

REACH SPELL ♦

DRUID

CONCENTRATE

METAMAGIC

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

WIDEN SPELL ♦

DRUID

MANIPULATE

METAMAGIC

You manipulate the energy of your spell, causing it to spread out and affect a wider area. If the next action you use is Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of the cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

FORM CONTROL ♦

DRUID

MANIPULATE

METAMAGIC

Prerequisites: Strength 14, Wild Shape

With additional care and effort, you can take on an alternate form for a longer period of time. If your next action is to cast *wild shape* (CRB 401), *wild shape*’s spell level is 2 lower than normal (minimum 1st level), but you can remain transformed for up to 1 hour or the listed duration (whichever is longer). You can still Dismiss the form at any time, as permitted by the spell.

STORM RETRIBUTION ↻

DRUID

Prerequisites: Storm order, *tempest surge* order spell (CRB 400)

Trigger: An opponent adjacent to you critically hits you with a melee weapon or melee unarmed attack.

Requirements: You have at least 1 available Focus Point

You lash out, directing a burst of storming fury toward a creature that has harmed you. You cast *tempest surge* on the triggering opponent and push that creature, moving it 5 feet away from you if it fails its Reflex save, or 10 feet if it critically fails. This movement is considered forced movement.

HEALING TRANSFORMATION ♦

DRUID

METAMAGIC

You can take advantage of shapeshifting magic to close wounds and patch injuries. If your next action is to Cast a non-cantrip polymorph Spell that targets only one creature, your polymorph spell also restores 1d6 Hit Points per spell level to that creature. This is a healing effect.

OVERWHELMING ENERGY ♦

DRUID

MANIPULATE

METAMAGIC

With a complex gesture, you call upon the primal power of your spell to overcome enemies’ resistances. If the next action you use is Cast a Spell, the spell ignores an amount of the target’s resistance to acid, cold, electricity, fire, or sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by the ongoing effect of the spell, such as the wall created by *wall of fire*. A creatures immunities are unaffected.

EFFORTLESS CONCENTRATION ♦

DRUID

Trigger: Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active druid spells.

LEYLINE CONDUIT ♦

DRUID

CONCENTRATE

MANIPULATE

METAMAGIC

Frequency: Once per minute

You can cast spells effortlessly by tapping into the leylines of the world. If your next action is to Case a Spell of 5th level or lower that has no duration, you don’t expend the prepared spell as you cast it.

TRUE SHAPESHIFTER ♦♦

DRUID

CONCENTRATE

Prerequisites: Dragon Shape, Wild Shape

You transcend the limitations of form. While under the effects of *wild shape*, you can change into any form on the *wild shape* list; if the duration of the forms would vary, use the shorter of the two durations.

Once per day, you can transform into a kaiju, with the effects of *nature incarnate* (CRB 354); if you have Plant Shape, you can instead transform into a green man.

HEAL ANIMAL

UNCOMMON

DRUID

HEALING

NECROMANCY

POSITIVE

Cast: ♦ to ♦♦ somatic

Range: Touch or 30 feet (see text)

Targets: 1 willing living animal creature

You heal an animal's wounds, restoring Hit Points to the target. The number of actions spent Casting this Spell determines its effects.

♦ **somatic:** The spell has a range of touch.

♦♦ **somatic, verbal:** The spell has a range of 30 feet and restores an additional 8 Hit Points to the target.

Heightened [+1]: The amount of healing increases by 1d8, and the additional healing for the two-action version increases by 8.

GOODBERRY

UNCOMMON

DRUID

HEALING

NECROMANCY

Cast: ♦ 1 hour [somatic, verbal]

Range: Touch

Targets: 1 freshly picked berry

Duration: 1 day

You imbue the target berry with the bounty of nature, allowing it to heal and sustain far beyond its normal capacity. A living creature that eats the berry with an Interact action gains as much nourishment as from a square meal for a typical human and regains 1d8+5 Hit Points. If it's not consumed during the duration, or if you cast *goodberry* again, the berry withers away.

Heightened [+1]: You can target an additional berry.

TEMPEST SURGE

UNCOMMON

DRUID

AIR

ELECTRICITY

EVOCATION

Cast: ♦♦ somatic, verbal

Range: 30 feet

Targets: 1 creature

Saving Throw: Reflex

Your surround a foe in a swirling storm of violent winds, roiling clouds, and crackling lightning. The storm deals 1d12 electricity damage. The target must attempt a basic Reflex save. On a failure, the target is also Clumsy 2 for 1 round and takes persistent electric damage.

Heightened [+1]: The initial damage increases by 1d12, and the persistent damage on a failure increases by 1.

WILD MORPH

UNCOMMON

DRUID

MORPH

TRANSMUTATION

Cast: ♦ to ♦♦ somatic

Duration: 1 minute

You morph your body based on your training, choosing one of the following effects based on your wild order feats.

- ♦ Wild Shape
- ♦ Elemental Shape
- ♦ Plant Shape
- ♦ Soaring Shape

At 6th and 10th level, this ability can be heightened.

For more information, see the Wild Morph Focus Power (CRB 400).

CAST A SPELL ♦, ♦♦, ♦♦♦, ♦, ↻

DRUID

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ♦ Material (Manipulate)
- ♦ Somatic (Manipulate)
- ♦ Verbal (Concentrate)
- ♦ Focus (Manipulate)

SUSTAIN A SPELL ♦

DRUID

CONCENTRATE

Requirements: You have at least one spell active with a sustained duration, and you are not fatigued.

Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as "sustained up to 1 minute" or sustained up to 1 hour").

If your Sustain a Spell action is disrupted, the spell immediately ends.

DISMISS ♦

DRUID

MANIPULATE

You end one spell or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

REFOCUS

DRUID

CONCENTRATE

EXPLORATION

Requirements: You have a focus pool, and have spent at least 1 Focus Point since you last regained any Focus Points.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For example, a cleric with focus spells can usually Refocus while tending the wounds of their allies, and a wizard might be able to Refocus while attempting to Identify Magic.