

# SECOND EDITION SPELL CARDS

## DEVOTEE SPELLS



**PATHFINDER**  
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LGP416SSCo6PF2

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**POLYMORPH TRANSMUTATION****Cast** ➡ somatic, verbal**Duration** 1 minute

You call upon primal energy to transform yourself into a Medium animal battle form. When you first cast this spell, choose ape, bear, bull, canine, cat, deer, frog, shark, or snake. You can decide the specific type of animal (such as lion or snow leopard for cat), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can *Dismiss* the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 16 + your level. Ignore your armor's check penalty and Speed reduction.
- 5 temporary Hit Points.
- Low-light vision and imprecise scent 30 feet.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can use. You're trained with them. Your attack modifier is +9, and your damage bonus is +1. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead.
- Athletics modifier of +9, unless your own modifier is higher.

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**POLYMORPH** TRANSMUTATION**Cast** ➡ somatic, verbal**Duration** 1 minute

You also gain specific abilities based on the type of animal you choose:

- **Ape** Speed 25 feet, climb Speed 20 feet; **Melee** ➡ fist, **Damage** 2d6 bludgeoning.
- **Bear** Speed 30 feet; **Melee** ➡ jaws, **Damage** 2d8 piercing; **Melee** ➡ claw (agile), **Damage** 1d8 slashing.
- **Bull** Speed 30 feet; **Melee** ➡ horn, **Damage** 2d8 piercing.
- **Canine** Speed 40 feet; **Melee** ➡ jaws, **Damage** 2d8 piercing.
- **Cat** Speed 40 feet; **Melee** ➡ jaws, **Damage** 2d6 piercing; **Melee** ➡ claw (agile), **Damage** 1d10 slashing.
- **Deer** Speed 50 feet; **Melee** ➡ antler, **Damage** 2d6 piercing.
- **Frog** Speed 25 feet, swim Speed 25 feet; **Melee** ➡ jaws, **Damage** 2d6 bludgeoning; **Melee** ➡ tongue (reach 15 feet), **Damage** 2d4 bludgeoning.
- **Shark** swim Speed 35 feet; **Melee** ➡ jaws, **Damage** 2d8 piercing; breathe underwater but not in air.
- **Snake** Speed 20 feet, climb Speed 20 feet, swim Speed 20 feet; **Melee** ➡ fangs, **Damage** 2d4 piercing plus 1d6 poison.

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## ANIMAL FORM (CONTINUED)

SPELL 2

### **POLYMORPH** TRANSMUTATION

**Cast** ➡ somatic, verbal

**Duration** 1 minute

**Heightened (3rd)** You instead gain 10 temporary HP, AC = 17 + your level, attack modifier +14, damage bonus +5, and Athletics +14.

**Heightened (4th)** Your battle form is Large and your attacks have 10-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 15 temporary HP, AC = 18 + your level, attack modifier +16, damage bonus +9, and Athletics +16.

**Heightened (5th)** Your battle form is Huge and your attacks have 15-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 20 temporary HP, AC = 18 + your level, attack modifier +18, damage bonus +7 and double the number of damage dice, and Athletics +20.

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## BLINK

## SPELL 4

### CONJURATION | TELEPORTATION

**Cast** ➡ somatic, verbal

**Duration** 1 minute

You blink quickly between the Material Plane and the Ethereal Plane. You gain resistance 5 to all damage (except force). You can Sustain the Spell to vanish and reappear 10 feet away in a random direction determined by the GM; the movement doesn't trigger reactions. At the end of your turn, you vanish and reappear as above.

**Heightened (+2)** The resistance increases by 3.

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## BURNING HANDS

SPELL 1

**EVOCATION FIRE**

**Cast** ➡ somatic, verbal

**Area** 15-foot cone

**Saving Throw** basic Reflex

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

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

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## CHARM

## SPELL 1

**EMOTION** **ENCHANTMENT** **INCAPACITATION** **MENTAL**

**Cast** ➡ somatic, verbal

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

**Saving Throw** Will; **Duration** 1 hour

The target becomes friendly if it fails a Will save (with a +4 circumstance bonus if you or your allies have acted threatening or hostile to it). *Charm* ends if you use hostile actions against the target. You can Dismiss the spell. After the spell ends, the target might not realize it was charmed (GM's discretion).

**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, or helpful if already friendly. It can't use hostile actions against you.

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

**Heightened (4th)** The duration lasts until the next time you make your daily preparations.

**Heightened (8th)** The duration lasts until the next time you make your daily preparations, and you can target up to 10 creatures.

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## COLOR SPRAY

SPELL 1

**ILLUSION** **INCAPACITATION** **VISUAL**

**Cast** ➡ somatic, verbal

**Area** 15-foot cone

**Saving Throw** Will; **Duration** 1 or more rounds (see below)

Swirling colors affect viewers based on their Will saves.

**Critical Success** The creature is unaffected.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

**Critical Failure** The creature is stunned for 1 round and blinded for 1 minute.

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## CONTROL WATER

SPELL 5

### EVOCATION WATER

Cast ➡ somatic, verbal

Range 500 feet; Area 50 feet long by 50 feet wide

By imposing your will upon the water, you can raise or lower the level of water in the chosen area by 10 feet. Water creatures in the area are subjected to the effects of *slow*.

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## CREATION

## SPELL 4

### CONJURATION

**Cast** 1 minute (material, somatic, verbal)

**Range** 0 feet

**Duration** 1 hour

You conjure a temporary object from eldritch energy. It must be of vegetable matter (such as wood or paper) and 5 cubic feet or smaller. It can't rely on intricate artistry or complex moving parts, never fulfills a cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. It is obviously temporarily conjured, and thus can't be sold or passed off as a genuine item.

**Heightened (5th)** The item is metal and can include common minerals, like feldspar or quartz.

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# DISINTEGRATE

SPELLS

## EVOCATION

**Cast** ➡ somatic, verbal

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

**Saving Throw** Fortitude

You fire a green ray at your target. Make a spell attack. You deal  $12d10$  damage, and the target must attempt a basic Fortitude save. On a critical hit, treat the save result as one degree worse. A creature reduced to 0 HP is reduced to fine powder; its gear remains.

An object you hit is destroyed (no save), regardless of Hardness, unless it's an artifact or similarly hard to destroy. A single casting can destroy no more than a 10-foot cube of matter. This automatically destroys any force construct, such as a *wall of force*.

**Heightened (+1)** The damage increases by  $2d10$ .

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## DISJUNCTION

## SPELL 9

### UNCOMMON ABJURATION

Cast ➡ somatic, verbal

Range 120 feet; Targets 1 magic item

Crackling energy disjoins the target. You attempt to counteract it. If you succeed, it's deactivated for 1 week. On a Critical Success, it's destroyed. If it's an artifact or similar item, you automatically fail.

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## DREAM MESSAGE

SPELL 3

**ENCHANTMENT** **MENTAL**

**Cast** 10 minutes (somatic, verbal)

**Range** planetary; **Targets** 1 creature you know by name and have met in person

**Duration** 1 day

You send a message to your target's dream. The message is one-way, up to 1 minute of speech (roughly 150 words). If the target is asleep, they receive the message instantly. If not, they receive it the next time they sleep. As soon as they receive it, the spell ends, and you know the message was sent.

**Heightened (4th)** You can target up to 10 creatures you know by name and have met in person. You must send the same message to all of them; the spell ends for each creature individually.

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## DREAMING POTENTIAL

SPELL 5

### ENCHANTMENT | MENTAL

**Cast** 10 minutes (material, somatic, verbal)

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

**Duration** 8 hours

You draw the target into a lucid dream where it can explore the endless possibilities of its own potential within the everchanging backdrop of its dreamscape. If it sleeps the full 8 hours uninterrupted, when it wakes, it counts as having spent a day of downtime retraining, though it can't use *dreaming potential* for any retraining that would require either an instructor or specialized knowledge it can't access within the dream.

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## EARTHBIND

## SPELL 3

### TRANSMUTATION

**Cast** ➡ somatic, verbal

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

**Saving Throw** Fortitude; **Duration** varies

Using the weight of earth, you hamper a target's flight, with effects based on its Fortitude save. If the creature reaches the ground safely, it doesn't take falling damage.

**Critical Success** The target is unaffected.

**Success** The target falls safely up to 120 feet.

**Failure** The target falls safely up to 120 feet. If it hits the ground, it can't Fly, levitate, or otherwise leave the ground for 1 round.

**Critical Failure** The target falls safely up to 120 feet. If it hits the ground, it can't Fly, levitate, or otherwise leave the ground for 1 minute.

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## ENLARGE

## SPELL 2

### **POLYMORPH** TRANSMUTATION

**Cast** ➡ somatic, verbal

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

**Duration** 5 minutes

Bolstered by magical power, the target grows to size Large. Its equipment grows with it but returns to natural size if removed. The creature is clumsy 1. Its reach increases by 5 feet (or by 10 feet if it started out Tiny), and it gains a +2 status bonus to melee damage. This spell has no effect on a Large or larger creature.

**Heightened (4th)** The creature instead grows to size Huge. The status bonus to melee damage is +4 and the creature's reach increases by 10 feet (or 15 feet if the creature started out Tiny). The spell has no effect on a Huge or larger creature.

**Heightened (6th)** As level 4, but you can target up to 10 creatures.

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**AUDITORY ENCHANTMENT EMOTION****Cast** ➡ somatic, verbal**Range** 120 feet; **Targets** all creatures in range**Saving Throw** Will; **Duration** sustained

Your words fascinate your targets. You speak or sing without interruption throughout the casting and duration. Targets who notice your speech or song might give their undivided attention; each target must attempt a Will save. The GM might grant a circumstance bonus (to a maximum of +4) if the target is of an opposing religion, ancestry, or political leaning, or is otherwise unlikely to agree with what you're saying.

Each creature that comes within range has to attempt a save when you Sustain the Spell. If you're speaking, *enthall* gains the linguistic trait.

**Critical Success** The target is unaffected and notices that you tried to use magic.

**Success** The target needn't pay attention but doesn't notice you tried to use magic (it might notice others are enthralled).

**Failure** The target is fascinated with you. It can attempt another Will save if it witnesses actions or speech with which it disagrees. If it succeeds, it's no longer fascinated and is temporarily immune for 1 hour. If the target is subject to a hostile act, or if another creature succeeds at a Diplomacy or Intimidation check against it, the fascination ends immediately.

**Critical Failure** As failure, but the target can't attempt a save to end the fascination if it disagrees with you.

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## FALSE LIFE

SPELL 2

### NECROMANCY

**Cast** ➡ somatic, verbal

**Duration** 8 hours

You create a reservoir of vitality from necromantic energy, gaining a number of temporary Hit Points equal to 6 plus your spellcasting ability modifier.

**Heightened (+1)** The temporary Hit Points increase by 3.

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## FIRE SHIELD

SPELL 4

**EVOCATION FIRE**

**Cast** ➡ somatic, verbal

**Duration** 1 minute

You wreath yourself in ghostly flames, gaining cold resistance 5. Additionally, adjacent creatures that hit you with a melee attack, as well as creatures that touch you or hit you with an unarmed attack, take 2d6 fire damage each time they do.

**Heightened (+2)** The cold resistance increases by 5, and the fire damage increases by 1d6.

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# FIREBALL

SPELL 3

**EVOCATION FIRE**

**Cast** ➡ somatic, verbal

**Range** 500 feet; **Area** 20-foot burst

**Saving Throw** basic Reflex

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

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

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## FLEET STEP

SPELL 1

### TRANSMUTATION

**Cast** ➡ somatic, verbal

**Duration** 1 minute

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

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## HOSTLY WEAPON

SPELL 3

### TRANSMUTATION

**Cast** ➡ somatic, verbal

**Range** touch; **Targets** 1 non-magical weapon that is either unattended or wielded by you or a willing ally

**Duration** 5 minutes

The target weapon becomes translucent and ghostly, and it can affect material and incorporeal creatures and objects. It can be wielded by a corporeal or incorporeal creature and gains the effects of the *ghost touch* property rune.

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## GOBLIN POX

SPELL 1

**ATTACK** **DISEASE** **NECROMANCY**

**Cast** ➡ somatic, verbal

**Range** touch; **Targets** 1 creature

**Saving Throw** Fortitude

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

**Critical Success** The target is unaffected.

**Success** The target is sickened 1.

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

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

**Goblin Pox** (disease); **Level** 1. Goblins and goblin dogs are immune.

**Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 1 and the creature can't reduce its sickened value below 1 (1 day)

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## GUST OF WIND

SPELL 1

### AIR EVOCATION

**Cast** ➡ somatic, verbal

**Area** 60-foot line

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

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

**Critical Success** The creature is unaffected.

**Success** The creature can't move against the wind.

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

**Critical Failure** The creature is pushed 30 feet in the wind's direction, knocked prone, and takes 2d6 bludgeoning damage.

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## HALLUCINATION

## SPELL 5

**ILLUSION INCAPACITATION MENTAL**

**Cast** ➡ somatic, verbal

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

**Duration** 1 hour

The target consistently detects one thing as another, can't detect something that's there, or detects something that's not there, though it doesn't alter their beliefs. You choose which of these effects applies, and you determine the specifics of the hallucination. For example, you could make the target see all elves as humans, be unable to detect the presence of their brother, see their beloved pocket watch on their person even when it isn't, or see a tower in the center of town.

The target can attempt an initial Will save, with effects below. They also receive a Will save to disbelieve the hallucination every time they Seek or directly interact with the hallucination. For example, the target could attempt to disbelieve the hallucination each time they interacted with an elf, bumped into their brother accidentally, tried to check their pocket watch, or studied the tower. The target can attempt to disbelieve with a large circumstance bonus in situations determined by the GM, such as if the target attempted to climb the nonexistent tower.

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## HALLUCINATION (CONTINUED)

SPELL 5

**ILLUSION** **INCAPACITATION** **MENTAL**

**Cast** ➡ somatic, verbal

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

**Duration** 1 hour

**Critical Success** The creature is unaffected.

**Success** The creature perceives what you chose until it disbelieves, but it knows what the hallucination is.

**Failure** The creature perceives what you chose until it disbelieves.

**Critical Failure** The creature perceives what you chose until it disbelieves, and it trusts its false senses, taking a -4 circumstance penalty to saves to disbelieve.

**Heightened (6th)** Choose to either target up to 10 creatures or change the spell's duration to until the next time you make your daily preparations.

**Heightened (8th)** Choose to either target any number of creatures or change the spell's duration to unlimited.

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## HASTE

## SPELL 3

### TRANSMUTATION

**Cast** ➡ somatic, verbal

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

**Duration** 1 minute

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

**Heightened (7th)** You can target up to 6 creatures.

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## ILLUSORY DISGUISE

SPELL 1

### ILLUSION VISUAL

Cast ➡ somatic, verbal

Duration 1 hour

You create an illusion disguising yourself as another creature (but not a specific individual) of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds). You can change the appearance of worn items but not held items; worn items you remove return to their true appearance. Your voice and scent do not change.

Casting *illusory disguise* counts as setting up a disguise, giving you a +4 status bonus for the Impersonate use of Deception, adding your level even if you're untrained. You ignore circumstance penalties for disguising yourself as a dissimilar creature. You can *Dismiss* this spell.

**Heightened (2nd)** The spell also disguises your voice and scent, and it gains the auditory trait.

**Heightened (3rd)** You can appear as any creature of the same size, even a specific individual. You must have seen an individual to take on their appearance. The spell also disguises your voice and scent, and it gains the auditory trait.

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## ILLUSORY OBJECT

SPELL 1

### ILLUSION VISUAL

**Cast** ➡ somatic, verbal

**Range** 500 feet; **Area** 20-foot burst

**Duration** 10 minutes

You create an illusory visual image of a stationary object. The entire image must fit within the spell's area. The object appears to animate naturally, but it doesn't make sounds or generate smells. For example, water would appear to pour down an illusory waterfall, but it would be silent.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion.

**Heightened (2nd)** Your image makes appropriate sounds, generates normal smells, and feels right to the touch. The spell gains the auditory trait. The duration increases to 1 hour.

**Heightened (5th)** As the 2nd-level version, but the duration is unlimited.

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# INVISIBILITY

SPELL 2

## ILLUSION

**Cast** ➡ material, somatic

**Range** touch; **Targets** 1 creature

**Duration** 10 minutes

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

**Heightened (4th)** The spell lasts 1 minute, but it doesn't end if the target uses a hostile action.

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## JUMP

## SPELL 1

### MOVE TRANSMUTATION

Cast → somatic

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

**Heightened (3rd)** The range becomes touch, the target changes to one touched creature, and the duration becomes 1 minute, allowing the target to jump as described whenever it takes the Leap action.

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# LEVITATE

SPELL 3

## EVOCATION

**Cast** ➡ somatic, verbal

**Range** touch; **Targets** 1 unattended object or willing creature

**Duration** 5 minutes

You defy gravity and levitate the target 5 feet off the ground. For the duration of the spell, you can move the target up or down 10 feet with a single action, which has the concentrate trait. A creature floating in the air from *levitate* takes a -2 circumstance penalty to attack rolls. A floating creature can spend an Interact action to stabilize itself and negate this penalty for the remainder of its turn. If the target is adjacent to a fixed object or terrain of suitable stability, it can move across the surface by climbing (if the surface is vertical, like a wall) or crawling (if the surface is horizontal, such as a ceiling). The GM determines which surfaces can be climbed or crawled across.

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## LIGHTNING BOLT

SPELL 3

### ELECTRICITY EVOCATION

**Cast** ➡ somatic, verbal

**Area** 120-foot line

**Saving Throw** basic Reflex

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

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

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## MAGIC FANG

SPELL 1

### TRANSMUTATION

**Cast** ➡ somatic, verbal

**Range** touch; **Targets** 1 willing ally

**Duration** 1 minute

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

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## MAGIC MISSILE

SPELL 1

**EVOCATION** **FORCE**

**Cast**  to  (somatic, verbal)

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

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

**Heightened (+2)** You shoot one additional missile with each action you spend.

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## MAGIC MOUTH

SPELL 2

**AUDITORY** | **ILLUSION** | **VISUAL**

**Cast** ➡ somatic, verbal

**Range** touch; **Targets** 1 creature or object

**Duration** unlimited

You specify a trigger (described on page 305) and a message up to 25 words long. When the specified trigger occurs within 30 feet of the target, an illusory mouth appears on the target and speaks the message, and the *magic mouth* spell ends.

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## MAGNIFICENT MANSION

SPELL 7

**UNCOMMON CONJURATION EXTRADIMENSIONAL**

**Cast** 1 minute (material, somatic, verbal)

**Range** 30 feet

**Duration** 24 hours

You conjure an extradimensional demiplane consisting of a spacious dwelling with a single entrance. The entrance connects to the plane where you Cast the Spell, appearing anywhere within the spell's range as a faint, shimmering, vertical rectangle 5 feet wide and 10 feet high. You designate who can enter when you cast the spell. Once inside, you can shut the entrance, making it invisible. You and the creatures you designated can reopen the door at will, just like opening a physical door.

Inside, the demiplane appears to be a mansion featuring a magnificent foyer and numerous opulent chambers. The mansion can have any floor plan you imagine as you Cast the Spell, provided it fits within a space 40 feet wide, 40 feet deep, and 30 feet tall. While the entrance to the mansion is closed, effects from outside the mansion fail to penetrate it, and vice versa, except for *plane shift*, which can be used to enter the mansion. You can use scrying magic and similar effects to observe the outside only if they're capable of crossing planes.

A staff of up to 24 servants attends to anyone within the mansion. These are like the servant created by the *unseen servant* spell, though they're visible, with an appearance you determine during casting. The mansion is stocked with enough food to serve a nine-course banquet to 150 people.

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## MASK OF TERROR

SPELL 7

**EMOTION** **FEAR** **ILLUSION** **MENTAL** **VISUAL**

**Cast** ➡ somatic, verbal

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

**Duration** 1 minute

The target appears to be a gruesome and terrifying creature. The effect is unique to each observer, so a human viewing the target might see a demon with bloody fangs, but a demon observing the target might see a glowing angelic visage.

When any creature attempts a hostile action against the target, the creature must attempt a Will save. It is then temporarily immune until the end of its next turn.

**Success** The creature is unaffected.

**Failure** The creature becomes frightened 2 before using its action.

**Critical Failure** The creature becomes frightened 2, and its action fails and is wasted.

**Heightened (8th)** You can target up to 5 creatures. If a creature uses a hostile action or reaction that affects multiple targets simultaneously, it needs to attempt only one save against *mask of terror*.

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## MAZE

## SPELL 8

### CONJURATION | EXTRADIMENSIONAL

**Cast** ➡ somatic, verbal

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

**Duration** sustained

You transport the target into an extradimensional maze of eldritch origin and trap it there. Once each turn, the target can spend 1 action to attempt a Survival check or Perception check against your spell DC to escape the *maze*. The possible outcomes are as follows.

**Critical Success** The target escapes and the spell ends.

**Success** The target is on the right path to the exit. If the target was already on the right path, it escapes the maze and the spell ends.

**Failure** The target makes no progress toward escape.

**Critical Failure** The target makes no progress toward escape, and if it was on the right path, it no longer is.

Teleportation magic doesn't help the creature escape unless the magic can transport across planes, such as *plane shift*. When the spell ends, either because the target escaped or the duration ran out, the target returns to the space it occupied when it was banished, or to the nearest space if the original is now filled.

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## MINDLINK

SPELL 1

**DIVINATION** **MENTAL**

**Cast** ➡ somatic, verbal

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

You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

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## MISLEAD

## SPELL 6

### ILLUSION

**Cast** ➡ somatic, verbal

**Duration** sustained up to 1 minute

You turn yourself invisible and create an illusory duplicate of yourself. When you Sustain the Spell, you can mentally dictate a course of action for your duplicate to follow that round. Your duplicate acts as though it had your full number of actions, though it can't actually affect anything in the environment. Both the duplicate and your invisibility persist for the spell's duration. Performing a hostile action doesn't end *mislead*'s invisibility, just like a 4th-level *invisibility* spell. A creature that determines the duplicate is an illusion doesn't necessarily know you're invisible, and one that can see your invisible form doesn't necessarily know your duplicate is an illusion.

If you Cast a Spell, attack, or otherwise interact with another creature, as a part of that action you can attempt a Deception check against observers' Perception DCs to convince them your duplicate used that action. This doesn't fool anyone who's aware your duplicate is an illusion, nor does it work if the attack obviously couldn't have come from the duplicate. For instance, if you fired a ray, you could make it look like it came from the duplicate as long as the duplicate was positioned appropriately, but if you attacked with a sword and your duplicate was across the room from the target, your Deception check would automatically fail.

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# NIGHTMARE

# SPELL 4

## ILLUSION | MENTAL

**Cast** 10 minutes (material, somatic, verbal)

**Range** planetary; **Targets** 1 creature you know by name

**Saving Throw** Will; **Duration** 1 day

You send disturbing nightmares to your target. The next time the target falls asleep, it must attempt a Will save. If you know the target only by name and have never met them, the target gets a +4 circumstance bonus to the Will save.

**Critical Success** The target suffers no adverse effects and is temporarily immune for 1 week.

**Success** The target experiences the nightmares but suffers no adverse effects other than unpleasant memories.

**Failure** The target experiences the nightmares and awakens fatigued.

**Critical Failure** The target experiences the nightmares, awakens fatigued, and is drained 2 until it is no longer fatigued.

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## PHANTASMAL KILLER

SPELL 4

**DEATH** **EMOTION** **FEAR** **ILLUSION** **MENTAL**

**Cast** ➡ somatic, verbal

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

**Saving Throw** Will

You create a phantasmal image of the most fearsome creature imaginable to the target. Only the spell's target can see the killer, though you can see the vague shape of the illusion as it races forth to attack. The effect of the killer is based on the outcome of the target's Will save.

**Critical Success** The target is unaffected.

**Success** The target takes 4d6 mental damage and is frightened 1.

**Failure** The target takes 8d6 mental damage and is frightened 2.

**Critical Failure** The target is so afraid it might die. It must attempt a Fortitude save; if the target fails, it dies. On a successful Fortitude save, the target takes 12d6 mental damage, is fleeing until the end of its next turn, and is frightened 4. This effect has the incapacitation trait.

**Heightened (+1)** The damage increases by 2d6 on a failure and by 3d6 on a critical failure.

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## PHANTOM PAIN

SPELL 1

**ILLUSION** **MENTAL** **NONLETHAL**

**Cast** ➡ somatic, verbal

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

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

Illusory pain wracks the target, dealing 2d4 mental damage and 1d4 persistent mental damage. The target must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target takes full initial damage but no persistent damage, and the spell ends immediately.

**Failure** The target takes full initial and persistent damage, and the target is sickened 1. If the target recovers from being sickened, the persistent damage ends and the spell ends.

**Critical Failure** As failure, but the target is sickened 2.

**Heightened (+1)** The damage increases by 2d4 and the persistent damage by 1d4.

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## PRYING EYE

SPELL 5

### DIVINATION SCRYING

**Cast** 1 minute (material, somatic, verbal)

**Range** see text

**Duration** sustained

You create an invisible, floating eye, 1 inch in diameter, at a location you can see within 500 feet. It sees in all directions with your normal visual senses and continuously transmits what it sees to you.

The first time you Sustain the Spell each round, you can either move the eye up to 30 feet, seeing only things in front of the eye, or move it up to 10 feet, seeing everything in all directions around it. There is no limit to how far from you the eye can move, but the spell ends immediately if you and the eye ever cease to be on the same plane of existence. You can attempt Seek actions through the eye if you want to attempt Perception checks with it. Any damage dealt to the eye destroys it and ends the spell.

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## SEE INVISIBILITY

SPELL 2

**DIVINATION** **REVELATION**

**Cast** ➡ somatic, verbal

**Duration** 10 minutes

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

**Heightened (5th)** The spell has a duration of 8 hours.

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## SHADOW WALK

SPELL 5

**UNCOMMON CONJURATION SHADOW TELEPORTATION**

**Cast** 1 minute (material, somatic, verbal)

**Range** touch; **Targets** you and up to 9 willing creatures touched

**Duration** 8 hours

You access the Shadow Plane, using its warped nature to spread your travels. The targets enter the edge of the Shadow Plane where it borders the Material Plane. Targets can't see the Material Plane while on the Shadow Plane (although elements of that plane can sometimes be a hazy reflection of the Material Plane). While on the Shadow Plane, the targets are exposed to potential encounters with that plane's denizens. The shadows on the border between the planes bend space, speeding up your movement with respect to the Material Plane. Every 3 minutes the targets travel along this border, they move as far as they would through the Material Plane in 1 hour. At any point, a target can Dismiss the spell's effects, although this affects only that target. The shadow bending is inexact, so when the spell ends, the targets appear roughly 1 mile from their intended location on the Material Plane (though those who are traveling together and Dismiss the spell at the same point on the Plane of Shadow appear together).

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## SLEEP

## SPELL 1

**ENCHANTMENT|INCAPACITATION|MENTAL|SLEEP**

**Cast** ➡ somatic, verbal

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

**Saving Throw** Will

Creatures in the area become sleepy. Creatures falling unconscious don't fall prone or release what they are holding, and they can wake up due to a successful Perception check, limiting its utility in combat.

**Critical Success** The creature is unaffected.

**Success** The creature takes a -1 status penalty to Perception checks for 1 round.

**Failure** The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

**Critical Failure** The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

**Heightened (4th)** The creatures fall unconscious for 1 round on a failure or 1 minute on a critical failure. They fall prone and release what they're holding, and they can't attempt Perception checks to wake up. When the duration ends, the creature is sleeping normally instead of automatically waking up.

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## STONESKIN

## SPELL 4

### **ABJURATION** **EARTH**

**Cast** ➡ somatic, verbal

**Range** touch; **Targets** 1 creature

**Duration** 20 minutes

The target's skin hardens like stone. It gains resistance 5 to physical damage, except adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, stoneskin's duration decreases by 1 minute.

**Heightened (6th)** The resistance increases to 10.

**Heightened (8th)** The resistance increases to 15.

**Heightened (10th)** The resistance increases to 20.

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## SUGGESTION

## SPELL 4

**ENCHANTMENT** | **INCAPACITATION** | **LINGUISTIC** | **MENTAL**

**Cast** ➡ somatic, verbal

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

**Saving Throw** Will; **Duration** varies

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

**Critical Success** The target is unaffected and knows you tried to control it.

**Success** The target is unaffected and thinks you were talking to them normally, not casting a spell on them.

**Failure** The target immediately follows your suggestion. The spell has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

**Critical Failure** As failure, but the base duration is 1 hour.

**Heightened (8th)** You can target up to 10 creatures.

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## TOUCH OF IDIOTY

SPELL 2

**ENCHANTMENT** **MENTAL**

**Cast** ➡ somatic, verbal

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

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

You dull the target's mind; the target must attempt a Will save.

**Success** The target is unaffected.

**Failure** The target is stupefied 2.

**Critical Failure** The target is stupefied 4.

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## TREE STRIDE

SPELL 5

**UNCOMMON CONJURATION PLANT TELEPORTATION**

**Cast** 1 minute (material, somatic, verbal)

You step into a living tree with a trunk big enough for you to fit inside it and instantly teleport to any tree of the same species within 5 miles that also has a sufficiently large trunk. Once you enter the first tree, you instantly know the rough locations of other sufficiently large trees of the same species within range and can exit from the original tree, if you prefer. You can't carry extradimensional spaces with you; if you attempt to do so, the spell fails.

**Heightened (6th)** The tree you exit can be up to 50 miles away.

**Heightened (8th)** The tree you exit can be up to 500 miles away.

**Heightened (9th)** The tree you exit can be anywhere on the same planet.

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# TRUE STRIKE

SPELL 1

**DIVINATION** **FORTUNE**

Cast → verbal

**Duration** until the end of your turn

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

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## WALL OF FIRE

SPELL 4

### EVOCATION FIRE

**Cast** ➡➡➡ material, somatic, verbal

**Range** 120 feet

**Duration** 1 minute

You raise a blazing wall that burns creatures passing through it. You create either a 5-foot-thick wall of flame in a straight line up to 60 feet long and 10 feet high, or a 5-foot-thick, 10-foot-radius ring of flame with the same height. The wall stands vertically in either form; if you wish, the wall can be of a shorter length or height. Everything on each side of the wall is concealed from creatures on the opposite side. Any creature that crosses the wall or is occupying the wall's area at the start of its turn takes 4d6 fire damage.

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

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## WALL OF FORCE

SPELL 6

### EVOCATION FORCE

**Cast** ➡➡➡ material, somatic, verbal

**Range** 30 feet

**Duration** 1 minute

You form an invisible wall of pure magical force up to 50 feet long and up to 20 feet high. The wall has no discernible thickness. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall has AC 10, Hardness 30, and 60 Hit Points, and it's immune to critical hits and precision damage. The wall blocks physical effects from passing through it, and because it's made of force, it blocks incorporeal and ethereal creatures as well. Teleportation effects can pass through the barrier, as can visual effects (since the wall is invisible).

*Wall of force* is immune to counteracting effects of its level or lower, but the wall is automatically destroyed by a *disintegrate* spell of any level or by contact with a *rod of cancellation* or *sphere of annihilation*.

**Heightened (+2)** The Hit Points of the wall increase by 20.

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## WALL OF THORNS

SPELL 3

### CONJURATION

**Cast** ➡➡➡ material, somatic, verbal

**Range** 60 feet

**Duration** 1 minute

Over the course of a minute, you cause a thick wall of thorny brambles to grow from the ground. You create a 5-foot-thick wall of brambles and thorns in a straight line up to 60 feet long and 10 feet high. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall stands vertically. If you wish, the wall can be of a shorter length or height. Everything on each side of the wall has cover from creatures on the opposite side, and the wall's spaces are difficult terrain. For every move action a creature uses to enter at least one of the wall's spaces, that creature takes 3d4 piercing damage.

Each 5-foot-by-5-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points. It's immune to critical hits and precision damage. A destroyed section can be moved through freely.

**Heightened (+1)** The Hit Points of each section of the wall increase by 5, and the piercing damage increases by 1d4.

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## WARP MIND

SPELL 7

**EMOTION** **ENCHANTMENT** **INCAPACITATION** **MENTAL**

**Cast** ➡ somatic, verbal

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

**Saving Throw** Will

You scramble a creature's mental faculties and sensory input. The target must attempt a Will saving throw. Regardless of the result of that save, the target is then temporarily immune for 10 minutes. *Warp mind*'s effects happen instantly, so *dispel magic* and other effects that counteract spells can't counteract them. However, *alter reality*, *miracle*, *primal phenomenon*, *restoration*, or *wish* can still counteract the effects.

**Critical Success** The target is unaffected.

**Success** The target spends the first action on its next turn with the confused condition.

**Failure** The target is confused for 1 minute.

**Critical Failure** The target is confused permanently.

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## WEAPON STORM

SPELL 4

### EVOCATION

**Cast** ➡ somatic, verbal

**Area** 30-foot cone or 10-foot emanation

**Saving Throw** Reflex

You swing a weapon you're holding, and the weapon magically multiplies into duplicates that swipe at all creatures in either a cone or an emanation. This flurry deals four dice of damage to creatures in the area. This damage has the same type as the weapon and uses the same die size. Determine the die size as if you were attacking with the weapon; for instance, if you were wielding a two-hand weapon in both hands, you'd use its two-hand damage die.

**Critical Success** The creature is unaffected.

**Success** The target takes half damage.

**Failure** The target takes full damage.

**Critical Failure** The target takes double damage and is subject to the weapon's critical specialization effect.

**Heightened (+1)** Add another damage die.