

SPELL 1
QUICK SORT

TRANSMUTATION

SoM, 124

CASTING TIME	COMPONENTS	RANGE
◆◆◆	M, S, V	10FT
DURATION	TARGET	
UP TO 1 MINUTE	<= 200 OBJECTS	

You magically sort a group of Light bulk or less objects into neat stacks or piles. You can sort the objects in two different ways. The first option is to separate them into different piles depending on an easily observed factor, such as color or shape. Alternatively, you can sort the objects into ordered stacks depending on a clearly indicated notation, such as a page number, title, or date. The objects sort themselves throughout the duration, though it takes less time per object to sort a smaller number of objects, down to a single round for 30 or fewer objects.

Heightened 3rd : The spell can sort up to 400 objects in a minute, or 60 objects in around

Heightened 5th : The spell can sort up to 800 objects in a minute, or 120 objects in a round.

SPELL 1
LONGSTRIDER

TRANSMUTATION

CR, 348

CASTING TIME	COMPONENTS	RANGE
◆◆◆	S, V	
DURATION		
UP TO 1 MINUTE		

You lengthen your stride beyond what should be possible. You gain a +10-foot status bonus to your Speed.

Heightened 2nd : The duration increases to 8 hours.

FOCUS 2
TEMPT FATE

DIVINATION - FORTUNE

CR, 397

CASTING TIME	COMPONENTS	RANGE
◆	S	120 FT
TARGET	TRIGGER	

THE TRIGGERING CREATURE

TARGET ATTEMPTS SAVING THROW

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

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

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

SPELL 1
MAGIC WEAPON

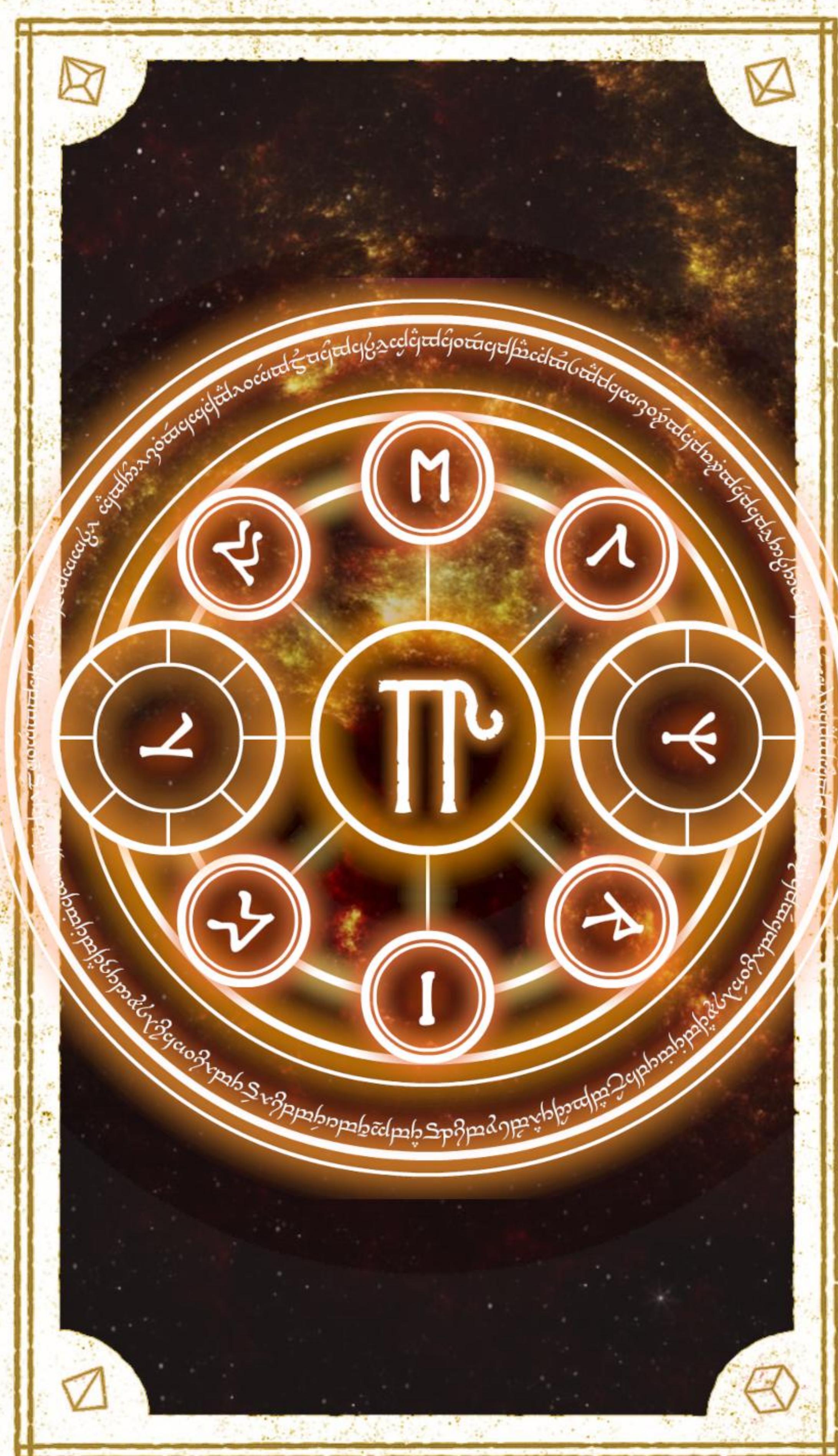
TRANSMUTATION - ATTACK, CANTRIP, CONCENTRATE, MANIPULATE, METAL

CR, 349

CASTING TIME	COMPONENTS	RANGE
◆◆◆	S, V	TOUCH
TARGET		

1 UNATTENDED WEAPON

The weapon glimmers with magic and energy. The target becomes a +1 striking weapon, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.



CANTRIP 1 Tomorrow must burn, 74

JOIN PASTS [HEIGHTENED RANK 3]

DIVINATION - UNCOMMON CANTRIP DIVINATION MENTAL



CASTING TIME

COMPONENTS

RANGE

S TOUCH

DURATION
1 ROUND

With touches to the targets' foreheads, you bring them into mental communion. The targets can share thoughts and experiences, but not words. When one target attempts to Recall Knowledge, the other can Aid the first target's skill check, using any Lore skill (even if that Lore wouldn't normally apply) without having made any preparations to Aid.

Heightened +1 : You can touch one additional target to include them in the spell's effects. Multiple targets can attempt checks to Aid the target who is attempting to Recall Knowledge.

CANTRIP 1

SoM, 125

READ THE AIR [HEIGHTENED RANK 3]

DIVINATION - CANTRIP DIVINATION MENTAL



CASTING TIME

COMPONENTS

RANGE

S, V

DURATION
1 MINUTE

You take a deep breath as you survey a social situation, showing courtesy to all around you as your intuition swiftly picks up clues about social contexts and unspoken assumptions of behavior. Your body language subconsciously changes to take advantage of this information and use it in your own interactions with those creatures.

As part of Casting this Spell, you Recall Knowledge using Society to gain information about the immediate social situation. You also gain a +1 status bonus on your next Diplomacy check to Make an Impression on those creatures present when you cast this spell, as long as the check occurs during the duration of the spell. You can read the air only once in a given social situation; casting it again has no effect.

CANTRIP 1 Rage of Elements, 142

DETECT METAL

"DIVINATION" - CANTRIP, CANCENTRATE, DETECTION, MANIPULATE, METAL

CASTING TIME COMPONENTS



RANGE

SAVING THROW AREA
BASIC REFLEX 30-FOOT EMANATION

You attune yourself to magnetic fields, becoming aware of the presence or absence of metallic objects, veins, and deposits within the area. You can choose to ignore metal you're fully aware of, such as the gear you and your allies wear and carry.

You detect metal hidden by illusions (such as invisibility) only if the illusion has a lower rank than your detect metal spell. Against deceptive illusions, detect metal always notices an absence of metal when a non-metallic object is disguised as metallic. However, if the deception involves disguising one metallic object as another, such as pretending a copper coin is made of gold, detect metal registers only the presence of metal, not its type, even if the rank of your detect metal spell exceeds that of the illusion effect.

Heightened 3rd : You can discern all types of metal you detected. Your spell can overcome deceptive illusory spells hiding one metal as another if the magic effect's rank is lower than that of your

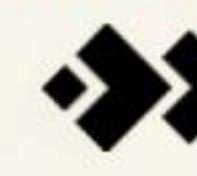
CANTRIP 1

SoM, 90

APPROXIMATE

DIVINATION - CANTRIP, DETECTION, DIVINATION

CASTING TIME COMPONENTS RANGE



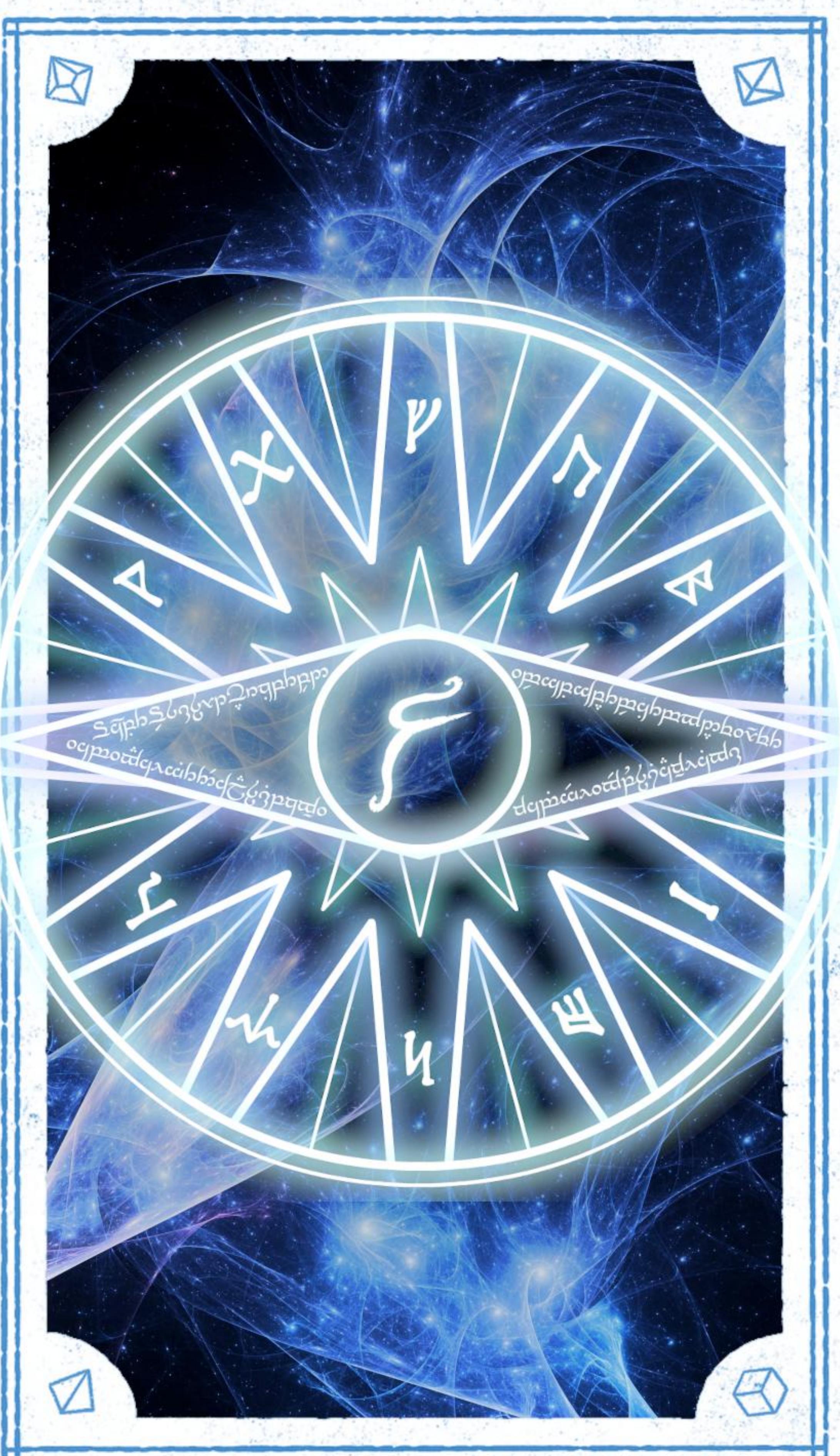
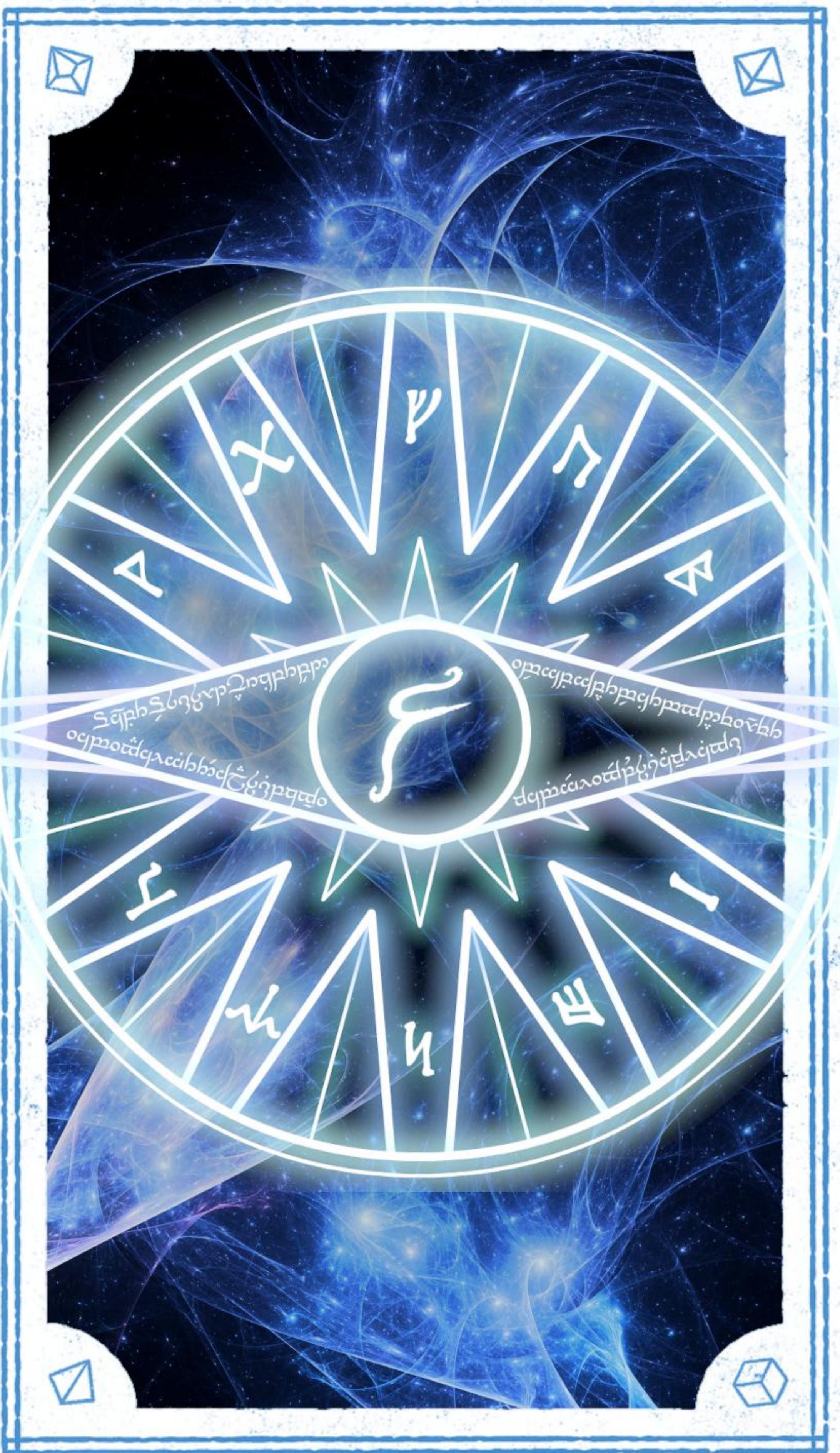
S, V

10FT

DURATION AREA
SEE BELOW 1 CUBIC FOOT

Your magic quickly flows over an area to help you count and catalog. Name a particular type of object you are looking for within the area. You gain an instant estimate of the quantity of the chosen objects that are clearly visible within the target area. The number is rounded to the largest digit. For example, you could look at a pile of 180 copper coins, and you would learn that it held about 200 coins, but you couldn't determine there were exactly 180 coins.

The type of object you name can be as specific or general as you like—dented copper coins is as viable as coins—but the distinguishing features must be obvious at a glance, and the spell is automatically fooled by objects disguised as other objects. For instance, the spell would register copper coins plated in gold as gold coins, not copper coins.



CANTRIP 1

RoE, 144

NEEDLE DARTS

TRANSMUTATION - ATTACK, CANTRIP, CONCENTRATE,
MANIPULATE, METAL

CASTING TIME



COMPONENTS

RANGE

60FT

TARGET

1 CREATURE

You shape needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 5d4 piercing damage and might cause bleeding. The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack.

Heightened +1 : You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1.

Critical Success : The target takes double damage and 1 persistent bleed damage.

Success : The target takes full damage.

SPELL 3

Knight of Lastwall, 94

LIFE PACT

NECROMANCY - UNCOMMON, HEALING, NECROMANCY

CASTING TIME



COMPONENTS

M, S, V

RANGE

TOUCH

DURATION

10MIN UP TO 6 WILLING

CREATURES

Using your life force or spirit as a conduit, you bind the targets in a mystical pact. If one of the targets is about to take damage that would reduce it to 0 Hit Points, all other targets immediately lose 3 Hit Points and the triggering target regains a number of Hit Points equal to the Hit Points lost this way, just before taking the damage. If this healing is enough that the triggering target is no longer reduced to 0 Hit Points, they remain conscious. Once the triggering target has regained Hit Points from the other targets, the spell ends.

Heightened +1 : Increase the number of Hit Points lost by 1 for each target other than the one reduced to 0 Hit Points. The target reduced to 0 Hit Points regains that many additional Hit Points.

SPELL 2

APG, 220

HEAT METAL

EVOCATION - EVOCATION, FIRE

CASTING TIME



COMPONENTS

S, V

RANGE

30FT

TARGET

1 METAL ITEM OR METAL
CREATURE

This spell heats the targeted metal to become red-hot for a moment. This is usually harmless to an unattended metal item, which doesn't get a saving throw, though the GM might rule that flammable materials connected to the object catch fire or melt. If you target an item worn or carried by a creature, or you target a creature made primarily of metal, the heat deals 4d6 fire damage and 2d4 persistent fire damage to the creature, which must attempt a Reflex saving throw.

If you target an item held by the creature, the creature can Release the item to improve their degree of success by one step from the result of their saving throw. The persistent damage is associated with the object and damages whichever creature is holding or wearing it. It has no effect if no one is holding the item, but you continue to attempt flat checks to end the persistent damage as normal, since the item remains hot and can sear someone who picks it up.

Heightened +1 : The initial damage increases by 2d6 and the persistent damage increases by 1d4.

Critical Success : The creature is unaffected.

SPELL 1

CR, 322

CHARM

ENCHANTMENT - EMOTION, ENCHANTMENT,
INCAPACITATION, MENTAL

CASTING TIME



COMPONENTS

S, V

RANGE

30FT

DURATION

1 HOUR

SAVING THROW

WILL

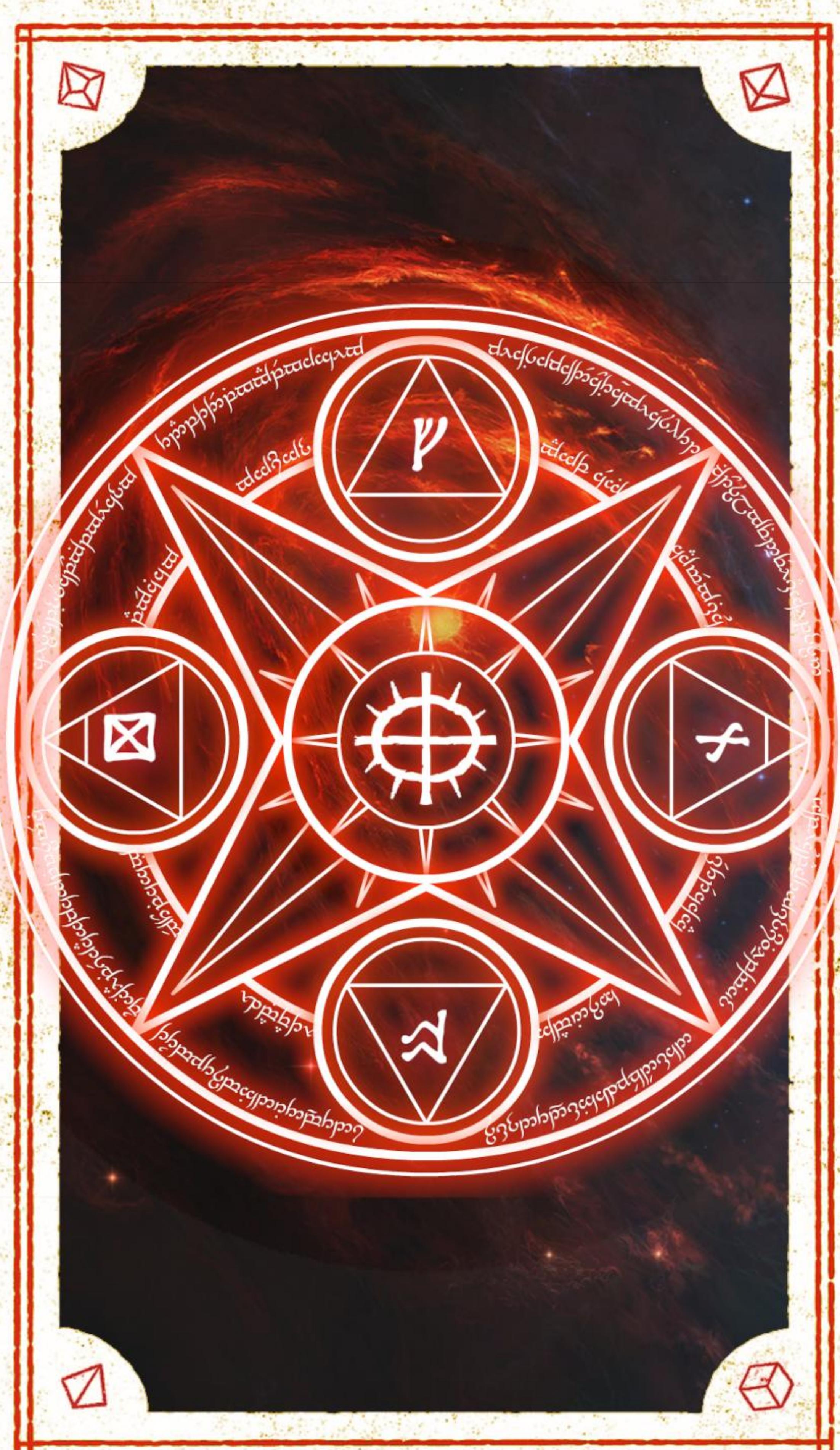
To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

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

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 instead of charm, unless it identifies the spell (see Identifying Spells).



SPELL 3

CR, 338

FIREBALL

EVOCATION - EVOCATION, FIRE

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	500FT
SAVING THROW		AREA
BASIC REFLEX		20FT BURST

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

Heightened +1 : The damage increases by 2d6.

SPELL 2

CR, 343

HIDEOUS LAUGHTER

ENCHANTMENT - EMOTION, ENCHANTMENT, MENTAL

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	30FT
DURATION	SAVING THROW	TARGET
SUSTAINED	WILL	1 LIVING CREATURE

The target is overtaken with uncontrollable laughter. It must attempt a Will save.

Critical Success : The target is unaffected.

Success : The target is plagued with uncontrollable laughter. It can't use reactions.

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

Critical Failure : The target falls prone and can't use actions or reactions for 1 round. It then suffers the failure effects.

SPELL 3

CR, 336

ENTHRALL

ENCHANTMENT

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	120FT
DURATION	SAVING THROW	TARGET
SUSTAINED	WILL	ALL CREATURES IN RANGE

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, enthrall 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

SPELL 3

KoL, 95

SIGN OF CONVICTION

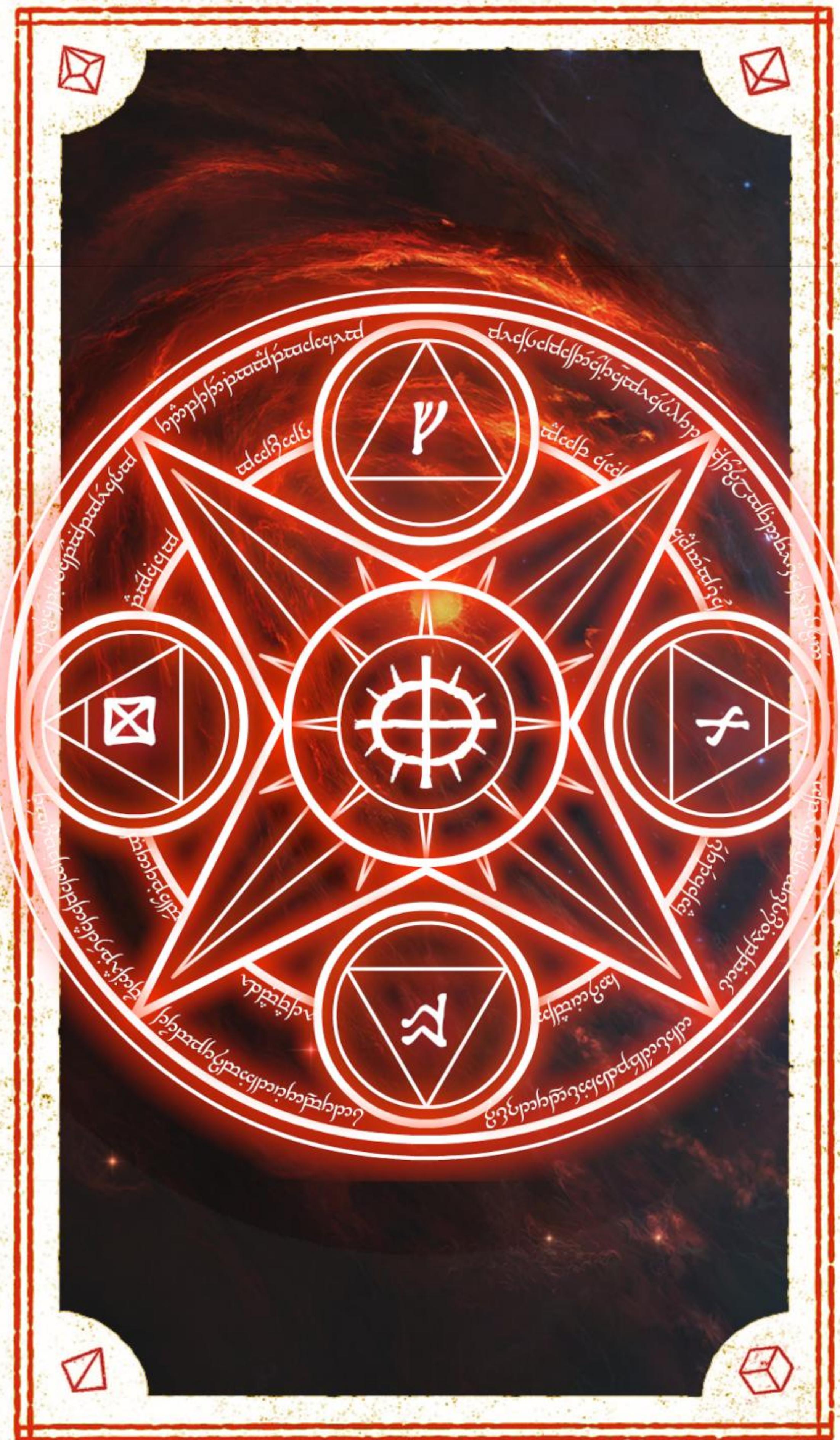
CONJURATION -

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	100FT
DURATION		1 MINUTE

You conjure a magical, immobile, symbol of a 6-sided dice into the air above you, wielding the power of your luck to smite your foes. This symbol can't be damaged. As long as you Sustain sign of conviction, you gain a +1 status bonus to AC and saving throws and are immobilized. The DC for any effect to force you to move out of your space (such as the Shove action) is equal to your spell DC or the normal DC, whichever is higher. If you stop being immobilized or are moved out of your space, sign of conviction immediately ends.

When you Cast the Spell and each time you Sustain the Spell, the religious symbol emits a blast of energy at a target within 100 feet. Make a spell attack roll that emits bright light in a 20ft burst, and deals 1d10 Fire damage on a success and double damage on a critical success. On a success, you and the target must roll on the Wild Magic Table. You can Sustain the Spell multiple times in the same round to emit an array of blasts.

Heightened +2 : The damage increases by 1d10.



BARBARIAN

BRONZESON BATTLE SPORK

Unique Level 5

A unique, non-fungible mix of a spoon and a fork, combining offense with utility. This utensil is crafted from fairy dust and instilled with ideas against a former master. When wielded by a creature with the Fey trait, it gains the following ability:

Weaken Undead ♦: [Attack] You hit a creature with the Undead trait with the utensil, lodging it through the heart. For 1min, the Undead creature gains Weakness 5 against Cold Iron weapons.

