

LOKY  
LUCKLESS DICE

Carved of bone, luckless dice appear to be a set of loaded dice. If unsuccessfully identified as cursed, luckless dice seem to hold a minor enchantment that improves your luck. However, they fuse to you when you use them, cursing you with ill fortune. Luckless dice don't grant a bonus on Games Lore checks. Instead, when you use them to gamble, you roll twice and take the lower result.

**Wash your luck ♀:** Once a day, you can cancel out a fortune or misfortune effect, rolling as normal on that roll.

**Augury**♦: At the GM's discretion, you gain a vague glimpse of the future. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 5 minutes into the future.

# FOCUS 1

# INCENDIARY AURA

## EVOCATION - CURSEBOUND, FIRE

CASTING TIME	COMPONENTS	RANGE
	S, V	
DURATION		AREA
1 MIN		10FT EMANATION

You surround yourself with a combustible aura. Each time a creature within the emanation takes fire damage, it catches on fire, taking  $2d4$  persistent fire damage.

**Heightened +2** : Increase the persistent damage by 1d4 and the radius of the emanation by 5 feet.

# FOCUS 1

# FIRE RAY

## EVOCATION - ATTACK, FIRE

CASTING TIME	COMPONENTS	RANGE
	S, V	60FT

## TARGET 1 CREATURE

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

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

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

# SPELL 2

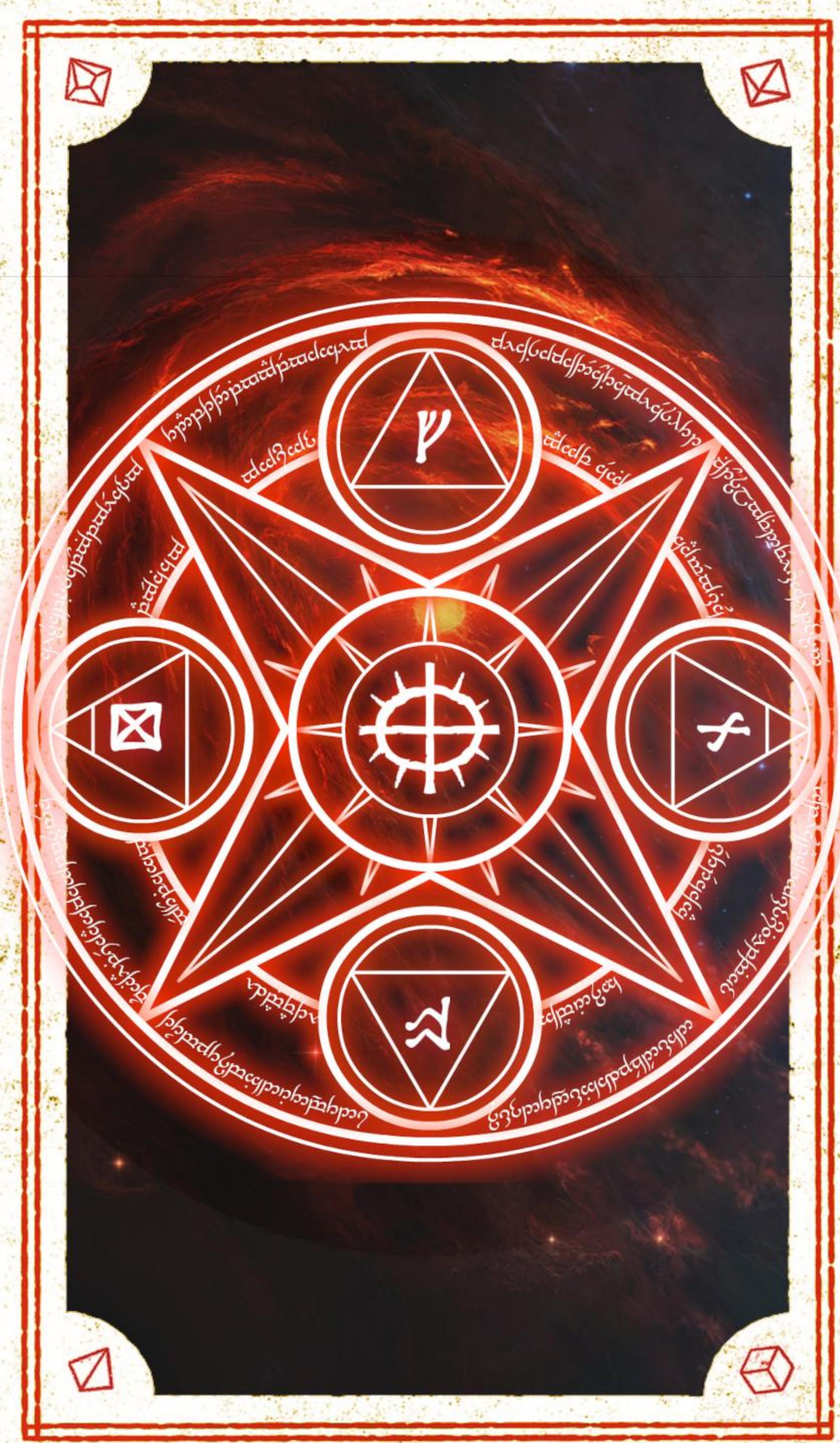
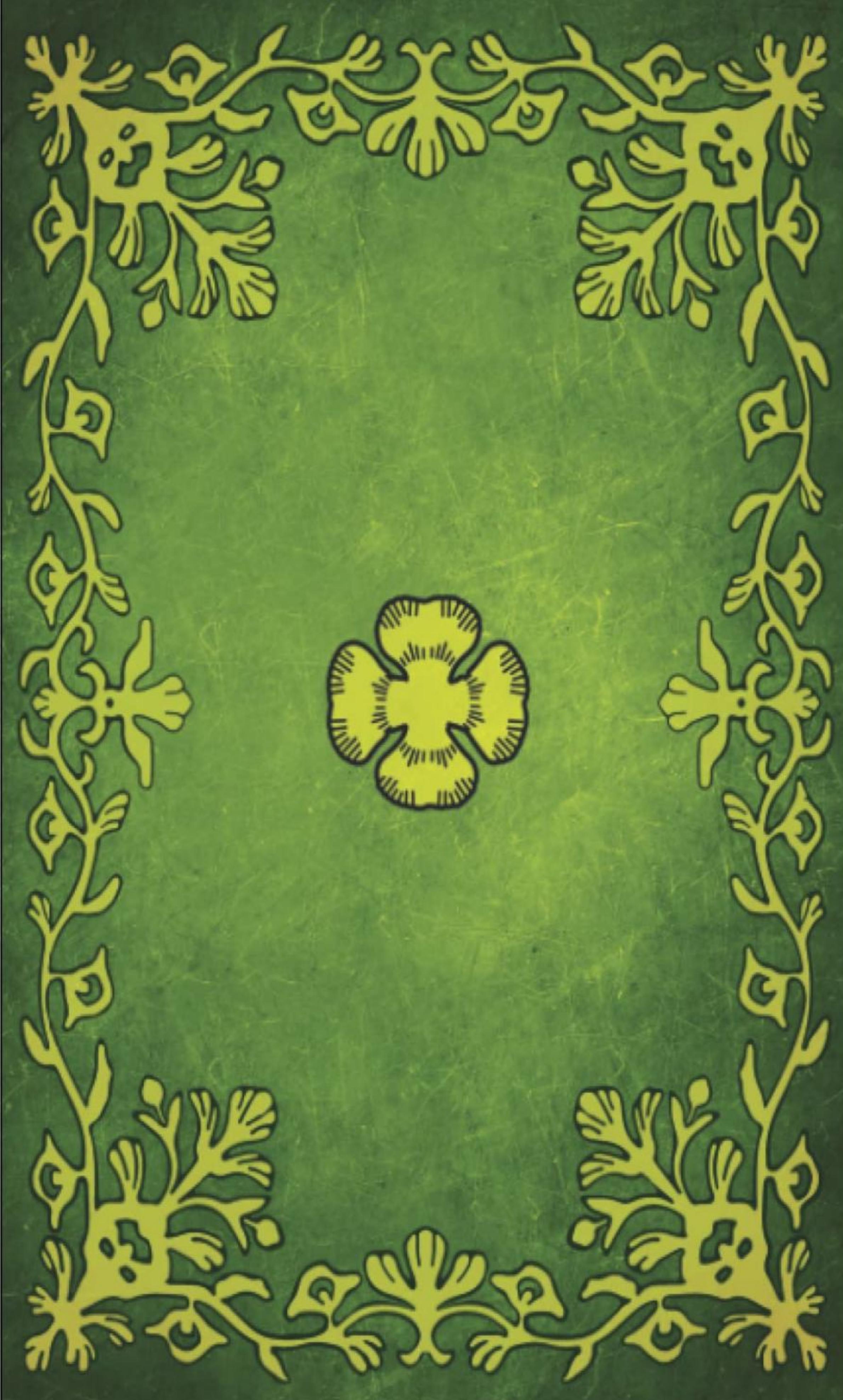
## ILLUSORY CREATURE (2) CR,

## ILLUSION - AUDITORY, OLFACTORY, VISUAL

CASTING TIME	COMPONENTS	RANGE
	S, V	500FT

The illusion can cause damage by making the target believe the illusion's attacks are real, but it cannot otherwise directly affect the physical world. If the illusory creature hits with a Strike, the target takes mental damage equal to  $1d4$  plus your spellcasting ability modifier. This is a mental effect. The illusion's Strikes are nonlethal. If the damage doesn't correspond to the image of the monster—for example, if an illusory Large dragon deals only 5 damage—the GM might allow the target to attempt an immediate Perception check to disbelieve the spell. Any relevant resistances and weaknesses apply if the target thinks they do, as judged by the GM. For example, if the illusion wields a warhammer and attacks a creature resistant to bludgeoning damage, the creature would take less mental damage. However, illusory damage does not deactivate regeneration or trigger other effects that require a certain damage type. The GM should track illusory damage dealt by the illusion.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion. When a creature disbelieves the illusion, it recovers from half the damage it had taken from it (if any) and doesn't take any further damage from it.



SPELL 2 CR, 345

## ILLUSORY CREATURE (1)

ILLUSION - AUDITORY, OLFACTORY, VISUAL

CASTING TIME	COMPONENTS	RANGE
2MIN	S, V	500FT

You create an illusory image of a Large or smaller creature. It generates the appropriate sounds, smells, and feels believable to the touch. If you and the image are ever farther than 500 feet apart, the spell ends. The image can't speak, but you can use your actions to speak through the creature, with the spell disguising your voice as appropriate. You might need to attempt a Deception or Performance check to mimic the creature, as determined by the GM. This is especially likely if you're trying to imitate a specific person and engage with someone that person knows.

In combat, the illusion can use 2 actions per turn, which it uses when you Sustain the Spell. It uses your spell attack roll for attack rolls and your spell DC for its AC. Its saving throw modifiers are equal to your spell DC - 10. It is substantial enough that it can flank other creatures. If the image is hit by an attack or fails a save, the spell ends.

**Heightened +1 :** The damage of the image's Strikes increases by 1d4, and the maximum size of creature you can create increases by one (to a maximum of Gargantuan).

SPELL 2 CR, 327

## DARKNESS

EVOCATION - DARKNESS

CASTING TIME	COMPONENTS	RANGE
2MIN	M, S, V	120FT

DURATION	AREA
1MIN	20FT BURST

You create a shroud of darkness that prevents light from penetrating or emanating within the area. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the darkness. This also suppresses magical light of your darkness spell's level or lower. Light can't pass through, so creatures in the area can't see outside. From outside, it appears as a globe of pure darkness.

**Heightened 4th :** Even creatures with darkvision (but not greater darkvision) can barely see through the darkness. They treat targets seen through the darkness as concealed.

SPELL 2 CR, 347

## INVISIBILITY

ILLUSION

CASTING TIME	COMPONENTS	RANGE
2MIN	M, S	TOUCH
DURATION	TARGET	

10MIN  
1 CREATURE

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.

SPELL 2 CR, 370

## SOUND BURST

EVOCATION - SONIC

CASTING TIME	COMPONENTS	RANGE
2MIN	S, V	30FT

SAVING THROW	AREA
FORTITUDE	10FT BURST

A cacophonous noise blasts out, dealing 2d10 sonic damage. Each creature must attempt a Fortitude save.

**Heightened +1 :** The damage increases by 1d10

**Critical Success :** The creature is unaffected.  
**Success :** The target takes half damage.

**Failure :** The target takes full damage and is Deafened for 1 round.

**Critical Failure :** The target takes double damage and is Deafened for 1 minute, and Stunned 1.



SPELL 2

CR. 318

## AUGURY

DIVINATION - PREDICTION

CASTING TIME



COMPONENTS

M, S, V

RANGE

You gain a vague glimpse of the future. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 30 minutes into the future and reveals the GM's best guess among the following outcomes:

- **Weal** The results will be good
- **Woe** The results will be bad
- **Weal and Woe** The results will be a mix of good and bad
- **Nothing** There won't be particularly good or bad results

The GM rolls a secret DC 6 flat check. On a failure, the result is always 'nothing.' This makes it impossible to tell whether a 'nothing' result is accurate. If anyone asks about the same topic as the first casting of augury during an additional casting, the GM uses the secret roll result from the first casting. If circumstances change, though, it's possible to get a different result.

LOKY

## DEMORALIZE ♦

AUDITORY, CONCENTRATE, EMOTION, FEAR, MENTAL

With a sudden shout, a well-timed taunt, or a cutting putdown, you can shake an enemy's resolve. Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against that target's Will DC. If the target does not understand the language you are speaking, or you're not speaking a language, you take a -4 circumstance penalty to the check. Regardless of your result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

**Critical Success:** The target becomes frightened 2.

**Success:** The target becomes frightened 1.

METAMAGIC

## REACH SPELL ♦

CONCENTRATE, FEAT 1

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

**Metamagic:** Actions with the metamagic trait, usually from metamagic feats, tweak the properties of your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

BARBARIAN

## RAGE ♦

You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- You deal 2 additional damage with melee Strikes. This additional damage is halved if your weapon or unarmed attack is agile.
- You take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

**Adrenaline Rush:** In the heat of battle, you are capable of amazing feats of strength. While you are raging, increase your encumbered and maximum Bulk limits by 2; you also gain a +1 status bonus to Athletics checks to lift heavy objects, Escape, and Force Open.

**Raging Thrower:** Thrown weapons become especially deadly in your fury. You apply the additional damage from Rage to your thrown weapon attacks. If you have the Brutal Critical feat or the devastator class feature, apply their benefits to thrown weapon attacks.

**No Escape ♦:** You keep pace with a retreating foe within reach. Stride up to your Speed, following the foe and keeping it in reach throughout its movement.

