

Multiclass Casters in Pathfinder 2E

Taking a dedication feat for a casting class is a great way to get additional flexibility as a martial character in Pathfinder 2E. For a few class feats, you can get up to 8th level spells, and 1-2 spell slots per level. However, your proficiency and ability bonuses will lag behind full casters. DC-based spells will have a ~50% chance to hit on an equal-level creature's worst save. Thus, I will be looking at spells that don't require save failures or attack rolls to be effective. There are guides for full casters that will evaluate those spells. The spells I rate are largely buffing spells, utility spells, and certain spells that offer battlefield control without saves. A few spells involve counteract checks. I'll include them but do know that you'll have a smaller chance of success than a full caster.

Classes

I'll talk about the various classes I'm writing for and what they might lean towards and get out of spellcasting.

Alchemist

Wizard and Witch will be easy for you to get into, and can enhance your utility. You'll also be closer to a full spellcaster's spell attack/DC since your key ability is Intelligence.

Barbarian

Rage and spells don't mix. You could take Moment of Clarity, but that usually means casting spells becomes a 3-action activity. You'll want to go even more for utility and long-duration spells you can pre-cast. There are some Barbarian feats that buff up Intimidate, and a high Charisma lends itself to Bard, Oracle, and Sorcerer.

Champion

Will probably have good Charisma, and gets automatically trained in Divine Spellcasting. A divine Sorcerer or Oracle is the natural choice, but if you don't care about DCs, then any spell list is open to you, as well as Bard dedication.

Fighter

Doesn't lend itself to any particular mental stats, so you're free to pursue any dedication.

Investigator

With a key ability in Intelligence, an Investigator makes a natural Witch or Wizard. Devise A Stratagem eats up an action most turns, however, so it may be hard to work in spellcasting.

Monk

Their spellcasting ability for focus spells is Wisdom, so Druid and Cleric are natural choices. However, Ki spells are strictly optional, so they can go in any direction. They get free upgrades to Expert and Master spellcasting in their choice of Divine or Occult spells, if they take at least one Ki Spell feat.

Ranger

In the Advanced Player's Guide, Rangers now have access to Warden Spells, a set of focus spells. If you take one, you become trained in primal spell attacks and DCs, but don't progress to expert or master at higher levels. Wisdom is the ability modifier for Ranger focus spells.

Rogue

Scoundrels can choose Charisma as their key ability score, and will want high Charisma, so Bard, Oracle and Sorcerer are natural choices. Rogues can also learn to sneak attack with their spell attacks.

Swashbuckler

Some Swashbucklers will want a high Charisma, making Bard/Sorcerer/Oracle natural choices. Consider spells that offer bonuses to your actions that give you panache.

Archetypes

You can get up to 8th level spells by spending feats and 2, 4, 12, and 18. You also must invest skill increases in arcana/religion/occultism/nature, depending on your spell list. The 12th and 18th level feats require master and legendary, respectively. All archetypes have a feat at 8th

level to get an additional spell slot per level, except your highest 2 levels. For spontaneous casters, this also adds one spell to your repertoire per level. Spontaneous casters are much more restricted, at least until you get the 'breadth' feat at level 8. You need 14 in that class's casting stat (Int/Wis/Cha) to take the initial dedication feat.

I think the first dedication feat is a great investment for lots of characters. You get two skills (except for Wizard), two cantrips, and access to the spell list for using wands and scrolls. Look through this guide for spells I've tagged Wand or Scroll and consider whether that would be beneficial for you.

Bard

You can learn the composition cantrips inspire courage and inspire defense (if you choose maestro muse) at 8th level, good because they only take 1 action. You are a spontaneous Charisma caster with the Occult spell list.

Cleric

You do not get access to the heal/harm font ability. You do have access to domain spells via feats. You are a prepared Wisdom caster with the full Divine spell list.

Druid

You must pick an order, you can get your order focus spell through a feat. You are not bound by the generic druid anathema of no metal armor, etc., only your order's anathema. You are a prepared Wisdom caster with the full Primal spell list.

Oracle

You choose a mystery, but only get the associated skill and the mild constant effects of the curse (not the minor effect, the strictly-flavor stuff) You can get your curse's initial revelation spell via a feat at level 4, but you can never progress the effects of the curse past mild, nor can you get the advanced and greater revelation spells. You are a spontaneous Charisma caster with the Divine spell list.

Sorcerer

Unique in that they can choose their spell list. You can get your bloodline's focus spells if you invest feats at 4, 12, and 20. You cannot ever get the granted spells or Blood Magic features of your bloodline, so ignore them. You are a spontaneous Charisma caster with your choice of spell list.

Witch

Can prepare only one cantrip per day, but gets a familiar with 1 fewer power (one power when you take this feat) as a balance. Choose a patron, you gain that patron's skill and spell list, nothing else. So far, there is no way to access your patron's hex cantrip as a multiclass. You are a prepared Intelligence caster with your choice of spell list.

Wizard

Wizards add 2 spells to their spellbook each time they gain a new spell slot. They can also add spells like a Wizard using Arcana. You are a prepared Intelligence caster with the Arcane spell list. You must have spells in your spellbook to prepare them.

Runescarred

Another way to get spells that isn't a multiclass dedication. However there are some key differences:

- You don't become a spellcaster, get spell slots, or gain a spell list. You simply get a rune that can cast one cantrip
- You don't have to have a 14 in any stat
- You do have to be trained in arcana
- You don't get trained in any skill
- Later feats give runes that allow you to cast a single innate spell once per day, up to 6th level spells.
- Arcane only for these spells
- The equivalent to 'expert spellcasting benefits' gives you all of those benefits 2 levels earlier than multiclass dedications. Because you're only trained in the casting DCs, it doesn't help offensive spells. It might give a better window of opportunity for shape changing spells. But you never get 7th and 8th level spells, and you can't heighten your spells.
- You never become more than trained in attack rolls and DCs.
- Because these are innate spells, they use your charisma modifier.

Spells

I will break spells down into combat and utility. I am rating based on the fact that for all dedications, you get 1 spell slot per level, until higher levels, so I have less patience for something situational than a full caster might. Bard and Sorcerer dedications only *know* one

spell per level, so they have to be even more picky about spells that are widely useful. I've put My Picks at the end of each combat set to show my recommendations for an "everyday" prepared spell or the one spell you should add to your repertoire as a spontaneous caster. For utility spells, it's going to vary based on your party and campaign too much to give blanket recommendations.

Ratings

I will use star ratings to rate the spells, in order to be more colorblind-friendly. In general I'm rating based on an adventuring campaign through wilderness and dungeons, with multiple combats per day. I'm also assuming you're a primarily martial character who has a good weapon attack and damage and good AC. You'll also be getting these spells 3-5 character levels after caster classes, and they don't all stay effective for that long. I am primarily thinking of Barbarians, Fighters, Champions, Rangers, and Monks when I rate these spells. Alchemists and Rogues aren't straight up martial classes, and Alchemists in particular can do some of these things with Elixirs. Still, the ratings should mostly hold up for them as well.

One Star *: Highly Situational or weak relative to your capabilities or other spells of this level or lower.

Two Stars **: Can come in useful but unlikely to be your choice for memorization on a daily basis.

Three Stars ***: A good option, useful across a variety of situations or one common situation. Significant effect in combat.

Four Stars ****: A great option that I think is strong relative to its level, and is well suited to a martial multiclass caster.

General Notes

These are some trends I noticed throughout all spells.

Summoning

Because you get spells later than full casters, your summons start very far behind. Summoning a level -1 creature into a fight at level 4 is pretty worthless. The level gap only gets worse at higher levels.

Form Spells

Most spells that change your form, like Animal Form or Dinosaur Form are not good for you either. A combination of getting the spell later than a full caster and having better combat stats

to begin with means that most of them are sidegrades at best. Some of the higher level ones have useful abilities like flight or darkvision, but their attack bonus will be much worse than yours. You can get the abilities in other ways.

Saves

I'm recommending very few spells with saves. If you want to get into them, make sure you keep your casting stat as high as possible, and take the Expert and Master Feats as soon as they're available. If you do, you've got about a 50% chance to land a spell on an equal-level monster's weaker save. Fortitude is very rarely the weak save, it's usually the strong save, so I would avoid Fortitude save spells. Conversely, Will is often a weak save, and rarely a strong save, so spells that target it are a little better (avoiding Incapacitation spells, see next). Reflex sits in the middle. A monster's weak and strong saves usually make sense according to their size and role. Big brutes have good Fortitude, bad Will, possibly bad Reflex. Intelligent spellcasting enemies are the opposite.

Incapacitation

I don't recommend any spells with the incapacitation tag. Incapacitation spells automatically improve the save result by 1 step if the target's level is more than 2x the spell level. For levels 4-9, your highest level spell will be 2 or more levels behind an equal-level creature. For 10-20, it will be 4 or more levels lower. Enemies will get almost all successes and critical successes if you cast these spells.

Healing

A multiclass caster doesn't really have the spell slots to 'main heal'. However, Heal (and other spells) have their place. I see them mostly as absolute emergency spells, preferably used to get someone up from 0 HP and back in the fight. Out of combat healing is mostly done through Medicine checks, far more efficient than any other method. I compare higher level healing spells to heightened Heal, to see if they're truly better.

Spell Coverage

Coordinate with your group for coverage of utility spells. You don't have many slots, and spontaneous multiclass casters have very few spells known. Your full casters can do a lot of the coverage of things like Comprehend Languages or Water Breathing or Teleport. But depending on their tradition, they may not be able to cast those spells, so it may still fall to you. See wands and scrolls below.

Action Economy

Most spells take 2 actions to cast. This only leaves you 1 to Stride or Strike or do other martial-class stuff. I favor spells with 1 minute or longer durations, that don't need to be

Sustained. 1-action spells are also good. There are plenty of 2-action spells worth casting in the heat of combat, but consider what you're giving up by casting them.

Attack of Opportunity

Most spells have a somatic component, a few have a material component. These give your spell the manipulate trait. This will trigger an attack of opportunity from foes. A lot of monsters no longer have attack of opportunity by default, but some still do. Be warned.

Spell Lists

The process of writing this guide leads me to believe that the Primal spell list is the weakest tradition for our purposes. Its focus on healing, direct damage, summoning, and shape changing do not mesh well with what we're looking for. For the rest, I think Divine is slightly weaker than the other 2, but not by very much. It doesn't have all of the most interesting buffs. Occult might be the best, it offers almost every buff Arcane does, plus some overlap with Divine. Every spell list has at least one spell to recommend at each level. You can also prepare a lower level spell in a higher level slot, if nothing else is appealing.

Wands and Scrolls

Some spells are good candidates for having 1 wand built. A wand of 2nd-level Longstrider gives you a +10 boost to Speed for 8 hours every day, for 160gp. For spells you don't need every day, but every once in a while, a scroll can also work for 10% of the price or less. I will call out specific spells, but almost any utility spell is worth considering. Many 2-3 star spells work great as wands, many 1-2 star spells may be worth having a scroll on hand. You also only need the spell on your spell list for both scrolls and wands. That means you can take just the 2nd level dedication feat, and cast any spell on your list from a wand or scroll, even at low levels. You won't be able to craft them yourself, however.

Spell Level	Item Level	Wand Cost (gp)	Scroll Cost (gp)
1st	3	60	4
2nd	5	160	12
3rd	7	360	30
4th	9	700	70
5th	11	1500	150
6th	13	3000	300

7th	15	6500	1300
8th	17	15000	3000
9th	19	40000	8000

Cantrips-Combat

****Acid splash/chill touch/daze/disrupt undead/divine lance/electric arc/produce flame/ray of frost/tanglefoot/telekinetic projectile**-These are all offensive cantrips. As a martial class, you will most likely have a better weapon attack bonus for normal combat. An offensive cantrip can be a good ranged option, if you don't have one, or a way to hit another damage type. You only get 2 cantrips, so using one for backup offense may not be to your taste. Electric arc is the best of the bunch.

***Forbidding Ward** (Divine/Occult)-Can't be used on yourself, and you probably have something better to spend 2 actions on. 1 action per turn later to sustain it.

***Guidance** (Divine/Occult/Primal)-1 action, can cast it on yourself. You could use it for +1 to your next attack, but Striking an extra time is almost always better. Useful out of combat for skill checks.

****Shield** (Arcane/Divine/Occult)-Doesn't stack with an actual Shield, and the bonus is only +1. Could be useful if you don't have a better way to use your third action due to MAP, since it gives +1 AC and the shield block reaction.

****Stabilize** (Divine/Primal)-Better than rolling death saves, no chance of failure at low levels like a Medicine check. Many players will keep a Hero point in reserve to do the same thing, however.

Cantrips-Utility

****Dancing Lights** (Arcane/Occult/Primal)-Fun, and can light things at a distance, unlike light. But it requires Sustain, whereas Light does not. I'd pick Light, most times. If you're an archer, you may use this to light up a distant target while you remain in shadow.

******Detect Magic** (Arcane/Divine/Occult/Primal)-A party can always use one member who can cast this. Gets better and more specific at higher levels.

****Ghost Sound** (Arcane/Occult)-Useful if you're a tricky type.

*****Guidance** (Divine/Occult/Primal) -Can be used out of combat to boost skill checks. It's a status bonus so it stacks with the Aid action, but not other spells. Only usable once per hour per target, so it's not spamable on every roll your party makes.

***Know Direction** (Divine/Occult/Primal)-Hard to recommend this when a compass does the same thing for 1 gp. The 7th level effect is much better, but you should also be much more equipped for travel by then.

******Light** (Arcane/Divine/Occult/Primal)-Attaches a light to an object. Great for hands-free light, useful for those without any kind of low light vision. Gets brighter at 4th level.

****Mage Hand** (Arcane/Occult)-The way it's written, it is not usable for opening doors or manipulating objects, like it is in other games. It can only lift small objects and float them around slowly. Bummer.

****Message** (Arcane/Divine/Occult)-A method of covert communication. You'll know if that's useful for your character or campaign or not.

***Prestidigitation** (Arcane/Divine/Occult/Primal)-Mostly for fun. Cooking, flavoring, and tidying could have a small benefit in some cases. The way Make is worded makes it hard to use in any kind of tricky or useful way.

*****Read Aura** (Arcane/Divine/Occult/Primal)-the aimed version of Detect Magic. More info, but you need to have a particular object targeted. Higher levels get more targets. 1 minute to cast.

***Sigil** (Arcane/Divine/Occult/Primal)-Mark something. I don't see this coming in handy too often, but more creative and crafty people might.

1st Level Combat

****Bless** (Divine/Occult)-Not amazing, but if you're a front-liner, it wouldn't be too difficult to pump up the area enough to affect your other front-liners. It doesn't require Sustain.

****Disrupting Weapons** (Divine)-If you're fighting undead, this decent. Magic Weapon is better (until you get +1 striking weapons). They do stack.

****Fleet Step** (Arcane/Primal)-You're much faster for 1 fight. This more-than-doubles most characters' Speed, so if you do 2 Strides after casting it, it has paid off in terms of action economy.

*****Heal** (Divine/Primal)-You don't have the amount of spell slots needed to be a dedicated healer. This is only worth memorizing as an emergency spell. Don't use it out of combat until the end of the day. 1d8+8 is a good bit of healing at low levels, but it does cost 2 actions. Needs to be heightened to keep up with monster damage. The 3-action version is less total healing than 2-action until you're hitting 3+ targets.

****Jump** (Arcane/Primal)-Hard to know if you'll need this beforehand. It's only one action, so worst-case, you can use it in place of Stride to get around an enemy.

*****Longstrider**(Arcane/Primal) (Wand)-+10 Speed for 2 or more fights. Good if cast before combat. Cast at 2nd level, it lasts 8 hours, essentially all day. Consider crafting a wand to cast this at 2nd level.

***Mage Armor** (Arcane/Occult)-As a martial class, this should be redundant. A monk or animal barbarian could use it in place of runed explorer's clothes, but it requires heightening to keep up.

****Magic Fang** (Primal)-Works for a low level Monk. An Animal Barbarian couldn't pre-cast this one themselves, since their weapon appears after they rage. All characters will eventually have better magic handwraps, rendering this moot. Animal companions cannot benefit from the +1

item bonus to attack rolls (which is dumb), only the damage dice increase works. That will become moot once the Mature Animal Companion feat is taken.

****Magic Missile** (Arcane/Occult)-It doesn't require a roll, so it is on this list. While it can't miss and does force damage, your attacks will do more damage.

*****Magic Weapon** (Arcane/Divine/Occult)-For weapon-users, fantastic until you get a +1 striking weapon. Note that it requires a non-magic weapon, so a +1 weapon is not a valid target. So there is a weird area between getting a +1 weapon and a +1 striking weapon where this is still better but limited to once per rest, and you'd need a separate non-magical weapon to cast it on.

****Protection** (Divine/Occult)-If you know the alignment of your foes, this is a nice bonus for you or an ally. If you guess wrong, or are fighting neutral foes, it's useless. 60% of monsters in the bestiary have an alignment other than neutral. 46% are some flavor of evil, so guess that unless you're sure it isn't. Animals and elementals are typically neutral.

****Shillelagh** (Primal)-Slightly better than Magic Weapon if you're a club or staff user, which is unlikely considering they are simple weapons.

***Spirit Link** (Divine/Occult)-For two actions you could just cast Heal or Soothe, which would heal 12 hit points on average, or equal to 6 rounds of this spell, while not hurting you at all. Crap.

*****Soothe** (Occult)-Single-target Heal for occultists. The mental save boost is nice and will continue to be useful at higher levels even when the healing is not.

***Summon Animal/Construct/Fey/Plant**-This is first available at character level 4 for you. At that level, level -1 creatures are pretty underwhelming. Single digit HP and poor damage, they are a speed bump for on-level creatures. The level differential gets worse as you heighten the spell.

*****True Strike** (Arcane/Occult)-You could Strike twice, but that increases your MAP. On the other hand, Striking twice could hit twice. More useful if you don't have an agile weapon or other way to reduce your MAP. 'Advantage' is most advantageous when you're already in the 50% to hit zone, worth about +5 to hit, so this is most effective for your first attack, maybe your second against low AC targets. True Strike also removes circumstance penalties and any flat check due to the target being concealed or hidden.

My Picks

Arcane-Magic Weapon, True Strike, Longstrider
Divine-Magic Weapon, Protection, Heal
Occult-Magic Weapon, True Strike, Soothe
Primal-Heal, Longstrider

1st Level Utility

****Air Bubble** (Arcane/Divine/Primal)-Potentially life-saving if you have it prepared when you need it, but useless most of the time.

***Alarm** (Arcane/Divine/Occult/Primal)(Wand)-Hard to justify using your single slot on this, save it for full casters.

****Ant Haul** (Arcane/Primal)(Wand)-Long-lasting, could make the difference between hauling some good loot out of the dungeon or not. Could build and equip around requiring this, but that's risky. Encumbrance isn't as restrictive since the errata, which makes this less useful.

****Create Water**(Arcane/Divine/Primal)-Situational

***Detect Alignment** (Divine/Occult)-Situational.

***Detect Poison** (Divine/Primal)-Situational. Consider Purify Food and Drink instead. You'll learn if a creature is poisonous soon enough.

****Feather Fall** (Arcane/Primal)-Life-saver or worthless.

****Floating Disc** (Arcane/Occult)(Scroll)-2 more bulk than Ant Haul, with more restrictions.

*****Illusory Disguise** (Arcane/Occult)-Situational, but pretty versatile when you need to deceive. Get creative. At 2nd level it disguises your voice, and at 3rd you can impersonate a specific person.

*****Illusory Object** (Arcane/Occult)-Potential use as a distraction or trick. Possibly more useful in a dungeon scenario than Illusory disguise. Uses your DC for disbelieving when someone touches it or Seeks at it. At 2nd level this makes sound, and at 5th it's unlimited duration.

****Item Facade** (Arcane/Occult)-Very situational

****Lock** (Arcane/Divine/Occult)-Lock something magically. Uses your DC or a +4 status bonus, whichever is better. At 2nd level it lasts until broken, but uses 6 gp of components.

***Magic Aura** (Arcane/Occult)-Even more situational

***Mending** (Arcane/Occult/Divine/Primal)-Repair Item that can't fail. You're level 4 and potentially an Expert in Crafting by the time you can cast this. Needs to be cast at 2nd level to be used on wood/steel shields, by which time magical shields are entering the picture. Unfortunately, you have to heighten to level 3 to use it on magic items. Cast time is 10 minutes, so it is equal to or slower than Repairing an item. I don't see any reasonable way a shield user could rely on this instead of Crafting.

***Mindlink** (Occult)-Potentially useful if your DM is a real stickler for communication during combat, or timekeeping in general. Otherwise, too situational.

***Negate Aroma** (Arcane/Primal)-Almost comically situational.

****Pass Without Trace** (Primal)(Wand/Scroll)-Since it only affects you unless heightened to 4th level, I'm pretty down on this spell. It also only affects tracking, not regular stealth. At 4th level, in the right situation, it could be useful. A 4th level Wand (or scroll) might be the way to go.

*****Pest Form** (Arcane/Primal)-Super-fragile form, only good for scouting or sneaking. Definitely useful as a spy spell: turn into a spider or cricket and go where you like.

****Purify Food and Drink** (Divine/Primal)(scroll)-Situational, possibly good for intrigue-heavy games.

***Unseen Servant** (Arcane/Occult)-Why this tiny harmless pet that can barely do anything needs to be Sustained, I don't know, but that means it only lasts 10 minutes and can barely get started on chores like cooking and cleaning before its time is up. Disappointing.

****Ventriloquism** (Arcane/Divine/Occult/Primal)-10 minute duration means you can do some real sneaky stuff with this, throwing your voice here and there. Does use your save DC to disbelieve the illusion, and 60 feet isn't a huge range.

2nd Level Combat

***Animal Form** (Primal)-This comes too late do you do much good. When you can first cast this, you're level 6. The given attack bonus is +9, yours will be about +14. The damage is 2dX+1, if you've got a +1 striking weapon (you should by now) you're doing 2dX+4 or so. AC is probably about the same. So the actual bonuses are 5 temp HP, low light vision (if you don't have it), imprecise scent, and maybe a climb or swim speed. Not worth the slot. Heightening gets closer to your regular stats, but not enough. Enlarge is better.

****Barkskin** (Primal)-If you know you're not going to get hit with fire, resist 2 to piercing and bludgeoning isn't nothing. Blur is better but not on the Primal list.

******Blur** (Arcane/Occult)-Blur gives you concealment for 1 minute. Concealment is a flat 20% miss chance, and is separate from the attack roll. Making 1 out of 5 attacks just miss is great. Although the wording isn't clear, True Seeing probably negates Blur. True seeing is common on higher level monsters as a sense. True strike specifically negates the concealed condition as well. Barring that, this remains useful for a long time, and stacks with any bonus to AC, resistance, etc.

****Darkness** (Arcane/Divine/Occult/Primal)-If you have darkvision, this could be a way to make opponents who don't have it flat-footed and yourself hidden. It is stationary though, so they can just move out. Also a way to cloak what is going on in the darkness for mischief, although it will be obvious *something* is going on.

****Dispel Magic** (Arcane/Divine/Occult/Primal)-You'll have a tougher time with your counteract roll than pure casters. However it counteracts lower-level effects even on a failure

*****Enlarge** (Arcane/Primal)-5 feet of reach and +2 to damage in exchange for clumsy 1. If you want or need reach, the trade-off is worth it. You become huge and get more reach and damage at 4th level.

*****Faerie Fire** (Divine/Occult/Primal)-No save. Reduces concealed to visible, and invisible to concealed. Super handy if you are dealing with that, useless otherwise. Smallish area (10 foot burst). Compare to See Invisibility.

****False Life** (Arcane/Occult)(Wand)-You'll get about 9 temporary HP from this. 8 hour duration, so it's easy to cast at the beginning of the day and forget. I think Blur will prevent more damage though.

****Glitterdust** (Arcane/Primal)-While this spell does allow a save, the target still has its invisibility negated for 2 rounds on a success (to concealed). On a fail, that lasts for 1 minute and it is dazzled as well. Compare to Blur, which has the same effect, but only for attacks against you.

*****Invisibility** (Arcane/Occult)-Foes have a 50% miss chance and are flat-footed until you attack. Duration is 10 minutes, so it is good for sneaking. At 4th level you can make the duration 1 minute but it doesn't end if you use a hostile action. If your opponent's only precise sense is vision, you stay hidden until the spell ends which is a 50% miss chance for all attacks.

***Mirror Image** (Arcane/Occult)-A chance for successful attacks to not hit you. Starts off better than blur (75% chance to miss) but decreases each time you're attacked, including attacks that

miss your AC. (66% to 50% then the spell ends). If you're a front-liner who will be attacked often, Blur is going to last much longer. If attacks that missed your AC didn't consume an image, this would be a lot better.

****Obscuring Mist** (Arcane/Primal)-Create a 20 foot burst of concealment. Possibly useful if you're trying to protect someone(s) from ranged attacks, or cast on a group of enemy archers to ruin their sightlines. Compare to Blur.

***Remove Fear** (Divine/Occult/Primal)-Frightened goes away naturally on its own. Since it's single-target (unless heightened to 6) and takes two actions, and only works on Fear effects, I'm not sure it's worth preparing most of the time. This is a counteract attempt, so it also might not work.

***Remove Paralysis** (Divine/Occult/Primal)-Paralysis is more debilitating than Fear, but this is also a very specific remedy. It is actually just Dispel Magic for Paralysis effects, since it only works on magical paralysis, not from something like poison. Just memorize Dispel Magic.

*****Resist Energy** (Arcane/Divine/Occult/Primal)(Wand)-Resist 5 to one of several common damage types. If you suspect you're going to come up against some elemental damage, this is worth preparing. Higher levels target more creatures and increase the amount of resistance.

***Restore Senses** (Divine/Occult/Primal)-Another specific remedy, this time for blindness or deafness. It is an attempt to counteract, so you can fail. Doesn't work against non-magical effects. Dispel Magic is better.

****See Invisibility** (Arcane/Divine/Occult)-Does what it says. No counteract check, but they are still concealed. Compare to Faerie Fire. Heightened to 5th level it lasts 8 hours and might be a wand candidate.

***Shatter** (Occult/Primal)-Only works on unattended objects. I'm sure the situation will come up once or twice in your campaign but this doesn't seem like an every day spell. At 2nd level, it can't break a wooden door or wall.

*****Shield Other** (Divine)-Take half of someone's damage for them. You probably have more hit points than your squishy casters, and if something is trying to murder them exclusively, this will make it much harder. Makes you a better tank in a really crude way. The link is only one-way, they won't take damage for you.

****Shrink** (Arcane/Primal)-Makes a target Tiny, doesn't have any additional effect on AC or damage. If you need to slip through a small space, this is your spell. Tiny creatures have 0 reach, but can move through and even stand on any other creature's space, so you're more mobile around the battlefield, but also can't block anyone anymore.

***Silence** (Divine/Occult)-Requires a willing target, no save. It simply makes that creature silent. The 2nd level version doesn't render it immune to sonic damage or auditory effects, but the 4th level heightened version might.

***Spectral Hand** (Arcane/Occult)-Delivers touch spells for you within 120 feet, which is a bit better than Reach Spell metamagic. You don't have the time or slots to be casting this and a bunch of touch spells though.

****Spiritual Weapon** (Divine/Occult)-By the time you can cast this, you should have a +1 striking weapon, meaning this Spiritual weapon does significantly less damage and has a lower chance to hit than your normal Strikes. It contributes to and suffers from your MAP. The only advantage of this over your strikes is the 120 foot range and the fact that it does force damage.

***Summon Elemental** (Arcane/Primal)-See summon animal above.

****Telekinetic Maneuver** (Arcane/Occult)-Disarm, Shove or Trip a creature at 60 feet, with your spell attack instead of Athletics. Probably not useful except maybe to archer characters, who could shove or trip to keep enemies away from you. MAP applies.

My Picks

Arcane-Blur, Enlarge, Resist Energy

Divine-Faerie Fire, Resist Energy, Shield Other

Occult-Blur, Resist Energy, Faerie Fire

Primal-Barkskin, Enlarge, Glitterdust

2nd Level Utility

***Animal Messenger** (Primal)-Pretty situational, not very secure. But it is a way to communicate long distance.

***Augury** (Divine/Occult)-A very rough divination spell. Has a flat chance to fail.

****Comprehend Languages** (Arcane/Divine/Occult)(Scroll)-Situational, but that situation can come up frequently. See if your casters will handle this one. Can't speak the language unless you heighten to 3rd. At 4th you can cast on a group.

***Continual Flame** (Arcane/Divine/Occult/Primal)-This isn't what you want to do with your one spell slot. You could make an ever-burning torch in your downtime, I guess.

***Create Food** (Arcane/Divine/Primal)-If you need it to survive, you need it to survive. Most campaigns shouldn't have a hard time finding and carrying rations though. A week of rations costs 4 sp and has light bulk. This spell creates a similar amount of food that decays after one day. It also takes one hour to cast. You could buy a wand if you really wanted to, but it would cost as much as over a year's worth of rations (for six).

****Darkvision** (Arcane/Divine/Occult/Primal)-If you don't have darkvision, this gives you darkvision for an hour. Goggles of Night come around the same time, and don't use a spell slot. Don't get a wand, get the goggles. Memorize the spell if you're poor.

***Endure Elements** (Arcane/Divine/Primal)(Wand)-Reduces the effects of severe cold and heat by 1 step (more at higher levels). Regular gear does the same thing as this spell at level 2. It is hamstrung by the fact that it is single-target. A set of wands (one per party member) at higher levels would work.

***Enhance Victuals** (Divine/Primal)-Purify Food and Drink is strictly better at removing poisons. This is just for fun.

****Gentle Repose** (Arcane/Divine/Occult/Primal) (Scroll). Raise Dead is a 6th level spell, and is allowed on bodies up to 3 days old. If one of your companions dies, you could memorize this at your next daily preparations and keep them fresh while you haul their body back to civilization.

****Humanoid Form** (Arcane/Occult/Primal)-Pretty similar to illusory disguise.

*****Illusory Creature** (Arcane/Occult)-Can be used for tricky stuff, but also in combat. Doesn't do much damage and is very fragile, but can set up flanking. Usage limited by your need, creativity, and how often your GM will roll to disbelieve it.

****Knock** (Arcane/Occult)(Wand/Scroll)-Open something that is locked yourself, or give your dedicated lock opener a hefty +4 status bonus.

***Magic Mouth** (Arcane/Occult)-You put a mouth on something, and it talks when a specified trigger occurs. You already know if this is something you want or not.

***Misdirection** (Arcane/Occult)-Swap auras of creatures or objects. Only good if you're the target of divination-type magic, which is usually not the case.

****Phantom Steed**(Arcane/Occult/Primal)(Wand)-Conjure up a horse when you need it. At higher levels it is quite fast, can walk on water, and eventually learns to fly. Not usable by more than 1 person, and very fragile. A set of wands could equal a herd of pocket horses.

****Restoration** (Divine/Occult/Primal)-Reduces a target's toxin stage, or their clumsy/enfeebled/stupified by 2. 1 minute cast time so it is not usable in combat. This seems like something you could prepare as needed, for long-term conditions.

***Shape Wood** (Primal)-Quite situational. Can't reshape a worked piece like a door, can't enhance value, can't create anything fine or intricate.

****Speak with Animals**(Primal)(Scroll)-Does what it says. If you think a creature might have something worthwhile to tell you, this is the way to find out. You could use this to talk to your animal companion.

****Spider Climb** (Arcane/Primal)(Scroll)-Give someone a climb speed. Can certainly be useful in some situations.

***Status** (Divine/Occult/Primal)-Keep track of someone willing. Niche. At 4th it affects 10 creatures, so you could track your whole group. Seems to be one-way tracking though.

***Tree Shape** (Primal)-Turn into a tree. *Shrug*

***Undetectable Alignment** (Divine/Occult)-There are several spells in this game whose only purpose is to hide you from various divination effects and I just don't know why. For a handful of campaigns this may be useful, but for most it is useless.

*****Water Breathing** (Arcane/Divine/Primal)(Wand,Scroll)-Underwater adventures. It actually targets 5 creatures! If you heighten it, it lasts a really long time! I don't know why more of these kinds of spells aren't like this!?

****Water Walk** (Arcane/Divine/Primal)(Scroll)-Walk on water for 10 minutes. Heighten to 4th, and you and 9 friends can walk for an hour.

3rd Level Combat

***Bind Undead** (Arcane/Divine/Occult)-Doesn't actually allow a save, but only works on 3rd level or lower undead. By now you're 8th level, so a level 3 wight or undead giant should be a trivial creature.

****Circle of Protection** (Divine/Occult)-Protection but in a small area.

***Ghostly Weapon** (Arcane/Occult)-Give a non-magical weapon Ghost Touch. By now your weapon should definitely be magical, so this is going to be hard to use.

******Haste** (Arcane/Occult/Primal)-Quickened 1, only for Striking and Striding. Excellent.

******Heroism** (Divine/Occult)-+1 Status bonus to basically every roll. Also excellent. 10 minute duration too, and you can heighten it to 6th and 9th for +2 and +3 status bonuses.

***Hypercognition** (Occult)-When you need 6 recall knowledge actions right now instead of 1?

***Insect Form** (Primal)-What's good for a caster at 5th level isn't so good for a martial class at 8th level. You'll have better stats than this can give you.

****Levitate** (Arcane/Occult)-Float slowly into the air. Not much use in combat, even against flying creatures. An archer could float into the air and shoot from the sky, but they take -2 to attack rolls. Out of combat, could be used to scale a wall instead of climbing, but Spider Climb would be just as good.

*****Neutralize Poison** (Divine/Primal)-Takes a counteract check, but negates the poison entirely on a success.

****Remove disease** (Divine/Primal)-Counteract a disease. Less common than poison, but longer lasting.

****Sanctified Ground** (Divine)-30 foot circle of protection against one type of creature. Takes 1 minute to cast, so you can't do it during a fight, but if you're given time to prepare, it's essentially group Heroism against that type of creature.

****Stinking Cloud** (Arcane/Primal)-I put it on because it still functions as obscurement, whether or not the targets make their save. Sickened 1 even on a success, which is decent.

****Wall of Thorns** (Primal)-You start getting Wall spells at 3rd level. This one is just ok. It can be moved through for minor damage (average 7), and provides cover.

*****Wall of Wind** (Arcane/Primal)-I think this is actually a better wall. Completely blocks small missiles, -2 for bigger stuff like javelins, no effect on siege weapons. It is difficult terrain, like Wall of Thorns. It's taller, and can block flying creatures. Does no damage but the damage on Thorns is so small it's not a big loss.

My Picks

Arcane-Haste
 Divine-Heroism
 Occult-Haste, Heroism
 Primal-Haste

3rd Level Utility

****Animal Vision** (Primal)-See (and hear and smell) what an animal senses for 1 hour. Could be a great scouting spell for a ranger, particularly a bird companion.

****Clairaudience** (Arcane/Occult)-Hear from an invisible floating ear.

****Dream Message** (Arcane/Divine/Occult)-Send someone a message in a dream. Better than animal messenger, still very slow. Heighten to 4th level and you send to 10 people.

****Feet to Fins** (Arcane/Primal)-Gain a swim speed, lose your land speed. Single target. A bit underwhelming for a 3rd level spell. There are elixirs and potions that do this better, but not a lot better. At 6th level, it lasts all day.

*****Invisibility Sphere** (Arcane/Occult)-Sneak or explore invisibly. Ends when combat starts.

****Locate** (Arcane/Divine/Occult)-Find a specific or general object within 500 feet. Blocked by lead and running water. If you know approximately where something is, this can get you the rest of the way. At 5th level you can target a person.

***Meld into stone** (Arcane/Primal)-Hide/take cover in a big rock. Only lasts 10 minutes, so you can't just hang out somewhere and spy all day.

***Nondetection** (Arcane/Occult/Primal)-Counteract magical spying.

***Secret Page** (Arcane/Occult)-Another hilariously niche spell. Good for passing secret messages, I guess.

****Shrink Item** (Arcane)-You can shrink something to coin-sized. 20 cubic feet isn't so large: an object 2-3 feet in each dimension. You could maybe shrink a barrel or crate and use it as portable cover? A trunk with a bunch of stuff in it that you need to move more easily? You can easily have a type 1/2 bag of holding at this level, which holds 25/50 bulk of items. Situational but the fun kind of situational.

*****Wanderer's Guide** (Divine/Occult)-You can choose any destination, even one you haven't been to. I'm not sure your GM would let you use this to find a secret location, but RAW implies you could. You also reduce difficult terrain penalties, good for long distance travel through mountains or swamps or whatever. Doesn't work during encounters though.

4th Level Combat

***Aerial Form** (Arcane/Primal)-Bad stats relative to yours. You're 12th level now, this is meant for a 7th level caster. Fly/Air Walk is also this level, so just take that if you need to fly.

*****Air Walk** (Divine/Primal)-Walk around in the air as if it were ground. This is actually better than Fly, because Flying requires you to spend an action to Fly each turn or fall, and both spells use your normal Speed. In both cases, going up halves your speed. The only advantage to Fly is that you can go down faster. Since you're not flying, you can't be knocked prone out of the air and aren't subject to other wind or other effects.

*****Blink** (Arcane/Occult)-Resistance 5 to all damage is really nice. You probably don't want or care about the random teleport effect from Sustaining the spell unless you're an archer. Unfortunately, you are randomly teleported at the end of your turn, which can be bad if you're trying to be a meat shield. It's good if you teleport far enough away that the enemy has to spend an action to Stride back in reach to hit you, but they could just use the chance to beeline for your squishies.

*****Dimension Door** (Arcane/Occult)-Teleport 120 feet. That's about twice as far as you could Stride in 2 actions. Plus you can move up walls, across canyons, etc. Heightened to 5th level you can teleport 1 mile to a place you know.

***Dinosaur Form** (Primal)-See Aerial form. Sadly very bad for you.

****Enlarge** (Arcane/Primal)(Heightened)-At this level you become Huge and get 10 extra feet of reach and +4 damage for the same Clumsy 1.

*****Fire Shield-** (Arcane/Primal)-Resist cold 5 and 2d6 fire thorns damage. Good if you're the designated meat shield.

****Fly** (Arcane/Occult/Primal) See Air walk above. Your only option if you're Arcane or Occult though.

*****Freedom of Movement** (Arcane/Divine/Primal)-Auto-success on Escape unless the effect is magical and higher level. Good for you, so you don't get tied up by grapple-happy monsters, and can also be used on a teammate to let them escape.

****Globe of Invulnerability** (Arcane/Divine/Occult)-A 10 foot sphere of automatic Dispel Magic surrounds you. Will automatically dispel 2 levels lower. Others make you make a counteract check. Enemy casters have plenty of higher level spells at this point, so you'll need to make a lot of checks, and need a critical success to counter 6 and 7th level spell effects.

******Invisibility** (Arcane/Occult)(Heightened) At this level invisibility only lasts 1 minute but it doesn't break when you attack. You're Hidden to everyone that can't see you and they are flat-footed to you.

****Resilient Sphere** (Arcane/Occult)-You can use this offensively or defensively. With an AC of 5, it will always be hit. Hardness 10, HP 40 means it will take about 2-3 hits from a 12th level monster. Not a bad trade-off, you can waste an enemy's turn taking down. But it's also not invincible.

****Solid Fog** (Arcane/Primal)-Obscuring mist that is also difficult terrain. Throw it on enemy archers/casters and they are hindered and have a tough time getting out.

***Spell Immunity** (Arcane/Divine/Occult) An automatic counteract check against a single spell. Too specific and it's not even 100% effective.

*****Stoneskin** (Arcane/Primal) Resist 5 to physical damage. The duration is 20 minutes, but you lose a minute each time you're hit for slashing/piercing/bludgeoning damage. So you probably get 18-20 hits out of this. 20*5 is 100 HP, or about double what a 4th level Heal would do. Heighten it to increase the resistance. There's a lot to like here. Heighten to 6th or 8th for 10/15 resistance.

****Telepathy** (Arcane/Occult) Communicate telepathically within 30 feet. The range is pretty short, and until you heighten it to 6th level, you still have to share a language. So it's not as good as it could be, but it has some uses when you can't or don't want to talk out loud.

****Vital Beacon** (Divine/Primal)(Wand) You can touch yourself for healing. So can others. 1 minute cast time, and lasts all day, so you cast this first thing and use it as needed. Restores an average total of 64 HP, better than 4th level Heal, but takes a total of 4 actions. Good if you need healing in smaller doses, not if you need a bunch at once.

***Wall of Fire** (Arcane/Primal) Offers concealment. Crossing it does an average of 14 fire damage. You have more reliable ways to get concealment and the damage is not great.

****Weapon Storm** (Arcane/Primal) Use your weapon to make deal 4dX+0 to all creatures in a 30 foot cone or 10 foot emanation. Offers a reflex save for half damage. If you can hit 3+ creatures, this is good damage even if they all save.

My Picks

Arcane-Invisibility, Stoneskin

Divine-Air Walk, Freedom of Movement, Vital Beacon

Occult-Invisibility

Primal-Stoneskin, Air Walk

4th Level Utility

*****Clairvoyance** (Arcane/Occult)-Clairaudience's cousin, now you can see instead of hear. Can't be moved.

***Creation** (Arcane/Primal) There's a lot of restrictions on size, value, and material. I'm sure there's a use for this I just don't see it coming in handy often.

***Detect Scrying** (Arcane/Occult)-How paranoid are you?

****Discern Lies** (Arcane/Divine/Occult) - A +4 status bonus to detect lies with Perception.

****Gaseous Form** (Arcane/Occult/Primal)(Scroll)-Transform into intangible gas. You can fly slowly and slip through tiny cracks. You can't attack or cast spells or do much of anything.

*****Glibness** (Occult) Discern Lies' evil twin. Higher rated because you're much more in control of putting yourself into a situation where you're going to lie, than one where you're being lied to.

****Hallucinatory Terrain** (Arcane/Occult/Primal)-Disguise 50 feet of terrain. That's not really a lot in an open space, and you can't do something like hide a bridge (or any structure) unless you heighten this to 5th level. You could disguise a cave mouth as flat rock? Make a fordable river look like rushing rapids, or vice versa? 10 minute cast time so you can't just throw this down to fool pursuers. Can be disbelieved after being touched.

****Pest Form** (Arcane/Primal)(Heightened)-This lets you become a flying creature now.

***Private Sanctum** (Arcane/Occult) -More anti-spying stuff.

****Read Omens** (Divine/Occult) - Get a clue about an upcoming event. Make your DM work.

****Remove Curse** (Divine/Occult)(Scroll) Counteract a curse on someone.

****Resist Energy** (Arcane/Divine/Occult/Primal)(Heightened)-At this level you can target 2 creatures and the resistance is 10.

****Rope Trick** (Arcane/Occult)(Wand) Give yourself a little extra dimensional space to rest up at the top of a rope. The way this works in other games is that you pull the rope in after you and can rest safe and secure. This says "the rope can't be removed or hidden" so it sounds like you're just leaving it dangling? If so that makes the whole thing kind of worthless. If it works like it should, get a wand.

****Shape Stone** (Arcane/Primal) -Shape your way through a wall. Shape stone over an open doorway. Shape a stone bridge maybe? Shape up some low walls for cover.

****Speak with Plants** (Primal) -Talk to the flowers and trees, see what they know.

****Veil** (Arcane/Occult) This is Illusory Disguise for a group of 10. Great for social sneaking, or if your group's picture is on a wanted poster.

5th Level Combat

*****Breath of Life** (Divine)-Literally lifesaving. Can't be used against Death effects and the Disintegrate spell.

****Cloak of Colors** (Arcane/Occult)-The save effect is an incapacitation effect, and won't work well against creatures 10th level and up, not to mention your lagging spell DC. The constant effect is very similar to blur, but since it dazzles adjacent creatures that means that creatures at any range are not affected (including reach) but you can stand next to a creature to cause it to be dazzled when it attacks one of your allies. Overall, Blur is better.

****Cloudkill** (Arcane/Primal)-As obscuring mist, but with added poison damage and a fortitude save.

***Control Water** (Arcane/Primal)-Raise or lower a water level by 10 feet in a 50 foot square. Water creatures are slowed with no save.

****Death Ward** (Divine/Occult/Primal)-Big bonuses against specific effects. If you know you're going to fight liches and vampires and the like, a pretty good defensive option.

****Drop Dead** (Arcane/Divine)-Fake someone's death. This could be a way to get a bad guy off of attacking your squishy friend. Depends on how well you sell it.

***Elemental Form** (Arcane/Primal)-Still bad for you.

***Moon Frenzy** (Primal)-I don't think anyone is going to want this. Your weapon/unarmed attacks are likely better, 5 temp HP and +10 speed can be gotten at much lower levels, as can Enlarge. Your casters can't cast spells anymore, and it doesn't exactly turn anyone into a physical juggernaut. Underwhelming.

***Plant Form** (Primal)-Form spells are bad for you.

****See Invisibility** (Arcane/Divine/Occult)(Wand/Scroll)-It lasts 8 hours when heightened to this level.

****Shadow Siphon** (Arcane/Occult)-Counteract a damaging spell to reduce the damage by half. Because this spell counteracts at level +2, you're on more even footing with an enemy caster.

****Spiritual Guardian** (Divine) A magic effect that you can Sustain to either Strike enemies (for mediocre damage) or protect allies from the first 10 points of damage they would take. It has 50 hit points, less than a 5th level Heal would do (63), for (probably) a lot more actions. It can't guard you. It can also flank for you, though combining that with the guarding probably isn't going to happen. The fact that it's flexible means I'll give it 2 stars, but none of those things are great on their own.

***Summon X**-You're summoning a level 5 creature into a level 14 fight.

****Telekinetic Haul**-(Arcane/Occult) Move up to 80 bulk 20 feet/sustain. That's quite a bit more than you can drag. There's no rules here or elsewhere for what kind of damage it would do if dropped on someone.

***Wall of Ice** (Arcane/Primal)-Finally, a solid wall. With 40 HP and 10 hardness, it's not going to last long, but it can slow someone down. If they do break it, walking through the gap is difficult terrain and minor damage. However, I rate it 1 star because you can instead get...

*****Wall of Stone** (Arcane/Primal) It can be much bigger, twice as tall and high. It's slightly tougher (50 HP and 14 hardness). And it can be formed into a bridge or stairs. It's permanent. There's no reason to take the ice wall over this.

My Picks

Arcane-Wall of Stone, Shadow Siphon
Divine-Breath of Life, Death Ward
Occult-Cloak of Colors, Shadow Siphon
Primal-Wall of Stone

5th Level Utility

***Dreaming Potential** (Occult)(Wand) -Give up your 5th level spell to help someone get 1 day of retraining downtime while adventuring? No. *Maybe* if you have a longish trip and you can just say that you cast this nightly. A wand, maybe?

***False Vision** (Arcane/Occult)-Why are there so many of these?

****Illusory Scene** (Arcane/Occult)- If you're very creative, maybe you can trick someone into doing something with this.

****Passwall** (Arcane/Primal) Don't you already have Shape Stone? I guess this works on plaster and wooden walls, and doesn't leave permanent evidence of what you did. Heightened to 7th you get your own secret passage.

*****Prying Eye** (Arcane/Divine/Occult) Here we go, this is a great scout spell. Can't go extreme distances, and I guess doors would also be a problem if they're shut tightly. Still, very useful.

****Sending** (Arcane/Divine/Occult) Short messages to anyone you know, (almost) anywhere. Depending on your campaign, this could be worthless to very good.

*****Shadow Walk** (Arcane/Occult)(Scroll) Travel at 20x speed on the Shadow Plane. You're subject to Shadow Plane encounters, but you can't beat that speed.

*****Telepathic Bond** (Arcane/Occult)(Wand)-Planet-wide communication for you and 4 others. Only lasts 8 hours, so you can't stay in contact too long if you split up.

****Tongues** (Arcane/Divine/Occult)(Scroll) Comprehend Language can do most of this, but this is completely unrestricted.

****Tree Stride** (Primal) teleport 5 miles if there are trees. Unfortunately it only targets you. Can't take your bag of holding for some reason. Not as good as other teleportation options but Primal doesn't get very many.

6th Level Combat

****Collective Transposition** (Arcane/Occult)-Swap two people's positions in 30 feet. They get a save if they don't want to. A complicated magical way to do what a couple of Strides and Steps could do.

***Dragon Form** (Arcane/Primal)-Still bad. Even with a breath weapon and a fly speed, it's not worth it.

***Field of Life** (Divine/Primal)-3-action heal heightened to 6 heals 6d8 in a larger area. This requires a Sustain. If you can guarantee that you'll stay in it for more than 6 rounds and don't mind spending an action every turn, it's slightly better. Undead that start in the field take 1d8 damage with no save, but at level 16 I'm assuming you're fighting intelligent undead that won't just stand there and take it, or they have enough HP to not care.

*****Heroism** (Divine/Occult)-At this level, Heroism is a +2 status bonus to attacks, perception, saving throws, and skill checks.

***Mislead** (Arcane/Occult)-The good parts of this are just 4th level Invisibility. I don't know that rolling deception checks to convince people that your illusion is the one attacking is worthwhile. While it doesn't say, I assume either a deception failure or interacting with your illusion give a chance to disbelieve.

***Righteous Might** (Divine)-Has the same problems as Form spells.

*****Stoneskin** (Arcane/Primal)(Heightened) Now absorbs up to 200 damage.

****Tangling Creepers** (Primal)-The 40 foot burst has no save, and gives -10 to speed, including swimming and climbing. The 1-action grab is worth a shot, success is pretty impactful.

****True Seeing** (Arcane/Divine/Occult/Primal)-Counteract all illusions and polymorphs in 60 feet. See invisible just works though.

*****Wall of Force** (Arcane/Occult)-Significantly harder to punch through than a stone wall. Drop this in the middle of a group of enemies to divide and conquer. Drop it behind you to run away.

****Zealous Conviction** (Divine/Occult)-Temp HP and +2 will saves for you and your friends. And you can boss them around!

My Picks

Arcane-Stoneskin, Wall of Force, True Seeing

Divine-Heroism, True Seeing

Occult-Heroism, True Seeing, Wall of Force

Primal-Stoneskin, True Seeing

6th Level Utility

***Raise Dead** (Divine)(Scroll)-By the time you get this spell, the max level you can raise is 3 less than your level, which is not enough. A scroll at an appropriate level, however, would work. The penalties are also rough but that comes with the territory.

***Stone Tell** (Divine/Primal)-This seems limited for a 6th level spell.

***Stone to Flesh** (Divine/Primal)(Scroll)-A scroll is sufficient for the rare times this will happen.

*****Teleport** (Arcane/Occult)(Wand/Scroll)-Don't walk 100 miles, teleport. You'll get there, or near enough. Heightened versions (7/8) teleport you 1000 miles and anywhere on planet. You do have to know where you're going pretty well.

7th Level Combat

****Contingency** (Arcane)-You could contingency Invisibility(4th) or Blur to cast when you take damage. Saves you a little time at the start of a fight, but you have to specify your trigger correctly.

***Dimensional Lock** (Arcane/Divine/Occult)-Pretty niche, and your counteract check isn't going to be great.

****Divine Vessel** (Divine)-It does a lot of stuff, none of which is amazing on its own. But, it's like casting Fly, False Life, Darkvision, Enlarge, and Protection all at once.

*****Energy Aegis** (Arcane/Divine/Occult/Primal)(Wand) -Resist 5 a bunch of energy types all day. It takes a minute to cast, so you'd just throw it on first thing in the morning and have it going all day. An amazing wand spell. Compare to Resist energy if you know what you're up against or want to protect a group.

*****Fiery Body** (Arcane/Primal)-You get immunity to fire, weakness to cold, Fly at 40 feet and don't breathe. If you're an unarmed person, your attacks do a little fire damage, and melee attackers take fire damage. You can throw Produce flame (9d4 fire damage) for 1 action, though your attack bonus will be less than your physical attacks.

*****Haste** (Arcane/Occult/Primal)(Heightened)-At this level, you can target 6 creatures. Your friends won't mind having an extra action to stride, even if they're mostly casting spells.

****Power Word Blind** (Arcane)-By the time you get this, all you will do is dazzle the target for 1 minute. That's not bad, really, since there's no save.

***Project Image** (Arcane/Occult)-You're a martial character, not a wimpy wizard. It can't even fake Strike for you.

*****Regeneration** (Divine/Primal)-Regenerate 15 hit points per turn. 7th level Heal heals for 88, so this more over the duration, for the same action cost. Pretty good for you, especially if you're a tank type.

****Resist Energy** (Arcane/Divine/Occult/Primal)(Heightened)-At this level you can target 5 creatures and the resistance is 15.

****Reverse Gravity** (Arcane/Occult)-Everyone in the radius falls up 40 feet. No save. Could be good for disrupting enemies and breaking them up. Not effective against enemies that fly or levitate. You might want a way to fly or levitate to really take advantage of this.

****Spell Turning** (Arcane)-Counteract check to reflect spells cast at you back at their caster. Doesn't work for area spells.

***True Target** (Arcane/Occult) like True Strike, but for someone else. Since the person that will most benefit from True Target is you, just use True Strike.

****Unfettered Pack** (Primal) 10 targets ignore difficult terrain from the environment. Lasts an hour.

My Picks

Arcane-Haste, Resist Energy, Power Word Blind
Divine-Regeneration, Resist Energy, Divine Vessel
Occult-Haste, Resist Energy
Primal-Haste, Regeneration

7th Level Utility

****Ethereal Jaunt** (Divine/Occult)-Walk through walls and stuff. Only lasts 1 minute so you have to move quickly.

***Magnificent Mansion** (Arcane/Occult)(Wand) Rest in *style*. Sort of. The spell text says the mansion is 40x40 feet which is...not a mansion. You're taking this for opulence more than practicality. A wand version is great.

****Plane Shift** (Arcane/Divine/Occult/Primal) When you need to get away. Far away. You need a bit of the plane you're going to, and some knowledge of it.

****Retrocognition** (Occult)-Really depends on your GM, what sort of info you get. You don't get a movie, you get "impressions of emotions and metaphors".

8th Level Combat

*****Antimagic Field** (Arcane/Divine/Occult)-You know who's probably best suited to fight without magic? You. Run up to the enemy wizard (who can't target you with spells), grapple him, and get stabby. Laugh as he tries to escape using just his puny muscles.

*****Disappearance** (Arcane/Occult)-Super invisibility for 10 minutes. You're Hidden to everyone unless they can see invisible. Which at level 20 is somewhat likely, but still pretty good. Blindsense would not work against this.

****Divine Aura** (Divine)- Amped up Circle of Protection. Not *that* much better.

*****Earthquake** (Arcane/Primal)-The shaking ground effect doesn't have a save. It's just -2 to AC/attacks and difficult terrain. The fissures have a reflex save, but you might get some people. The collapse does damage even on a critical success, and a knocks prone even on a regular success.

*****Mind Blank** (Arcane/Occult)(Wand)- Mostly useful for the +4 status bonus to mental saves. Lasts all day so 1 wand gets you this semipermanently.

***Monstrosity Form** (Arcane/Primal)-I would love if these were good but they are not. The attack modifier is so far behind what yours should be.

****Power Word Stun** (Arcane)-At 20th level, this is Stunned 1. You're trading an action and your highest spell slot for 1 action from the enemy. Not a bad trade if it's a solo boss fight, but probably not worth it otherwise.

*****Prismatic Wall** (Arcane/Occult) This offers saving throws, but each of the 7 layers has to be counteracted or saved against separately. So you'll slow someone down a lot or they will probably fail at least 1-2 of those saves even if you're unlucky.

****Punishing Winds** (Primal) Knock down fliers. That part can't be saved against. The outer edges are greater difficult terrain and require a save to get through. This can definitely slow a dragon or other flyer down. For ground-based creatures, Earthquake is better.

*****Stoneskin** (Arcane/Primal)(Heightened) Now absorbs up to 300 damage.

My Picks

Arcane-Antimagic Field, Prismatic Wall, Stoneskin

Divine-Antimagic Field, Divine Aura

Occult-Antimagic Field, Prismatic Wall

Primal-Stoneskin, Earthquake

8th Level Utility

*****Discern Location** (Arcane/Divine/Occult)-You know where someone or something is. No save, no blocking.

*****Dream Council** (Arcane/Occult)-Have a group meeting from across the globe. Hopefully it's a good time for everyone to fall asleep.

****Moment of Renewal** (Divine/Primal)-Gives your group a night's rest, except they don't make their daily preparations (aka the good stuff) again. You get Con Mod x Level Hit points, so everyone probably gets 60 or more, better than a group Heal, though you have to touch the targets. Any conditions that improve over 24 hours do so, but your active spells don't run out. The way it's worded it also sounds like it wouldn't remove any exhaustion or count as rest for that purpose.

***Unrelenting Observation** (Arcane/Occult) - Offers a save unless the target is willing. If the target is willing, you've got better options than this, most likely. Compare to Status at 2nd level for a willing target.

****Wind Walk** (Primal)-Primal doesn't have the snappy teleportation options of other traditions, so this is what you settle for. 20 mph for 8 hours while being a cloud is a relaxing and fast way to travel.

Focus Spells

Now I can cover some of the focus spells you can access through your archetype. Entries that say Advanced feat mean that you must have already taken the basic class feat access feat. Advanced Muse's Whispers is unlocked by taking Basic Muse's Whispers, for example.

Bard Cantrips

*****Dirge of Doom** (Advanced Feat 12, Cantrip)-Frightened 1 to all nearby enemies. No save! Better than the Demoralize action. This plus a Rogue with Dread Striker? Yeah.

***House of Imaginary Walls** (Advanced Feat 20, Cantrip)-This spell doesn't seem good when Bards get it at level 10. It's really bad instead of a level 20 feat. It's not clear that it even stops arrows, not to mention whatever you're dealing with at 20th level.

****Inspire Confidence** (Basic Feat, Cantrip)-Aid with a Performance check, you can't regularly fail, only critical fails count.

****Inspire Courage** (Feat 8, Cantrip)-The bard's signature ability, available to you. This is just one action, so it's really pretty good, but you don't get it until level 8.

****Inspire Defense** (Advanced Feat 8, Cantrip, Maestro)-Quite good, stacks with a shield, even. One action like all composition cantrips. You probably only want this or Courage, not both.

***Triple Time** (Advanced Feat 8, Cantrip)-+10 Speed for 1 round. Useful if you want to run up on enemies as a group. For just yourself, Striding twice is better. Won't stack with Longstrider, which isn't on the Occult spell list anyways.

Bard Non-Cantrips

****Counter Performance** (Feat 6)-Roll a Performance check against a visual or auditory effect. You and your allies can use your performance check result or saving throw, whichever is better. If you keep up your Performance skill (and Charisma) this could definitely be better than your saving throw bonus. There aren't *that* many visual or auditory effects.

***Lingering Composition** (Basic Feat, Maestro)-Extend your composition cantrips to 3 or 4 rounds.

****Loremaster's Etude** (Basic Feat, Enigma)-Gives you or an ally advantage on a Recall Knowledge check as a free action.

***Inspire Heroics** (Advanced Feat 16, Maestro)-Double or triple the bonus of Inspire Courage/Defense. This comes online pretty late for you. The same level you can Heighten Heroism to level 6, actually.

Cleric-Basic Domain (Level 4)

This section is also a good reference for Champions who want to go into Domain Spells. I'm assuming you're level 4 when you get these, so they are heightened to spell level 2. That won't be true for Champions taking Deity's domain at level 1 or 2.

****Agile Feet** (Travel)-One action to Stride at +5 speed, ignoring difficult terrain. The Divine list doesn't have Fleet Step or Longstrider, so the stacking of bonuses isn't an issue. I can see this being useful frequently.

***Appearance of Wealth** (Wealth)-Fascinate is not a very strong debuff.

****Athletic Rush** (Might)-Very similar to Agile feet, but gives an Athletics bonus instead of ignoring difficult terrain. Could be useful to juice up a Grapple/Trip/Shove that you're about to do.

*****Bit of Luck** (Luck)-Give someone advantage on their next saving throw within 1 minute. Handy.

***Blind Ambition** (Ambition)-Give someone penalties to resist doing something they already want to do. Niche.

****Charming Touch** (Passion)-Essentially Charm on "a humanoid creature that could find you attractive."

*****Cloak of Shadow** (Darkness)-Makes bright light dim within 20 feet. You can use the cloak to Hide. Rogues might like this to set up Sneak Attack. You can also take off the cloak and leave it as an action, though it goes away if anyone tries to pick it up.

****Cry of Destruction** (Destruction)-2d8 sonic damage to creatures and objects in a small cone. If you already hit with a Strike, it becomes 2d12. This heightens by 1d8 every spell level, so the damage goes up pretty quick. You are also well-suited to hit with a Strike before using this spell. Fortitude is a bad save to target, but they do take half damage on a success.

****Dazzling Flash** (Sun)-Creatures in a small cone must make a Fortitude save or be dazzled/blinded. Increases to a 30 foot cone at 3rd level. I like the Dazzled condition but Fortitude is generally a bad save to target.

*****Death's Call** (Death)-Gobble up someone's soul as they die to gain temp HP. This is pretty good for a martial class.

***Face in the Crowd** (Cities)-+2 bonus to deception and stealth checks to blend into the crowd. Pretty niche, probably not usable in a fight. At 3rd level it can target 10, so you could reasonably use it to help you sneak around somewhere where you're wanted.

*****Fire Ray** (Fire)-4d6 fire damage. If you're strength-based, this might be a little easier to hit with than a ranged weapon, with better damage. Damage scales strongly, 2d6 per spell level.

***Forced Quiet** (Secrecy)-It doesn't completely silence someone, so they can still talk to nearby creatures and cast spells. I suppose you could use it to silence a lookout while you take them out? Still quite niche.

***Healer's Blessing** (Healing)-+3 HP to healing spells for 1 target. You don't have enough healing spells to make this worth it.

***Hurling Stone** (Earth)-2d6+STR damage. Fire Ray outclasses this pretty easily.

***Magic Vessel** (Magic)-+1 to saves, sustained automatically when you cast a spell from spell slots, as well as giving resistance to magic equal to the spell's level. You could cast this on yourself, but I don't think you'll be casting enough leveled spells to keep the free Sustain action for long.

****Moonbeam** (Moon)-Damage+dazzle. Damage isn't as good as Fire ray, but the range is longer and the dazzle isn't bad.

****Overstuff** (Indulgence)-Sicken a creature within 30 feet. It's also slowed by 10 while sickened. Fortitude is a bad save to target.

*****Perfected Mind** (Perfection)-Retry your Will save against a mental effect against you. Nice second chance.

*****Protector's Sacrifice** (Protection)-Take a hit for an ally, reduced by 6+3/level. Doesn't take on any conditions that come with the damage. Pretty good for tanking.

***Pushing Gust** (Air)-Fortitude save or the target is pushed 10 feet away. Miserable, just Shove them.

***Read Fate** (Fate)-Get one word of foretelling about a creature nearby. 1 minute cast time, so not usable in battle. This is the sort of thing that will be inscrutable in the moment, and then when whatever happens happens, you'll go "oh of course it meant that". I rate its usefulness pretty low.

*****Savor the Sting** (Pain)-2d4 mental direct and persistent damage. As long as the persistent damage is active, you get +1 to attacks and skill checks against the target. Targets Will, which is good. I like this a lot, for a save spell. It is touch range, but that shouldn't be a problem for melee fighters. Both damages increase by d4 per level.

****Scholarly Recollection** (Knowledge)-Give yourself advantage on a Seek or Recall Knowledge check. Okay.

***Soothing Words** (Family)-Attempt a counteract check against an Emotion effect on someone else. This spell also gives +1 to will saves/+2 to saves against emotion effects, but only for 1 round, which isn't very good.

****Splash of Art** (Creation)-Creatures in a 5 foot burst must make a will save or be subjected to a random debuff. Will save is good, the randomness of the debuff isn't so good, but they're all decent ones.

*****Sudden Shift** (Trickery)-When someone misses you, you Step and become concealed. If you're someone that doesn't want to take hits, this can get you out of the fire. Even a tank could use this really, Step makes them Step closer, and concealment makes everyone miss with attacks.

***Sweet Dream** (Dreams)-You cast this on someone, they sleep for 1 minute, then they get a buff for the remaining 9 minutes of the spell. That's a lot of setup time for some fairly minor buffs.

***Tidal Surge** (Water)-Fortitude save to Shove 5 feet. Blech.

***Touch of Obedience** (Tyranny)-Touch someone and if they fail a save, they're stupefied 1 until the end of their next turn. Good to set up a real caster's Will save spell, I guess.

***Touch of Undeath** (Undeath)-Fortitude save for 2d6 damage, at touch range. Meh. Fails give it halved healing, but that's not all that common.

****Unimpeded Stride** (Freedom)-Escape from all magical Immobilize or Grabbed effects of equal or lower level and then Stride, ignoring difficult terrain and penalties to Speed. Pretty good when you're facing magical effects that do this, not worth much otherwise. Would not affect physical grabs, which I think are more common.

***Veil of Confidence** (Confidence)-Reduce your frightened by 1 now, and by 1 each time you're affected again. Ends on a crit fail against fear, and increases it by 1, so it's a bit of a gamble. If you're a Champion, just take Aura of Courage. If not, well, this is still pretty niche.

****Vibrant Thorns** (Nature)-2 Thorns damage each time you're hit in melee. It increases to 2d6 if you cast a positive spell, not that likely for you. Still, good for tanks.

*****Waking Nightmare** (Nightmare)-Frighten 1 even on a success, and it targets Will.

****Weapon Surge** (Zeal)-Sort of a temporary Magic Weapon, but works on a magical weapon. Only for 1 strike though, and goes away hit or miss. And it's only on this turn.

****Word of Truth** (Truth)-When you say something true, everyone knows it's true. Could be used to convince someone of your good intentions.

Cleric-Advanced Domain (Level 16)

Cleric multiclassed are level 16 by the time they get these. Champions can get them at level 8, so I will point out ones that scale differently between the two.

****Artistic Flourish** (Creation)-Transform a weapon or tool into a +2 weapon or +2 tool.

Probably more useful for a tool. You can also transform any item or art to "make it match your artistic vision". Seems like something you can get creative with. Is it sacrilegious to change a door to a fancy golden portcullis so your barbarian can bend it open?

***Captivating Adoration** (Passion)-I still don't think Fascinate is a good debuff.

****Commanding Lash** (Tyranny)-*Command* a target that you just damaged. No save. This is great for a martial character.

***Competitive Edge** (Ambition)-+2 status to attack rolls/skill checks, which increases to +4 when an enemy rolls a crit on either one nearby. Sustained really cuts the legs out from under this one though.

***Darkened Eyes** (Darkness)-Suppress a target's darkvision/low light vision. It works on a fortitude save and only affects one creature, so it's not so great.

***Delusional Pride** (Confidence)-Too many things have to go right for this to be good. If it fails a Will save, then it fails the first attack roll or skill check of its turn, then it gets -1 to the next one. Just make it Frightened.

*****Destructive Aura** (Destruction)-Reduce resistances of everyone in 15 feet(including you) by 6. If you don't rely on resistance in a particular fight, and your enemy does, this is very good. It's all resistances, and no save, for 1 minute.

***Disperse Into Air** (Air)-As a reaction, turn into air for the rest of that turn. You still take the damage. Then you can't be targeted. It doesn't say you can't take damage, so I assume Fireball and dragon breath still hit you. At the end of the turn, you re-form within 15 feet. Meh.Maybe for an archer.

****Downpour** (Water)-A mini storm gives those inside fire resistance and concealment. Not a bad place to fight a fire elemental or red dragon from.

****Dreamer's Call** (Dreams)-This is basically *Command*., including a will save. It's ok.

*****Enduring Might** (Might)-As a reaction, gain resistance 16+STR (Champion 8+STR) mod to the damage you just took. So it's worth about 20 damage/health. Pretty good for a reaction. It's not really Enduring though.

****Eradicate Undeath** (Death)-8d12 (Champion 4d12) positive damage in a cone to undead with a basic Fort save. Fort save is bad, but they'll probably take half at least.

****Flame Barrier** (Fire)-Reduce incoming fire damage by 25 (Champion 15) to you or an ally. Good if you're facing fire damage, useless otherwise.

****Glimpse the Truth** (Truth)-A mini True Seeing. Truly mini, with half the radius and a 1 round duration. That is pretty short to actually do anything about what you see.

****Know the Enemy** (Knowledge)-Recall Knowledge against a creature as a reaction, with advantage.

****Localized Quake** (Earth)-Shake the earth in a small cone or emanation, causing 8d6 damage with a reflex save. If they fail, they're also prone. Half damage on a save, so you can do some area damage with this.

******Lucky Break** (Luck)-If you fail a saving throw, retry. Awesome.

***Malignant Sustenance** (Undeath)-You're a martial character, so it's unlikely you have a skeleton buddy just hanging around looking for healing. Save it for the real necromancers.

***Mystic Beacon** (Magic)-Heighten the damage or healing roll of a next spell by 1 level. This would make a *Spirit Blast* do 18d6 instead of 16d6 damage, for example. Probably not your thing, although you could cast it on your blaster caster as a favor.

*****Nature's Bounty** (Nature)-A magic apple appears in your hand, which can be eaten to restore ~53 HP (Champion ~29, but your Lay on Hands is 24). A good way to use your focus spell for healing, if a bit fiddly.

****Perfect Form** (Perfection)-Lucky Break is strictly better. I don't think morph, petrification, or polymorph effects are very common.

*****Positive Luminance** (Sun)-Do thorns damage to undead, it increases each turn. When you end the spell, you can use the ending amount to heal someone or damage an undead (no save). Quite good against undead, only good for healing otherwise.

****Precious Metals** (Wealth)-Change a weapon or armor or ammo to cold iron or silver, (or adamantite or mithral at high levels). Much easier and cheaper than having those sorts of weapons on hand.

****Protector's Sphere** (Protection)-A sphere surrounds you that gives 7 (Champion 3) resistance to all damage to you and nearby allies. Sustained hurts though.

****Pulse of the City** (Cities)-Learn something public about the nearest city. A significant event that is upcoming. I don't know how to rate this one, it's not doing anything you couldn't figure out already, but it does do it quickly and you don't even have to visit the city in question.

*****Rebuke Death** (Healing)-1 creature per action you spend regains ~25 health (Champion ~11), and if it is brought back from Dying, doesn't gain Wounded. A pretty good emergency heal.

****Retributive Pain** (Pain)-Reflect half the damage you just took back on your attacker. Fort save for half. Could be good if the initial damage was high, but it's likely to only take 1/4 of what it did.

***Safeguard Secret** (Secrecy)-Super circumstantial.

***Shared Nightmare** (Nightmares)-If they make a will save, you're confused instead, though yours is shorter. Do you want to risk it?

***Take Its Course** (Indulgence)-You can either make someone's affliction faster, or try to relieve it. An unwilling creature can make a Will save. An odd spell.

****Tempt Fate** (Fate)-+2 bonus (Champion +1) to a save, but it's then either a crit success or a crit fail. Ballsy.

****Touch of the Moon** (Moon)-The bonuses are good, but there's a lot of bookkeeping. And it starts with no bonus.

*****Traveler's Transit** (Travel)-Gain a climb, swim or fly speed (Champions don't get fly yet). Pretty versatile, though at level 16 this might be a solved problem.

****Trickster's Twin** (Trickery)-This might be useful for an archer, on a creature you're not going to attack. For a melee combatant, it seems like they'd see through it too quickly.

****Unity** (Family)-Let your friends use your saving throw bonus instead of theirs against an effect that targets all of you. Good to lend your squishy friends your Fortitude or Reflex save, if it's good.

****Word of Freedom**(Freedom)-Free someone from a few different conditions for 1 round. Doesn't end the condition, although it effectively ends most Grabs.

*****Zeal for Battle** (Zeal)-You and an ally gain advantage on an initiative roll.

Good Domains

You may have uses for other domains, but if you don't know what you want, I'd look at these first:

Luck, Destruction, Travel, Might, Sun(for undead), Death (also for undead), Fire, Moon, Perfection (if you like redundancy on your saves), Protection, Pain, Nature, Zeal.

Druid Focus Spells

****Goodberry** (4)-If you have ripe berries at hand, this is a focus point only source of healing. Not very good for in-combat healing, since it's action-heavy and close range. At 6 berries/one meal, it's not really a valid ration replacement until very high levels. And you still have to find/create fresh berries.

****Heal Animal** (4)-Heal an animal like Heal. This is good for Animal Druids and their Animal companion, usable for Rangers (Champions can get Heal Mount, which is better). You could do that, but it will 'grow up' pretty slowly.

****Tempest Surge** (4)-An ok direct damage spell with short range. They're Clumsy 2 on a fail (-2 AC) but you only have 1 more action to exploit that.

***Wild Morph (4)**-Does nothing unless you also have a wild shape feat. The two classes that could want this are Animal Barbarians and Monks. This is a morph effect, so it can't stack with Animal Rage. Monks have better ways to get unarmed attacks through stances. The other stuff is mostly trivial or easily replaced by other spells.

****Wild Shape (4)**-This is the only way to get Form spells that are halfway decent. Since focus spells auto-heighten, you can get Animal Form upgrades when you are supposed to. Unfortunately, animal forms top out at spell level 5/level 9. Ferocious form, available to you at level 16, can get you a 7th level spell version of Dinosaur Form, which is a bit late. Aerial Form only goes up to 6th level. Elemental Form only goes up to 7th level. This might work for a Monk, I'm calculating the same AC, +1 to hit and a bit more damage than a properly-equipped level 9 monk versus the 5th level version of this spell. Plus the climb/swim speeds and temporary HP. Heightened versions get reach too. There's definitely a build that works here, especially with a dexterity monk. Unfortunately, it tops out at level 9. Animal Form never gets better than 5th level, and the feats to access the 6th and 7th level forms don't come until level 16. I'd definitely try it for a one shot or short campaign in the 5-10 range though.

***Stormwind Flight (16)**-By level 16 you should have better ways to fly for 1 minute.

Oracle Mysteries

Oracle multiclass gets one mystery focus spell with a feat, but gets the associated minor curse as well, the first time they cast it each day. You are affected by the minor curse until you make your next daily preparations.

****Ancestors**

Ancestral Touch - Cantrip-level damage but with a will save and Frightened 1 on a failure. Touch range is not a problem for most martials, like it would be for a caster.

Minor Curse - 50% of the time, you're going to have to succeed a DC 4 flat check to Strike. So I'd estimate you'll lose 1 out of every 10 attempts to Strike. You lose the action too.

******Battle**

Call to Arms - It's not surprising that the Battle mystery focus spell is good for martial characters. +2 to everyone's initiative and a handful of temporary HP is a good way to start any fight. It's a reaction to rolling for initiative, so the action cost is 0.

Minor Curse - A -2 penalty to AC and saving throws unless you make a Strike. Shouldn't be a problem most turns, but casting a 2 action spell means you need to Strike with your third action or be weakened defensively.

****Bones**

Soul Siphon - Cantrip level damage that you drain as temporary HP, plus drained 1. Temp HP is always nice.

Minor Curse - You only heal half HP from non-magical effects. So this will slow down out of combat healing with Medicine, and reduce the effectiveness of Battle Medicine. If

your GM gives you plenty of time to heal between combats, it may not be a huge problem.

****Cosmos**

Spray of Stars - Cantrip level damage to a small cone, pluss dazzled for 3 rounds. Half damage and one round of dazzle if they save. Quite good for a melee character.

Minor Curse - Constant Enfeebled 1 is pretty bad for strength-based characters, and hurts the damage of dexterity characters. A penalty against force movement isn't good either.

*****Flames**

Incendiary Aura - You emanate an aura that adds persistent fire damage to anyone taking fire damage within your aura. You'll need a way to deal fire damage to make use of this, but a Flaming weapon isn't too hard to get.

Minor Curse - Creatures further than 30 feet are concealed to you. Not a big deal for a melee martial.

****Life**

Life Link - You link to another ally, taking small amounts of damage each time they take damage, reducing the damage done to them by the same amount. Heightening increases the number of targets and the amount of damage redirected. If you really want to be a tank, this is a way to increase your tankiness.

Minor Curse - But you reduce incoming healing by half your level. Overall this makes your party's healing less efficient.

****Lore**

Brain Drain - Hit a creature for 1d8/level mental damage with a will save. If they fail the save, you get to make one Recall Knowledge check using their skill modifier. Might be some clever use for this, but you can't really use it on anyone you don't intend to fight.

Minor Curse - A -4 penalty to initiative. Not great.

Tempest

Tempest Touch - 2d4 damage/level with a Fortitude save with a small speed penalty. Touch range.

Minor Curse - Puts out nearby fires every turn. A nuisance, this would affect torches and lanterns. If you don't use those, hardly a penalty at all.

Good Mysteries

Battle and Fire seem like the clear winners here. Battle if you don't intend to cast a lot of spells in combat, Fire if you're not a ranged attacker and have easy access to fire damage.

Sorcerer Bloodline Spells-Initial

These are available starting at level 4, and so will be heightened to at least 2nd level spells.

****Ancestral Memories** (Imperial)-Temporary proficiency in a skill. If you're in a small party or one with poor skills coverage, this could be handy. Only lasts one minute, so any minute+activities aren't covered.

***Angelic Halo** (Angelic)-Nearby allies get +4 healing from Heal. You won't be casting enough heals to make this worth using.

****Diabolic Edict** (Diabolic)-Easy enough to cast on a friend that already wants to do something you want them to do.

****Dragon Claws** (Draconic)-I suppose a Monk could use these for slashing damage attacks, if they don't use Tiger Stance. You get resistance based on your dragon type too, which everyone can use.

***Elemental Toss** (Elemental)-2d8 damage with a 30 foot range. Not much better than a cantrip.

***Faerie Dust** (Fey)-No effect on a success, and even the fail effects aren't useful for you.

****Glutton's Jaw** (Demonic)-A mediocre unarmed attack that gives you some temporary HP. If you're built for unarmed, it's good.

****Jealous Hex** (Hag)-Targets Will. No effect on success. The effect on a failure is pretty decent, and could last a few rounds.

****Tentacular Limbs** (Aberrant)-A weird way to get Reach Spell. But if you're an unarmed combatant, this is a rare way to get reach on your attacks. This plus Tangled Forest Stance from the Monk? Very nice.

***Undeath's Blessing**-Make a target undead for the purposes of Harm/Heal. You're not going to have enough of either to care.

Sorcerer Bloodline Spells-Advanced

These spells are available at level 12, and so will start off heightened to spell level 6. They require the basic bloodline to be taken, and give an additional focus point.

***Aberrant Whispers** (Aberrant)-Will save, no effect on success. Stupefied isn't a great debuff for you, but your friends might like it.

****Angelic Wings** (Angel) Fly for 1 minute, and shine brightly. This is the same level you could take Expert Spellcasting and memorize Air Walk, but this is a focus spell, usable about once per combat.

****Dragon Breath** (Dragon)-Deal 11d6 elemental damage in a cone or line. I don't endorse direct damage spells normally, but this is good, especially considering it's a focus spell. I like cones over lines, reflex over fortitude, and cold over fire, so I think Silver or White is mechanically the best choice, but take what fits your character.

****Drain Life** (Undead)-Fort save, but half damage on a success and you get that many temporary HP. It's 1 action and doesn't have the attack trait, so it's a good third action.

****Elemental Motion** (Elemental)-You don't get to choose, you get whatever corresponds to your bloodline element. Flying speeds are good, burrow and swim are just ok.

******Embrace the Pit** (Diabolic)-Resistance to 3 really common damage types and evil. The good damage weakness won't come up often unless you're fighting good planar creatures. One of the best focus spells.

****Extend Spell** (Imperial)-You have a lot of 1 minute buffs, like Blur and Haste. This makes them last 10 minutes. Most combats aren't much more than a minute, but if you are looking at a long one, this is worth slapping on your buff.

****Fey Disappearance** (Fey)-Invisible until the end of your next turn, and ignore natural difficult terrain. Duration is very short, but invisible is a great status.

****Horrific Visage** (Hag)-Will save, but they are Frightened 1 even on a success.

***Swamp of Sloth** (Demonic)-Create a small area of difficult terrain and light poison damage.

Sorcerer Bloodline Spells-Greater

These are first available at level 20, and so will be heightened to spell level 10. They require the basic bloodline spell and grant another focus point.

*****Abyssal Wrath** (Demonic)-9d6 physical and 9d6 elemental damage of a random type in a large cone, with a basic reflex save. That's quite a lot, even if they save for half.

****Arcane Countermeasure** (Imperial)-Weaken an opponent's spell. Lower the cast level 1 if possible, and +2 to checks against it. You'll find a way to use this every fight at level 20.

***Celestial Brand** (Angelic)-1 round of +1 attacks against 1 evil enemy. You've probably got better status bonuses going already with Heroism.

****Dragon Wings** (Draconic)-10 minutes of fast flying speed. Flying is certainly not hard to get by level 20, but this is cheap and readily available.

*****Elemental Blast** (Elemental)-18d6 bludgeoning or fire damage in your choice of shapes.

****Fey Glamour** (Fey)-If you like *illusory scene* or *veil*, this is for you.

****Grasping Grave** (Undead)-Not as good as the other damaging options, but still pretty good.

***Hellfire Plume** (Diabolic)-Small area, bad damage types.

****Unusual Anatomy** (Aberrant)-Resistance 35 to extra crit damage, darkvision, and 7d6 thorns damage. This makes crits much softer, and the thorns damage is decent, although it doesn't work on reach attacks, which are common on big endgame baddies. Darkvision should have been taken care of long ago.

****You're Mine** (Hag)-Will save, stun 1 on a success. On a failure, you control it for 1 round, which is pretty powerful. Make a powerful foe expend a high level spell uselessly, or on another enemy. Dismiss one of its own buff spells. Throw itself into lava/the void.

Good Bloodlines

Draconic-All 3 spells are decent

Diabolic-The advanced spell is really good, the basic is ok.

Hag-All spells are saving throw spells, but they target will, and have ok effects on success and really good ones on failures.

Elemental-If you really want the Primal spell list, this is what I'd go with.

Witch Focus Spells

You can learn Basic Lesson at level 4, Greater lesson at level 12, and Major Lesson at level 20. Multiclass witches do not have any way to access their patron's hex cantrip. Many Witch focus spells are Sustained, which really hurts their usefulness.

Basic

***Veil of Dreams** - Will save to give a penalty to attack rolls and will saves. A failure also gives a 20% chance to fail Concentrate actions, like verbal spellcasting. However, it has to be sustained.

*****Life Boost** - Gain fast healing equal to double the spell's level, for 4 turns. So a total heal of 8 per spell level. Lay on Hands is 6/level, but it's instant and gives an AC bonus for a round. I'd say this is slightly worse but not bad.

***Blood Ward** - +1 to AC and saving throws against a particular type of creature, for 1 minute. Sustained. Sustain kills it.

****Elemental Betrayal** - +2 damage each time a target takes damage from air/fire/water/earth tagged spells, or cold or fire damage (pick one). Sustained makes this not very good. Paired with a flaming/frost weapon, maybe this is better than making a third attack each turn?

***Needle of Vengeance** - Target takes 2 damage each time it attacks a named ally or yourself. Put it on yourself and hope your enemies keep attacking you despite the damage, or put it on a squishy ally to deter enemies and lose a lot of potential damage. Either way, probably not worth sustaining.

Greater (Level 12)

****Deceiver's Cloak** - Already heightened to 6th by the time you can take it, it's a slightly better illusory disguise as a focus spell. You know whether this is something good for you or not.

***Malicious Shadow** - Uses your MAP to make 2d10 attacks with your spellcasting ability modifier. Not worth the MAP penalty/action when you have your own attacks.

****Personal Blizzard** - A fortitude save to do light damage. If it lands the target is concealed but also suffers from concealed to everyone else, and as long as you sustain it, that continues, along with persistent cold damage. If you could land this on a boss-type character, and they don't have a way to circumvent the concealed effect, and you do, maybe this is worth it? That's a lot of maybes.

Major (Level 20)

****Curse of Death** - Heightened to level 10 by the time you get it, this is a fortitude save spell. Even if they succeed, they'll take 10d6 damage once. If this lands, it will do a pretty nice chunk of damage. But being a fortitude save at high level, it likely won't land.

***Restorative Moment** - You probably have better ways to deal with doomed and drained at level 20. You can't repeat this more than once per day, losing a lot of its value as a focus spell.

***Glacial Heart** - Similar initial damage to Curse of Death, but this spell gradually freezes the target as it fails saves. It is unlikely to fail them, though, and incapacitation makes this spell pretty worthless against creatures greater than level 20.

Basic Wizard Focus Spells

These are available at level 4 through the Arcane School Spell Feat

***Augment Summoning**-You don't want to be summoning.

****Call of the Grave**-Sickened is a great debuff, but this can miss completely.

***Charming Words**-Obviously this is bad if you're trying to be a tank. A 1 round reprieve if you aren't.

***Diviner's Sight**-Too restricted. Only 30 ft range, only willing creatures, only skill checks and saving throws.

***Force Bolt**-Guaranteed damage, but not very much.

Hand of the Apprentice-I don't think this focus spell is obtainable as a multiclass. If it were, it does basically give you 500 ft of range for one attack, which is definitely usable.

*****Physical Boost**-Psych yourself up for a Shove or Trip. This is better for you than it is for a regular Wizard.

***Protective Ward**-+1 to AC is nice but sustaining this every round is not. Use a shield or *Shield*.

***Warped Terrain**-Requires 2 or 3 actions to make a small sized area of difficult terrain.

Advanced Wizard Focus Spells

These are available at level 16 and require a basic school as well as taking the Basic Arcana Feat. They will be heightened to level 8 by the time you acquire them.

****Dimensional Steps**-Teleport 40 feet. Slightly farther than you can stride, but it's teleportation.

*****Dread Aura**-Frightened 1 for every foe in 30 feet, with no save. Imagine taking this on a Rogue with Dread Striker. Sustained, but it might be worth it for lots of enemies.

***Elemental Tempest**-I'm not recommending many evocation spells in this guide, so this won't be very good. If you decide to go that way, you will likely be in position to hit with this pretty easily.

*****Energy Absorption**-Resist 35 to an energy damage type that just hit you.

****Invisibility Cloak**-Unfortunately, it's stuck as "end on attack" invisibility, even heightened to level 8. Still, an hour of invisibility has many uses.

***Life Siphon**-Same as Elemental Tempest, you likely won't have many Necromancy spells. If you do, the heal is decent.

***Shifting Form**-I think you have better ways to gain any of the effects from this spell by now.

****Vigilant Eye**-Cast *Clairvoyance* as a focus spell, quite nice.

Feats

I will cover any feats you can get from your archetype, or any feats that you might be tempted to get, using Basic/Advanced Access feats. Any subclass prerequisites are in parentheses.

All Archetypes

There are a feats some or all of the spellcasting classes share

***Counterspell**-Relies on having a lot of spells known or prepared, which is not your forte.

****Familiar/Enhanced Familiar**-These guys can be nice utility. A little friend that can fly or burrow, handle potions or other small objects, give you another cantrip. Useful and fun.

***Reach Spell**-One extra action on spellcasting to add 30 feet to the range, including touch spells. This makes most spells 3 actions, meaning you're not even moving toward the enemy while you do it. Most of the spells you'll want are for yourself anyways.

***Widen Spell**-Most buff spells that multitarget are limited by number of targets, not an area. I don't think you'll need this often enough to justify the feat. It also makes most spells 3 actions to cast.

****Cantrip Expansion**-I don't think most of the spell lists have 2 more cantrips that you would really want, but if you do, this is a low level feat.

*****X Breadth (8)**-Each Archetype has a feat to give you more spell slots and, for spontaneous casters, more spells known per level. Doesn't work for your 2 highest level slots. If you're going to take Expert Spellcasting, this is definitely worth taking. If you stop at Basic, it's only one more spell/slot.

****Bespell Weapon (8)** Adds damage to an attack after casting a non-cantrip spell. Not a huge amount, but you could end your previous turn with a spell, then get +1d6 to all your attacks next turn. 1 action spells are also good, like True Strike.

***Steady Spellcasting** (12)-On the off chance you get critically hit with an opportunity attack because you're casting a spell, you have a 30% chance to not lose that spell. No thanks.

***Quickened Casting** (20)-Once per day, cast a 2 action spell as 1. Probably not worth it at 20th level.

***Overwhelming Energy** (20)-Reduce resistance on your next spell. You'll pick up very few direct damage spells, this isn't worth it.

Bard-Basic Feats

****Bardic Lore** (Enigma)-You are trained in a skill that only lets you Recall Knowledge, but on any subject. Could be useful for Monster Hunter Rangers, instead of being trained in Arcana/Religion/Nature/Occultism. But they eventually get a feat that lets them roll Nature for any monster knowledge. If your game involves a lot of Recall Knowledge checks, this could be good as well.

****Versatile Performance**-Lets you use Perform instead of Diplomacy, Deception or Intimidate in certain situations.

***Multifarious Muse**-You get a second muse and a 1st level feat that corresponds. Unlikely you want or need to invest this deeply in Bard.

Bard-Advanced Feats

****Melodious Spell** (8)-Lets you subtly cast spells by making them look like music. Useful for intrigue campaigns.

***Versatile Signature** (8) This doesn't work for you, since you only have 1 spell per level anyways. Even after you get the broadening feat, I don't think it's worth it.

***Harmonize** (12)-Lets you cast two composition cantrips that don't cancel each other. You don't have the actions to spare for this.

Cleric-Basic Feats

A lot of Cleric feats modify your Healing/Harm font directly, and can't be taken as a multiclass. Many more modify your Heal/Harm spells, meaning you need to have multiple of them memorized, at higher levels, to be worthwhile. I'm assuming you're not doing that.

***Holy Castigation**-You don't have the Healing Font necessary to make this worthwhile.

***Communal Healing**-Same

*****Emblazon Armament**+1 Hardness or Damage to your shield or weapon (as a status bonus so it stacks with item bonuses) and it's a divine focus.

***Sap Life**-You don't have a Harm font so this is pretty bad for you.

***Turn Undead**-How often are you going to use Heal to hurt undead, and they critically fail?

Cleric-Advanced Feats

***Directed Channel** (8)-No Font to use.

****Divine Weapon** (12)-After you cast a slotted spell, you can do 1d4 force (or 1d6 alignment) damage with weapon attacks. 1d4 is not a lot more, and you've probably only got 1 action left.

***Selective Energy** (12)-No Font.

****Align Armament** (16)-You can add 1d6 of alignment damage to your weapon as an action. Not much at this level, but some creatures have weaknesses.

***Cremate Undead** (16)-No Font.

*****Emblazon Energy** (16)-Instead of the benefits of Emblazon armament, you can give your shield a saving throw bonus against a certain energy damage type, or you can give your weapon bonus damage of an energy type. You can change types with a 10 minute activity.

***Castigating Weapon** (20)-No Font.

****Replenishment of War** (20)-If you use your deity's favored weapon, you get temp HP when you hit with it. Not bad, but probably not a replacement for a 20th level feat in your actual class.

Druid-Basic Feats

*****Animal Companion** -Gets you an animal companion. You 'level' it a bit slower than a Ranger does, and can't make it Specialized. With their support benefit, your companion doesn't even need to be good at attack rolls, they just add a benefit to your attacks. They can flank for you too. It'll be a bit squishy though. Upgrades at 8 and 16.

****Storm Born**-An archer could get this and use Fog Cloud or Rainstorm to obscure their targets, but get to ignore that obscuration themselves.

***Call of the Wild**-Summons are bad for you.

****Order Explorer**-This gets you another order and its 1st level feat. If you don't mind the additional anathema, you might as well take this instead of taking the feat directly. You definitely should if you want more than 1 Order's spell.

****Poison Resistance**-Poison is pretty common.

Druid-Advanced Feats

***Form Control** (8)-You don't want to be in a weaker form for longer.

****Thousand Faces** (8, Wild Shape)-Humanoid Form as a focus spell. If you want to do some impersonations.

****Woodland Stride** (8, Leaf Order)-Ignore difficult terrain from plants. Not sure how common that is compared to rubble, ice, magic, etc.

***Green Empathy** (12, Leaf Order)-Communicate with plants. Depends on how your GM rules it, mostly.

- ***Insect Form** (12, Wild Shape)-You're capped out on animal form already, and the stats here aren't much better. Lets you transform for 24 hours in pest form if you're not flying I guess?
- ****Storm Retribution** (12, Storm Order and Tempest Surge)-Use your Tempest Surge as a reaction to being hit. If you're already a Storm druid, this is a good way to use Tempest Surge.
- ***Ferocious/Soaring Shape** (16, Wild Shape)-Too little, too late for forms.
- Fey Caller** (16)-Add a few low level illusion spells to your spell list.
- ***Elemental/Plant Shape** (20, Wild Shape)-Too little, way too late for forms.
- ***Healing Transformation** (20)-Way too niche.
- ****Side By Side** (20, animal companion)-You probably don't have problems flanking with your animal companion when you want to, but this makes it trivial.

Sorcerer-Basic Feats

- ***Dangerous Sorcery** -Good for direct damage sorcerers, probably not for you.

Sorcerer-Advanced Feats

- ****Arcane Evolution** (8) Gives you some desperately needed flexibility. You can also get Bloodline Expansion at this level, so you'll have to choose.
- ****Divine Evolution** (8) An extra slot at your highest level to cast Heal or Harm. That's quite nice.
- ****Occult Evolution** (8) One skill trained, and once per day you can add a mental occult spell to your repertoire, giving you some flexibility.
- ***Primal Evolution** (8) Summons at your highest level are still pretty weak,
- ****Bloodline Resistance** (16)+1 status to saves against magic and spells. Won't stack with your buff spells, but it's always on.
- ****Crossblooded Evolution** (16)-Get that one other-tradition spell that you really want. Every tradition has one worth poaching.

Wizard- Basic Feats

- ***Eschew Materials**-Not many spells actually have material costs, and you're unlikely to pick up many that do.
- ***Conceal Spell**-Hide the fact that you're casting a spell. Obviously not widely useful, but certain campaigns might have a lot of use for this.

Wizard-Advanced Feats

***Silent Spell** (8)-The upgrade of Conceal Spell.

***Spell Penetration** (12)-Reduces status bonus to saves by 1. Not for you.

****Scroll Savant** (20)-Create 2-3 scrolls of any spells from your spellbook each day. Nice for a 10th level wizard. You probably won't get as much out of it, and probably want to take your class' capstone feat.