foresight* again ends the previous *foresight*. While *foresight* is in effect, the target gains a +2 status bonus to initiative rolls and isn't Flat-footed against Undetected creatures or when Flanked. In addition, you gain a special reaction, as noted on CRB 340.

SCHOOL—SPELLS **Level 17****Implosion Scroll** **Spell 9**

*EVOCATION

Traditions: Arcane, Primal**Cast:** [two-action] somatic, verbal**Range:** 30 feet **Target:** 1 corporeal creature**Saving Throw:** basic Fortitude**Duration:** sustained up to 1 minute

You crush the target by causing it to collapse in on itself, dealing 75 damage. Each time you Sustain the Spell, you must choose a new target to be subject to the same effect; the same creature can never be targeted more than once with a single casting of this spell. You can't affect more than one creature per turn with implosion. You can't target a creature that's incorporeal, gaseous, or liquid, or one that otherwise lacks a solid form.

**Overwhelming Presence Scroll
Spell 9**

*AUDITORY *ENCHANTMENT
*INCAPACITATION *MENTAL *VISUAL

Traditions: Divine, Occult

Cast: [two-action] somatic, verbal

Range: 40-foot burst **Target:** any number of creatures

Saving Throw: Will

Duration: Until full tribute is paid

You surround yourself with supernatural splendor, appearing to be a god or similarly majestic being. You chose the aspects of your new majestic appearance. This causes the targets to pay tribute to you by bowing or using some other action in keeping with your appearance. The number of times a target must do this depends on the result of their Will save. See CRB 356 for effects of Critical Success—Critical Failure results.