

Hrayek Thro

Oracle 18

N, Small, Gnome, Humanoid

Ancestry: Gnome (Wellspring Gnome (Arcane))

Background: Barrister

Alignment: Neutral Neutral

Atheist

Speed: 30 ft.

Languages: Common, Draconic, Druidic, Gnomish, Goblin, Infernal, Sylvan

Hit Points	Focus Points	Hero Points
224	3	3
		1

Str	Dex	Con	Int	Wis	Cha
+0	+3	+4	+3	+4	+5

10 Str
16 Dex
18 Con
16 Int
19 Wis
20 Cha

☐ **PERCEPTION** +26^{*} = +22 Base +4 Wis +0 Misc

☐ **FORTITUDE** +28^E = +22 Base +4 Con +2 Misc

☐ **REFLEX** +27^E = +22 Base +3 Dex +2 Misc

☐ **WILL** +32^{L*} = +26 Base +4 Wis +2 Misc

☐ **AC** 37^E = +32 Base +3 Dex +2 Misc

Defenses

Perception (Illusion Sense): +1 circumstance bonus against illusions.

Will Save (Greater Resolve): Crit failures are failures instead; half damage on failures vs. damaging effects.

Will Save (Resolve): Successes are crit successes instead.

Will Save (Illusion Sense): +1 circumstance bonus against illusions.

+2 deathless ethereal greater resilient explorer's clothing (Expert)

AC: +2, Max Dex: +5, Armor Check: -, Speed: -

Traits: comfort

Unarmored defense (Expert)

AC: +0, Max Dex: -, Armor Check: -, Speed: -

Activated Abilities & Adjustments

Component Substitution

Drained

Wounded

Staff of nature's vengeance, major (9 charges/day)

Melee: +23/+18/+13 (2d4+2 B, Crit x2)

Traits: two-hand (1d8)

Special Abilities

Anathema

Becoming fully domesticated by the temptations of civilization is anathema to your order. (This doesn't prevent you from buying and using processed goods or staying in a city for an adventure, but you can never come to rely on these

Curse of Living Death (Inactive)

Your body is slowly decaying even though you are alive, and using your powers furthers this unnatural living death.

Deathless - Reduce Condition (1/day)

Reduce the value of the doomed or wounded condition by 1 when gained.



Skills

<input type="checkbox"/>	+3 ^{U*} Acrobatics _{Dex}
<input type="checkbox"/>	+23 ^T Arcana _{Int}
<input type="checkbox"/>	+0 ^U Athletics _{Str}
<input type="checkbox"/>	+23 ^T Crafting _{Int}
<input type="checkbox"/>	+25 ^T Deception _{Cha}
<input type="checkbox"/>	+29 ^L Demon Lord Lore _{Int}
<input type="checkbox"/>	+25 ^T Diplomacy _{Cha}
<input type="checkbox"/>	+25 ^T Intimidation _{Cha}
<input type="checkbox"/>	+29 ^L Legal Lore _{Int}
<input type="checkbox"/>	+24 ^{T*} Medicine _{Wis}
<input type="checkbox"/>	+32 ^{L*} Nature _{Wis}
<input type="checkbox"/>	+23 ^T Occultism _{Int}
<input type="checkbox"/>	+5 ^U Performance _{Cha}
<input type="checkbox"/>	+30 ^L Religion _{Wis}
<input type="checkbox"/>	+3 ^U Society _{Int}
<input type="checkbox"/>	+25 ^T Stealth _{Dex}
<input type="checkbox"/>	+28 ^M Survival _{Wis}
<input type="checkbox"/>	+3 ^U Thievery _{Dex}

Skill Modifiers

Acrobatics (Cloak of the bat): +2 item bonus to Maneuver in Flight.

Medicine (Risky Surgery): +2 circumstance bonus to Treat Wounds if deal damage to target

Nature (Assurance): Forgo rolling to receive total result of 36

Nature (Natural Medicine): +2 circumstance bonus to your check to Treat Wounds, subject to the GM's determination

Weapon Proficiencies

Expert: All Simple Weapons, All Unarmed Attacks

Armor Proficiencies

Expert: All Light Armor, Unarmored Defense

Special Abilities

Extreme Curse (1/10 minutes)

If you spend at least 3 Focus Points before you again Refocus, you recover 3 Focus Points when you Refocus instead of 1.

Greater Resolve

Crit failures on Will saves are failures instead. Half damage on failed Will saves vs. damaging effects.

Low-Light Vision

See in dim light as if it were normal light.

Major Curse

If you spend at least 2 Focus Points before you again Refocus, you recover 2 Focus Points when you Refocus instead of 1.

Resolve

Proficiency rank for Will saves increases to master. Successes on Will saves are crit successes instead.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Feats

Soaring Shape [Advanced Wilding Feats]

Add the following *aerial forms* (bat, bird) to your *wild shape* list. If form grants Acrobatics modifier, gain +1 status bonus.

Gnome Obsession [Ancestral Paragon Feat]

Become trained in a chosen Lore skill. Your proficiency improves at higher levels.

Cautious Curiosity [Ancestry Feats Selection]

You gain *misdirection* and *silence* as 2nd-level arcane or occult innate spells you can cast once per day.

Illusion Sense [Ancestry Feats Selection]

+1 to checks vs. illusions. GM rolls a secret check to disbelieve when you come within 10' of an illusion.

Instinctive Obfuscation (1/day) [Ancestry Feats Selection]

You gain the effects of *mirror image* but with two images instead of three.

Intuitive Illusions (1/day) [Ancestry Feats Selection]

Gain the effects of a Sustain a Spell action to extend the duration of one of your active illusion spells.

Life-Giving Magic (1/minute) [Ancestry Feats Selection]

After casting an innate spell from heritage or ancestry, gain temporary HP until end of next turn.

Wild Shape [Basic Wilding Feat]

Gain the *wild shape* focus spell.

Advanced Wilding [Class Feats Selection]

Gain druid feat of up to half your level.

Basic Druid Spellcasting [Class Feats Selection]

Gain the basic spellcasting benefits.

Basic Wilding [Class Feats Selection]

Gain a 1st- or 2nd-level druid feat.

Druid Dedication [Class Feats Selection]

Choose an order and prepare two primal cantrips each day.

Expert Druid Spellcasting [Class Feats Selection]

Gain the expert spellcasting benefits.

Greater Revelation [Class Feats Selection]

Learn a greater revelation spell associated with your mystery.

Master Druid Spellcasting [Class Feats Selection]

Gain the master spellcasting benefits.

Primal Breadth [Class Feats Selection]

Gain one druid spell slot for each level except your two highest.

Reach Spell [Class Feats Selection]

On next action's spell with range, extend range by 30'.

Ancestral Paragon [General Feats Selection]

Gain a 1st-level ancestry feat.

Consult the Spirits (Nature, 1/hour) [General Feats]

Roll Recall Knowledge over 10 min to question resident spirits about matters related to their nature.

Fleet [General Feats Selection]

Your Speed increases by 5 feet.

Experience & Wealth

Career Experience Points: **17,000** (0/1,000 to 19th)

Current Cash: **1 gp, 8 sp, 5 cp**

Feats

Prescient Planner [General Feats Selection]

1 min to produce adventuring gear hadn't previously declared. Must be common, level max half your level, and not so bulky it would have encumbered you previously.

Assurance (Nature) [Skill Feats Selection]

Forgo rolling a Nature check to instead use a result of 36.

Battle Medicine [Skill Feats Selection]

Treat Wounds, DC 15: heal 2d8 HP. The target is then immune to your Battle Medicine for 1 day.

Bon Mot [Skill Feats Selection]

Roll Diplomacy vs. Will DC of foe in 30 ft to inflict penalty to Will saves and Perception unless foe responds with own check.

Godless Healing [Skill Feats Selection]

Recover 5 additional HP from Treat Wounds or Battle Medicine, immunity to Battle Medicine lasts only 1 hour.

Inoculation [Skill Feats Selection]

When Treat a Disease and patient recovers, they gain +2 to save vs. same disease for 1 week.

Legendary Professional (Legal Lore) [Skill Feats]

DC 10 Society check to Recall Knowledge about you, and when you Practice a Trade you find higher-level tasks.

Natural Medicine [Skill Feats Selection]

Nature can be used to Treat Wounds in addition you may gain a +2 circumstance bonus to your check to Treat Wounds using Nature, subject to the GM's determination.

Risky Surgery [Skill Feats Selection]

When Treat Wounds can deal 1d8 dam to patient for +2 on check, and treat success as a critical success.

Unmistakable Lore [Skill Feats Selection]

When you Recall Knowledge for any Lore subcategory in which you're trained, you treat a critical failure as a failure. At master in Lore a critical success provides more info.

Group Impression

When you use the Impression activity you can affect 2 targets.

Spells

Druid spells prepared (DC 38, attack +28)

7th—*volcanic eruption*

6th—*slow*

5th—*grisly growths*^{APG} (2)

4th—*fly, insect form*

3rd—*insect form, soothing blossoms*^{SoM}

2nd—*vomit swarm*^{APG} (2)

1st—*goblin pox* (2)

Cantrip (at will)—*acid splash, gale blast*^{SoM}, *puff of poison*^{SoM}

Spells

Oracle spells known (DC 39, attack +29)

9th (3/day)—*proliferating eyes*^{SoM}, *voracious gestalt*^{SoM}, *wail of the banshee*

8th (3/day)—*antimagic field*, *canticle of everlasting grief*^{SoM}, *devour life**

7th (3/day)—*eclipse burst*, *finger of death*, *regenerate**

6th (3/day)—*blinding fury*^{APG}, *mirror malefactors*^{SoM}, *necrotize*^{SoM}

5th (3/day)—*banishment**, *breath of life*, *rip the spirit*^{SoM}

4th (3/day)—*sanguine mist*^{SoM}, *seal fate*^{APG}, *soothing spring*^{SoM}

3rd (3/day)—*agonizing despair*^{APG}, *blindness*, *soothing blossoms*^{SoM}

2nd (3/day)—*death knell*, *dispel magic*, *sudden blight*^{APG}

1st (3/day)—*harm**, *ray of enfeeblement*, *schadenfreude*^{SoM}

Cantrip (at will)—*chill touch*, *daze*, *detect magic*, *forbidding ward*, *haunting hymn*^{SoM}, *shield*

Wellspring Gnome Spell spells known (DC 39, attack +29)

Cantrip (at will)—*tanglefoot*

Focus Spells

Claim Undead (9th*)

Death's Call (9th*)

Soul Siphon (9th*)

Wild Shape (Aerial Form) (9th*)

Wild Shape (Animal Form) (9th*)

Wild Shape (Pest Form) (9th*)

Innate Spells

Misdirection (self only, 1/day) (2nd) ☐

Pest Form (bat only, 1/day) (4th) ☐

Silence (self only, 1/day) (2nd) ☐

Tracked Resources

Cloak of the bat (1/day) ☐

Consult the Spirits (Nature, 1/hour) ☐

Deathless - Reduce Condition (1/day) ☐

Ethereal (1/day) ☐

Extreme Curse (1/10 minutes) ☐

Feather token, holly bush ☐

Healing potion, lesser (2d8+5) ☐

Healing potion, minor (1d8) ☐

Instinctive Obfuscation (1/day) ☐

Intuitive Illusions (1/day) ☐

Life-Giving Magic (1/minute) ☐

Staff of nature's vengeance, major (9 charges/day) ☐ ☐ ☐ ☐ ☐ ☐

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 1.9, Unencumbered

+2 deathless ethereal greater resilient explorer's clothing L

Backpack <Holds: 70 @ 1.6 blk> L

Bandolier <Holds: 6 @ 0.4 blk> -

Bedroll <In: Backpack> L

Brass ear <In: Backpack> -

Chalk x10 <In: Backpack> -

Gear

Cloak of the bat (1/day) L

Druid's vestments L

Feather token, holly bush <In: Bandolier> -

Flint and steel <In: Backpack> -

Healing potion, lesser (2d8+5) x2 <In: Bandolier> 0.2

Healing potion, minor (1d8) <In: Bandolier> L

Holly and mistletoe <In: Material component pouch> -

Immovable rod <In: Backpack> 1

Manacles, average <In: Bandolier> -

Material component pouch <Holds: 1 @ 0 blk> L

Money <In: Backpack> -

Rations (1 week) x2 <In: Backpack> 0.2

Rope (foot) x50 <In: Backpack> L

Soap <In: Backpack> -

Staff of nature's vengeance, major (9 charges/day) 1

Wand of heal <In: Bandolier> L

Waterskin <In: Backpack> L

Writing set <In: Backpack> L

Personal Details

Gender: Male; **Age:** 350; **Height:** 3' 3"; **Weight:** 37 lb.;
Eyes: Pink; **Hair:** Gray; **Skin:** Mottled

On the edge of an unremarkable town lay what appeared to be an unremarkable field. It was peaceful enough, but a sense of lonesome desolation would come over those few who might happen to pass by. If one were to pause there a moment, one would feel a slight chill, and not due to the crisp autumn air this particular day. Here and there one might notice areas of recently-disturbed soil or the occasional modest grave marker, but most of the forgotten souls buried in the potter's field laid in unmarked graves. Bits of discarded refuse, tangled in the twisting weeds and thorny vines, danced in the breeze, as did the long, silvery locks of a small man kneeling somewhat of a distance within the field, motionless were it not for the stirring of his hair in the wind.

The man's name was Hrayek Thro. Thirteen months ago, he would have appeared as a gnome of many years, but with many more years of thriving life ahead of him. Thirteen months ago, he still had a husband. For thirteen months, he had come here, to mourn beside his husband's grave. In thirteen months, the color had drained from his life, both literally and metaphorically. In thirteen more months, he would likely be buried in this same potter's field. With any luck, he'd be buried beside his beloved Bernebil.

To hope he'd see Bernebil again would be senseless; if his fey ancestry didn't call into question the fate of gnomes who had shuffled off this mortal coil, his shattered faith would certainly seal the deal. Not that he was ever a particularly devout Asmodean in the first place -- he and Bernebil merely thought that outwardly supporting the King of Hell was good for business. And for a pair of barristers enforcing contracts on behalf of the Chelaxian government, it was good for business.

That is, until Bernebil stepped out of line to help the family of a childhood friend at the expense of the Thrice-Damned House of Thrune. Bernebil's "creative accounting" only delayed the inevitable; they soon found themselves pursued and eventually captured by the Order of the Rack. As merely an accomplice, Hrayek was granted the "mercy" of executing Bernebil for his crimes. He refused. His punishment for refusal? The paralictor, a towering human man far stronger than Hrayek, placed his dagger into the struggling gnome's hand and forced him to plunge it into his husband's heart. Hrayek was forced to stare into Bernebil's eyes as the light and the life faded from them. Hrayek was permitted to live but was disbarred and forced to live in poverty until he, too, found the embrace of death.

Such a promising life. Such a wasteful, senseless end. For both of them. This particular chilly day, however, Hrayek regarded something he had not noticed before, dancing tenderly in the cool breeze. Periwinkle flowers had begun to bloom from the soil beneath which his husband lay. Life borne from destruction. Meaning borne from senselessness. Rebirth borne from rot. And House Thrune? House Thrune deserved to rot.

Hrayek Thro – Abilities & Gear

Assurance (Nature) (Feat, Skill Feats Selection)

Traits: Fortune, General, Skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Battle Medicine (Feat, Skill Feats Selection)

Traits: General, Healing, Manipulate, Skill
[1 action]

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Bon Mot (Feat, Skill Feats Selection)

Traits: Auditory, Concentrate, Emotion, General, Linguistic, Mental, Skill
[1 action]

You launch an insightful quip at a foe, distracting them. Choose a foe within 30 feet and roll a Diplomacy check against the target's Will DC.

Critical Success The target is distracted and takes a -3 status penalty to Perception and Will saves for 1 minute. The target can end the effect early with a retort to your Bon Mot. This can either be a single action that has the concentrate trait or an appropriate skill action to frame their retort. The GM determines which skill actions qualify, though they must take at least 1 action. Typically, the retort needs to use a linguistic Charisma-based skill action.

Success As critical success, but the penalty is -2.

Critical Failure Your quip is atrocious. You take the same penalty an enemy would take had you succeeded. This ends after 1 minute or if you issue another Bon Mot and succeed.

Appears In: Advanced Player's Guide

Consult the Spirits (Nature, 1/hour) (Feat, General Feats Selection)

Traits: General, Secret, Skill

You have learned rites or meditations that enable you to perceive minor, invisible spirits within a place. Choose Nature, Occultism, or Religion when you select this feat. Nature allows you to contact the spirits of nature that form leshies, who are born of pure life essence rather than spiritual energy and can answer questions about natural features like the location of nearby water or plant life. Religion reveals the presence of angelic, demonic, or other spirits in service to divine beings, who provide information about sources of powerful positive or negative energy, sacred or profane influences, or the presence of undead. Occultism allows you to contact lingering spirits, psychic echoes of the departed dead, and spirits from beyond reality, who tell you about things like strange auras, effects, or the presence of unnatural occult beings.

Spend 10 minutes and attempt a check to Recall Knowledge with the chosen skill; the DC is determined by the GM (usually a very high DC for the level of the highest-level creature you might encounter in the area). If you're legendary in the chosen skill, you can use this feat once per hour, instead of only once per day, but you can't use it again on any area that overlaps a previous area.

Critical Success The spirits reveal themselves to you and have a helpful attitude toward you. Only you can perceive these spirits. They answer three simple questions about the environment within 100 feet of you, depending on the skill you chose and thus the type of spirits you contact. Their answers are almost always a single word, and their knowledge is limited to within their area of interest.

Success As with a critical success, but the spirits are indifferent to you and answer only one question.

Failure You are unable to contact the spirits of this place.

Critical Failure You contact one or more malevolent spirits. They are hostile toward you, though they may not immediately appear so. They answer up to three questions but give you information that is harmful to you in some way, as determined by the GM.

Appears In: Advanced Player's Guide

Godless Healing (Feat, Skill Feats Selection)

Traits: General, Skill

You recover an additional 5 Hit Points from a successful attempt to Treat your Wounds or use Battle Medicine on you. After you or an ally use Battle Medicine on you, you become temporarily immune to that Battle Medicine for only 1 hour, instead of 1 day.

Appears In: Lost Omens World Guide

Group Impression (Background Selection, Feat)

Traits: General, Skill

When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of two targets instead of one. It's possible to get a different degree of success for each target. The number of targets increases to four if you're an expert, 10 if you're a master, and 25 if you're legendary.

Illusion Sense (Ancestry Feats Selection, Feat)

Traits: Gnome

Your ancestors spent their days cloaked and cradled in illusions, and as a result, sensing illusion magic is second nature to you. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions.

When you come within 10 feet of an illusion that can be disbelieved, the GM rolls a secret check for you to disbelieve it, even if you didn't spend an action to Interact with the illusion.

Hrayek Thro – Abilities & Gear

Inoculation (Feat, Skill Feats Selection)

Traits: General, Healing, Skill

You have practice combating plague, and your patients are less likely to succumb to the same disease again for a time. When you successfully Treat a Disease on someone and they fully recover from the disease, they gain a +2 circumstance bonus to saving throws against that same disease for 1 week.

Appears In: Advanced Player's Guide

Instinctive Obfuscation (1/day) (Ancestry Feats Selection, Feat)

Traits: Gnome, Illusion, Visual
[reaction]

The magic within you manifests as a natural reaction to threats. You gain the effects of *mirror image* but with two images instead of three. The tradition of this action matches the tradition of your gnome ancestry options.

Appears In: Advanced Player's Guide

Intuitive Illusions (1/day) (Ancestry Feats Selection, Feat)

Traits: Gnome
[free]

Illusion magic comes to you so naturally that you can effortlessly sustain your magical ruses. You immediately gain the effects of a Sustain a Spell action to extend the duration of one of your active illusion spells.

Appears In: Lost Omens Character Guide

Legendary Professional (Legal Lore) (Feat, Skill Feats Selection)

Traits: General, Skill

Your fame has spread throughout the lands (for instance, if you have Warfare Lore, you might be a legendary general or tactician). This works as Legendary Performer above, except you gain higher-level jobs when you Earn Income with Lore.

Life-Giving Magic (1/minute) (Ancestry Feats Selection, Feat)

Traits: Gnome
[reaction]

The upwelling of innate magic refreshes your body. You gain a number of temporary Hit Points equal to half your level (minimum 1) that last until the end of your next turn.

Appears In: Lost Omens Character Guide

Natural Medicine (Feat, Skill Feats Selection)

Traits: General, Skill

You can apply natural cures to heal your allies. You can use Nature instead of Medicine to Treat Wounds. If you're in the wilderness, you might have easier access to fresh ingredients, allowing you to gain a +2 circumstance bonus to your check to Treat Wounds using Nature, subject to the GM's determination.

Prescient Planner (Feat, General Feats Selection)

Traits: General

You regularly create convoluted plans and contingencies, using your resources to enact them. You take 1 minute to remove your backpack, then carefully remove an item you hadn't previously declared that you purchased—you intuited that you would come to need the item and purchased it at the latest opportunity. The item must be a piece of adventuring gear (from the table on page 288 of the *Core Rulebook* or other sources of adventuring gear), and can't be a weapon, armor, alchemical item, magic item, or other treasure. It must be common with a level no higher than half your level, and its Bulk must be low enough that carrying it wouldn't have made you encumbered.

Appears In: Advanced Player's Guide

Reach Spell (Class, Class Feats Selection, Feat, Oracle)

Traits: Concentrate, Metamagic, Oracle
[1 action]

You can extend your spells' range. 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.

Appears In: Advanced Player's Guide

Risky Surgery (Feat, Skill Feats Selection)

Traits: General, Skill

Your surgery can bring a patient back from the brink of death, but might push them over the edge. When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Appears In: Advanced Player's Guide

Soaring Shape (Advanced Wilding Feats, Feat)

Traits: Druid

Wings free you from the shackles of the ground below. Add the bat and bird forms in *aerial form* to your *wild shape* list. If you have Insect Shape, you also add the wasp form to your *wild shape* list. If you have Ferocious Shape, you also add the pterosaur form to your *wild shape* list. Whenever you use *wild shape* to gain a form that grants you a specific Acrobatics modifier, you gain a +1 status bonus to Acrobatics checks.

Unmistakable Lore (Feat, Skill Feats Selection)

Traits: General, Skill

You never get information about your areas of expertise wrong. When you Recall Knowledge using any Lore subcategory in which you're trained, if you roll a critical failure, you get a failure instead. If you're a master in a Lore subcategory, on a critical success, you gain even more information or context than usual.

Hrayek Thro – Abilities & Gear

Anathema

(Class, Class Feats Selection, Oracle)

As stewards of the natural order, druids find affronts to nature anathema. If you perform enough acts that are anathema to nature, you lose your magical abilities that come from the druid class, including your primal spellcasting and the benefits of your order. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (page 409).

The following acts are anathema to all druids:

- Using metal armor or shields.
- Despoiling natural places.
- Teaching the Druidic language to non-druids.

Each druidic order also has additional anathema acts, detailed in the order's entry.

Supplemental Notes

Wild Druidic Order: Becoming fully domesticated by the temptations of civilization is anathema to your order. (This doesn't prevent you from buying and using processed goods or staying in a city for an adventure, but you can never come to rely on these conveniences or truly call such a place your permanent home.)

Curse of Living Death (Inactive) (Oracle Mystery)

Traits: Curse, Divine, Necromancy

Your body is slowly decaying even though you are alive, and using your powers furthers this unnatural living death. You carry a touch of the grave about you, manifesting as bloodless pallor, a faint smell of earth, or deathly cold skin.

Minor Curse Bones protrude through your skin and your flesh rots, combining with a stench of decay and an unearthly chill. Non-magical effects that would restore your Hit Points only grant you half as many HP as normal.

Moderate Curse Your dead flesh continues to rot, affecting your health. You become drained 1, and this drained condition is cumulative with any other drained conditions you gain. This drained condition is removed only when you Refocus; effects that normally remove the drained condition reduce your drained condition to drained 1 instead. In addition, you gain resistance to poison equal to half your level. You gain a +4 status bonus to saves against diseases, poisons, and death effects, and if you roll a success on such a save, you get a critical success instead.

Major Curse (11th) You stand just steps from the grave. You become wounded 1. This wounded condition is removed only when you Refocus; effects that normally remove the wounded condition reduce your wounded condition to wounded 1 instead. When you would attempt a recovery check, you can choose to get an automatic success instead of rolling, and if you roll a critical failure on a save against a disease, poison, or death effect, you get a failure instead.

Appears In: Advanced Player's Guide

Deathless - Reduce Condition (1/day)

Traits: Healing, Magical, Necromancy
[reaction]

You reduce the value of the triggering condition by 1.

Appears In: Lost Omens Grand Bazaar

Extreme Curse (1/10 minutes)

(Class, Oracle)

You have mastered a perilous balance between the conflicting divine powers of your mystery, gaining the power to change your fate, but straining both body and soul. When you cast a revelation spell while affected by your major curse, your curse intensifies to an extreme effect instead of overwhelming you. All mysteries share the same effects for their extreme curse.

When affected by your extreme curse, you become doomed 2 (or increase your doomed condition by 2 if you were already doomed). Once every 10 minutes, when you fail an attack roll, skill or Perception check, or saving throw, you can reroll it and use the second result. The reroll has the fortune trait and doesn't require you to spend an action, meaning you can use the reroll even if you can't act. These effects are in addition to all the effects of your major curse, and they can't be removed by any means until you Refocus to reduce your curse to its minor effect.

If you cast a revelation spell while under the effects of this extreme curse, you are overwhelmed by your curse, and you remain doomed 2 even if you Refocus.

Additionally, if you spend at least 3 Focus Points before you again Refocus, you recover 3 Focus Points when you Refocus instead of 1.

Appears In: Advanced Player's Guide

Greater Resolve

(Class, Oracle)

Your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success. When you roll a critical failure on a Will save, you get a failure instead. When you roll a failure on a Will save against a damaging effect, you take half damage.

Low-Light Vision

(Gnome, Race)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Major Curse

(Class, Oracle)

You've learned to better balance the conflicting powers wreaking havoc on your body. Immediately after completing the casting of a revelation spell while you are affected by your moderate curse, your curse progresses to its major effect, rather than overwhelming you. This effect lasts until you Refocus, which reduces your curse to its minor effect. If you cast a revelation spell while under the effects of your major curse, you are overwhelmed by your curse.

In addition, increase the number of Focus Points in your focus pool from 2 to 3. If you spend at least 2 Focus Points before you again Refocus, you recover 2 Focus Points when you Refocus instead of 1.

Appears In: Advanced Player's Guide

Resolve

(Class, Oracle)

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Treat Wounds (2d8, DC 15)**Traits:** Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Supplemental Notes

Modification from Risky Surgery: When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Modification from Risky Surgery: When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Modification from Risky Surgery: When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Weapons**Staff of nature's vengeance, major (9 charges/day)****Traits:** Evocation, Magical, Staff

This stout staff is made from gnarled hawthorn. When used as a weapon, a *staff of nature's vengeance* permanently has the effects of *shillelagh*.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *tanglefoot*
- **1st** *shocking grasp*, *spider sting*
- **2nd** *flaming sphere*, *vomit swarm* (page 227)
- **3rd** *earthbind*, *wall of thorns*
- **4th** *bestial curse* (page 215), *spike stones* (page 225)
- **5th** *cloudkill*, *control water*
- **6th** *purple worm sting*, *tangling creepers*
- **7th** *sunburst*, *volcanic eruption*
- **8th** *earthquake*, *punishing winds*

Craft Requirements Supply one casting of all listed levels of all listed spells, plus one casting of *shillelagh*.

Appears In: Advanced Player's Guide

Weapon Traits**Agile**

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Two-Hand (1d8)

This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value. This change applies to all the weapon's damage dice, such as those from *striking* runes.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Gear**Brass ear**

A brass ear is a short, flared tube with one end narrow enough to comfortably fit against the ear canal. When using a brass ear to listen through a door, window, thin wall, or similar barrier, if the barrier would normally increase the DC of your Perception check to hear sounds on the other side, the DC increases by only half as much as normal.

Appears In: Advanced Player's Guide

Cloak of the bat (1/day)

Traits: Invested, Magical, Transmutation
[2 actions]

Sewn from several long strips of luxurious brown and black silk, this cloak grants you a +2 item bonus to Stealth checks as well as to Acrobatics checks to Maneuver in Flight. You can also use your feet to hang from any surface that can support your weight, without requiring any check, though you still must attempt Athletics checks to Climb in order to move around while inverted.

Activate [2 actions] command, Interact; **Frequency** once per day; **Effect** You can either transform the cloak into bat-like wings that grant you a fly Speed of 30 feet for 10 minutes, or have the cloak turn you into a bat by casting a 4th-level *pest form* spell on you.

Deathless

Traits: Healing, Magical, Necromancy
Rarity: Uncommon

These symbols fortify your body's grasp on your soul, keeping it tethered when death approaches.

Activate [reaction] envision; **Frequency** once per day; **Trigger** You gain the doomed or wounded condition; **Effect** You reduce the value of the triggering condition by 1.

Appears In: Lost Omens Grand Bazaar

Gear

Druid's vestments

Traits: Focused, Invested, Primal, Transmutation
[free]

This brown-and-green tunic is embroidered with patterns that resemble interlocking elk antlers. You gain a +2 item bonus to Nature checks.

Activate [free] envision; **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast an order spell. If you don't spend this Focus Point by the end of this turn, it is lost.

Craft Requirements You are a druid.

Ethereal (1/day)

Traits: Conjunction, Magical
Rarity: Uncommon
[1 action]

An *ethereal* rune replicates armor on the Ethereal Plane.

Activate [1 action] command; **Frequency** once per day; **Effect** You gain the effects of an *ethereal jaunt* spell. This doesn't require concentration and lasts for 10 minutes or until you choose to return to material form as a free action.

Craft Requirements Supply a casting of 9th level *ethereal jaunt*.

Feather token, holly bush

Traits: Conjunction, Consumable, Magical
[1 action]

Each *feather token* appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune. Activating a *feather token* causes it to transform into another object, which then can be used as normal for that object. Each feather can be activated only once, with most of them permanently becoming the item in their description.

When this feather is activated, it immediately transforms into a living holly bush, filling a single square. This bush can provide standard cover. In addition, the bush has 2d4 bright-red berries. While holly berries are usually poisonous, these berries are infused with beneficial magic. You can pick and eat a berry as an Interact action to recover 1 Hit Point. Once plucked from the bush, a berry becomes non-magical after a few seconds, so it doesn't heal you if you don't eat it within the span of your Interact action.

If activated on soil, the plant continues to grow and thrive (although it doesn't produce any more healing berries). If activated elsewhere, it withers and dies within 1d4 days.

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Healing potion, lesser (2d8+5)

Traits: Consumable, Healing, Magical, Necromancy, Positive, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Lesser

The potion restores 2d8+5 Hit Points.

Gear

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Necromancy, Positive, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Minor

The potion restores 1d8 Hit Points.

Immovable rod

Traits: Magical, Transmutation
[1 action]

This flat iron bar is almost completely nondescript, except for one small button appearing on its surface.

Activate [1 action] Interact; You push the button to anchor the rod in place. It doesn't move, defying gravity if need be. If the button is pushed again, the rod deactivates, ending the anchoring magic. While anchored, the rod can be moved only if 8,000 pounds of pressure are applied to it or if a creature uses Athletics to Force Open the rod with a DC of 40 (though most intelligent creatures can just push the button to release the rod).

Manacles, average

You can manacle someone who is willing or otherwise at your mercy as an exploration activity taking 10–30 seconds depending on the creature's size and how many manacles you apply. A two-legged creature with its legs bound takes a –15-foot circumstance penalty to its Speeds, and a two-handed creature with its wrists bound has to succeed at a DC 5 flat check any time it uses a manipulate action or else that action fails. This DC may be higher depending on how tightly the manacles constrain the hands. A creature bound to a stationary object is immobilized. For creatures with more or fewer limbs, the GM determines what effect manacles have, if any. Freeing a creature from average manacles requires four successful DC 27 Thievery checks.

Wand of heal

Traits: Healing, Magical, Necromancy, Positive, Wand

This baton is about a foot long and contains a single spell. The appearance typically relates to the spell within.

Activate (Cast a Spell); **Frequency** once per day, plus overcharge; You Cast the Spell at the indicated level.

Hrayek Thro – Spells

Tanglefoot	Cantrip 1	Misdirection (self only, 1/day)	Spell 2
<p>Cantrip 1 Action [2] Arcane, Attack, Cantrip, Conjunction, Plant Traditions arcane Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 creature</p> <p>In-Play Information</p> <p>Heightened to 9th Level Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 creature Ranged Strikes +29 / +24 / +19 Ranged Damage -10 ft circ penalty to Speeds Ranged Crit Damage Defense DC 39</p> <p>Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition. Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty. Failure The target is unaffected.</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)</p> <p>Ranged Attack •Proficiency Bonus (+24): Character Level (+18), Master (+6) •Ability Bonus (5): Charisma 20 (+5) A vine covered in sticky sap appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack against the target.</p> <p>Heightened (2nd) The effects last for 2 rounds. Heightened (4th) The effects last for 1 minute. Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition. Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty. Failure The target is unaffected.</p>	<p>Spell 2 Illusion Traditions arcane Cast 1 minute (somatic, verbal) Range 30 ft. Targets 2 creatures or objects Duration until the next time you make your daily preparations</p> <p>In-Play Information</p> <p>Cast 1 minute (somatic, verbal) Range 30 ft. Targets 2 creatures or objects Duration until the next time you make your daily preparations</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You reshape the magic aura of one creature or object to resemble that of another. You designate one target as the primary target and the other as the secondary target. Effects that would detect auras on the primary target instead detect the same types of auras from the secondary target. A creature reading the aura can attempt to disbelieve the illusion. You can Dismiss the spell from up to a mile away.</p>	<p>Silence (self only, 1/day)</p> <p>Spell 2 Action [2] Illusion Traditions arcane Cast [2 actions] somatic, verbal Range touch Targets 1 willing creature Duration 1 minute</p> <p>In-Play Information</p> <p>Cast [2 actions] somatic, verbal Range touch Targets 1 willing creature Duration 1 minute</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) The target makes no sound, preventing creatures from noticing it using hearing alone. The target can't use sonic attacks, nor can it use actions with the auditory trait. This prevents it from casting spells that include verbal components.</p>	<p>Spell 2</p> <p>Heightened (4th) The spell effect emanates from the touched creature, silencing all sound in or passing through a 10- foot radius and preventing any auditory and sonic effects in the affected area. While within the radius, creatures are subject to the same effects as the target. Depending upon the position of the effect, a creature might notice the lack of sound reaching it (blocking off the noise coming from a party, for example).</p>

Hrayek Thro – Spells

Pest Form (bat only, 1/day)	Spell 4	Soul Siphon	Focus 1
<p>Spell 1 Action [2] Polymorph, Transmutation Traditions arcane Cast [2 actions] somatic, verbal Duration 10 minutes</p> <p>In-Play Information</p> <p>Heightened to 4th Level Cast [2 actions] somatic, verbal Duration 10 minutes</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)</p> <p>You transform into the battle form of a Tiny animal, such as a cat, insect, lizard, or rat. You can decide the specific type of animal (such as a rat or praying mantis), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait and you can't make Strikes. You can Dismiss the spell.</p> <p>You gain the following statistics and abilities:</p> <ul style="list-style-type: none">• AC = 15 + your level. Ignore your armor's check penalty and Speed reduction.• Speed 20 feet.• Weakness 5 to physical damage. (If you take physical damage in this form, you take 5 additional damage.)• Low-light vision and imprecise scent 30 feet.• Acrobatics and Stealth modifiers of +10, unless your own modifier is higher; Athletics modifier −4. <p>Heightened (4th) You can turn into a flying creature, such as a bird, which grants you a fly Speed of 20 feet.</p>		<p>Focus 1 Action [1] Uncommon, Cursebound, Divine, Necromancy, Negative, Oracle Traditions divine Cast [1 action] somatic Range 30 ft. Targets 1 living creature Defense Fortitude</p> <p>In-Play Information</p> <p>Heightened to 9th Level Cast [1 action] somatic Range 30 ft. Targets 1 living creature Damage 9d4 Neg Defense DC 39 Fortitude</p> <p>Critical Success The creature is unaffected. Success The creature takes half damage. Failure The creature takes full damage and becomes drained 1. Critical Failure The creature takes double damage and becomes drained 2.</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)</p> <p>You siphon off a portion of the target's soul to bolster your own vitality. The target must attempt a Fortitude save or take 1d4 negative damage. You gain temporary Hit Points equal to the total amount of HP the target loses, including the HP lost from becoming drained.</p> <p>Heightened (+1) Increase the damage by 1d4.</p> <p>Appears in Advanced Player's Guide</p>	
Death's Call	Focus 1		
<p>Focus 1 Action [R] Uncommon, Cleric, Cursebound, Necromancy Traditions divine Cast [reaction] verbal Trigger A living creature within 20 feet of you dies, or an undead creature within 20 feet of you is destroyed. Duration 1 minute</p> <p>In-Play Information</p> <p>Heightened to 9th Level Cast [reaction] verbal Duration 1 minute</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)</p> <p>Seeing another pass from this world to the next invigorates you. You gain temporary Hit Points equal to the triggering creature's level plus your spellcasting ability modifier. If the triggering creature was undead, double the number of temporary Hit Points you gain. These last for the duration of the spell, and the spell ends if all the temporary Hit Points are depleted earlier.</p>			

Hrayek Thro – Spells

Wild Shape (Aerial Form)

Focus 1

Focus 1

Action [2]

Uncommon, Druid, Polymorph, Transmutation

Traditions primal

Cast [2 actions] somatic, verbal

Duration 1 minute

In-Play Information

Heightened to 9th Level

Cast [2 actions] somatic, verbal

Duration 1 minute

Calculation Breakdown

Proficiency Level (Master)

• **Ability Bonus** (+5): Charisma 20 (+5)

• **Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

Add the bat and bird forms in *aerial form* to your *wild shape* list. If you have Insect Shape, you also add the wasp form to your *wild shape* list. If you have Ferocious Shape, you also add the pterosaur form to your *wild shape* list.

You harness your mastery of primal forces to reshape your body into a Medium flying animal battle form. When you cast this spell, choose bat, bird, pterosaur, or wasp. You can decide the specific type of animal (such as an owl or eagle for bird), 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 = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 5 temporary Hit Points.
- Low-light vision.
- 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 +16, and your damage bonus is +5. These attacks are Dexterity based (for the purpose of the clumsy condition, for example). If your attack modifier for Dexterity-based unarmed attacks is higher, you can use it instead.
- Acrobatics modifier of +16, unless your own modifier is higher. You also gain specific abilities based on the form you choose:
- **Bat** Speed 20 feet, fly Speed 30 feet; precise echolocation 40 feet; **Melee [1 action]** fangs, **Damage** 2d8 piercing; **Melee [1 action]** wing (agile), **Damage** 2d6 bludgeoning.
- **Bird** Speed 10 feet, fly Speed 50 feet; **Melee [1 action]** beak, **Damage** 2d8 piercing; **Melee [1 action]** talon (agile), **Damage** 1d10 slashing.
- **Pterosaur** Speed 10 feet, fly Speed 40 feet; imprecise scent 30 feet; **Melee [1 action]** beak, **Damage** 3d6 piercing.
- **Wasp** Speed 20 feet, fly Speed 40 feet; **Melee [1 action]** stinger, **Damage** 1d8 piercing plus 1d6 persistent poison.

Heightened (5th) Your battle form is Large and your fly Speed gains a +10-foot status bonus. You must have enough space to expand into or the spell is lost. You instead gain 10 temporary HP, attack modifier +18, damage bonus +8, and Acrobatics +20.

Heightened (6th) Your battle form is Huge, your fly Speed gains a +15-foot status bonus, and your attacks have 10-foot reach. You must have enough space to expand into or the spell is lost. You instead gain AC = 21 + your level, 15 temporary HP, attack modifier +21, damage bonus +4 and double damage dice (including persistent damage), and Acrobatics +23.

Wild Shape (Animal Form)

Focus 1

Focus 1

Action [2]

Uncommon, Druid, Polymorph, Transmutation

Traditions primal

Cast [2 actions] somatic, verbal

Duration 1 minute

In-Play Information

Heightened to 9th Level

Cast [2 actions] somatic, verbal

Duration 1 minute

Calculation Breakdown

Proficiency Level (Master)

• **Ability Bonus** (+5): Charisma 20 (+5)

• **Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

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.

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

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

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.

Hrayek Thro – Spells

Wild Shape (Pest Form)	Focus 1	Claim Undead	Focus 6
Focus 1 Action [2] Uncommon, Druid, Polymorph, Transmutation Traditions primal Cast [2 actions] somatic, verbal Duration 10 minutes In-Play Information Heightened to 9th Level Cast [2 actions] somatic, verbal Duration 10 minutes Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You transform into a the battle form of a Tiny animal, such as a cat, insect, lizard, or rat. You can decide the specific type of animal (such as a rat or praying mantis), 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: • AC = 15 + your level. Ignore your armor's check penalty and Speed reduction. • Speed 10 feet. • Weakness 5 to physical damage. (If you take physical damage in this form, you take 5 additional damage.) • Low-light vision and imprecise scent 30 feet. • Acrobatics and Stealth modifiers of +10, unless your own modifier is higher; Athletics modifier –4. Heightened (4th) You can turn into a flying creature, such as a bird, which grants you a fly Speed of 20 feet.		Focus 6 Action [2] Uncommon, Cursebound, Divine, Incapacitation, Necromancy, Oracle Traditions divine Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 undead creature Duration 10 minutes Defense Will In-Play Information Heightened to 9th Level Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 undead creature Duration 10 minutes Defense DC 39 Will Critical Success The target is unaffected. Success The target is stunned 1 as it fights off your commands. Failure The target becomes controlled by you and follows your orders. It (or the creature previously controlling it) can attempt a new Will save at the end of each of its turns, and the spell ends on a success. If you issue an obviously self-destructive order, the target doesn't act until you issue a new order. Critical Failure As failure, but the target (or the creature previously controlling it) receives a new save only if you give it a new order that is against its nature. Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You attempt to wrest control of a target undead or force it to recognize you as its master. If the target is controlled by another creature, that controller attempts a Will saving throw to retain control; otherwise, the target must attempt a Will save.	
		Appears in Advanced Player's Guide	

Hrayek Thro – Spells

Acid Splash	Cantrip 1	Chill Touch	Cantrip 1
Cantrip 1 Action [2] Acid, Attack, Cantrip, Evocation, Primal Traditions primal Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 creature		Cantrip 1 Action [2] Cantrip, Divine, Necromancy, Negative Traditions divine Cast [2 actions] somatic, verbal Range touch Targets 1 living or undead creature Defense Fortitude	
In-Play Information		In-Play Information	
Heightened to 9th Level Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 creature Ranged Strikes +28 / +23 / +18 Ranged Damage 4d6+4 A +5 pers A +4 A splash Ranged Crit Damage ×2 + double pers dmg Splash Damage 4		Heightened to 9th Level Cast [2 actions] somatic, verbal Range touch Targets 1 living or undead creature Damage 9d4+5 Neg Defense DC 39 Fortitude	
Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+4): Wisdom 19 (+4) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)		Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) Siphoning negative energy into yourself, your hand radiates a pale darkness. Your touch weakens the living and disorients undead, possibly even causing them to flee. The effect depends on whether the target is living or undead.	
Ranged Attack •Proficiency Bonus (+24): Character Level (+18), Master (+6) •Ability Bonus (4): Wisdom 19 (+4)		• Living Creature The spell deals negative damage equal to 1d4 plus your spellcasting modifier. The target attempts a basic Fortitude save, but is also enfeebled 1 for 1 round on a critical failure.	
Ranged Damage •Untyped Bonuses and Penalties (+4): Key Ability Score (+4) You splash a glob of acid that splatters creatures and objects alike. Make a spell attack. If you hit, you deal 1d6 acid damage plus 1 splash acid damage. On a critical success, the target also takes 1 persistent acid damage.		• Undead Creature The target is flat-footed for 1 round on a failed Fortitude save. On a critical failure, the target is also fleeing for 1 round unless it succeeds at a Will save.	
Heightened (3rd) The initial damage increases to 1d6 + your spellcasting ability modifier, and the persistent damage increases to 2. Heightened (5th) The initial damage increases to 2d6 + your spellcasting ability modifier, the persistent damage increases to 3, and the splash damage increases to 2. Heightened (7th) The initial damage increases to 3d6 + your spellcasting ability modifier, the persistent damage increases to 4, and the splash damage increases to 3. Heightened (9th) The initial damage increases to 4d6 + your spellcasting ability modifier, the persistent damage increases to 5, and the splash damage increases to 4.		Heightened (+1) The negative damage to living creatures increases by 1d4.	

Hrayek Thro – Spells

Daze	Cantrip 1	Forbidding Ward	Cantrip 1
<p>Cantrip 1 Action [2] Cantrip, Divine, Enchantment, Mental, Nonlethal Traditions divine Cast [2 actions] somatic, verbal Range 60 ft. Targets 1 creature Duration 1 round Defense basic Will</p> <p>In-Play Information</p> <p>Heightened to 9th Level Cast [2 actions] somatic, verbal Range 60 ft. Targets 1 creature Duration 1 round Damage 4d6+5 Ment Defense DC 39 basic Will</p> <p>Critical Success The creature takes no damage. Success The creature takes half damage. Failure The creature takes full damage. Critical Failure The creature takes double damage.</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.</p> <p>Heightened (+2) The damage increases by 1d6.</p>		<p>Cantrip 1 Action [2] Abjuration, Cantrip, Divine Traditions divine Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 ally and 1 enemy Duration sustained up to 1 minute</p> <p>In-Play Information</p> <p>Heightened to 9th Level Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 ally and 1 enemy Duration sustained up to 1 minute</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.</p> <p>Heightened (6th) The status bonus increases to +2.</p>	
		Gale Blast	Cantrip 1
		<p>Cantrip 1 Action [2] Air, Cantrip, Evocation, Primal Traditions primal Cast [2 actions] somatic, verbal Defense Fortitude</p> <p>In-Play Information</p> <p>Heightened to 9th Level Cast [2 actions] somatic, verbal Damage 8d6+4 B Defense DC 38 Fortitude</p> <p>Critical Success The creature is unaffected. Success The creature takes half damage. Failure The creature takes full damage and is pushed 5 feet away from you. Critical Failure The creature takes double damage and is pushed 10 feet away from you.</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+4): Wisdom 19 (+4) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) Wind flows from your outstretched hands and whirls around you in a 5-foot emanation. Each creature in the area takes bludgeoning damage equal to your spellcasting ability modifier, with a Fortitude save.</p> <p>Heightened (+2) The damage increases by 1d6.</p> <p>Appears in Secrets of Magic</p>	
Detect Magic	Cantrip 1		
<p>Cantrip 1 Action [2] Cantrip, Detection, Divination, Divine Traditions divine Cast [2 actions] somatic, verbal Area 30-foot emanation</p> <p>In-Play Information</p> <p>Heightened to 9th Level Cast [2 actions] somatic, verbal Area 30-foot emanation</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.</p> <p>You detect illusion magic only if that magic's effect has a lower level than the level of your <i>detect magic</i> spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an <i>invisibility potion</i>) typically are detected normally.</p> <p>Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn. Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).</p>			

Hrayek Thro – Spells

Haunting Hymn

Cantrip 1

Cantrip 1

Action [2]

Auditory, Cantrip, Divine, Evocation, Sonic

Traditions divine

Cast [2 actions] somatic, verbal

Area 15-foot cone

Defense Fortitude

In-Play Information

Heightened to 9th Level

Cast [2 actions] somatic, verbal

Area 15-foot cone

Damage 4d6+5 So

Defense DC 39 Fortitude

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You echo a jarring hymn that only creatures in the area can hear. The hymn deals sonic damage equal to your spellcasting ability modifier, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute.

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

Appears in Secrets of Magic

Puff of Poison

Cantrip 1

Cantrip 1

Action [2]

Cantrip, Evocation, Inhaled, Poison, Primal

Traditions primal

Cast [2 actions] somatic, verbal

Range 5 ft.

Targets 1 creature

Defense Fortitude

In-Play Information

Heightened to 9th Level

Cast [2 actions] somatic, verbal

Range 5 ft.

Targets 1 creature

Damage 4d8+4 Pois +6 pers Pois

Defense DC 38 Fortitude

Critical Success The creature is unaffected.

Success The target takes half initial and persistent damage.

Failure The target takes full initial and persistent damage.

Critical Failure The target takes double initial and persistent damage.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You exhale a shimmering cloud of toxic breath at an enemy's face.

The target takes poison damage equal to your spellcasting modifier and 2 persistent poison damage, depending on its Fortitude save.

Heightened (+2) The initial poison damage increases by 1d8 and the persistent poison damage increases by 1.

Appears in Secrets of Magic

Shield

Cantrip 1

Cantrip 1

Action [1]

Abjuration, Cantrip, Divine, Force

Traditions divine

Cast [1 action] verbal

Duration until the start of your next turn

In-Play Information

Heightened to 9th Level

Cast [1 action] verbal

Duration until the start of your next turn

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.

Heightened (5th) The shield has Hardness 15.

Heightened (7th) The shield has Hardness 20.

Heightened (9th) The shield has Hardness 25.

Shield Actions

The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

Shield Block [reaction]

Trigger While you have your shield raised, you take damage from a physical attack.

You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Hrayek Thro – Spells

Tanglefoot	Cantrip 1	Goblin Pox (x2)	Spell 1
Cantrip 1 Action [2] Attack, Cantrip, Conjunction, Plant Traditions arcane, primal Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 creature		Spell 1 Action [2] Disease, Necromancy, Primal Traditions primal Cast [2 actions] somatic, verbal Range touch Targets 1 creature	
In-Play Information		In-Play Information	
Heightened to 9th Level Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 creature Ranged Strikes +28 / +23 / +18 Ranged Damage -10 ft circ penalty to Speeds Ranged Crit Damage Defense DC 38		Cast [2 actions] somatic, verbal Range touch Targets 1 creature Defense DC 38	
Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition. Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty. Failure The target is unaffected.		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.	
Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+4): Wisdom 19 (+4) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)		Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+4): Wisdom 19 (+4) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)	
Ranged Attack •Proficiency Bonus (+24): Character Level (+18), Master (+6) •Ability Bonus (4): Wisdom 19 (+4) A vine covered in sticky sap appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack against the target.		Your touch afflicts the target with goblin pox, an irritating allergenic rash. The target must attempt a Fortitude save.	
Heightened (2nd) The effects last for 2 rounds. Heightened (4th) The effects last for 1 minute. Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition. Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty. Failure The target is unaffected.		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)	

Hrayek Thro – Spells

Harm

Spell 1

Harm's listed damage/healing is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Spell 1

Action [1] or [2] or [3]

Divine, Necromancy, Negative

Traditions divine

Cast [1 action] to [3 actions]

Range var

Targets 1 living creature or 1 willing undead creature

Defense basic Fortitude

In-Play Information

This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level.

Cast [1 action] to [3 actions]

Range var

Targets 1 living creature or 1 willing undead creature

Damage 1d8 Neg

Defense DC 39 basic Fortitude

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You channel negative energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 negative damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing an undead creature, increase the Hit Points restored by 8.

[3 actions] **(material, verbal, somatic)** You disperse negative energy in a 30-foot emanation. This targets all living and undead creatures in the area.

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

Heal

Spell 1

Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Spell 1

Action [1] or [2] or [3]

Healing, Necromancy, Positive

Traditions divine, primal

Cast [1 action] to [3 actions]

Range var

Targets 1 willing living creature or 1 undead creature

In-Play Information

Cast [1 action] to [3 actions]

Range var

Targets 1 willing living creature or 1 undead creature

Healing 1d8+8

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[3 actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

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

Hrayek Thro – Spells

Ray of Enfeeblement	Spell 1	Schadenfreude	Spell 1
Spell 1 Action [2] Attack, Divine, Necromancy Traditions divine Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 creature Duration 1 minute Defense Fortitude		Spell 1 Action [R] Divine, Emotion, Enchantment, Mental Traditions divine Cast [reaction] verbal Trigger You critically fail a saving throw against a foe's effect. Range 30 ft. Targets the triggering foe Defense Will	
In-Play Information Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 creature Duration 1 minute Ranged Strikes +29 / +24 / +19 Ranged Damage Enfeebled 1 + Defense DC 39 Fortitude Critical Success The target is unaffected. Success The target becomes enfeebled 1. Failure The target becomes enfeebled 2. Critical Failure The target becomes enfeebled 3. Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) Ranged Attack •Proficiency Bonus (+24): Character Level (+18), Master (+6) •Ability Bonus (5): Charisma 20 (+5) A ray with the power to sap a foe's strength flashes from your hand. Attempt a ranged spell attack against the target. If you succeed, that creature attempts a Fortitude save in order to determine the spell's effect. If you critically succeed on your attack roll, use the outcome for one degree of success worse than the result of its save.		In-Play Information Cast [reaction] verbal Range 30 ft. Targets the triggering foe Defense DC 39 Will Critical Success The creature is unaffected. Success The creature is distracted by its amusement and takes a –1 status penalty on Perception checks and Will saves for 1 round. Failure The creature is overcome by its amusement and is stupefied 1 for 1 round. Critical Failure The creature is lost in its amusement and is stupefied 2 for 1 round and stunned 1. Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You distract your enemy with their feeling of smug pleasure when you fail catastrophically. They must attempt a Will save.	
		Appears in Secrets of Magic	

Hrayek Thro – Spells

Shocking Grasp

Spell 1

Spell 1

Action [2]

Attack, Electricity, Evocation

Traditions arcane, primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Melee Strikes +28 / +23 / +18

Melee Damage 2d12 E

Melee Crit Damage ×2

Situational bonuses and penalties

Spell Effect: +1 circ bonus to hit targets wearing or made of metal, and add 1d4 pers E

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+4): Wisdom 19 (+4)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

Melee Attack

•Proficiency Bonus (+24): Character Level (+18), Master (+6)

•Ability Bonus (4): Wisdom 19 (+4)

You shroud your hands in a crackling field of lightning. Make a melee spell attack roll. On a hit, the target takes 2d12 electricity damage. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *shocking grasp*, and the target also takes 1d4 persistent electricity damage on a hit. On a critical hit, double the initial damage, but not the persistent damage.

Heightened (+1) The damage increases by 1d12, and the persistent electricity damage increases by 1.

Spider Sting

Spell 1

Spell 1

Action [2]

Necromancy, Poison

Traditions arcane, primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Defense Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Damage 1d4 P +spider venom

Defense DC 38 Fortitude

Critical Success The target is unaffected.

Success The target takes 1d4 poison damage.

Failure The target is afflicted with spider venom at stage 1.

Critical Failure The target is afflicted with spider venom at stage 2.

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+4): Wisdom 19 (+4)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

You magically duplicate a spider's venomous sting. You deal 1d4 piercing damage to the touched creature and afflict it with spider venom. The target must attempt a Fortitude save.

Spider Venom (poison); **Level 1; Maximum Duration** 4 rounds. **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage and enfeebled 2 (1 round).

Death Knell

Spell 2

Spell 2

Action [2]

Death, Divine, Necromancy

Traditions divine

Cast [2 actions] somatic, verbal

Range touch

Targets 1 living creature that has 0 HP

Defense Will

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 living creature that has 0 HP

Defense DC 39 Will

Critical Success The target is unaffected.

Success The target's dying value increases by 1.

Failure The target dies.

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+5): Charisma 20 (+5)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

You snuff the life out of a creature on the brink of death. The target must attempt a Will save. If this kills it, you gain 10 temporary HP and a +1 status bonus to attack and damage rolls for 10 minutes.

Critical Success The target is unaffected.

Success The target's dying value increases by 1.

Failure The target dies.

Hrayek Thro – Spells

Dispel Magic

Spell 2

Spell 2

Action [2]

Abjuration, Divine

Traditions divine

Cast [2 actions] somatic, verbal

Range 120 ft.

Targets 1 spell effect or unattended magic item

In-Play Information

Cast [2 actions] somatic, verbal

Range 120 ft.

Targets 1 spell effect or unattended magic item

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You unravel the magic behind a spell or effect. Attempt a counteract check against the target (page 458). If you succeed against a spell effect, you counteract it. If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Flaming Sphere

Spell 2

Spell 2

Action [2]

Evocation, Fire

Traditions arcane, primal

Cast [2 actions] somatic, verbal

Range 30 ft.

Area one 5-foot square

Duration sustained up to 1 minute

Defense Reflex

In-Play Information

Cast [2 actions] somatic, verbal

Range 30 ft.

Area one 5-foot square

Duration sustained up to 1 minute

Damage 3d6 F

Defense DC 38 Reflex

Critical Success The creature is unaffected.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You create a sphere of flame in a square within range. The sphere must be supported by a solid surface, such as a stone floor. The sphere deals 3d6 fire damage to each creature in the square where it first appears; each creature must attempt a basic Reflex save. On subsequent rounds, the first time you Sustain this Spell each round, you can leave the sphere in its square or roll it to another square within range. It deals 3d6 fire damage (basic Reflex save) to each creature in that square.

Creatures that succeed at their save take no damage (instead of half).

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

Critical Success The creature is unaffected.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Sudden Blight

Spell 2

Spell 2

Action [2]

Divine, Necromancy, Negative

Traditions divine

Cast [2 actions] somatic, verbal

Range 120 ft.

Area 20-foot burst

Defense basic Fortitude

In-Play Information

This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level.

Cast [2 actions] somatic, verbal

Range 120 ft.

Area 20-foot burst

Damage 2d10 Neg

Defense DC 39 basic Fortitude

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You accelerate the processes of decay in the area. Each living creature in the area takes 2d10 negative damage (basic Fortitude save). A creature afflicted by a disease takes a –2 circumstance penalty to this save.

You can also direct the blight to rot all Small and Tiny non-creature plants in the area, eliminating non-magical undergrowth and any resulting difficult terrain, cover, and concealment. *Sudden blight* attempts to counteract any magical effect on the plants before withering them.

Heightened (+1) The damage increases by 1d10.

Appears in Advanced Player's Guide

Hrayek Thro – Spells

Vomit Swarm	Spell 2	Vomit Swarm (x2)	Spell 2
Spell 2 Action [2] Evocation Traditions arcane, occult, primal Cast [2 actions] somatic, verbal Area 30-foot cone Defense basic Reflex		Spell 2 Action [2] Evocation, Primal Traditions primal Cast [2 actions] somatic, verbal Area 30-foot cone Defense basic Reflex	
In-Play Information		In-Play Information	
Cast [2 actions] somatic, verbal Area 30-foot cone Damage 2d8 P Defense DC 38 basic Reflex		Cast [2 actions] somatic, verbal Area 30-foot cone Damage 2d8 P Defense DC 38 basic Reflex	
Critical Success The creature takes no damage. Success The creature takes half damage. Failure The creature takes full damage. Critical Failure The creature takes double damage.		Critical Success The creature takes no damage. Success The creature takes half damage. Failure The creature takes full damage. Critical Failure The creature takes double damage.	
Calculation Breakdown Proficiency Level (Master) • Ability Bonus (+4): Wisdom 19 (+4) • Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You belch forth a swarm of magical vermin. You evoke and shape the creatures from your own imagination, allowing you to change the appearance of the creatures (typically a mix of centipedes, roaches, wasps, and worms), but this doesn't change the effect of the spell. The vermin swarm over anyone in the area, their bites and stings dealing 2d8 piercing damage (basic Reflex save). A creature that fails its saving throw also becomes sickened 1. Once the spell ends, the swarm disappears.		Calculation Breakdown Proficiency Level (Master) • Ability Bonus (+4): Wisdom 19 (+4) • Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You belch forth a swarm of magical vermin. You evoke and shape the creatures from your own imagination, allowing you to change the appearance of the creatures (typically a mix of centipedes, roaches, wasps, and worms), but this doesn't change the effect of the spell. The vermin swarm over anyone in the area, their bites and stings dealing 2d8 piercing damage (basic Reflex save). A creature that fails its saving throw also becomes sickened 1. Once the spell ends, the swarm disappears.	
Heightened (+1) Increase the damage by 1d8.		Heightened (+1) Increase the damage by 1d8.	
Appears in Advanced Player's Guide		Appears in Advanced Player's Guide	

Hrayek Thro – Spells

Agonizing Despair

Spell 3

Spell 3

Action [2]

Divine, Emotion, Enchantment, Fear, Mental

Traditions divine

Cast [2 actions] somatic, verbal

Range 60 ft.

Targets 1 creature

Defense Will

In-Play Information

This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level.

Cast [2 actions] somatic, verbal

Range 60 ft.

Targets 1 creature

Damage 4d6 Ment

Defense DC 39 Will

Critical Success The target is unaffected.

Success The target takes half damage and becomes frightened 1.

Failure The target takes full damage and becomes frightened 2.

Critical Failure The target takes double damage and becomes frightened 3.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

Your target's mind tumbles down a deep well of dread, dwelling so intently on deep-seated fears that it's painful. The target takes 4d6 mental damage with a Will saving throw.

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

Appears in Advanced Player's Guide

Blindness

Spell 3

Spell 3

Action [2]

Divine, Incapacitation, Necromancy

Traditions divine

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 creature

Defense Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 creature

Defense DC 39 Fortitude

Critical Success The target is unaffected.

Success The target is blinded until its next turn begins.

Failure The target is blinded for 1 minute.

Critical Failure The target is blinded permanently.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You blind the target. The effect is determined by the target's Fortitude save. The target then becomes temporarily immune for 1 minute.

Earthbind

Spell 3

Spell 3

Action [2]

Transmutation

Traditions arcane, primal

Cast [2 actions] somatic, verbal

Range 120 ft.

Targets 1 flying creature

Duration varies

Defense Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Range 120 ft.

Targets 1 flying creature

Duration varies

Defense DC 38 Fortitude

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.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

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.

Insect Form**Spell 3****Spell 3****Action** [2]**Polymorph, Primal, Transmutation****Traditions** primal**Cast** [2 actions] somatic, verbal**Duration** 1 minute**In-Play Information****Cast** [2 actions] somatic, verbal**Duration** 1 minute

Calculation Breakdown

Proficiency Level (Master)• **Ability Bonus** (+4): Wisdom 19 (+4)• **Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You envision a simple bug and transform into a Medium animal battle form. When you cast this spell, choose ant, beetle, centipede, mantis, scorpion, or spider. You can decide the specific type of animal (such as such as a ladybug or scarab for beetle), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss this spell.

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

- **AC** = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 10 temporary Hit Points.
- Low-light vision.
- One or more attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +13, and your damage bonus is +2. These attacks are Strength based (for the purpose of the enfeebled condition). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +13, unless your own is higher.

You also gain specific abilities based on the form you choose:

- **Ant** Speed 30 feet, climb Speed 30 feet; **Melee** [1 action] mandibles, **Damage** 2d6 bludgeoning.
- **Beetle** Speed 25 feet; **Melee** [1 action] mandibles, **Damage** 2d10 bludgeoning.
- **Centipede** Speed 25 feet, climb Speed 25 feet; darkvision; **Melee** [1 action] mandibles, **Damage** 1d8 piercing plus 1d4 persistent poison.
- **Mantis** Speed 40 feet; imprecise scent 30 feet; **Melee** [1 action] foreleg, **Damage** 2d8 bludgeoning.
- **Scorpion** Speed 40 feet; darkvision, imprecise tremorsense 60 feet; **Melee** [1 action] stinger, **Damage** 1d8 piercing plus 1d4 persistent poison; **Melee** [1 action] pincer (agile), **Damage** 1d6 bludgeoning.
- **Spider** darkvision; **Melee** [1 action] fangs, **Damage** 1d6 piercing plus 1d4 persistent poison; **Melee** [1 action] Speed 25 feet, climb Speed 25 feet; **Ranged** [1 action] web (range increment 20 feet), **Damage** entangles the target for 1 round.

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, attack modifier +16, damage bonus +6, 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, attack modifier +18, damage bonus +2 and double damage dice (including persistent damage), and Athletics +20.

Soothing Blossoms**Spell 3****Spell 3****Action** [2]**Conjuration, Divine, Plant, Wood****Traditions** divine**Cast** [2 actions] somatic, verbal**Range** 30 ft.**Area** 10-foot burst**Duration** 10 minutes**In-Play Information****Cast** [2 actions] somatic, verbal**Range** 30 ft.**Area** 10-foot burst**Duration** 10 minutes

Calculation Breakdown

Proficiency Level (Master)• **Ability Bonus** (+5): Charisma 20 (+5)• **Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

Blossoms grow from the ground in a small area, soothing away afflictions and persistent pains and harm. When any creature in that area rolls a successful save against a poison or disease effect, it gets a critical success instead. The blossoms grant assisted recovery to everyone in the area to end their persistent damage, both when the spell is cast and at the start of each of your turns.

Once the duration ends, the flowers lose their magical effect, but a few of them might survive in the area as long as they can naturally. This spell doesn't give a benefit on a save against an affliction unless the stage lasts 10 minutes or less.

Appears in Secrets of Magic**Soothing Blossoms****Spell 3****Spell 3****Action** [2]**Conjuration, Plant, Primal, Wood****Traditions** primal**Cast** [2 actions] somatic, verbal**Range** 30 ft.**Area** 10-foot burst**Duration** 10 minutes**In-Play Information****Cast** [2 actions] somatic, verbal**Range** 30 ft.**Area** 10-foot burst**Duration** 10 minutes

Calculation Breakdown

Proficiency Level (Master)• **Ability Bonus** (+4): Wisdom 19 (+4)• **Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

Blossoms grow from the ground in a small area, soothing away afflictions and persistent pains and harm. When any creature in that area rolls a successful save against a poison or disease effect, it gets a critical success instead. The blossoms grant assisted recovery to everyone in the area to end their persistent damage, both when the spell is cast and at the start of each of your turns.

Once the duration ends, the flowers lose their magical effect, but a few of them might survive in the area as long as they can naturally. This spell doesn't give a benefit on a save against an affliction unless the stage lasts 10 minutes or less.

Appears in Secrets of Magic

Hrayek Thro – Spells

Wall of Thorns

Spell 3

Spell 3

Action [3]

Conjuration, Plant, Primal

Traditions primal

Cast [3 actions] material, somatic, verbal

Range 60 ft.

Duration 1 minute

In-Play Information

Cast [3 actions] material, somatic, verbal

Range 60 ft.

Duration 1 minute

Damage 3d4 P

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

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 10-foot-by-10-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.

Bestial Curse

Spell 4

Spell 4

Action [2]

Curse, Polymorph, Transmutation

Traditions arcane, occult, primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 living humanoid

Duration varies

Defense Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 living humanoid

Duration varies

Defense DC 38 Fortitude

Critical Success The target is unaffected.

Success The target's body gains minor bestial features. Its insides churn as they partially transform, causing it to be clumsy 1 for 1 round. When it recovers from the clumsy condition, its features revert to normal and the spell ends.

Failure The target transforms into a bestial form for 1 hour. The target becomes clumsy 1 and gains weakness 1 to silver. It gains a claw, hoof, horn, or jaws Strike (your choice) that uses the target's unarmed Strike statistics except that the damage type changes to bludgeoning, piercing, or slashing, as appropriate. Whenever the target attempts to use any manipulate action, it must succeed at a DC 5+ check or the action is lost.

Critical Failure As failure, but the duration is unlimited.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You tap into the target's inner being and curse it to become a bestial version of itself. The effect is based on its Fortitude save.

Appears in Advanced Player's Guide

Fly

Spell 4

Spell 4

Action [2]

Primal, Transmutation

Traditions primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Duration 5 minutes

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Duration 5 minutes

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

The target can soar through the air, gaining a fly Speed equal to its Speed or 20 feet, whichever is greater.

Heightened (7th) The duration increases to 1 hour.

Insect Form	Spell 4	Sanguine Mist	Spell 4
<p>Spell 3 Action [2] Polymorph, Primal, Transmutation Traditions primal Cast [2 actions] somatic, verbal Duration 1 minute</p> <p>In-Play Information</p> <p>Heightened to 4th Level Cast [2 actions] somatic, verbal Duration 1 minute</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+4): Wisdom 19 (+4) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You envision a simple bug and transform into a Medium animal battle form. When you cast this spell, choose ant, beetle, centipede, mantis, scorpion, or spider. You can decide the specific type of animal (such as such as a ladybug or scarab for beetle), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss this spell.</p> <p>You gain the following statistics and abilities regardless of which battle form you choose:</p> <ul style="list-style-type: none"> • AC = 18 + your level. Ignore your armor's check penalty and Speed reduction. • 10 temporary Hit Points. • Low-light vision. • One or more attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +13, and your damage bonus is +2. These attacks are Strength based (for the purpose of the enfeebled condition). If your unarmed attack modifier is higher, you can use it instead. • Athletics modifier of +13, unless your own is higher. <p>You also gain specific abilities based on the form you choose:</p> <ul style="list-style-type: none"> • Ant Speed 30 feet, climb Speed 30 feet; Melee [1 action] mandibles, Damage 2d6 bludgeoning. • Beetle Speed 25 feet; Melee [1 action] mandibles, Damage 2d10 bludgeoning. • Centipede Speed 25 feet, climb Speed 25 feet; darkvision; Melee [1 action] mandibles, Damage 1d8 piercing plus 1d4 persistent poison. • Mantis Speed 40 feet; imprecise scent 30 feet; Melee [1 action] foreleg, Damage 2d8 bludgeoning. • Scorpion Speed 40 feet; darkvision, imprecise tremorsense 60 feet; Melee [1 action] stinger, Damage 1d8 piercing plus 1d4 persistent poison; Melee [1 action] pincer (agile), Damage 1d6 bludgeoning. • Spider darkvision; Melee [1 action] fangs, Damage 1d6 piercing plus 1d4 persistent poison; Melee [1 action] Speed 25 feet, climb Speed 25 feet; Ranged [1 action] web (range increment 20 feet), Damage entangles the target for 1 round. <p>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, attack modifier +16, damage bonus +6, and Athletics +16.</p> <p>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, attack modifier +18, damage bonus +2 and double damage dice (including persistent damage), and Athletics +20.</p>		<p>Spell 4 Action [2] Death, Divine, Necromancy, Negative Traditions divine Cast [2 actions] somatic, verbal Range 60 ft. Area 10-foot burst Duration sustained up to 1 minute Defense basic Fortitude</p> <p>In-Play Information</p> <p>This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level. Cast [2 actions] somatic, verbal Range 60 ft. Area 10-foot burst Duration sustained up to 1 minute Damage 6d6 Neg Defense DC 39 basic Fortitude</p> <p>Critical Success The creature takes no damage. Success The creature takes half damage. Failure The creature takes full damage. Critical Failure The creature takes double damage.</p> <p>Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You unleash a cloud of foul, blood-sucking fog that drains the vitality from the living to bolster your own. Each living creature in the area when you Cast the Spell, aside from you, takes 6d6 negative damage with a basic Fortitude save. Creatures in the area are concealed, and all creatures outside the cloud become concealed to creatures within it.</p> <p>The first time each round you Sustain this Spell on subsequent turns, living creatures in the area take an additional 2d6 negative damage with another basic Fortitude save. You also gain temporary Hit Points equal to half the damage a single creature took when you Sustained the spell this turn; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.</p> <p>Heightened (+1) The initial damage increases by 2d6 and the secondary damage increases by 1d6.</p> <p>Appears in Secrets of Magic</p>	

Hrayek Thro – Spells

Seal Fate

Spell 4

Spell 4

Action [2]

Curse, Death, Divine, Necromancy

Traditions divine

Cast [2 actions] somatic, verbal

Range touch

Targets 1 living creature

Defense Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 living creature

Defense DC 39 Fortitude

Critical Success The target is unaffected.

Success The target gains weakness 2 to the chosen damage type until the end of your next turn.

Failure As success, but the duration is 1 minute. If the creature is reduced to 0 HP by the chosen damage and its level is 7 or less, it dies.

Critical Failure As failure, but the duration is unlimited.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You utter a curse that a creature will meet a certain end—a death by freezing, stabbing, or another means you devise. Choose one type of damage from the following list: acid, bludgeoning, cold, electricity, fire, negative, piercing, slashing, or sonic. The effect is based on the target's Fortitude save.

Heightened (+2) The weakness increases by 1, and the maximum level of creature that can be automatically killed increases by 4.

Appears in Advanced Player's Guide

Soothing Spring

Spell 4

Spell 4

Divine, Healing, Necromancy, Positive, Water

Traditions divine

Cast 1 minute (somatic, verbal)

Range 30 ft.

Duration 1 hour

In-Play Information

Cast 1 minute (somatic, verbal)

Range 30 ft.

Duration 1 hour

Healing 10d8

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

Steam wisps into the air as a stone-lined pool appears in the ground and fills with hot water that bubbles up from the earth. The water is comfortably hot and smells mildly sulfurous in a not-unpleasant way. You are able to draw out the full energizing potential of the mineral-rich water. Any creature that spends the full hour soaking in the hot spring or basking in the mud from the bottom of the pit regains 10d8 Hit Points and feels refreshed, losing the fatigued condition. As normal for effects that remove fatigue, this doesn't remove any underlying source of fatigue, such as lack of sleep, causing the condition to return if the underlying source isn't addressed.

The pool is 20 feet on each side, and it's 5 feet deep. It can contain 16 Medium or smaller creatures at a time. A Large creature counts as eight Medium creatures and a Huge creature fills the entire pool. This pool has the structure trait and the same restrictions as magic items that create structures.

Heightened (+1) The healing increases by 2d8.

Appears in Secrets of Magic

Spike Stones

Spell 4

Spell 4

Action [3]

Conjuration, Earth, Primal

Traditions primal

Cast [3 actions] material, somatic, verbal

Range 60 ft.

Area 20-foot burst

Duration 1 hour

In-Play Information

Cast [3 actions] material, somatic, verbal

Range 60 ft.

Area 20-foot burst

Duration 1 hour

Damage 3 P

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

Long, sharp spikes of solid rock thrust up from the ground in the area. The area becomes difficult terrain and hazardous terrain. A creature that moves on the ground through the area takes 3 piercing damage for every square of that area it moves into.

Heightened (+1) Increase the damage by 1.

Appears in Advanced Player's Guide

Hrayek Thro – Spells

Banishment

Spell 5

Spell 5

Action [2]

Abjuration, Divine, Incapacitation

Traditions divine

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 creature that isn't on its home plane

Defense Will

In-Play Information

This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level.

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 creature that isn't on its home plane

Defense DC 39 Will

Critical Success The target resists being banished and you are stunned 1.

Success The target resists being banished.

Failure The target is banished.

Critical Failure The target is banished and can't return by any means to the plane it's banished from for 1 week.

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+5): Charisma 20 (+5)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

You send the target back to its home plane. The target must attempt a Will save. You can spend an extra action while Casting this Spell and add a material component to give the creature a –2 circumstance penalty to its save. The component must be a specially gathered object that is anathema to the creature, and not from a spell component pouch. This spell fails if you aren't on your home plane when you cast it.

Heightened (9th) You can target up to 10 creatures. The extra material component affects targets to which it is anathema.

Breath of Life

Spell 5

Spell 5

Action [R]

Divine, Healing, Necromancy, Positive

Traditions divine

Cast [reaction] verbal

Trigger A living creature within range would die.

Range 60 ft.

Targets the triggering creature

In-Play Information

Cast [reaction] verbal

Range 60 ft.

Targets the triggering creature

Healing 4d8+5

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+5): Charisma 20 (+5)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

Your blessing revives a creature at the moment of its death. You prevent the target from dying and restore Hit Points to the target equal to 4d8 plus your spellcasting ability modifier. You can't use *breath of life* if the triggering effect was *disintegrate* or a death effect.

Cloudkill

Spell 5

Spell 5

Action [3]

Death, Necromancy, Poison

Traditions arcane, primal

Cast [3 actions] material, somatic, verbal

Range 120 ft.

Area 20-foot burst

Duration 1 minute

Defense basic Fortitude

In-Play Information

Cast [3 actions] material, somatic, verbal

Range 120 ft.

Area 20-foot burst

Duration 1 minute

Damage 6d8 Pois

Defense DC 38 basic Fortitude

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+4): Wisdom 19 (+4)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

You conjure a poisonous fog. This functions as *obscuring mist* (page 355), except the area moves 10 feet away from you each round. You deal 6d8 poison damage to each breathing creature that starts its turn in the spell's area. You can Dismiss the spell.

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

Control Water

Spell 5

Spell 5

Action [2]

Evocation, Water

Traditions arcane, primal

Cast [2 actions] somatic, verbal

Range 500 ft.

Area 50 feet long by 50 feet wide

In-Play Information

Cast [2 actions] somatic, verbal

Range 500 ft.

Area 50 feet long by 50 feet wide

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+4): Wisdom 19 (+4)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

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*.

Hrayek Thro – Spells

Grisly Growths (x2)

Spell 5

Spell 5

Action [2]

Primal, Transmutation

Traditions primal

Cast [2 actions] somatic, verbal

Range 60 ft.

Targets 1 corporeal creature

Defense basic Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Range 60 ft.

Targets 1 corporeal creature

Damage 10d6 P

Defense DC 38 basic Fortitude

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

This gruesome spell causes the target to grow excess limbs and organs, whether it be fingers multiplying until hands resemble bushes, eyes popping open in bizarre places, legs sprouting from the side of the body, or some other result. The target takes 10d6 piercing damage (basic Fortitude save) as the new features erupt. This spell has no effect on a target with a mutable anatomy or no limbs, such as an ooze or a protean. The growths rot rapidly and fall away after 1 round.

In addition, unless the initial target critically succeeds, creatures within 30 feet of the target, including the target, must attempt Will saves, after which they are temporarily immune to this secondary effect of *grisly growths* for 1 hour.

This additional effect is a mental and visual effect.

Success The creature is unaffected.

Failure The creature is sickened 1.

Critical Failure The character is sickened 2.

Appears in Advanced Player's Guide

Rip the Spirit

Spell 5

Rip the spirit's listed damage is based on a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Spell 5

Action [1] or [2] or [3]

Death, Divine, Necromancy, Negative

Traditions divine

Cast [1 action] to [3 actions]

Range 30 ft.

Targets 1 living creature

Defense basic Fortitude

In-Play Information

Cast [1 action] to [3 actions]

Range 30 ft.

Targets 1 living creature

Damage 10d6 Neg

Defense DC 39 basic Fortitude

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You supernaturally rip the spirit from a living creature's body, dooming the target to pain and death. The target takes 5d6 negative damage, depending on its basic Fortitude save, and is drained 1 if it fails its save. The spell's effect is based on how many actions you spend when Casting the Spell.

[1 action] **(somatic)** The spell targets one living creature in range.

[2 actions] **(somatic, verbal)** The spell targets one living creature in range and the damage is 10d6 negative instead of 5d6.

[3 actions] **(material, somatic, verbal)** The spell targets all living creatures in a 30-foot emanation.

Heightened (+1) The amount of damage increases by 1d6, or by 2d6 for the 2-action version.

Appears in Secrets of Magic

Hrayek Thro – Spells

Blinding Fury

Spell 6

Spell 6

Action [R]

Curse, Divine, Emotion, Enchantment, Incapacitation, Mental

Traditions divine

Cast [reaction] verbal

Trigger A creature damages you.

Range 60 ft.

Targets the triggering creature

Duration varies

Defense Will

In-Play Information

Cast [reaction] verbal

Range 60 ft.

Targets the triggering creature

Duration varies

Defense DC 39 Will

Critical Success The target is unaffected.

Success The target can't observe you until the end of its turn, and if you're currently observed by it, you become hidden to it.

Failure As success, and for 1 minute, every time the target damages you, it can't observe you until the end of its turn.

Critical Failure As success, and for an unlimited duration, the first time each round the target damages a creature, it can't observe that creature until the end of its turn. If it damages several creatures at once, the creature it can't perceive is chosen randomly among those creatures.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You curse the target with your outrage at being attacked. The effect is determined by the target's Will save.

Appears in Advanced Player's Guide

Mirror Malefactors

Spell 6

Spell 5

Action [2]

Divine, Illusion, Mental, Visual

Traditions divine

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 creature

Duration sustained up to 1 minute

Defense basic Will

In-Play Information

Heightened to 6th Level

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 creature

Duration sustained up to 1 minute

Damage 8d8 Ment

Defense DC 39 basic Will

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You completely surround a Large or smaller creature in a shimmering ring of illusory mirrors that follows it as it moves, even when the creature moves outside the range of the spell. These mirrors reflect the target, though if the target has no reflection, like a vampire, it's unaffected by *mirror malefactors*. As long as the target is surrounded by mirrors, it's frightened 1, and it can't reduce its frightened value.

When you Cast the Spell, the reflections leap from the mirrors and attack the target, dealing 7d8 mental damage with a basic Will save. On subsequent turns, this effect repeats the first time you Sustain the spell that turn. If the target succeeds at any Will save it attempts against *mirror malefactors*, the illusory mirrors shatter and the spell ends.

Heightened (+1) The damage for both the initial effect and on subsequent turns increases by 1d8.

Appears in Secrets of Magic

Necrotize

Spell 6

Spell 6

Action [2]

Divine, Necromancy, Negative

Traditions divine

Cast [2 actions] somatic, verbal

Range 60 ft.

Targets 1 living creature

Duration varies

Defense Fortitude

In-Play Information

This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level.

Cast [2 actions] somatic, verbal

Range 60 ft.

Targets 1 living creature

Duration varies

Damage 12d6 Neg

Defense DC 39 Fortitude

Critical Success The target is unaffected.

Success The target takes half damage and the debilitation lasts until the end of your next turn.

Failure The target takes full damage and the debilitation lasts for 1 minute.

Critical Failure The target takes double damage, and you can pick a second debilitation to apply, in addition to the one you rolled randomly. Both debilitations last for 1 minute.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You necrotize part of a creature's body, harming it and debilitating it as its body putrefies, mimicking the natural process of decay. The target takes 12d6 negative damage and one of the following debilitations; roll 1d4 to randomly determine which. The effects depend on its Fortitude save.

1. Bones The target's bones necrotize and become spongy and weak, giving it weakness 3 to bludgeoning damage.

2. Joints The target's joints necrotize, making its movements ungainly and clumsy. It becomes clumsy 1.

3. Legs The target's legs necrotize, as well as any other limbs associated with forms of movement, making it harder for the creature to move. The target takes a –10-foot status penalty to its Speeds.

4. Muscles The target's muscles necrotize, rotting away. The target becomes enfeebled 1.

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

Appears in Secrets of Magic

Purple Worm Sting

Spell 6

Spell 6

Action [2]

Necromancy, Poison

Traditions arcane, primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Defense Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Damage 3d6 P

Defense DC 38 Fortitude

Critical Success The target is unaffected.

Success The target takes 3d6 poison damage.

Failure The target is afflicted with purple worm venom at stage 1.

Critical Failure The target is afflicted with purple worm venom at stage 2.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You replicate the attack of a deadly purple worm. You deal 3d6 piercing damage to the touched creature and afflict it with purple worm venom. The target must attempt a Fortitude save.

Purple Worm Venom (poison); **Level** 11; **Maximum Duration** 6 rounds.

Stage 1 3d6 poison damage and enfeebled 2 (1 round); **Stage 2** 4d6 poison damage and enfeebled 2 (1 round); **Stage 3** 6d6 poison damage and enfeebled 2 (1 round).

Slow

Spell 6

Spell 3

Action [2]

Primal, Transmutation

Traditions primal

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 creature

Duration 1 minute

Defense Fortitude

In-Play Information

Heightened to 6th Level

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 creature

Duration 1 minute

Defense DC 38 Fortitude

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 for 1 minute.

Critical Failure The target is slowed 2 for 1 minute.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You dilate the flow of time around the target, slowing its actions.

Heightened (6th) You can target up to 10 creatures.

Tangling Creepers

Spell 6
Spell 6
Action [3]

Conjuration, Plant, Primal
Traditions primal

Cast [3 actions] material, somatic, verbal

Range 500 ft.

Area 40-foot burst

Duration 10 minutes

In-Play Information

Cast [3 actions] material, somatic, verbal

Range 500 ft.

Area 40-foot burst

Duration 10 minutes

Melee Strikes +0 / +0 / +0

Melee Damage
Melee Crit Damage

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+4): Wisdom 19 (+4)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

Melee Attack

•Proficiency Bonus (+24): Character Level (+18), Master (+6)

Dense, twitching creepers sprout from every surface and fill any bodies of water in the area. Any creature moving on the land, or Climbing or Swimming within the creepers, takes a –10- foot circumstance penalty to its Speeds while in the area. Once per round, you can make a vine lash out from any square within the expanse of creepers by using a single action, which has the concentrate trait. This vine has a 15-foot reach. Make a melee spell attack roll against the target; on a success, the vine pulls the target into the creepers and makes it immobilized for 1 round or until the creature Escapes (against your spell DC), whichever comes first.

Eclipse Burst

Spell 7
Spell 7
Action [2]

Cold, Darkness, Divine, Necromancy, Negative
Traditions divine

Cast [2 actions] somatic, verbal

Range 500 ft.

Area 60-foot burst

Defense Reflex

In-Play Information

Cast [2 actions] somatic, verbal

Range 500 ft.

Area 60-foot burst

Damage 8d10 C +8d4 Neg

Defense DC 39 Reflex

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage and becomes blinded by the darkness for an unlimited duration.

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+5): Charisma 20 (+5)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

A globe of freezing darkness explodes in the area, dealing 8d10 cold damage to creatures in the area, plus 8d4 additional negative damage to living creatures. Each creature in the area must attempt a Reflex save.

If the globe overlaps with an area of magical light or affects a creature affected by magical light, *eclipse burst* attempts to counteract the light effect.

Heightened (+1) The cold damage increases by 1d10 and the negative damage against the living increases by 1d4.

Finger of Death

Spell 7
Spell 7
Action [2]

Death, Divine, Necromancy
Traditions divine

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 living creature

Defense basic Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 living creature

Defense DC 39 basic Fortitude

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•Ability Bonus (+5): Charisma 20 (+5)

•Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6)

You point your finger toward the target and speak a word of slaying.

You deal 70 negative damage to the target. If the damage from *finger of death* reduces the target to 0 Hit Points, the target dies instantly.

Heightened (+1) The damage increases by 10.

Hrayek Thro – Spells

Regenerate	Spell 7	Sunburst	Spell 7
Spell 7 Action [2] Divine, Healing, Necromancy, Positive Traditions divine Cast [2 actions] somatic, verbal Range touch Targets 1 willing living creature Duration 1 minute In-Play Information This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level. Cast [2 actions] somatic, verbal Range touch Targets 1 willing living creature Duration 1 minute Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) An infusion of positive energy grants a creature continuous healing. The target temporarily gains regeneration 15, which restores 15 Hit Points to it at the start of each of its turns. While it has regeneration, the target can't die from damage and its dying condition can't increase to a value that would kill it (this stops most creatures from going beyond dying 3), though if its wounded value becomes 4 or higher, it stays unconscious until its wounds are treated. If the target takes acid or fire damage, its regeneration deactivates until after the end of its next turn. Each time the creature regains Hit Points from regeneration, it also regrows one damaged or ruined organ (if any). During the spell's duration, the creature can also reattach severed body parts by spending an Interact action to hold the body part to the area it was severed from. Heightened (9th) The regeneration increases to 20.		Spell 7 Action [2] Evocation, Fire, Light, Positive Traditions divine, primal Cast [2 actions] somatic, verbal Range 500 feet Area 60-foot burst Defense Reflex In-Play Information Cast [2 actions] somatic, verbal Range 500 feet Area 60-foot burst Damage 8d10 F Defense DC 38 Reflex Critical Success The creature or object is unaffected. Success The creature or object takes half damage. Failure The creature or object takes full damage. Critical Failure The creature or object takes full damage. If it's a creature, it becomes blinded permanently. Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+4): Wisdom 19 (+4) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) A powerful globe of searing sunlight explodes in the area, dealing 8d10 fire damage to creatures and objects in the area, plus 8d10 additional positive damage to undead creatures. Each creature and object in the area must attempt a Reflex save. If the globe overlaps with an area of magical darkness, <i>sunburst</i> attempts to counteract the darkness effect. Heightened (+1) The fire damage increases by 1d10, and the positive damage against undead increases by 1d10.	

Hrayek Thro – Spells

Volcanic Eruption

Spell 7

Spell 7

Action [2]

Evocation, Fire, Primal

Traditions primal

Cast [2 actions] somatic, verbal

Range 120 ft.

Area 5-foot radius, 80-foot-tall cylinder

Defense Reflex

In-Play Information

Cast [2 actions] somatic, verbal

Range 120 ft.

Area 5-foot radius, 80-foot-tall cylinder

Damage 14d6 F +3d6 F

Defense DC 38 Reflex

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is encased.

Critical Failure The creature takes double damage and is encased.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

The ground opens up, spraying a column of lava high into the air in a vertical cylinder, dealing 14d6 fire damage to creatures in the area. The lava rapidly cools and encases creatures in the area. A creature encased in rock is clumsy 1 and takes a –10-foot status penalty to its Speeds. All normal terrain is difficult terrain to a flying creature, and such creatures immediately descend 20 feet the moment they're encased, but they don't take damage from this fall. A creature encased in rock can attempt to Escape against your spell DC to end the effect. Otherwise, the creature remains encased until it takes a total of 50 damage, freeing it from the rock.

Additionally, creatures in the area and those within 5 feet of the lava column automatically take 3d6 fire damage from the intense heat, regardless of the results of their saving throws.

Heightened (+1) The damage in the area increases by 2d6, and the damage from the intense heat increases by 1d6.

Volcanic Eruption

Spell 7

Spell 7

Action [2]

Evocation, Fire, Primal

Traditions primal

Cast [2 actions] somatic, verbal

Range 120 ft.

Area 5-foot radius, 80-foot-tall cylinder

Defense Reflex

In-Play Information

Cast [2 actions] somatic, verbal

Range 120 ft.

Area 5-foot radius, 80-foot-tall cylinder

Damage 14d6 F +3d6 F

Defense DC 38 Reflex

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is encased.

Critical Failure The creature takes double damage and is encased.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

The ground opens up, spraying a column of lava high into the air in a vertical cylinder, dealing 14d6 fire damage to creatures in the area. The lava rapidly cools and encases creatures in the area. A creature encased in rock is clumsy 1 and takes a –10-foot status penalty to its Speeds. All normal terrain is difficult terrain to a flying creature, and such creatures immediately descend 20 feet the moment they're encased, but they don't take damage from this fall. A creature encased in rock can attempt to Escape against your spell DC to end the effect. Otherwise, the creature remains encased until it takes a total of 50 damage, freeing it from the rock.

Additionally, creatures in the area and those within 5 feet of the lava column automatically take 3d6 fire damage from the intense heat, regardless of the results of their saving throws.

Heightened (+1) The damage in the area increases by 2d6, and the damage from the intense heat increases by 1d6.

Antimagic Field

Spell 8

Spell 8

Action [3]

Rare, Abjuration, Divine

Traditions divine

Cast [3 actions] somatic, verbal

Area 10-foot emanation, which affects you

Duration sustained up to 1 minute

In-Play Information

Cast [3 actions] somatic, verbal

Area 10-foot emanation, which affects you

Duration sustained up to 1 minute

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You repel all magic from the target area, preventing spells and other magic from functioning. Spells can't penetrate the area, magic items cease to function within it, and no one inside can cast spells or use magic abilities. Likewise, spells—such as *dispel magic*—can't affect the field itself unless they are of a higher level. Magic affects resume the moment they pass outside the field. For example, a ray fired from one side of the field could target a creature on the other side (as long as caster and target are both outside the field). A summoned creature winks out of existence but reappears if the field moves or ends. Invested magic items cease to function, but they remain invested and resume functioning when they exit the field; the ability boost from an apex item isn't suppressed within the field. Spells of a higher level than the *antimagic field* overcome its affects, and can even be cast by a creature within the field.

The field disrupts only magic, so a +3 *longsword* still functions as a longsword. Magically created creatures (such as golems) function normally within an *antimagic field*.

Canticle of Everlasting Grief

Spell 8

Spell 8

Action [2]

Auditory, Curse, Divine, Emotion, Enchantment, Fear, Mental

Traditions divine

Cast [2 actions] somatic, verbal

Range 120 ft.

Targets 1 creature

Duration varies

Defense Will

In-Play Information

Cast [2 actions] somatic, verbal

Range 120 ft.

Targets 1 creature

Duration varies

Damage 5d6 Ment + frightened 1

Defense DC 39 Will

Critical Success The target is unaffected.

Success The target takes 5d6 mental damage, is frightened 1, and can't benefit from circumstance or status bonuses for 1 round.

Failure The target takes 10d6 mental damage, is frightened 3, and can't benefit from circumstance or status bonuses for 1 week.

Critical Failure The target takes 20d6 mental damage and is frightened 4. It can't benefit from circumstance or status bonuses until the curse is broken. While the curse remains, the target's allies are also unable to benefit from circumstance or status bonuses while within 15 feet of it.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You create a melody distilled from pure grief, conveying the inevitable loss of everything your target cherishes, audible only to them. The target must attempt a Will save.

Appears in Secrets of Magic

Hrayek Thro – Spells

Devour Life	Spell 8	Earthquake	Spell 8
Spell 8 Action [2] Uncommon, Death, Divine, Healing, Necromancy, Negative Traditions divine Cast [2 actions] somatic, verbal Range 30 feet Targets 1 living creature Defense basic Fortitude		Spell 8 Action [2] Earth, Evocation Traditions arcane, primal Cast [2 actions] somatic, verbal Range 500 ft. Area 60-foot burst Duration 1 round	
In-Play Information This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level. Cast [2 actions] somatic, verbal Range 30 feet Targets 1 living creature Defense DC 39 basic Fortitude Critical Success The creature takes no damage. Success The creature takes half damage. Failure The creature takes full damage. Critical Failure The creature takes double damage. Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+5): Charisma 20 (+5) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You attempt to utterly consume the target's life force. The target takes 60 negative damage with a basic Fortitude save. If this damage reduces the target to 0 Hit Points, it dies immediately. You regain Hit Points equal to half the negative damage the target takes (after applying resistance and the like). Any excess healing is gained as temporary Hit Points, which you lose after 1 minute. Heightened (+1) The damage increases by 10. Appears in Extinction Curse		In-Play Information Cast [2 actions] somatic, verbal Range 500 ft. Area 60-foot burst Duration 1 round Damage 11d6 B Defense DC 38 Critical Success The creature takes Half collapse damage and falls prone. Success Half collapse damage. Failure Full collapse damage and falls prone. Critical Failure Full collapse damage and falls into a fissure. Calculation Breakdown Proficiency Level (Master) •Ability Bonus (+4): Wisdom 19 (+4) •Base Bonus (+24): Character Level (+18), Master Proficiency Modifier (+6) You shake the ground, topple creatures into fissures, and collapse structures. The GM might add additional effects in certain areas. Cliffs might collapse, causing creatures to fall, or a lake might drain as fissures open up below its surface, leaving a morass of quicksand. • Shaking Ground The ground is difficult terrain, and creatures on it take a –2 circumstance penalty to attack rolls, AC, and skill checks. • Fissures Each creature on the ground must attempt a Reflex save at the start of its turn to keep its footing and avoid falling into 40-foot-deep fissures that open beneath it. The fissures are permanent, and their sides require DC 15 Athletics to Climb. • Collapse Structures and ceilings might collapse. The GM rolls a flat check for each (DC 16 for a sturdy structure, DC 14 for an average structure and most natural formations, DC 9 for a shoddy structure, all adjusted higher or lower as the GM sees fit). A collapse deals 11d6 bludgeoning damage; each creature caught in a collapse must attempt a Reflex save to avoid it. Heightened (10th) You create a massive earthquake that can devastate a settlement. The range increases to half a mile and the area to a quarter-mile burst.	

Hrayek Thro – Spells

Punishing Winds

Spell 8

Spell 8

Action [3]

Air, Evocation, Primal

Traditions primal

Cast [3 actions] material, somatic, verbal

Range 100 ft.

Area 30-foot radius, 100-foot-tall cylinder

Duration sustained up to 1 minute

In-Play Information

Cast [3 actions] material, somatic, verbal

Range 100 ft.

Area 30-foot radius, 100-foot-tall cylinder

Duration sustained up to 1 minute

Defense DC 38

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+4): Wisdom 19 (+4)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

Violent winds and a powerful downdraft fill the area, forming a cyclone. All flying creatures in the area descend 40 feet. The entire area is greater difficult terrain for Flying creatures, and difficult terrain for creatures on the ground or Climbing. Any creature that ends its turn Flying within the area descends 20 feet. Any creature pushed into a surface by this spell's winds takes bludgeoning damage as though it had fallen.

The squares at the outside vertical edges of the cylinder prevent creatures from leaving. These squares are greater difficult terrain, and a creature attempting to push through must succeed at an Athletics check or Acrobatics check to Maneuver in Flight against your spell DC to get through. A creature that fails ends its current action but can try again.

Proliferating Eyes

Spell 9

Spell 9

Action [2]

Divination, Divine, Scrying

Traditions divine

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature (see text)

Duration 8 hours

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature (see text)

Duration 8 hours

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You implant an invisible, magical eye sensor on the target's body. The eye has sight and vision, but no other special senses. The eye is highly contagious—the first two times the target touches another creature during the duration, the spell buds off an additional eye that implants itself on that creature, which can then bud off two eyes of its own. This process can propagate up to four times from the original target, for a potential maximum of 31 eyes if each affected creature touches two new creatures.

You can switch between perceiving through your own senses or the vision of any of the eye sensors using a single action, which has the concentrate trait. You always know how many eyes there are and can tell which original eyes budded off to make which new eyes, though you gain no special insight into the identity of the new targets other than what you can glean from spying on them.

Appears in Secrets of Magic

Hrayek Thro – Spells

Voracious Gestalt

Spell 9

Spell 9

Action [2]

Aura, Death, Divine, Evil, Necromancy

Traditions divine

Cast [2 actions] somatic, verbal

Area 30-foot emanation

Duration sustained up to 1 minute

Defense basic Fortitude

In-Play Information

This is a signature spell. It may be cast using any spell slot from its minimum to your maximum spellcasting level.

Cast [2 actions] somatic, verbal

Area 30-foot emanation

Duration sustained up to 1 minute

Damage 14d6 Neg

Defense DC 39 basic Fortitude

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

You create a powerful spirit entity that grows and builds strength by consuming the spirits of foes you both slay. When you Cast the Spell, the gestalt deals 14d6 negative damage to all living creatures of your choice in the area, with a basic Fortitude save. Creatures you choose that end their turns in the area take 6d6 damage, with a basic Fortitude save.

At the end of each of your turns, if you killed a living creature during that turn or if the gestalt's damage killed a creature since the end of your prior turn, you add the slain creature's soul to the gestalt. The emanation's radius increases by 20 feet and the damage dealt by the aura increases by 1d6. (Note that this increase only happens once, even if you killed multiple living creatures that turn.) As normal for determining threat level, the GM determines if a creature is of significant enough threat to empower the gestalt; in general, a creature several levels below you rarely poses a significant threat.

Heightened (10th) The initial damage increases to 16d6 and the aura's damage starts at 7d6.

Appears in Secrets of Magic

Wail of the Banshee

Spell 9

Spell 9

Action [2]

Auditory, Death, Divine, Necromancy, Negative

Traditions divine

Cast [2 actions] somatic, verbal

Area 40-foot emanation

Targets any number of creatures

Defense Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Area 40-foot emanation

Targets any number of creatures

Damage 8d10 Neg

Defense DC 39 Fortitude

Critical Success The target is unaffected.

Success The target takes full damage.

Failure The target takes full damage and is drained 1d4.

Critical Failure The target takes double damage and is drained 4.

Calculation Breakdown

Proficiency Level (Master)

•**Ability Bonus** (+5): Charisma 20 (+5)

•**Base Bonus** (+24): Character Level (+18), Master Proficiency Modifier (+6)

Your scream chills the souls of enemies that hear it. Each living enemy in the area takes 8d10 negative damage and must attempt a Fortitude save.

Nothing to print!

Nothing to print!