

# SECOND EDITION SPELL CARDS

## CLASS FOCUS SPELLS



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## LEGAL

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# BARD



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ALLEGRO

CANTRIP 7

**UNCOMMON|BARD|CANTRIP|COMPOSITION|EMOTION  
ENCHANTMENT|MENTAL**

Class bard

Cast → verbal

Range 30 feet; Targets 1 ally

Duration 1 round

---

You perform rapidly, speeding up your ally. The ally becomes quickened and can use the additional action to Strike, Stride, or Step.

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# BARD



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## COUNTER PERFORMANCE

FOCUS 1

**UNCOMMON BARD COMPOSITION ENCHANTMENT FORTUNE  
MENTAL**

**Class bard**

**Cast** somatic or verbal; **Trigger** You or an ally within 60 feet rolls a saving throw against an auditory or visual effect.

**Area** 60-foot emanation

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Your performance protects you and your allies. Roll a Performance check for a type you know: an auditory performance if the trigger was auditory, or a visual one for a visual trigger. You and allies in the area can use the better result between your Performance check and the saving throw.

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## DIRGE OF DOOM

CANTRIP 3

**UNCOMMON|BARD|CANTRIP|COMPOSITION|EMOTION  
ENCHANTMENT|FEAR|MENTAL**

**Class** bard

**Cast** ♦ verbal

**Area** 30-foot emanation

**Duration** 1 round

---

Foes within the area are frightened 1. They can't reduce their frightened value below 1 while they remain in the area.

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## FATAL ARIA

FOCUS 10

**UNCOMMON** **BARD** **COMPOSITION** **DEATH** **EMOTION**  
**ENCHANTMENT** **MENTAL**

Class bard

Cast → verbal

Range 30 feet; Targets 1 creature

You perform music so perfect that the target may die of joy or sorrow. Once targeted, the creature becomes temporarily immune for 1 minute. The effect of the spell depends on the target's level and current Hit Points.

**16th or Lower** The target dies instantly.

**17th** If the target has 50 Hit Points or fewer, it dies instantly; otherwise, it drops to 0 Hit Points and becomes dying 1.

**18th or Higher** The target takes 50 damage. If this brings it to 0 Hit Points, it dies instantly.

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## HOUSE OF IMAGINARY WALLS

CANTRIP 5

**UNCOMMON** **BARD** **CANTRIP** **COMPOSITION** **ILLUSION** **VISUAL**

Class bard

**Cast** → somatic

**Range** touch

**Duration** 1 round

You mime creating an invisible 10-foot-by-10-foot stretch of wall adjacent to you and within your reach. The wall is solid to those creatures that don't disbelieve it, even incorporeal creatures. You and your allies can voluntarily believe the wall exists to continue to treat it as solid, for instance to climb onto it. A creature that disbelieves the illusion is temporarily immune to your *house of imaginary walls* for 1 minute. The wall doesn't block creatures that didn't see your visual performance, nor does it block objects. The wall has AC 10, Hardness equal to double the spell's level, and HP equal to quadruple the spell's level.



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## INSPIRE COMPETENCE

CANTRIP 1

**UNCOMMON BARD CANTRIP COMPOSITION EMOTION  
ENCHANTMENT MENTAL**

**Class** bard

**Cast** → verbal

**Range** 60 feet; **Targets** 1 ally

**Duration** 1 round

---

Your encouragement inspires your ally to succeed at a task. This counts as having taken sufficient preparatory actions to Aid your ally on a skill check of your choice, regardless of the circumstances. When you later use the Aid reaction, you can roll Performance instead of the normal skill check, and if you roll a failure, you get a success instead. If you are legendary in Performance, you automatically critically succeed.

The GM might rule that you can't use this ability if the act of encouraging your ally would interfere with the skill check (such as a check to Sneak quietly or maintain a disguise).

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## INSPIRE COURAGE

CANTRIP 1

**UNCOMMON BARD CANTRIP COMPOSITION EMOTION  
ENCHANTMENT MENTAL**

**Class** bard

**Cast** ♦ verbal

**Area** 60-foot emanation

**Duration** 1 round

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You inspire your allies with words or tunes of encouragement. You and all allies in the area gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

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## INSPIRE DEFENSE

CANTRIP 2

**UNCOMMON BARD CANTRIP COMPOSITION EMOTION  
ENCHANTMENT MENTAL**

**Class** bard

**Cast** ♦ verbal

**Area** 60-foot emanation

**Duration** 1 round

---

You inspire your allies to protect themselves more effectively. You and all allies in the area gain a +1 status bonus to AC and saving throws, as well as resistance equal to half the spell's level to physical damage.

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## INSPIRE HEROICS

FOCUS 4

**UNCOMMON BARD ENCHANTMENT**

Class bard

Cast ♦ verbal

You call upon your muse to greatly increase the benefits you provide to your allies with your *inspire courage* or *inspire defense* composition. If your next action is to cast *inspire courage* or *inspire defense*, attempt a Performance check. The DC is usually a very hard DC of a level equal to that of the highest-level target of your composition, but the GM can assign a different DC based on the circumstances. The effect of your *inspire courage* or *inspire defense* composition depends on the result of your check.

**Critical Success** The status bonus from your *inspire courage* or *inspire defense* increases to +3.

**Success** The status bonus from *inspire courage* or *inspire defense* increases to +2.

**Failure** Your *inspire courage* or *inspire defense* provides only its normal bonus of +1, but you don't spend the Focus Point for casting this spell.



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## LINGERING COMPOSITION

FOCUS 1

**UNCOMMON BARD ENCHANTMENT**

Class bard

Cast ♦ verbal

You add a flourish to your composition to extend its benefits. If your next action is to cast a cantrip composition with a duration of 1 round, attempt a Performance check. The DC is usually a standard-difficulty DC of a level equal to the highest-level target of your composition, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

**Critical Success** The composition lasts 4 rounds.

**Success** The composition lasts 3 rounds.

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

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## LOREMMASTER'S ETUDE

FOCUS 1

**UNCOMMON BARD DIVINATION FORTUNE**

**Class** bard

**Cast** ♦ somatic; **Trigger** You or an ally within range attempts a skill check to Recall Knowledge

**Range** 30 feet; **Targets** you or the triggering ally

You call upon your muse's deep mysteries, granting the target a greater ability to think and recall information. Roll the triggering Recall Knowledge skill check twice and use the better result.

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## SOOTHING BALLAD

FOCUS 7

**UNCOMMON** **BARD** **COMPOSITION** **EMOTION** **ENCHANTMENT**  
**HEALING** **MENTAL**

Class bard

**Cast** ➡ somatic, verbal

**Range** 30 feet; **Targets** you and up to 9 allies

You draw upon your muse to soothe your allies. Choose one of the following three effects:

- The spell attempts to counteract fear effects on the targets.
- The spell attempts to counteract effects imposing paralysis on the targets.
- The spell restores  $7d8$  Hit Points to the targets.

**Heightened (+1)** When used to heal, *soothing ballad* restores  $1d8$  more Hit Points.



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## TRIPLE TIME

## CANTRIP 2

**UNCOMMON|BARD|CANTRIP|COMPOSITION|EMOTION  
ENCHANTMENT|MENTAL**

**Class** bard

**Cast** ♦ somatic

**Area** 60-foot emanation

**Duration** 1 round

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You dance at a lively tempo, speeding your allies' movement. You and all allies in the area gain a +10-foot status bonus to all Speeds for 1 round.

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# CHAMPION



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## CHAMPION'S SACRIFICE

## FOCUS 6

### UNCOMMON ABJURATION CHAMPION

**Class** champion

**Cast**  somatic; **Trigger** An ally is hit by a Strike, or an ally fails a saving throw against an effect that doesn't affect you.

**Range** 30 feet; **Targets** 1 ally

---

You form a link with an ally, allowing you to take harm in their stead. All the effects of the hit or failed save are applied to you instead of the ally. For example, if the target critically fails a saving throw against a *fireball*, you would take double damage. These effects ignore any resistances, immunities, or other abilities you have that might mitigate them in any way, although those of the target apply before you take the effect.

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# CHAMPION



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## HERO'S DEFIANCE

FOCUS 10

**UNCOMMON CHAMPION HEALING NECROMANCY POSITIVE**

**Class** champion

**Cast** verbal; **Trigger** An attack would bring you to 0 Hit Points.

You shout in defiance, filling you with a sudden burst of healing. Just before applying the attack's damage, you recover  $10d4+20$  Hit Points. If this is enough to prevent the attack from bringing you to 0 Hit Points, you don't become unconscious or dying. Either way, cheating death is difficult, and you can't use *hero's defiance* again until you Refocus or the next time you prepare. *Hero's defiance* cannot be used against effects with the death trait or that would leave no remains, such as *disintegrate*.

# CHAMPION



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## LAY ON HANDS

FOCUS 1

**UNCOMMON CHAMPION HEALING NECROMANCY POSITIVE**

**Class** champion

**Cast**  somatic

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

Your hands become infused with positive energy, healing a living creature or damaging an undead creature with a touch. If you use *lay on hands* on a willing living target, you restore 6 Hit Points; if the target is one of your allies, they also gain a +2 status bonus to AC for 1 round. Against an undead target, you deal  $1d6$  damage and it must attempt a basic Fortitude save; if it fails, it also takes a -2 status penalty to AC for 1 round.

**Heightened (+1)** The amount of healing increases by 6, and the damage to an undead target increases by  $1d6$ .



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## LITANY AGAINST SLOTH

FOCUS 5

**UNCOMMON CHAMPION EVOCATION GOOD LITANY**

**Class** champion

**Cast** ➔ verbal

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

**Saving Throw** Will; **Duration** 1 round

Your litany rails against the sin of sloth, interfering with the target's ability to react. The target must attempt a Will save. A particularly slothful creature, such as a sloth demon, uses the outcome one degree of success worse than the result of its saving throw. The target becomes temporarily immune to all of your litanies for 1 minute.

**Critical Success** The target is unaffected.

**Success** The target can't use reactions.

**Failure** The target can't use reactions and is slowed 1.

**Critical Failure** The target can't use reactions and is slowed 2.

# CHAMPION



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## LITANY AGAINST WRATH

FOCUS 3

**UNCOMMON CHAMPION EVOCATION GOOD LITANY**

Class champion

**Cast** → verbal

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

**Saving Throw** Will; **Duration** 1 round

Your litany rails against the sin of wrath, punishing the target for attacking good creatures. The target must attempt a Will save. A particularly wrathful creature, such as a wrath demon, uses the outcome one degree of success worse than the result of its saving throw. The target then becomes temporarily immune to all of your litanies for 1 minute.

**Critical Success** The target is unaffected.

**Success** The first time the target uses an action that deals damage to at least one good creature, the target takes 3d6 good damage.

**Failure** Each time the target uses an action that deals damage to at least one good creature, the target takes 3d6 good damage.

**Critical Failure** The target is enfeebled 2. Each time it uses an action that deals damage to at least one good creature, the target takes 3d6 good damage.

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

# CHAMPION



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## LITANY OF RIGHTEOUSNESS

FOCUS 7

**UNCOMMON CHAMPION EVOCATION GOOD LITANY**

Class champion

Cast → verbal

Range 30 feet; Targets 1 evil creature

Duration 1 round

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Your litany denounces an evildoer, rendering it susceptible to the powers of good. The target gains weakness 7 to good. The target then becomes temporarily immune to all of your litanies for 1 minute.

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**Heightened (+1)** The weakness increases by 1.



# DRUID



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## GOODBERRY

FOCUS 1

**UNCOMMON DRUID HEALING NECROMANCY**

**Class** druid

**Cast** 1 hour (somatic, verbal)

**Range** touch; **Targets** 1 freshly picked berry

**Duration** 1 day

You imbue the target berry with the bounty of nature, allowing it to heal and sustain far beyond its normal capacity. A living creature that eats the berry with an *Interact* action gains as much nourishment as from a square meal for a typical human and regains  $1d8+5$  Hit Points. If it's not consumed during the duration, or if you cast *goodberry* again, the berry withers away.

**Heightened (+1)** You can target an additional berry



# DRUID



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## HEAL ANIMAL

FOCUS 1

**UNCOMMON DRUID HEALING NECROMANCY POSITIVE**

Class druid

**Cast** to somatic

**Range** touch or 30 feet (see text); **Targets** 1 willing living animal creature

You heal an animal's wounds, restoring 1d8 Hit Points to the target. The number of actions spent Casting this Spell determines its effect.

- **somatic** The spell has a range of touch.
- **somatic, verbal** The spell has a range of 30 feet and restores an additional 8 Hit Points to the target.

**Heightened (+1)** The amount of healing increases by 1d8, and the additional healing for the 2-action version increases by 8.



# DRUID



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## IMPALING BRIARS

FOCUS 8

**UNCOMMON CONJURATION DRUID PLANT**

Class druid

Cast ➡ somatic, verbal

Area ground within a 100-foot emanation

Duration sustained up to 1 minute

The ground within the area transforms into a mass of dangerous briars that assault and impede your foes. Each round when you Sustain the Spell, you can select one of the following effects to occur in the area.

- **Ensnare** The briars clump around your foes, attempting to hold them in place. A foe within the area (or flying at most 20 feet above the area) must attempt a Reflex save. On a failure, it takes a -10-foot circumstance penalty to all Speeds for 1 round, and on a critical failure, it is immobilized for 1 round unless it Escapes.
- **Impede** The briars twist and writhe, making the entire area difficult terrain.
- **Wall** A *wall of thorns* appears in the area, lasting for 1 round. The wall is greater difficult terrain instead of difficult terrain. In addition, once per round you can direct the briars to impale any target in the area (or flying up to 20 feet above the area) that you can see by using a single action, which has the concentrate and manipulate traits. Make a spell attack roll. On a success, the target takes  $10d6$  piercing damage and takes a -10-foot circumstance penalty to all Speeds for 1 round; on a Critical Success, the target is immobilized for 1 round unless it Escapes.

# DRUID



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## PRIMAL SUMMONS

FOCUS 6

**UNCOMMON CONJURATION DRUID**

Class druid

Cast verbal

You enhance a summoned creature with the power of the elements. If your next action is to cast either *summon animal* or *summon plant or fungus*, choose air, earth, fire, or water, and the creature you summon gains the corresponding abilities.

- **Air** The creature gains a fly Speed of 60 feet.
- **Earth** The creature gains a burrow Speed of 20 feet, reduces its land Speed by 10 feet (minimum 5 feet), and gains resistance 5 to physical damage.
- **Fire** The creature's attacks deal 1d6 extra fire damage, and it gains resistance 10 to fire and weakness 5 to cold and water.
- **Water** The creature gains a swim Speed of 60 feet, can spend 1 action after a melee attack to attempt a Shove (ignoring multiple attack penalty), and gains resistance 5 to fire.



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## STORM LORD

## FOCUS 9

**UNCOMMON AIR DRUID ELECTRICITY EVOCATION**

**Class** druid

**Cast** ➡ somatic, verbal; **Requirements** You are outdoors and aboveground

**Area** 100-foot emanation

**Duration** sustained up to 1 minute

The sky above you darkens in a matter of moments, swirling with ominous clouds punctuated by flashes of lighting. Each round when you Sustain the Spell, you can select one of the following effects to occur in the area.

- **Calm** No additional effect.
- **Fog** Heavy fog rolls in, concealing the area with the effects of *obscuring mist*.
- **Rain** Torrential rain falls from the sky, dousing ordinary flames. Creatures in the area take a -2 circumstance penalty to Acrobatics and Perception checks.
- **Wind** Powerful winds buffet the area in all directions. Ranged attacks take a -4 circumstance penalty, and all flying is against the wind and counts as moving through difficult terrain.

In addition, once per round you can use a single action, which has the concentrate and manipulate traits, to call down a bolt of lightning, striking any target in range that you can see. You deal  $10d6$  electricity damage to the target; it must attempt a basic Reflex save. On a failure, it is also deafened for 1 round.

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## STORMWIND FLIGHT

FOCUS 4

**UNCOMMON AIR DRUID TRANSMUTATION**

**Class** druid

**Cast** ➡ somatic, verbal

**Duration** 1 minute

Powerful winds carry you smoothly through the air, giving you a fly Speed equal to your Speed. When this spell's duration would end, if you're still flying, you float to the ground, as *feather fall*.

**Heightened (6th)** When you fly using *stormwind flight*, you don't count flying against the wind as difficult terrain.



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## TEMPEST SURGE

FOCUS 1

**UNCOMMON AIR DRUID ELECTRICITY EVOCATION**

Class druid

Cast ➡ somatic, verbal

Range 30 feet; Targets 1 creature

Saving Throw Reflex

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You surround a foe in a swirling storm of violent winds, roiling clouds, and crackling lightning. The storm deals 1d12 electricity damage. The target must attempt a basic Reflex save. On a failure, the target also is clumsy 2 for 1 round and takes 1 persistent electricity damage.

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**Heightened (+1)** The initial damage increases by 1d12, and the persistent electricity damage on a failure increases by 1.



# DRUID



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## WILD MORPH

FOCUS 1

### UNCOMMON DRUID MORPH TRANSMUTATION

Class druid

Cast  to  somatic

Duration 1 minute

You morph your body based on your training, choosing one of the following effects based on your wild order feats.

- If you have Wild Shape, you can morph your hands into wild claws. Your hands transform into incredibly sharp claws. These claws are an unarmed attack you're trained in and deal  $1d6$  slashing damage each (agile, finesse). You can still hold and use items with your hands while they're transformed by this spell, but you cannot hold an item while attacking. If you have Insect Shape, you can instead transform your mouth into wild jaws, an unarmed attack you're trained in that deals  $1d8$  piercing damage.
- If you have Elemental Shape, you can morph your body to be partially composed of elemental matter, granting you resistance 5 to critical hits and precision damage.
- If you have Plant Shape, you can morph your arms into long vines, increasing your reach to 10 feet (or 15 feet with a reach weapon).
- If you have Soaring Shape, you can cast the spell as a two-action activity (  somatic, verbal) to grow wings from your back. These wings allow you to fly with a fly Speed of 30 feet.

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## WILD MORPH (CONTINUED)

FOCUS 1

### UNCOMMON DRUID MORPH TRANSMUTATION

Class druid

Cast  $\blacktriangleleft$  to  $\blacktriangleright$  somatic

Duration 1 minute

**Heightened (6th)** You can choose up to two of the effects from the list. Wild claws leave terrible, ragged wounds that also deal  $2d6$  persistent bleed damage on a hit, and wild jaws are envenomed, also dealing  $2d6$  persistent poison damage on a hit.

**Heightened (10th)** You can choose up to three of the effects from the list. Wild claws deal  $4d6$  persistent bleed damage on a hit, and wild jaws deal  $4d6$  persistent poison damage on a hit.

# DRUID



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## WILD SHAPE

FOCUS 1

**UNCOMMON DRUID POLYMORPH TRANSMUTATION**

Class druid

Cast ➡ somatic, verbal

Duration 1 minute (or longer)

You infuse yourself with primal essence and transform yourself into another form. You can polymorph into any form listed in *pest form*, which lasts 10 minutes. All other *wild shape* forms last 1 minute. You can add more forms to your *wild shape* list with druid feats; your feat might grant you some or all of the forms from a given polymorph spell. When you transform into a form granted by a spell, you gain all the effects of the form you chose from a version of the spell heightened to *wild shape*'s level. *Wild shape* allows you to use your own shapeshifting training more easily than most polymorph spells. When you choose to use your own attack modifier while polymorphed instead of the form's default attack modifier, you gain a +2 status bonus to your attack rolls.

**Heightened (2nd)** You can also *wild shape* into the forms listed in animal form.



# MODR



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## ABUNDANT STEP

FOCUS 4

**UNCOMMON CONJURATION MONK TELEPORTATION**

Class monk

Cast → somatic

Range 15 feet or more

---

You move so fast you blur across planar boundaries. You teleport up to a distance equal to your Speed within your line of sight.

---

# MODR



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## EMPTY BODY

FOCUS 9

**UNCOMMON CONJURATION MONK TELEPORTATION**

**Class** monk

**Cast** ♦ somatic, verbal

**Duration** 1 minute

---

You turn ethereal, with the effects of *ethereal jaunt*, but you don't need to concentrate.

---

# MODR



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## KI BLAST

FOCUS 3

### UNCOMMON EVOCATION FORCE MONK

Class monk

**Cast**  to  somatic, verbal

**Area** 15-foot cone or more

**Saving Throw** Fortitude

You unleash your ki as a powerful blast of force that deals  $2d6$  force damage. If you use 2 actions to cast *ki blast*, increase the size of the cone to 30 feet and the damage to  $3d6$ . If you use 3 actions to cast *ki blast*, increase the size of the cone to 60 feet and the damage to  $4d6$ . Each creature in the area must attempt a Fortitude saving throw.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is pushed 5 feet.

**Critical Failure** The creature takes double damage and is pushed 10 feet.

**Heightened (+1)** The damage increases by  $1d6$ , or by  $2d6$  if you use 2 or 3 actions.



# MODR



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## KI RUSH

FOCUS 1

### UNCOMMON MONK TRANSMUTATION

Class monk

Cast ➔ verbal

---

Accelerated by your ki, you move with such speed you become a blur. Move two times: two Strides, two Steps, or one Stride and one Step (in either order). You gain the concealed condition during this movement and until the start of your next turn.

---

# MODR



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## KI STRIKE

FOCUS 1

### UNCOMMON MONK TRANSMUTATION

Class monk

Cast ➔ verbal

---

You focus your ki into magical attacks. Make an unarmed Strike or Flurry of Blows (this doesn't change the limit on using only one flourish per turn). You gain a +1 status bonus to your attack rolls with the Strikes, and the Strikes deal 1d6 extra damage. This damage can be any of the following types of your choice, chosen each time you Strike: force, lawful (only if you're lawful), negative, or positive.

---

**Heightened (+4)** The extra damage increases by 1d6.



# MODR



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## QUIVERING PALM

FOCUS 8

**UNCOMMON INCAPACITATION MONK NECROMANCY**

Class monk

Cast ➔ somatic, verbal

Duration 1 month

Make a melee unarmed Strike. If you hit and the target is alive, anytime during the duration, you can spend a single action, which has the auditory and concentrate traits, to speak a word of death that could instantly slay it. The target must attempt a Fortitude save.

**Critical Success** The target survives, the spell ends, and the target is then temporarily immune for 24 hours.

**Success** The target is stunned 1 and takes 40 damage, the spell ends, and the target is then temporarily immune for 24 hours.

**Failure** The target is stunned 3 and takes 80 damage. The spell's duration continues, but the target is then temporarily immune for 24 hours against being killed by *quivering palm*.

**Critical Failure** The target dies.

If you cast *quivering palm* again, the effects of any *quivering palm* you had previously cast end.

**Heightened (+1)** The damage increases by 10 on a failure, or 5 on a success.



# MODR



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## WHOLENESS OF BODY

FOCUS 2

**UNCOMMON HEALING MONK NECROMANCY POSITIVE**

Class monk

Cast → verbal

---

You heal yourself in one of the following ways, chosen by you when you cast the spell.

- You regain 8 Hit Points.
  - You attempt to cure one poison or disease afflicting you; attempt to counteract the affliction.
- 

**Heightened (+1)** If you choose to regain Hit Points, the Hit Points regained increase by 8.



# MODR



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## WILD WINDS STANCE

FOCUS 4

**UNCOMMON AIR EVOCATION MONK STANCE**

Class monk

Cast → somatic

**Duration** until you leave the stance

---

You take on the stance of the flowing winds, sending out waves of energy at a distance. You can make wind crash unarmed Strikes as ranged Strikes against targets within 30 feet. These deal 1d6 bludgeoning damage, use the brawling group, and have the agile, nonlethal, propulsive, and unarmed traits. Wind crash Strikes ignore concealment and all cover.

While in *wild winds stance*, you gain a +2 circumstance bonus to AC against ranged attacks.

---



# MODR



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## WIND JUMP

FOCUS 5

**UNCOMMON** **AIR** **MONK** **TRANSMUTATION**

Class monk

Cast → verbal

Duration 1 minute

You gain a fly Speed equal to your Speed. You must end your turn on solid ground or you fall.

**Heightened (6th)** At the end of your turn, you can attempt a DC 30 Acrobatics check to find purchase in midair. If you succeed, you don't fall.

# SORCERER



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## ABERRANT WHISPERS

FOCUS 3

**UNCOMMON AUDITORY ENCHANTMENT MENTAL SORCERER**

**Class** sorcerer

**Cast** ♦ to ♦♦♦

**Area** 5-foot emanation or more; **Targets** each foe in the area

**Saving Throw** Will; **Duration** 1 round

You utter phrases in an unknown tongue, assaulting the minds of those nearby. Each target must attempt a Will save. Regardless of the result of its save, each target is then temporarily immune for 1 minute. You can increase the number of actions it takes to Cast the Spell (to a maximum of 3 actions total). For each additional action, increase the emanation's radius by 5 feet, to a maximum of 10 extra feet for 3 actions.

**Success** The target is unaffected.

**Failure** The target is stupefied 2.

**Critical Failure** The target is confused.

---

**Heightened (+3)** The initial radius increases by 5 feet.



# SORCERER



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## ABYSSAL WRATH

FOCUS 5

### UNCOMMON EVOCATION SORCERER

Class sorcerer

Cast ➔

Area 60-foot cone

**Saving Throw** basic Reflex

You evoke the energy of an Abyssal realm. The damage types of the spell (one energy and one physical) are based on the result of rolling on the table below.

1d4	Realm	Manifestation	Damage Type
1	Skies	Bolts of lightning and flying debris	Bludgeoning and electricity
2	Depths	Acid and demonic shells	Acid and slashing
3	Frozen	Frigid air and ice	Bludgeoning and cold
4	Volcanic	Jagged volcanic rocks and magma	Fire and piercing

You deal  $4d6$  damage of each of the corresponding damage types to each creature in the cone ( $8d6$  total damage).

**Heightened (+1)** The damage for each type increases by  $1d6$ .



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## ANCESTRAL MEMORIES

## FOCUS 1

### UNCOMMON DIVINATION SORCERER

Class sorcerer

Cast ♦

Duration 1 minute

The memories of long-dead spellcasters grant you knowledge in a specific skill. Choose any non-Lore skill, or a Lore skill related to the ancient empire from which your bloodline sprang. You temporarily become trained in that skill and might gain other memories associated with an ancestor who was trained in that skill. If you attempt a task or activity that lasts beyond this spell's duration, use the lower proficiency modifier.

**Heightened (6th)** You temporarily become an expert in the skill you choose.



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## ANGELIC HALO

FOCUS 1

**UNCOMMON ABJURATION GOOD SORCERER**

**Class** sorcerer

**Cast** ♦

**Area** 15-foot emanation

**Duration** 1 minute

---

You gain an angelic halo with an aura that increases allies' healing from the *heal* spell. *Heal* spells gain a +2 status bonus to Hit Points healed to your allies in the area.

---

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



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## ANGELIC WINGS

FOCUS 3

**UNCOMMON EVOCATION LIGHT SORCERER**

**Class** sorcerer

**Cast**

**Duration** 3 rounds

Wings of pure light spread out from your back, granting you a fly Speed equal to your Speed. Your wings cast bright light in a 30-foot radius. When this spell's duration would end, if you're still flying, you float to the ground, as *feather fall*.

**Heightened (5th)** The duration increases to 1 minute

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## ARCANE COUNTERMEASURE

FOCUS 5

### UNCOMMON ABJURATION SORCERER

Class sorcerer

**Cast**  ; **Trigger** A creature within range that you can see Casts a Spell

**Range** 120 feet; **Targets** the spell cast by the triggering creature

You undermine the target spell, making it easier to defend against. You reduce the spell's level by 1, and targets of the spell gain a +2 status bonus to any saving throws, skill checks, AC, or DC against it.

You can't reduce the spell's level below its minimum. For example, a 5th-level *cone of cold* would remain 5th-level, but a 5th-level *fireball* would become 4th-level. Targets still gain all the other benefits, even if you don't reduce the spell's level.

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## CELESTIAL BRAND

FOCUS 5

**UNCOMMON CURSE** **NECROMANCY** **SORCERER**

Class sorcerer

Cast ♦

Range 30 feet; Targets 1 evil creature

Duration 1 round

---

A blazing symbol appears on the target, marking it for divine justice. You and your allies receive a +1 status bonus to your attack rolls and skill checks against it. Anytime a good creature damages it, the good creature deals an additional  $1d4$  good damage. The target is then temporarily immune for 1 minute.

---

**Heightened (+2)** The good damage increases by 1.



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## DIABOLIC EDICT

FOCUS 1

### UNCOMMON ENCHANTMENT SORCERER

Class sorcerer

Cast ♦

Range 30 feet; Targets 1 willing living creature

Duration 1 round

You issue a diabolic edict, demanding the target perform a particular task and offering rewards for its fulfillment. It gains a +1 status bonus to attack rolls and skill checks related to performing the task. If it refuses to perform the task you proclaimed, it instead takes a -1 status penalty to all its attack rolls and skill checks.

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## DRAGON BREATH

FOCUS 3

### UNCOMMON EVOCATION SORCERER

Class sorcerer

Cast ➔

**Area** 30-foot cone or 60-foot line originating from you

**Saving Throw** basic Reflex or Fortitude

You spew energy from your mouth, dealing 5d6 damage. The area, damage type, and save depend on the dragon type in your bloodline.

Dragon Type	Area and Damage Type	Saving Throw
Black or copper	60-foot line of acid	Reflex
Blue or bronze	60-foot line of electricity	Reflex
Brass	60-foot line of fire	Reflex
Green	30-foot cone of poison	Fortitude
Gold or red	30-foot cone of fire	Reflex
Silver or white	30-foot cone of cold	Reflex

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

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## DRAGON CLAWS

FOCUS 1

**UNCOMMON MORPH SORCERER TRANSMUTATION**

**Class** sorcerer

**Cast** ♦

**Duration** 1 minute

Vicious claws grow from your fingers. They are finesse unarmed attacks that deal  $1d4$  slashing damage and  $1d6$  extra damage of a type determined by the dragon in your bloodline (see the table in *dragon breath*). Your scales from blood magic glow with faint energy, giving you resistance 5 to the same damage type.

**Heightened (5th)** The extra damage increases to  $2d6$ , and the resistance increases to 10.

**Heightened (9th)** The extra damage increases to  $3d6$ , and the resistance increases to 15.

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## DRAGON WINGS

FOCUS 5

**UNCOMMON MORPH SORCERER TRANSMUTATION**

**Class** sorcerer

**Cast** ➡ somatic, verbal

**Duration** 1 minute

---

Leathery wings sprout from your back, giving you a fly Speed of 60 feet or your Speed, whichever is faster. When this spell's duration would end, if you're still flying, you float to the ground, as *feather fall*. You can increase the Focus Point cost by 1 to gain the effects of *dragon claws* as long as the wings last.

---

**Heightened (8th)** The duration increases to 10 minutes.

# SORCERER



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## DRAIN LIFE

FOCUS 3

**UNCOMMON** **NECROMANCY** **NEGATIVE** **SORCERER**

Class sorcerer

Cast

Range 30 feet; Targets 1 creature

Saving Throw basic Fortitude

You close your hand and pull life energy from another creature into yourself. This deals  $3d4$  negative damage; the target must attempt a basic Fortitude save. You gain temporary Hit Points equal to the damage the target takes, after resolving its save and applying your blood magic if applicable. If the target's Hit Points were lower than the damage you dealt, you gain temporary Hit Points equal to their remaining Hit Points instead. The temporary Hit Points last for 1 minute.

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



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## ELEMENTAL BLAST

FOCUS 5

### UNCOMMON EVOCATION SORCERER

Class sorcerer

Cast ➡ somatic, verbal

Range 30 feet (burst only); Area 10-foot-radius burst, 30-foot cone, or 60-foot line

Saving Throw basic Reflex

---

You gather elemental energy and blast your foes in one of the various listed shapes of your choosing, dealing 8d6 bludgeoning damage (or fire damage if your element is fire). This spell has your element's trait.

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



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## ELEMENTAL MOTION

FOCUS 3

### UNCOMMON EVOCATION SORCERER

**Class** sorcerer

**Cast** ➡ somatic, verbal

**Duration** 1 minute

You call upon your element to propel you, improving your Speed depending on your element. This spell has your element's trait.

- **Air** You gain a fly Speed equal to your Speed.
- **Earth** You gain a burrow Speed of 10 feet.
- **Fire** You gain a fly Speed equal to your Speed.
- **Water** You gain a swim Speed equal to your Speed and can breathe underwater.

**Heightened (6th)** You also gain a +10-foot status bonus to your Speeds.

**Heightened (9th)** The status bonus increases to +20 feet.

# SORCERER



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## ELEMENTAL TOSS

FOCUS 1

**UNCOMMON** **ATTACK** **EVOCATION** **SORCERER**

**Class** sorcerer

**Cast** ♦ somatic

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

With a flick of your wrist, you fling a chunk of your elemental matter at your foe. Make a spell attack roll, dealing 1d8 bludgeoning damage (or fire damage if your element is fire) on a success, and double damage on a Critical Success. This spell has your element's trait.

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



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## EMBRACE THE PIT

FOCUS 3

**UNCOMMON EVIL MORPH SORCERER TRANSMUTATION**

**Class** sorcerer

**Cast** → verbal

**Duration** 1 minute

Devil horns grow from your skull, and your skin takes on features of the devil responsible for your diabolic bloodline. You gain resistance 5 to evil, fire, and poison, and resistance 1 to physical damage (except silver). You can take good damage, even if you aren't evil, and you gain weakness 5 to good damage.

**Heightened (+2)** The resistance to evil, fire, and poison increases by 5, the resistance to physical damage (except silver) by 2, and the weakness to good damage by 5.



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## EXTEND SPELL

FOCUS 3

**UNCOMMON DIVINATION METAMAGIC SORCERER**

**Class** sorcerer

**Cast** ➔ verbal

You call upon your blood's knowledge of the ancients to extend your magic. If your next action is to Cast a Spell with a duration of 1 minute on a single target, and the spell isn't of the highest spell level you can cast, the spell instead lasts 10 minutes. You can have only one active spell at a time extended in this way.

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## FAERIE DUST

FOCUS 1

**UNCOMMON ENCHANTMENT MENTAL SORCERER**

**Class** sorcerer

**Cast** ♦ or more (somatic, verbal)

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

**Saving Throw** Will; **Duration** 1 round

You sprinkle magical dust in the spell's area, making those within easier to trick. Each creature in the area must attempt a Will save. For each additional action you use Casting the Spell, the burst's radius increases by 5 feet.

**Success** The creature is unaffected.

**Failure** The creature can't use reactions and takes a -2 status penalty to Perception checks and Will saves.

**Critical Failure** As failure, and the creature also takes a -1 status penalty to Perception checks and Will saves for 1 minute.

**Heightened (+3)** The initial radius increases by 5 feet.



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## FEY DISAPPEARANCE

FOCUS 3

**UNCOMMON ENCHANTMENT SORCERER**

**Class** sorcerer

**Cast** ♦ somatic

**Duration** until the end of your next turn

You become invisible and ignore natural difficult terrain (such as underbrush). Any hostile action you use ends this invisibility, but you still ignore natural difficult terrain.

**Heightened (5th)** If you use a hostile action, the invisibility doesn't end.



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## FEY GLAMOUR

FOCUS 5

### UNCOMMON ILLUSION SORCERER

Class sorcerer

Cast ➡ somatic, verbal

Range 30 feet; Area 30-foot burst or; Targets up to 10 creatures

Duration 10 minutes

You call upon fey glamours to cloak an area or the targets in illusion. This has the effect of either *illusory scene* on the area or *veil* on the creatures, as if heightened to a level 1 level lower than *fey glamour*, using *fey glamour*'s range and duration.

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## GLUTTON'S JAWS

FOCUS 1

**UNCOMMON MORPH NECROMANCY SORCERER**

**Class** sorcerer

**Cast** → somatic, verbal

**Duration** 1 minute

Your mouth transforms into a shadowy maw bristling with pointed teeth. These jaws are an unarmed attack with the forceful trait dealing  $1d8$  piercing damage. If you hit with your jaws and deal damage, you gain  $1d6$  temporary Hit Points.

**Heightened (+2)** The temporary Hit Points increase by  $1d6$ .

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## GRASPING GRAVE

FOCUS 5

**UNCOMMON** **NECROMANCY** **SORCERER**

**Class** sorcerer

**Cast** ➡ somatic, verbal

**Range** 60 feet; **Area** 20-foot-radius on the ground

**Saving Throw** Reflex

---

Hundreds of skeletal arms erupt from the ground in the area, clawing at creatures within and attempting to hold them in place. The skeletal arms deal 6d6 slashing damage. Each creature in the area must attempt a Reflex save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and a -10-foot circumstance penalty to its Speeds for 1 round.

**Critical Failure** The creature takes double damage and is immobilized for 1 round or until it Escapes.

---

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



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## HELLFIRE PLUME

FOCUS 5

**UNCOMMON EVIL EVOCATION FIRE SORCERER**

Class sorcerer

Cast somatic, verbal

Range 60 feet; **Area** 10-foot-radius, 60-foot-tall cylinder

You call forth a plume of hellfire that erupts from below, dealing 4d6 fire damage and 4d6 evil damage.

**Heightened (+1)** The fire damage increases by 1d6, and the evil damage increases by 1d6.



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## HORRIFIC VISAGE

FOCUS 3

**UNCOMMON** **EMOTION** **FEAR** **ILLUSION** **MENTAL** **SORCERER**  
**VISUAL**

**Class** sorcerer

**Cast** ➡ somatic, verbal

**Area** 30-foot-radius emanation centered on you

**Saving Throw** Will

---

You briefly transform your features into the horrific visage of a hag, striking fear into your enemies. Foes in the area must attempt a Will save.

**Success** The foe is unaffected.

**Failure** The foe is frightened 1.

**Critical Failure** The foe is frightened 2.

---

**Heightened (5th)** Foes in the area are frightened 1 on a success, frightened 2 on a failure, and frightened 3 and fleeing for 1 round on a critical failure. They are still unaffected on a critical success.



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## JEALOUS HEX

FOCUS 1

**UNCOMMON CURSE NECROMANCY SORCERER**

**Class** sorcerer

**Cast** → verbal

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

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

You draw forth a hag's innate jealousy to deny a target its greatest attribute. The target gains an adverse condition depending on its highest ability modifier: Strength (enfeebled); Dexterity (clumsy); Constitution (drained); or Intelligence, Wisdom, or Charisma (stupefied). On a tie, the creature decides which of the conditions associated with the tied ability modifiers to take. The target must attempt a Will save.

**Success** The target is unaffected.

**Failure** The condition's value is 1.

**Critical Failure** The condition's value is 2.

At the start of each of your turns, the target can attempt another Will save, ending the effect on a success.



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## SWAMP OF SLOTH

FOCUS 3

### UNCOMMON CONJURATION SORCERER

Class sorcerer

Cast to somatic, verbal

Range 120 feet; Area 5-foot burst or more

Saving Throw basic Fortitude; Duration 1 minute

Ground in the area turns swampy and fetid. The area is difficult terrain. The sludge at the bottom of the morass animates into diminutive sludge beasts that have a demonic appearance. These don't function as normal creatures, but they swarm over creatures in the swamp and exude a noxious stench. The swamp deals  $1d6$  poison damage; creatures that end their turn in the area must attempt a basic Fortitude save. You can increase the number of actions it takes to Cast the Spell. For each additional action, increase the burst's radius by 5 feet.

**Heightened (+2)** The damage increases by  $1d6$ , and the initial radius increases by 5 feet.



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## TENTACULAR LIMBS

FOCUS 1

**UNCOMMON MORPH SORCERER TRANSMUTATION**

**Class** sorcerer

**Cast** → somatic

**Duration** 1 minute

Your arms turn into long, pliable tentacles, increasing your reach when you're delivering touch range spells and making unarmed Strikes with your arms (such as fist and claw Strikes) to 10 feet. This doesn't change the reach of your melee weapon attacks. During the duration, whenever you Cast a Spell, you can add an additional action to that spell's casting to temporarily extend your reach to 20 feet to deliver that spell.

**Heightened (+2)** When you add an additional action to a spell to temporarily extend your reach, your reach increases by an additional 10 feet to deliver that spell.



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## TOUCH OF UNDEATH

FOCUS 1

**UNCOMMON** **NECROMANCY** **NEGATIVE** **SORCERER**

**Class** sorcerer

**Cast** ♦ somatic

**Range** touch; **Targets** 1 living creature touched

**Saving Throw** Will; **Duration** 1 minute

You instill within a creature the touch of the grave. For the duration, *harm* spells treat the creature as undead and *heal* spells treat the creature as living. In addition, *harm* spells gain a +2 status bonus to the Hit Points restored to the target.

If the target wishes to avoid the spell, it can attempt a Will save to reduce the effects.

**Critical Success** The target is unaffected.

**Success** The target heals half as much from *heal* and takes half as much damage from *harm* for 1 round.

**Failure** Effects as described in the text.

**Heightened (+1)** The status bonus to the Hit Points restored increases by 2.



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## UNUSUAL ANATOMY

FOCUS 5

### UNCOMMON POLYMORPH SORCERER TRANSMUTATION

**Class** sorcerer

**Cast** → somatic

**Duration** 1 minute

You transform your flesh and organs into a bizarre amalgam of glistening skin, rough scales, tufts of hair, and tumorous protuberances. This has three effects:

- You gain resistance 10 to precision damage and resistance 10 to extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage.
- You gain darkvision.
- Acid oozes from your skin. Any creature that hits you with an unarmed attack or with a non-reach melee weapon takes 2d6 acid damage.

**Heightened (+2)** The resistances increase by 5, and the acid damage increases by 1d6.



# SORCERER



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## YOU'RE MINE

## FOCUS 5

### UNCOMMON EMOTION ENCHANTMENT INCAPACITATION MENTAL SORCERER

**Class** sorcerer

**Cast** ➡ somatic, verbal

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

**Saving Throw** Will; **Duration** 1 round

---

You manipulate the target's emotions, potentially allowing you to control it for a brief instant. The target must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target is stunned 1.

**Failure** On the target's next turn, it's stunned 1 and you partially control it, causing it to take a single action of your choice. If it has actions left, it can act normally.

**Critical Failure** The target is controlled for 1 round.

---

**Heightened (7th)** On a failure, the target is controlled for 1 round.

On a critical failure, the target is controlled for up to 1 minute; it receives a new Will save at the end of each of its turns, and on a success, the spell ends.



# WIZARD



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## AUGMENT SUMMONING

FOCUS 1

**UNCOMMON CONJURATION WIZARD**

Class wizard

**Cast** ➔ verbal

**Range** 30 feet; **Targets** 1 creature you summoned

You augment the abilities of a summoned creature. The target gains a +1 status bonus to all checks (this also applies to the creature's DCs, including its AC) for the duration of its summoning, up to 1 minute.



# WIZARD



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## CALL OF THE GRAVE

FOCUS 1

UNCOMMON | ARCANE | ATTACK | NECROMANCY | WIZARD

Class wizard

**Cast** ➡ somatic, verbal

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

You fire a ray of sickening energy. Make a spell attack roll.

**Critical Success** The target becomes sickened 2 and slowed 1 as long as it's sickened.

**Success** The target becomes sickened 1.

**Failure** The target is unaffected.



# WIZARD



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## CHARMING WORDS

## FOCUS 1

**UNCOMMON AUDITORY ENCHANTMENT INCAPACITATION  
LINGUISTIC MENTAL WIZARD**

Class wizard

Cast → verbal

Range 30 feet; Targets 1 creature

**Saving Throw** Will; **Duration** until the start of your next turn

---

You whisper enchanting words to deflect your foe's ire. The target must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target takes a -1 circumstance penalty to attack rolls and damage rolls against you.

**Failure** The target can't use hostile actions against you.

**Critical Failure** The target is stunned 1 and can't use hostile actions against you.

---



# WIZARD



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## DIMENSIONAL STEPS

FOCUS 1

**UNCOMMON CONJURATION TELEPORTATION WIZARD**

Class wizard

**Cast** → somatic

**Range** 20 feet

---

You teleport to a location up to 20 feet away within your line of sight.

**Heightened (+1)** The distance you can teleport increases by 5 feet.

# WIZARD



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## DIVINER'S SIGHT

FOCUS 1

**UNCOMMON** **CONCENTRATE** **DIVINATION** **FORTUNE** **WIZARD**

Class wizard

**Cast** → verbal

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

**Duration** until the end of your next turn

---

You glimpse into the target's future. Roll a d20; when the target attempts a non-secret saving throw or skill check, it can use the number you rolled instead of rolling, and the spell ends. Alternatively, you can instead reveal the result of the die roll for one of the target's secret checks during the duration, and the spell ends. Casting it again ends any active *diviner's sight* you have cast, as well as any active *diviner's sight* on the target.

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# WIZARD



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## DREAD AURA

FOCUS 4

**UNCOMMON ENCHANTMENT EMOTION FEAR MENTAL WIZARD**

Class wizard

**Cast** ➡ somatic, verbal

**Area** 30-foot-radius emanation centered on you

**Duration** sustained up to 1 minute

---

You emit an aura of terror. Foes in the area are frightened 1 and unable to reduce the condition.

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# WIZARD



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## ELEMENTAL TEMPEST

FOCUS 4

**UNCOMMON** **EVOCATION** **METAMAGIC** **WIZARD**

Class wizard

**Cast** ➔ verbal

---

Your spellcasting surrounds you in a storm of elemental energy. If the next action you take is to Cast a Spell from your wizard spell slots that's an evocation spell dealing acid, cold, electricity, or fire damage, a 10-foot emanation of energy surrounds you as you cast the spell. Foes in the area take  $1d6$  damage per spell level of the spell you just cast of the same damage type the spell deals (choose one if it deals multiple types). Combine the damage from both *elemental tempest* and the other spell against foes who take damage from both before applying bonuses, penalties, resistance, weakness, and the like.

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# WIZARD



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## ENERGY ABSORPTION

FOCUS 4

### UNCOMMON ABJURATION WIZARD

Class wizard

**Cast** ↩ verbal; **Trigger** An effect would deal acid, cold, electricity, or fire damage to you.

You gain resistance 15 to acid, cold, electricity, or fire damage from the triggering effect (one type of your choice). The resistance applies only to the triggering effect's initial damage.

**Heightened (+1)** The resistance increases by 5.



# WIZARD



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## FORCE BOLT

FOCUS 1

**UNCOMMON** **ATTACK** **EVOCATION** **FORCE** **WIZARD**

Class wizard

**Cast** ➔ somatic

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

---

You fire an unerring dart of force from your fingertips. It automatically hits and deals  $1d4+1$  force damage to the target.

**Heightened (+2)** The damage increases by  $1d4+1$



# WIZARD



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## HAND OF THE APPRENTICE

FOCUS 1

**UNCOMMON** **ATTACK** **EVOCATION** **WIZARD**

Class wizard

**Cast** ➔ somatic

**Range** 500 feet; **Targets** 1 creature

---

You hurl a held melee weapon with which you are trained at the target, making a spell attack roll. On a success, you deal the weapon's damage as if you had hit with a melee Strike, but adding your spellcasting ability modifier to damage, rather than your Strength modifier. On a Critical Success, you deal double damage, and you add the weapon's critical specialization effect. Regardless of the outcome, the weapon flies back to you and returns to your hand.

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# WIZARD



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## INVISIBILITY CLOAK

FOCUS 4

**UNCOMMON** **ILLUSION** **WIZARD**

Class wizard

**Cast** ➡ somatic

**Duration** 1 minute

---

You become invisible, with the same restrictions as the 2nd-level *invisibility* spell.

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**Heightened (6th)** The duration increases to 10 minutes.

**Heightened (8th)** The duration increases to 1 hour.



# WIZARD



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## LIFE SIPHON

FOCUS 4

**UNCOMMON** **HEALING** **NECROMANCY** **WIZARD**

Class wizard

**Cast** **Trigger** You expend one of your wizard spell slots to cast a wizard spell of the necromancy school.

---

You use some of the spell's magic to heal yourself, regaining  $1d8$  Hit Points per level of the spell.

---

# WIZARD



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## PHYSICAL BOOST

FOCUS 1

### UNCOMMON TRANSMUTATION WIZARD

Class wizard

Cast → verbal

Range touch; Targets 1 living creature

Duration until the end of the target's next turn

You temporarily improve the target's physique. The target gains a +2 status bonus to the next Acrobatics check, Athletics check, Fortitude save, or Reflex save it attempts.



# WIZARD



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## PROTECTIVE WARD

FOCUS 1

**UNCOMMON ABJURATION WIZARD**

Class wizard

**Cast** ➔ somatic

**Area** 5-foot-radius emanation centered on you

**Duration** sustained up to 1 minute

---

You emanate a shimmering aura of protective magic. You and any allies in the area gain a +1 status bonus to AC. Each time you Sustain the Spell, the emanation's radius increases by 5 feet, to a maximum of 30 feet.

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# WIZARD



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## SHIFTING FORM

FOCUS 4

### UNCOMMON MORPH TRANSMUTATION WIZARD

Class wizard

Cast → somatic

Duration 1 minute

You gain one of the following abilities of your choice. You can Dismiss this spell.

- You gain a 20-foot status bonus to your Speed.
- You gain a climb or swim Speed equal to half your Speed.
- You gain darkvision.
- You gain a pair of claws. These are agile finesse unarmed attacks that deal  $1d8$  slashing damage.
- You gain scent 60 feet (imprecise).



# WIZARD



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## VIGILANT EYE

FOCUS 4

### UNCOMMON DIVINATION WIZARD

Class wizard

**Cast** → somatic

**Range** 500 feet

**Duration** 1 hour

You create an invisible eye sensor, as the *clairvoyance* spell. When created, this eye must be in your line of sight.

When the spell's duration ends, you can spend 1 Focus Point as a free action to extend the duration for another hour, though as normal, it ends immediately during your next daily preparations.



# WIZARD



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## WARPED TERRAIN

FOCUS 1

**UNCOMMON** **ILLUSION** **VISUAL** **WIZARD**

Class wizard

**Cast**  to  somatic, verbal

**Range** 60 feet; **Area** 5-foot burst or more

**Duration** 1 minute

---

You create illusory hazards that cover all surfaces in the area (typically the ground). Any creature moving through the illusion treats the squares as difficult terrain. A creature can attempt to disbelieve the effect as normal after using a Seek action or otherwise spending actions interacting with the illusion. If it successfully disbelieves, it ignores the effect for the remaining duration. For each additional action you use casting the spell, the burst's radius increases by 5 feet, to a maximum of 10 extra feet for 3 actions.

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**Heightened (4th)** You can make the illusion appear in the air rather than on a surface, causing it to function as difficult terrain for flying creatures.

