

SECOND EDITION SPELL CARDS



DOMAIN FOCUS SPELLS

PATHFINDER
COMPATIBLE

LGP415SSC05PF2



CREDITS

LEGAL

Editing and Development: Jason Nelson.

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Design and Layout: Guthrie Ward.

Printed in USA.

Artist: Dio Mahesa.

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AGILE FEET

FOCUS 1

UNCOMMON CLERIC TRANSMUTATION

Domain travel

Cast ♦ somatic

Duration until the end of the current turn

The blessings of your god make your feet faster and your movements more fluid. You gain a +5-foot status bonus to your Speed and ignore difficult terrain. As part of casting *agile feet*, you can Stride or Step; you can instead Burrow, Climb, Fly, or Swim if you have the appropriate Speed.

DOMAIN



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APPEARANCE OF WEALTH

FOCUS 1

UNCOMMON CLERIC ILLUSION

Domain wealth

Cast ♦♦ material, verbal

Range 30 feet; **Area** 5-foot burst

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

You create a brief vision of immense wealth filling the spell's area. Each creature within 20 feet of the area that could be enticed by material wealth must attempt a Will saving throw. A creature that enters the area automatically disbelieves the illusion, and disbelieving the illusion ends any fascinated condition imposed by the spell. As long as you Sustain the Spell, other creatures react to the treasure like they would any other illusion, but they are not at risk of becoming fascinated.

Critical Success The creature disbelieves the illusion and is unaffected by it.

Success The creature is fascinated by the wealth until it has completed its first action on its next turn.

Failure The creature is fascinated by the illusion.

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ARTISTIC FLOURISH

FOCUS 4

UNCOMMON CLERIC TRANSMUTATION

Domain creation

Cast ♦♦ material, somatic

Range 15 feet; **Targets** 1 item or work of art that fits entirely within the range

Duration 10 minutes

You transform the target to make it match your artisanal and artistic vision. If you have expert proficiency in Crafting, the item grants a +1 item bonus to attack rolls if it's a weapon or skill checks if it's a skill tool. The target is a beautiful and impressive piece for its new quality, but the effect is obviously temporary, so its monetary value doesn't change.

When you cast this spell, any previous *artistic flourish* you had cast ends.

Heightened (7th) If you have master proficiency in Crafting, the item grants a +2 item bonus instead.

Heightened (10th) If you have legendary proficiency in Crafting, the item grants a +3 item bonus instead.

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ATHLETIC RUSH

FOCUS 1

UNCOMMON **CLERIC** **TRANSMUTATION**

Domain might

Cast ♦ somatic

Duration 1 round

Your body fills with physical power and skill. You gain a +10-foot status bonus to Speed and a +2 status bonus to Athletics checks. As a part of Casting this Spell, you can use a Stride, Leap, Climb, or Swim action. The spell's bonuses apply during that action.

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BIT OF LUCK

FOCUS 1

UNCOMMON **CLERIC** **DIVINATION** **FORTUNE**

Domain luck

Cast ♦♦ somatic, verbal

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

Duration 1 minute

You tilt the scales of luck slightly to protect a creature from disaster. When the target would attempt a saving throw, it can roll twice and use the better result. Once it does this, the spell ends.

If you cast *bit of luck* again, any previous *bit of luck* you cast that's still in effect ends. After a creature has been targeted with *bit of luck*, it becomes temporarily immune for 24 hours.

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BLIND AMBITION

FOCUS 1

UNCOMMON **CLERIC** **EMOTION** **ENCHANTMENT** **MENTAL**

Domain ambition

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 10 minutes

You strengthen a target's ambition, increase its resentment of allies, and make its allegiances more susceptible to change. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes a -1 status penalty to its saving throws and other defenses against attempts to Coerce it, Request something of it, or use mental effects to convince it to do something (such as a *suggestion* spell). This penalty applies only if the target is being encouraged to advance its own ambitions.

Failure As success, but the penalty is -2.

Critical Failure The target is overcome with ambition, taking whatever actions would advance its own agenda over those of anyone else, even without attempts to convince it.

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CAPTIVATING ADORATION

FOCUS 4

UNCOMMON CLERIC EMOTION ENCHANTMENT MENTAL VISUAL

Domain passion

Cast ♦♦ somatic, verbal

Area 15-foot emanation

Saving Throw Will; **Duration** 1 minute

You become intensely entrancing, and creatures are distracted by you as long as they remain within the area. You can exclude any creatures you choose from the effects.

When a creature enters the area for the first time, it must attempt a Will saving throw. If a creature leaves and reenters, it uses the results of its original save.

Critical Success The creature is unaffected and temporarily immune for 1 hour.

Success The creature is fascinated with you for its next action, then is temporarily immune for 1 hour.

Failure The creature is fascinated with you.

Critical Failure The creature is fascinated with you, and its attitude toward you improves by one step.

Heightened (+1) Increase the size of the emanation by 15 feet.

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CHARMING TOUCH

FOCUS 1

UNCOMMON CLERIC EMOTION ENCHANTMENT INCAPACITATION
MENTAL

Domain passion

Cast ♦ somatic

Range touch; **Targets** 1 humanoid creature that could find you attractive

Saving Throw Will; **Duration** 10 minutes

You make the target friendly if it fails a Will save (+4 circumstance bonus to this save if you or your allies recently threatened or were hostile to it).

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

Success The target is unaffected but thinks your spell was something harmless, unless it identifies the spell.

Failure The target's attitude becomes friendly toward you (helpful if already friendly. It can't use hostile actions against you.

Critical Failure The target is helpful and can't use hostile actions against you.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. The target might not realize it was charmed (GM's discretion).

Heightened (4th) You can target any type of creature, not just humanoids, as long as it could find you attractive.

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CLOAK OF SHADOW

FOCUS 1

UNCOMMON **CLERIC** **DARKNESS** **EVOCATION** **SHADOW**

Domain darkness

Cast ◆ somatic

Range touch; **Targets** 1 willing creature

Duration 1 minute

You drape the target in a mantle of swirling shadows that make it harder to see. The cloak reduces bright light within a 20-foot emanation to dim light. This is a form of magical darkness and can therefore overcome non-magical light or attempt to counteract magical light.

The target can use concealed condition gained from the shadows to Hide, though observant creatures can still follow the moving aura of shadow, making it difficult for the target to become completely undetected. The target can use an Interact action to remove the cloak and leave it behind as a decoy, where it remains, reducing light for the rest of the spell's duration. If anyone picks up the cloak after it's been removed by the original target, the cloak evaporates and the spell ends.

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COMMANDING LASH

FOCUS 4

UNCOMMON CLERIC ENCHANTMENT INCAPACITATION MENTAL

Domain tyranny

Cast ◆ verbal; **Requirements** Your most recent action dealt damage to a target.

Range 100 feet; **Targets** A creature you dealt damage to on your most recent action.

Saving Throw Will; **Duration** until the end of the target's next turn.

With the threat of more pain, you compel a creature you've recently harmed. You issue a command to the target, with the effects of the spell *command*.

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COMPETITIVE EDGE

FOCUS 4

UNCOMMON **CLERIC** **EMOTION** **ENCHANTMENT** **MENTAL**

Domain ambition

Cast ◆ verbal

Duration sustained up to 1 minute

Your competitiveness drives you to prove yourself against the opposition. You gain a +1 status bonus to attack rolls and skill checks. If an enemy within 20 feet critically succeeds at an attack roll or skill check, your status bonus increases to +3 attack rolls or that specific skill check (whichever the foe critically succeeded at) for 1 round.

Heightened (7th) Increase the base bonus to +2 and the increased bonus after an enemy critically succeeds to +4.

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CRY OF DESTRUCTION

FOCUS 1

UNCOMMON **CLERIC** **EVOCATION** **SONIC**

Domain destruction

Cast ♦♦ somatic, verbal

Area 15-foot cone

Saving Throw basic Fortitude

Your voice booms, smashing what's in front of you. Each creature and unattended object in the area takes 1d8 sonic damage. If you already dealt damage to an enemy this turn with a Strike or spell, increase the damage dice from this spell to d12s.

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

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DARKENED EYES

FOCUS 4

UNCOMMON **CLERIC** **DARKNESS** **TRANSMUTATION**

Domain darkness

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** varies

You infuse a creature's vision with darkness. After attempting its save, the target becomes temporarily immune for 24 hours.

Critical Success The target is unaffected.

Success The target's darkvision or low-light vision is suppressed for 1 round.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 1 minute, and the target is also blinded for the duration. It can attempt a new save at the end of each of its turns. If it succeeds, it's no longer blinded, but its darkvision or low-light vision remains suppressed.

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DAZZLING FLASH

FOCUS 1

UNCOMMON CLERIC EVOCATION LIGHT VISUAL

Domain sun

Cast ♦♦ material, verbal

Area 15-foot cone

Saving Throw Fortitude

You raise your religious symbol and create a blinding flash of light. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round and dazzled for 1 minute. The creature can spend an Interact action rubbing its eyes to end the blinded condition.

Critical Failure The creature is blinded for 1 round and dazzled for 1 hour.

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DEATH'S CALL

FOCUS 1

UNCOMMON **CLERIC** **NECROMANCY**

Domain death

Cast  verbal

Trigger A living creature within 20 feet of you dies, or an undead creature within 20 feet of you is destroyed.

Duration 1 minute

Seeing another pass from this world to the next invigorates you. You gain temporary Hit Points equal to the triggering creature's level plus your Wisdom modifier. If the triggering creature was undead, double the number of temporary Hit Points you gain. These last for the duration of the spell, and the spell ends if all the temporary Hit Points are depleted earlier.

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DELUSIONAL PRIDE

FOCUS 4

UNCOMMON **CLERIC** **EMOTION** **ENCHANTMENT** **MENTAL**

Domain confidence

Cast ♦♦ somatic, verbal

Range 30 feet; **Area** 1 creature

Saving Throw Will; **Duration** varies

You make the target overconfident, leading it to ascribe failure to external factors. If the target fails at an attack roll or skill check, it takes a -1 status penalty to attack rolls and skill checks until the end of its turn (or the end of its next turn, if it attempted the roll outside its turn). If the creature fails a second time while taking this penalty, the penalty increases to -2. The duration depends on the target's Will save. After attempting its save, the creature becomes temporarily immune for 24 hours.

Critical Success The target is unaffected.

Success The duration is 1 round.

Failure The duration is 10 minutes.

Critical Failure The duration is 24 hours.

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DESTRUCTIVE AURA

FOCUS 4

UNCOMMON CLERIC EVOCATION

Domain destruction

Cast ♦♦ somatic, verbal

Area 15-foot emanation

Duration 1 minute

Swirling sands of divine devastation surround you, weakening the defenses of all they touch. Reduce the resistances of creatures in the area (including yourself) by 2.

Heightened (+2) Reduce the resistances by an additional 2.

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DISPERSE INTO AIR

FOCUS 4

UNCOMMON AIR CLERIC POLYMORPH TRANSMUTATION

Domain air

Cast ☞ somatic

Trigger You take damage from an enemy or a hazard.

After taking the triggering damage, you transform into air. Until the end of the current turn, you can't be attacked or targeted, you don't take up space, you can't act, and any auras or emanations you have are suppressed. At the end of the turn, you re-form in any space you can occupy within 15 feet of where you were when you dispersed. Any auras or emanations you had are restored as long as their duration didn't run out while you were dispersed.

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DOWNPOUR

FOCUS 4

UNCOMMON **CLERIC** **EVOCATION** **WATER**

Domain water

Cast ♦♦ somatic, verbal

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

Duration 1 minute

You call forth a torrential downpour, which extinguishes nonmagical flames. Creatures in the area are concealed and gain fire resistance 10. Creatures outside the area are concealed to those inside the area. Creatures with weakness to water that end their turns in the area take damage equal to their weakness.

Heightened (+1) The fire resistance increases by 2.

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DREAMER'S CALL

FOCUS 4

UNCOMMON **CLERIC** **ENCHANTMENT** **INCAPACITATION** **MENTAL**

Domain dreams

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** until the end of the target's next turn.

The target becomes distracted and suggestible, inundated by vivid daydreams.

Critical Success The target is unaffected.

Success The target's attention wavers. It becomes flat-footed and fascinated by its daydreams.

Failure As success, except that you appear in the dream and give a suggestion. This can be to approach you, run away (as if it had the fleeing condition), Release what it's holding, Drop Prone, or stand in place. The creature follows this course of action as its first action after you Cast the Spell.

Critical Failure As failure, but the target follows the course of action for as many actions as possible for the spell's duration, and it does nothing else.

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ENDURING MIGHT

FOCUS 4

UNCOMMON | **ABJURATION** | **CLERIC**

Domain might

Cast ↻ somatic

Trigger An attack or effect would deal damage to you.

Your own might mingles with divine power to protect you. You gain resistance equal to 8 plus your Strength modifier against all damage from the triggering attack or effect.

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ERADICATE UNDEATH

FOCUS 4

UNCOMMON **CLERIC** **NECROMANCY** **POSITIVE**

Domain death

Cast ♦♦ somatic, verbal

Area 30-foot cone

Saving Throw basic Fortitude

A massive deluge of life energy causes the undead to fall apart. Each undead creature in the area takes 4d12 positive damage.

Heightened (+1) The damage increases by 1d12.

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FACE IN THE CROWD

FOCUS 1

UNCOMMON **CLERIC** **ILLUSION** **VISUAL**

Domain cities

Cast ◆ somatic

Duration 1 minute

While in a crowd of roughly similar creatures, your appearance becomes bland and nondescript. You gain a +2 status bonus to Deception and Stealth checks to go unnoticed among the crowd, and you ignore difficult terrain caused by the crowd.

Heightened (3rd) The spell gains a range of 10 feet and can target up to 10 creatures.

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FIRE RAY

FOCUS 1

UNCOMMON **ATTACK** **CLERIC** **EVOCATION** **FIRE**

Domain fire

Cast ♦♦ somatic, verbal

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

A blazing band of fire arcs through the air. Make a spell attack roll. The ray deals 2d6 fire damage.

Critical Success The ray deals double damage and 1d4 persistent fire damage.

Success The ray deals full damage.

Heightened (+1) The ray's initial damage increases by 2d6, and the persistent fire damage on a critical success increases by 1d4.

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FLAME BARRIER

FOCUS 4

UNCOMMON **ABJURATION** **CLERIC**

Domain fire

Cast  verbal

Trigger An effect would deal fire damage to either you or an ally within range.

Range 60 feet; **Targets** the creature that would take fire damage

You swiftly deflect incoming flames. The target gains fire resistance 15 against the triggering effect.

Heightened (+2) The resistance increases by 5.

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FORCED QUIET

FOCUS 1

UNCOMMON **ABJURATION** **CLERIC**

Domain secrecy

Cast ♦♦ material, somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** varies

You quiet the target's voice, preventing it from giving away valuable secrets. This doesn't prevent the target from talking or providing verbal spell components, but no creature more than 10 feet away can hear its whispers without succeeding at a Perception check against your spell DC, which might interfere with auditory or linguistic effects as well as communication. The spell's duration depends on the target's Fortitude save. After attempting its save, the target becomes temporarily immune for 24 hours.

Critical Success The target is unaffected.

Success The duration is 1 round.

Failure The duration is 1 minute.

Critical Failure The duration is 10 minutes.

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GLIMPSE THE TRUTH

FOCUS 4

UNCOMMON **CLERIC** **DIVINATION** **REVELATION**

Domain truth

Cast ◆ somatic

Area 30-foot emanation

Duration 1 round

Divine insight lets you see things as they truly are. The GM attempts a secret counteract check against each illusion that is at least partially within the area. Instead of counteracting the illusion, you see through it (for instance, if the check succeeds against an illusory disguise spell, you see the creature's true form but illusory disguise doesn't end).

The area moves with you for the duration of the spell, and the GM attempts a secret counteract check each time a new illusion is within the area.

Heightened (7th) You can allow everyone to see through illusions you succeed against, not just yourself.

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HEALER'S BLESSING

FOCUS 1

UNCOMMON **CLERIC** **NECROMANCY**

Domain healing

Cast ◆ verbal

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

Duration 1 minute

Your words bless a creature with an enhanced connection to positive energy. When the target regains Hit Points from a healing spell, it regains 1 additional Hit Point.

The target regains additional Hit Points from healer's blessing only the first time it regains HP from a given healing spell, so a spell that heals the creature repeatedly over a duration would restore additional Hit Points only once.

Heightened (+1) The additional healing increases by 2 HP.

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HURLING STONE

FOCUS 1

UNCOMMON | **ATTACK** | **CLERIC** | **EARTH** | **EVOCATION**

Domain earth

Cast ◆ somatic

Range 60 feet; **Targets** 1 creature

You evoke a magical stone and throw it, with your god's presence guiding your aim. Make a spell attack roll against the target. The stone deals bludgeoning damage equal to 1d6 plus your Strength modifier.

Critical Success The stone deals double damage.

Success The stone deals full damage.

Heightened (+1) The stone's damage increases by 1d6.

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KNOW THE ENEMY

FOCUS 4

UNCOMMON **CLERIC** **DIVINATION** **FORTUNE**

Domain knowledge

Cast  somatic

Trigger You roll initiative and can see a creature, you succeed at an attack roll against a creature, or a creature fails a saving throw against one of your spells.

Use a Recall Knowledge action, rolling the appropriate skill check to identify the triggering creature's abilities. You can roll your check twice and use the better result.

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LOCALIZED QUAKE

FOCUS 4

UNCOMMON **CLERIC** **EARTH** **TRANSMUTATION**

Domain earth

Cast ♦♦ somatic, verbal

Area 15-foot emanation or 15-foot cone

Saving Throw Reflex

You shake the earth, toppling nearby creatures. Choose whether the spell's area is a 15-foot emanation or a 15-foot cone when you cast it. Each creature in the area standing on solid ground may take 4d6 bludgeoning damage and must attempt a Reflex saving throw.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and falls prone.

Critical Failure The creature takes double damage and falls prone.

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

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LUCKY BREAK

FOCUS 4

UNCOMMON **CLERIC** **DIVINATION** **FORTUNE**

Domain luck

Cast  verbal

Trigger You fail (but don't critically fail) a saving throw.

Reroll the saving throw and use the better result. You then become temporarily immune for 10 minutes.

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MAGIC'S VESSEL

FOCUS 1

UNCOMMON CLERIC ENCHANTMENT

Domain magic

Cast ◆ somatic

Range touch; **Targets** 1 creature

Duration sustained up to 1 minute

A creature becomes a receptacle for pure magical energy sent by your deity. The target gains a +1 status bonus to saving throws. Each time you Cast a Spell from your spell slots, you automatically Sustain this Spell and grant its target resistance to damage from spells until the start of your next turn. This resistance is equal to the level of the spell you cast.

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MALIGNANT SUSTENANCE

FOCUS 4

UNCOMMON **CLERIC** **NECROMANCY** **NEGATIVE**

Domain undeath

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 willing undead creature

Duration 1 minute

You embed a seed of negative energy in an undead creature, restoring its unnatural vigor. The target gains fast healing 7. This healing comes from negative energy, so it heals the undead rather than damaging it.

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

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MOONBEAM

FOCUS 1

UNCOMMON ATTACK CLERIC EVOCATION FIRE LIGHT

Domain moon

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** 1 creature or object

You shine a ray of moonlight. Make a spell attack roll. The beam of light deals 1d6 fire damage. *Moonbeam* deals silver damage for the purposes of weaknesses, resistances, and the like.

Critical Success The beam deals double damage, and the target is dazzled for 1 minute.

Success The beam deals full damage, and the target is dazzled for 1 round.

Heightened (+1) The ray's damage increases by 1d6.

DOMAIN



PATHFINDER
COMPATIBLE



MYSTIC BEACON

FOCUS 4

UNCOMMON CLERIC EVOCATION

Domain magic

Cast ◆ somatic

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

Duration until the start of your next turn

The next damaging or healing spell the target casts before the start of your next turn deals damage or restores Hit Points as if the spell were heightened 1 level higher than its actual level. The spell otherwise functions at its actual level. Once the target casts the spell, mystic beacon ends.

DOMAIN



PATHFINDER
COMPATIBLE



NATURE'S BOUNTY

FOCUS 4

UNCOMMON **CLERIC** **CONJURATION** **PLANT** **POSITIVE**

Domain nature

Cast ♦ somatic; **Requirements** You have a free hand.

A palm-sized raw fruit or vegetable appears in your open hand. You choose the specific type of food. A creature can consume the food with an Interact action to regain 3d10+12 Hit Points and be nourished as if it had eaten a meal. If uneaten, the food rots and crumbles to dust after 1 minute.

Heightened (+1) The Hit Points restored increase by 6.

DOMAIN



PATHFINDER
COMPATIBLE



OVERSTUFF

FOCUS 1

UNCOMMON CLERIC TRANSMUTATION

Domain indulgence

Cast ♦♦ somatic, verbal

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

Saving Throw Fortitude

Huge amounts of food and drink fill the target. It receives a full meal's worth of nourishment and must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1, but if it spends an action to end the condition, it succeeds automatically.

Failure The target is sickened 1.

Critical Failure The target is sickened 2.

A target sickened by this spell takes a -10-foot status penalty to its Speed until it's no longer sickened.

DOMAIN



PATHFINDER
COMPATIBLE



PERFECTED FORM

FOCUS 4

UNCOMMON **ABJURATION** **CLERIC** **FORTUNE**

Domain perfection

Cast ↻ somatic

Trigger You fail a saving throw against a morph, petrification, or polymorph effect.

Reroll the saving throw and use the better result.

DOMAIN



PATHFINDER
COMPATIBLE



PERFECTED MIND

FOCUS 1

UNCOMMON **ABJURATION** **CLERIC**

Domain perfection

Cast ◆ verbal

You meditate upon perfection to remove all distractions from your mind. Attempt a new Will save against one mental effect currently affecting you that required a Will save. Use the result of this new save to determine the outcome of the mental effect, unless the new save would have a worse result than the original save, in which case nothing happens. You can use perfected mind against a given effect only once.

DOMAIN



PATHFINDER
COMPATIBLE



POSITIVE LUMINANCE

FOCUS 4

UNCOMMON **CLERIC** **LIGHT** **NECROMANCY** **POSITIVE**

Domain sun

Cast ♦ somatic

Duration 1 minute

You become a beacon of positive energy, glowing with bright light in a 10-foot emanation, and you gain an internal pool of light called a luminance reservoir with a value of 4. At the start of each of your turns, you can use a free action to increase the luminance reservoir by 4 and the radius of your light by 10 feet.

An undead creature damaging you with an attack or spell while it's within the area of your light takes positive damage equal to half your luminance reservoir value. It takes this damage only the first time it damages you in a round.

You can Dismiss this Spell. When you do, you can target a willing living creature or undead creature within your light, directing the positive energy into it. This heals a living target or damages an undead target by an amount equal to your luminance reservoir's value.

When you cast positive luminance, any other positive luminance spell you already had in effect ends.

Heightened (+1) Both the initial value of your luminance reservoir and the amount you gain each turn increase by 1.

DOMAIN



PATHFINDER
COMPATIBLE



PRECIOUS METALS

FOCUS 4

UNCOMMON CLERIC TRANSMUTATION

Domain wealth

Cast ♦ material

Range touch; **Targets** 1 metal weapon, up to 10 pieces of metal or metal-tipped ammunition, 1 suit of metal armor, or up to 1 Bulk of metal material (such as coins)

Duration 1 minute

Your deity blesses base metals to transform them into precious materials. The target item transforms from its normal metal into cold iron, copper, gold, iron, silver, or steel. An item transmuted in this way deals damage according to its new material. For example, a steel sword transmuted to cold iron would deal additional damage to a creature with a weakness to cold iron.

This change is clearly magical and temporary, so the item's monetary value doesn't change; you couldn't transmute copper coins to gold and use those coins to purchase something or as a cost for a spell.

Heightened (8th) Add adamantite and mithral to the list of metals you can transform the item into.

DOMAIN



PATHFINDER
COMPATIBLE



PROTECTOR'S SACRIFICE

FOCUS 1

UNCOMMON ABJURATION CLERIC

Domain protection

Cast ➤ somatic

Trigger An ally within 30 feet takes damage.

Range 30 feet

You protect your ally by suffering in their stead. Reduce the damage the triggering ally would take by 3. You redirect this damage to yourself, but your immunities, weaknesses, resistances and so on do not apply.

You aren't subject to any conditions or other effects of whatever damaged your ally (such as poison from a venomous bite). Your ally is still subject to those effects even if you redirect all of the triggering damage to yourself.

Heightened (+1) The damage you redirect increases by 3.

DOMAIN



PATHFINDER
COMPATIBLE



PROTECTOR'S SPHERE

FOCUS 4

UNCOMMON | **ABJURATION** | **CLERIC**

Domain protection

Cast ♦♦ somatic, verbal

Area 15-foot emanation

Duration sustained up to 1 minute

A protective aura emanates out from you, safeguarding you and your allies. You gain resistance 3 to all damage. Your allies also gain this resistance while they are within the area.

Heightened (+1) The resistance increases by 1.

DOMAIN



PATHFINDER
COMPATIBLE



PULSE OF THE CITY

FOCUS 4

UNCOMMON CLERIC DIVINATION SCRYING

Domain cities

Cast ♦♦♦ material, somatic, verbal

Range 25 miles

You learn the name of the nearest settlement in range, plus a brief summary of one significant event happening in the settlement pertaining to one of the following categories.

- **Wardens** city guards, barristers, and judges (criminal reports, busts, changes in routines, legal trials)
- **Titles** nobles and politicians (high society weddings, elite soirees, political rallies)
- **Masses** common folk and merchants (gathering mobs, major sales)

You can exclude events you already know about. If you cast pulse of the city again within 24 hours, you can get an update on the event you learned about the last time you Cast the Spell or learn a new event.

Pulse of the city reveals only publicly available or observable information, never learn clandestine movements or details people are specifically trying to hide. The spell automatically fails to reveal information about events involving creatures, places, or objects affected by spells that could prevent or counteract pulse of the city (such as nondetection).

Heightened (5th) The range increases to 100 miles.

DOMAIN



PATHFINDER
COMPATIBLE



PUSHING GUST

FOCUS 1

UNCOMMON **AIR** **CLERIC** **CONJURATION**

Domain air

Cast ♦♦ somatic, verbal

Range 500 feet; **Targets** 1 creature

Saving Throw Fortitude

Giving the air a push, you buffet the target with a powerful gust of wind; it must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is pushed 5 feet away from you.

Failure The target is pushed 10 feet away from you.

Critical Failure The target is pushed 10 feet away from you and knocked prone.

DOMAIN



PATHFINDER
COMPATIBLE



READ FATE

FOCUS 1

UNCOMMON CLERIC DIVINATION PREDICTION

Domain fate

Cast 1 minute (material, somatic, verbal)

Range 10 feet; **Targets** 1 creature other than you

You attempt to learn more about the target's fate in the short term, usually within the next day for most prosaic creatures, or the next hour or less for someone likely to have multiple rapid experiences, such as someone actively adventuring.

You learn a single enigmatic word connected to the creature's fate in that time frame. Fate is notoriously inscrutable, and the word isn't necessarily meant to be taken at face value, so the meaning is often clear only in hindsight. The GM rolls a secret DC 6 flat check. If the creature's fate is too uncertain, or on a failed flat check, the spell yields the word "inconclusive." Either way, the creature is then temporarily immune for 24 hours.

DOMAIN



PATHFINDER
COMPATIBLE



REBUKE DEATH

FOCUS 4

UNCOMMON | **CLERIC** | **HEALING** | **NECROMANCY** | **POSITIVE**

Domain healing

Cast ◆ to ◆◆◆ (somatic)

Area 20-foot emanation; **Targets** 1 living creature per action spent to cast this spell.

You snatch creatures from the jaws of death. You can spend 1 to 3 actions Casting this Spell, and you can target a number of creatures equal to the actions spent. Each target regains 3d6 Hit Points. If the target had the dying condition, coming back from dying due to this healing doesn't increase its wounded condition.

Heightened (+1) Increase the healing by 1d6

DOMAIN



PATHFINDER
COMPATIBLE



RETRIBUTIVE PAIN

FOCUS 4

UNCOMMON ABJURATION CLERIC MENTAL NONLETHAL

Domain pain

Cast ↻ somatic

Trigger A creature in range damages you.

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

Saving Throw basic Fortitude

You vengefully reflect your pain upon your tormentor. The target takes mental damage equal to half the amount it dealt to you when it triggered the spell.

DOMAIN



PATHFINDER
COMPATIBLE



SAFEGUARD SECRET

FOCUS 4

UNCOMMON **ABJURATION** **CLERIC** **MENTAL**

Domain secrecy

Cast 1 minute (somatic, verbal)

Range 10 feet; **Targets** you and any number of willing allies

Duration 1 hour

You ensure a secret remains safe from prying spies. Choose one piece of information that at least some of the targets know; you can target a creature only if it remains within range for the full minute during which you Cast the Spell. The spell grants those who know the piece of knowledge you have chosen a +4 status bonus to skill checks (typically Deception checks) to conceal this knowledge and to saving throws against spells that specifically attempt to obtain this knowledge from them and effects that would force them to reveal it.

If you Cast this Spell again, any previous safeguard secret you had cast ends.

DOMAIN



PATHFINDER
COMPATIBLE



SAVOR THE STING

FOCUS 1

UNCOMMON | ATTACK | CLERIC | ENCHANTMENT | MENTAL | NONLETHAL

Domain pain

Cast ♦ somatic

Range touch; **Targets** 1 creature

Saving Throw Will

You inflict pain upon the target and revel in their anguish. This deals 1d4 mental damage and 1d4 persistent mental damage; the target must attempt a Will save. As long as the target is taking persistent damage from this spell, you gain a +1 status bonus to attack rolls and skill checks against the target.

Critical Success The target is unaffected.

Success The target takes half damage and no persistent damage.

Failure The target takes full initial and persistent damage.

Critical Failure The target takes double initial and persistent damage.

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

DOMAIN



PATHFINDER
COMPATIBLE



SCHOLARLY RECOLLECTION

FOCUS 1

UNCOMMON **CLERIC** **DIVINATION** **FORTUNE**

Domain knowledge

Cast  verbal

Trigger You attempt a Perception check to Seek, or you attempt a skill check to Recall Knowledge with a skill you're trained in.

Speaking a short prayer as you gather your thoughts, you're blessed to find that your deity gave you just the right bit of information for your situation. Roll the triggering check twice and use the better result.

DOMAIN



PATHFINDER
COMPATIBLE



SHARED NIGHTMARE

FOCUS 4

UNCOMMON | CLERIC | EMOTION | ENCHANTMENT | INCAPACITATION
MENTAL

Domain nightmares

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

Merging minds with the target, you swap disorienting visions from one another's nightmares. One of you will become confused, but which it'll be depends on the target's Will save.

Critical Success You are confused for 1 round.

Success At the start of your next turn, you spend your first action with the confused condition, then act normally.

Failure As success, but the target is affected instead of you, spending its first action each turn confused. The duration is 1 minute.

Critical Failure The target is confused for 1 minute.

DOMAIN



PATHFINDER
COMPATIBLE



SOOTHING WORDS

FOCUS 1

UNCOMMON **CLERIC** **EMOTION** **ENCHANTMENT** **MENTAL**

Domain family

Cast ◆ verbal

Range 30feet; **Targets** 1 ally

Duration 1 round

You attempt to calm the target by uttering soothing words in a calm and even tone. The target gains a +1 status bonus to Will saving throws. This bonus increases to +2 against emotion effects.

In addition, when you Cast this Spell, you can attempt to counteract one emotion effect on the target.

Heightened (5th) The bonus to saves increases to +2, or +3 against emotion effects.

DOMAIN



PATHFINDER
COMPATIBLE



SPLASH OF ART

FOCUS 1

UNCOMMON **CLERIC** **ILLUSION** **VISUAL**

Domain creation

Cast ♦♦ somatic, verbal

Range 30feet; **Area** 5-foot burst

Saving Throw Will; **Duration** varies

A deluge of colorful illusory paint, tools, or other symbols of art and artisanship drift down in the area. Roll 1d4 to determine the color of the illusion. Each creature in the area must attempt a Will save. A creature is unaffected on a success. On a failure or critical failure, the creature takes the results listed on the table relevant to the color.

1d4	Color	Failure	Critical Failure
1	White	Dazzled 1 round	Dazzled 1 minute
2	Red	Enfeebled 1 for 1 round	Enfeebled 2 for 1 round
3	Yellow	Frightened 1	Frightened 2
4	Blue	Sluggish 1 for 1 round	Sluggish 2 for 1 round

DOMAIN



PATHFINDER
COMPATIBLE



SUDDEN SHIFT

FOCUS 1

UNCOMMON ABJURATION CLERIC ILLUSION

Domain trickery

Cast ↻ somatic

Trigger An enemy misses you with a melee attack.

Duration until the end of your next turn

You swiftly move from a dangerous spot and veil yourself. You Step and become concealed.

DOMAIN



PATHFINDER
COMPATIBLE



SWEET DREAM

FOCUS 1

UNCOMMON AUDITORY CLERIC ENCHANTMENT LINGUISTIC
MENTAL SLEEP

Domain dreams

Cast ◆◆◆ material, somatic, verbal

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

Duration 10 minutes

With soothing song or tales, you lull the target into an enchanting dream. When you cast the spell, the target falls unconscious if it wasn't already. While unconscious, it experiences a dream of your choice. If it sleeps for at least 1 minute, it gains the benefit of the dream for the remainder of the spell's duration.

- **Dream of Insight** +1 status bonus to Intelligence-based skill checks
- **Dream of Glamour** +1 status bonus to Charisma-based skill checks
- **Dream of Voyaging** +5-foot status bonus to Speed

If you Cast this Spell again, the effects of any previous *sweet dream* you cast end.

DOMAIN



PATHFINDER
COMPATIBLE



TAKE ITS COURSE

FOCUS 4

UNCOMMON CLERIC NECROMANCY

Domain indulgence

Cast ♦♦ somatic, verbal

Range touchy; **Targets** 1 creature

You hasten the progress of a disease or poison affliction or persistent poison damage affecting the target, either to help or hinder the target's recovery. If more than one is present, you can choose one you are aware of; otherwise the GM chooses randomly. An unwilling target can attempt a Will save to negate take its course.

- **Affliction** The target immediately attempts its next saving throw against the affliction with either a +2 status bonus or a -2 status penalty to its saving throw (your choice).
- **Persistent Poison** The target attempts an additional flat check against the persistent poison damage. You can set the DC of that flat check to 5 or 20 instead of the normal DC. You also can cause the target to take the persistent poison damage immediately when you Cast this Spell (in addition to taking it at the end of its next turn).

Heightened (7th) You can attempt to progress any number of the target's eligible afflictions and persistent poison damage.

DOMAIN



PATHFINDER
COMPATIBLE



TEMPT FATE

FOCUS 4

UNCOMMON **CLERIC** **DIVINATION** **FORTUNE**

Domain fate

Cast ☞ somatic; **Trigger** You or an ally within range attempts a saving throw.

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

You twist the forces of fate to make a moment dire or uneventful, with no in-between. The target gains a +1 status bonus to the triggering saving throw. If the saving throw's result is a success, it becomes a critical success. If it's a failure, it becomes a critical failure, and the critical failure can't be reduced by abilities that usually reduce critical failure, such as improved evasion.

If the triggering ability did not have both a critical success and critical failure condition, *tempt fate* fails, but you don't expend the Focus Point for Casting this Spell.

Heightened (8th) The bonus on the saving throw is +2.

DOMAIN



PATHFINDER
COMPATIBLE



TIDAL SURGE

FOCUS 1

UNCOMMON **CLERIC** **EVOCATION** **WATER**

Domain water

Cast ◆ somatic

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude

You call forth a tremendous wave to move the target either in a body of water or on the ground. The target must attempt a Fortitude save.

Failure You move the target 5 feet in any direction along the ground or 10 feet in any direction through a body of water.

Critical Failure You move the target up to 10 feet in any direction along the ground or 20 feet in any direction through a body of water.

DOMAIN



PATHFINDER
COMPATIBLE



TOUCH OF OBEDIENCE

FOCUS 1

UNCOMMON **CLERIC** **ENCHANTMENT** **MENTAL**

Domain tyranny

Cast ♦ somatic

Range touch; **Targets** 1 living creature

Saving Throw Will; **Duration** varies

Your imperious touch erodes the target's willpower, making it easier to control. The target attempts a Will save.

Critical Success The target is unaffected.

Success The target is stupefied 1 until the end of your current turn.

Failure The target is stupefied 1 until the end of your next turn.

Critical Failure The target is stupefied 1 for 1 minute.

DOMAIN



PATHFINDER
COMPATIBLE



TOUCH OF THE MOON

FOCUS 4

UNCOMMON **CLERIC** **ENCHANTMENT** **LIGHT**

Domain moon

Cast ◆ somatic

Range touch; **Targets** 1 creature

Duration 1 minute

When you touch the target, a symbol of the moon appears on its forehead, glowing with soft moonlight. The target glows with dim light in a 20-foot radius. It also gets a benefit based on a phase of the moon, starting with the new moon and changing to the next phase at the end of each of its turns.

- **New Moon** The target receives no benefit.
- **Waxing Moon** The target gains a +1 status bonus to attack rolls and a +4 status bonus to damage rolls.
- **Full Moon** The target gains a +1 status bonus to attack rolls, AC, and saving throws and a +4 status bonus to damage rolls.
- **Waning Moon** The target gains a +1 status bonus to AC and saving throws. After this phase, return to the new moon.

DOMAIN



PATHFINDER
COMPATIBLE



TOUCH OF UNDEATH

FOCUS 1

UNCOMMON **ATTACK** **CLERIC** **NECROMANCY** **NEGATIVE**

Domain undeath

Cast ♦ somatic

Range touch; **Targets** 1 living creature

Saving Throw Fortitude

You attack the target's life force with undeath, dealing 1d6 negative damage. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage, and positive effects heal it only half as much as normal for 1 round.

Critical Failure The target takes double damage, and positive effects heal it only half as much as normal for 1 minute.

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

DOMAIN



PATHFINDER
COMPATIBLE



TRAVELER'S TRANSIT

FOCUS 4

UNCOMMON CLERIC EVOCATION

Domain travel

Cast ♦♦ somatic, verbal

Duration 1 minute

You add power to your muscles, allowing you to swim or climb walls with ease. When you cast this spell, you gain either a climb Speed or a swim Speed. The Speed is equal to your land Speed.

Heightened (5th) You can choose to gain a fly Speed.



DOMAIN



PATHFINDER
COMPATIBLE



TRICKSTER'S TWIN

FOCUS 4

UNCOMMON **CLERIC** **ILLUSION** **VISUAL**

Domain trickery

Cast ♦♦ material, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 minute

You rarely settle for being in just one place. Choose a location within 100 feet of the target that the target can see. You create an illusion of yourself there that only it can see and that mimics all your actions. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target believes you're in the designated location and can't see you in your actual location. The target automatically disbelieves the illusion when you use an action that doesn't make sense in the illusion's position, or if the target attacks, touches, Seeks, or otherwise engages with the illusion. If you use a hostile action against the target, the spell ends.

Failure As success, but the target must succeed at a Will save to disbelieve the illusion when one of the listed events occurs.

Critical Failure As success, but the target must critically succeed at a Will save to disbelieve when one of the listed events occurs.

DOMAIN



PATHFINDER
COMPATIBLE



UNIMPEDED STRIDE

FOCUS 1

UNCOMMON CLERIC TRANSMUTATION

Domain freedom

Cast ♦ somatic

Nothing can hold you in place. You immediately escape from every magical effect that has you immobilized or grabbed unless the effect is of a higher level than your unimpeded stride spell. You then Stride. During this movement, you ignore difficult terrain and any circumstance or status penalties to your Speed.



DOMAIN



PATHFINDER
COMPATIBLE



UNITY

FOCUS 4

UNCOMMON **ABJURATION** **CLERIC** **FORTUNE**

Domain family

Cast ↻ verbal

Trigger You and 1 or more allies within range are targeted by a spell or ability that allows a saving throw.

Range 30 feet; **Targets** each ally targeted by the triggering spell

You put up a united defense. Each ally can use your saving throw modifier instead of its own against the triggering spell. Each ally decides individually which modifier to use.

DOMAIN



PATHFINDER
COMPATIBLE



VEIL OF CONFIDENCE

FOCUS 1

UNCOMMON | CLERIC | ENCHANTMENT | MENTAL

Domain confidence

Cast ◆ verbal

Duration 1 minute

You surround yourself in a veil of confidence. You reduce your current frightened condition by 1, and whenever you would become frightened during the duration, reduce the amount by 1.

If you critically fail a save against fear, *veil of confidence* ends immediately, and you increase any frightened condition you gain from the critical failure by 1 instead of decreasing it.

DOMAIN



PATHFINDER
COMPATIBLE



VIBRANT THORNS

FOCUS 1

UNCOMMON CLERIC MORPH PLANT TRANSMUTATION

Domain nature

Cast ◆ somatic

Duration 1 minute

Your body sprouts a coat of brambly thorns that harm those that strike you and thrive on life magic. Adjacent creatures that hit you with a melee attack, as well as creatures that hit you with unarmed attacks, take 1 piercing damage each time they do. Anytime you cast a positive spell, the damage from your thorns increases to 1d6 until the start of your next turn.

Heightened (+1) The damage increases by 1, or 1d6 after you cast a positive spell.

DOMAIN



PATHFINDER
COMPATIBLE



WAKING NIGHTMARE

FOCUS 1

UNCOMMON **CLERIC** **EMOTION** **ENCHANTMENT** **FEAR** **MENTAL**

Domain nightmares

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You fill the creature's mind with a terrifying vision out of its nightmares. The target 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.

If the target is unconscious when you Cast this Spell on it, it immediately wakes up before attempting its save, and if it fails its save, it gains the fleeing condition for 1 round in addition to the effects noted above.

DOMAIN



PATHFINDER
COMPATIBLE



WEAPON SURGE

FOCUS 1

UNCOMMON CLERIC EVOCATION

Domain zeal

Cast ♦ somatic

Range touch; **Targets** 1 weapon you're wielding

Holding your weapon aloft, you fill it with divine energy. On your next Strike with that weapon before the start of your next turn, you gain a +1 status bonus to the attack roll and the weapon deals an additional die of damage. If the weapon has a striking rune, this instead increases the number of dice from the striking rune by 1 (to a maximum of 3 extra weapon dice).

If the target weapon leaves your possession, *weapon surge* immediately ends.

DOMAIN



PATHFINDER
COMPATIBLE



WORD OF FREEDOM

FOCUS 4

UNCOMMON **CLERIC** **ENCHANTMENT** **MENTAL**

Domain freedom

Cast ◆ verbal

Range 30 feet; **Targets** 1 creature

Duration 1 round

You utter a liberating word of power that frees a creature. You suppress one of the following conditions of your choice: confused, frightened, grabbed, or paralyzed. The target isn't affected by the chosen condition, and if you suppress the grabbed condition, the target automatically breaks free from any grab affecting it when you Cast the Spell.

If you don't remove the effect that provided the condition, the condition returns after the spell ends. For example, if a spell was making the target confused for 1 minute, *word of freedom* would let the target act normally for a round, but the confused condition would return afterward.

DOMAIN



PATHFINDER
COMPATIBLE



WORD OF TRUTH

FOCUS 1

UNCOMMON CLERIC DIVINATION

Domain truth

Cast ◆ verbal

Duration sustained up to 1 minute

You speak a statement you believe to be true and that is free of any attempt to deceive through twisting words, omission, and so on. The statement must be 25 words or fewer. A symbol of your deity glows above your head, and anyone who sees you and hears your statement knows that you believe it to be true.

Each time you Sustain this Spell, you can repeat this effect.

DOMAIN



PATHFINDER
COMPATIBLE



ZEAL FOR BATTLE

FOCUS 4

UNCOMMON | CLERIC | EMOTION | ENCHANTMENT | FORTUNE | MENTAL

Domain zeal

Cast  verbal

Trigger You and at least 1 ally are about to roll initiative.

Range 10 feet; **Targets** you and the triggering ally

You stoke the righteous anger within yourself and an ally. You and the target ally each roll a d20 and use the higher result for both your initiative rolls. You each still use your own Perception modifier or other statistic to determine your results.