

# SECOND EDITION SPELL CARDS



## DIVINE BASIC CANTRIPS-2ND LEVEL

**PATHFINDER**  
COMPATIBLE

LGP412SSC02PF2



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## AIR BUBBLE

SPELL 1

### AIR CONJURATION

**Cast**  verbal; **Trigger** A creature within range enters an environment where it can't breathe

**Range** 60 feet; **Targets** the triggering creature

**Duration** 1 minute

A bubble of pure air appears around the target's head, allowing it to breathe normally. The effect ends as soon as the target returns to an environment where it can breathe normally.



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## ALARM

## SPELL 1

### ABJURATION

**Cast** 10 minutes (material, somatic, verbal); **Requirements** 3 gp silver bell focus

**Range** touch; **Area** 20-foot burst

**Duration** 8 hours

You ward an area to alert you when creatures enter without your permission. When you cast *alarm*, select a password. Whenever a Small or larger corporeal creature enters the spell's area without speaking the password, *alarm* sends your choice of a mental alert (in which case the spell gains the mental trait) or an audible alarm with the sound and volume of a hand bell (in which case the spell gains the auditory trait). Either option automatically awakens you, and the bell allows each creature in the area to attempt a DC 15 Perception check to wake up. A creature aware of the *alarm* must succeed at a Stealth check against the spell's DC or trigger the spell when moving into the area.

**Heightened (3rd)** You can specify criteria for which creatures sound the *alarm* spell—for instance, orcs or masked people.

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**DIVINE PREDICTION****Cast** 10 minutes (material, somatic, verbal)

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

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

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

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## BANE

## SPELL 1

### ENCHANTMENT MENTAL

**Cast** ♦♦ somatic, verbal

**Area** 5-foot emanation; **Targets** enemies in the area

**Saving Throw** Will; **Duration** 1 minute

You fill the minds of your enemies with doubt. Targets that fail their Will saves take a -1 status penalty to attack rolls as long as they are in the area. Once per turn, starting the turn after you cast *bane*, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet and force enemies in the area that weren't yet affected to attempt another saving throw. *Bane* can counteract *bless*.

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## BLESS

SPELL 1

### ENCHANTMENT MENTAL

**Cast** ♦♦ somatic, verbal

**Area** 5-foot emanation; **Targets** you and allies in the area

**Duration** 1 minute

Blessings from beyond help your companions strike true. You and your allies in the area gain a +1 status bonus to attack rolls. Once per turn, starting the turn after you cast *bless*, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. *Bless* can counteract *bane*.

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## CALM EMOTIONS

SPELL 2

**EMOTION** | **ENCHANTMENT** | **INCAPACITATION** | **MENTAL**

**Cast** ♦♦ somatic, verbal

**Range** 120 feet; **Area** 10-foot burst

**Saving Throw** Will; **Duration** sustained up to 1 minute

You forcibly calm creatures in the area, soothing them into a nonviolent state; each creature must attempt a Will save.

**Critical Success** The creature is unaffected.

**Success** Calming urges impose a -1 status penalty to the creature's attack rolls.

**Failure** Any emotion effects that would affect the creature are suppressed and the creature can't use hostile actions. If the target is subject to hostility from any other creature, it ceases to be affected by *calm emotions*.

**Critical Failure** As failure, but hostility doesn't end the effect.

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## CHILL TOUCH

CANTRIP 1

**ATTACK** **CANTRIP** **NECROMANCY** **NEGATIVE**

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 living or undead creature

**Saving Throw** Fortitude

Siphoning negative energy into yourself, your hand radiates a pale darkness. Your touch weakens the living and disorients undead, possibly even causing them to flee. The effect depends on whether the target is living or undead.

- **Living Creature** The spell deals negative damage equal to 1d4 plus your spellcasting modifier. The target attempts a basic Fortitude save, but is also enfeebled 1 for 1 round on a critical failure.
- **Undead Creature** The target is flat-footed for 1 round on a failed Fortitude save. On a critical failure, the target is also fleeing for 1 round unless it succeeds at a Will save.

**Heightened (+1)** The negative damage to living creatures increases by 1d4.

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## COMMAND

## SPELL 1

**AUDITORY** **ENCHANTMENT** **LINGUISTIC** **MENTAL**

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

**Saving Throw** Will; **Duration** until the end of the target's next turn

You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

**Success** The creature is unaffected.

**Failure** For the first action on its next turn, the creature must use a single action to do as you command.

**Critical Failure** The target must use all its actions on its next turn to obey your command.

**Heightened (5th)** You can target up to 10 creatures.

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## COMPREHEND LANGUAGE

SPELL 2

### **DIVINATION**

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

**Duration** 1 hour

The target can understand the meaning of a single language it is hearing or reading when you cast the spell. This doesn't let it understand codes, language couched in metaphor, and the like (subject to GM discretion). If the target can hear multiple languages and knows that, it can choose which language to understand; otherwise, choose one of the languages randomly.

**Heightened (3rd)** The target can also speak the language.

**Heightened (4th)** You can target up to 10 creatures, and targets can also speak the language.

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## CONTINUAL FLAME

SPELL 2

### EVOCATION LIGHT

**Cast** ♦♦♦ material, somatic, verbal

**Range** touch; **Targets** 1 object

**Duration** unlimited

A magical flame springs up from the object, as bright as a torch. It doesn't need oxygen, react to water, or generate heat.

**Heightened (+1)** The cost increases as follows: 16 gp for 3rd level; 30 gp for 4th, 60 gp for 5th, 120 gp for 6th, 270 gp for 7th, 540 gp for 8th, 1,350 gp for 9th, and 3,350 gp for 10th.

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## CREATE FOOD

## SPELL 2

### CONJURATION

**Cast** 1 hour (somatic, verbal)

**Range** 30 feet

You create enough food to feed six Medium creatures for a day. This food is bland and unappealing, but it is nourishing. After 1 day, if no one has eaten the food, it decays and becomes inedible. Most Small creatures eat one-quarter as much as a Medium creature (one-sixteenth as much for most Tiny creatures), and most Large creatures eat 10 times as much (100 times as much for Huge creatures and so on).

**Heightened (4th)** You can feed 12 Medium creatures.

**Heightened (6th)** You can feed 50 Medium creatures.

**Heightened (8th)** You can feed 200 Medium creatures.

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## CREATE WATER

SPELL 1

### CONJURATION WATER

**Cast** ♦♦ somatic, verbal

**Range** 0 feet

As you cup your hands, water begins to flow forth from them. You create 2 gallons of water. If no one drinks it, it evaporates after 1 day.



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## DARKNESS

SPELL 2

### DARKNESS EVOCATION

**Cast** ♦♦♦ material, somatic, verbal

**Range** 120 feet; **Area** 20-foot burst

**Duration** 1 minute

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

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

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## DARKVISION

SPELL 2

### **DIVINATION**

**Cast** ♦♦ somatic, verbal

**Duration** 1 hour

You grant yourself supernatural sight in areas of darkness. You gain darkvision.

**Heightened (3rd)** The spell's range is touch and it targets 1 willing creature.

**Heightened (5th)** The spell's range is touch and it targets 1 willing creature. The duration is until the next time you make your daily preparations.

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## DAZE

CANTRIP 1

**CANTRIP** | **ENCHANTMENT** | **MENTAL** | **NONLETHAL**

**Cast** ♦♦ somatic, verbal

**Range** 60 feet; **Targets** 1 creature

**Saving Throw** Will; **Duration** 1 round

You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

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

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## DEAFNESS

SPELL 2

### NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

**Saving Throw** Fortitude

The target loses hearing; it must attempt a Fortitude save. The target is then temporarily immune for 1 minute.

**Critical Success** The target is unaffected.

**Success** The target is deafened for 1 round.

**Failure** The target is deafened for 10 minutes.

**Critical Failure** The target is deafened permanently.

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## DEATH KNELL

SPELL 2

### ATTACK DEATH NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 living creature that has 0 HP

**Saving Throw** Will

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

**Critical Success** The target is unaffected.

**Success** The target's dying value increases by 1.

**Failure** The target dies.

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## DETECT ALIGNMENT

SPELL 1

### UNCOMMON DETECTION DIVINATION

**Cast** ♦♦ somatic, verbal

**Area** 30-foot emanation

Your eyes glow as you sense aligned auras. Choose chaotic, evil, good, or lawful. You detect auras of that alignment. You receive no information beyond presence or absence. You can choose not to detect creatures or effects you're aware have that alignment.

Only creatures of 6th level or higher—unless divine spellcasters, undead, or beings from the Outer Sphere—have alignment auras.

**Heightened (2nd)** You learn each aura's location and strength.

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## DETECT MAGIC

CANTRIP 1

### CANTRIP | DETECTION | DIVINATION

**Cast** ♦♦ somatic, verbal

**Area** 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

**Heightened (3rd)** You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

**Heightened (4th)** As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

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## DETECT POISON

SPELL 1

**UNCOMMON** | **DETECTION** | **DIVINATION**

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 object or creature

You detect whether a creature is venomous or poisonous, or if an object is poison or has been poisoned. You do not ascertain whether the target is poisonous in multiple ways, nor do you learn the type or types of poison. Certain substances, like lead and alcohol, are poisons and so mask other poisons.

**Heightened (2nd)** You learn the number and types of poison.

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## DISPEL MAGIC

SPELL 2

### ABJURATION

**Cast** ♦♦ somatic, verbal

**Range** 120 feet; **Targets** 1 spell effect or unattended magic item

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

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## DISRUPT UNDEAD

CANTRIP 1

### NECROMANCY POSITIVE

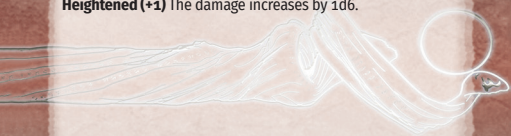
**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 undead creature

**Saving Throw** Fortitude

You lance the target with energy. You deal 1d6 positive damage plus your spellcasting ability modifier. The target must attempt a basic Fortitude save. If the creature critically fails the save, it is also enfeebled 1 for 1 round.

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



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## DISRUPTING WEAPONS

SPELL 1

### NECROMANCY POSITIVE

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** up to two weapons, each of which must be wielded by you or a willing ally, or else unattended

**Duration** 1 minute

You infuse weapons with positive energy. Attacks with these weapons deal an extra 1d4 positive damage to undead.

**Heightened (3rd)** The damage increases to 2d4 damage.

**Heightened (5th)** Target up to three weapons, and the damage increases to 3d4 damage.

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## DIVINE LANCE

CANTRIP 1

### ATTACK CANTRIP EVOCATION

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

You unleash a beam of divine energy. Choose an alignment your deity has (chaotic, evil, good, or lawful). You can't cast this spell if you don't have a deity or if your deity is true neutral. Make a ranged spell attack roll against the target's AC. On a hit, the target takes damage of the chosen alignment type equal to  $1d4$  + your spellcasting ability modifier (double damage on a critical hit). The spell gains the trait of the alignment you chose.

**Heightened (+1)** The damage increases by  $1d4$ .

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## ENDURE ELEMENTS

SPELL 2

### ABJURATION

**Cast** 10 minutes (somatic, verbal)

**Range** touch; **Targets** 1 willing creature

**Duration** until the next time you make your daily preparations

You shield the target against dangerous temperatures. Choose severe cold or heat. The target is protected from the temperature you chose (but not extreme cold or heat).

**Heightened (3rd)** The target is protected from severe cold and heat.

**Heightened (5th)** The target is protected from severe cold, severe heat, extreme cold, and extreme heat.

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## ENHANCE VICTUALS

## SPELL 2

### TRANSMUTATION

**Cast** 1 minute (material, somatic, verbal)

**Range** touch; **Targets** up to 1 gallon of non-magical water or up to 5 pounds of food

**Duration** 1 hour

You transform the target into delicious fare, changing water into wine or another fine beverage or enhancing the food's taste and ingredients to make it a gourmet treat.

Prior to the transformation, the spell attempts to counteract any poisons in the food or water. The food turns back to normal if not consumed before the duration expires, though any poisons that were counteracted are still gone.

**Heightened (+1)** The number of gallons of water you can target increases by 1, or the number of pounds of food you can target increases by 5.

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## FAERIE FIRE

SPELL 2

### EVOCATION LIGHT

**Cast** ♦♦ somatic, verbal

**Range** 120 feet; **Area** 10-foot burst

**Duration** 5 minutes

All creatures in the area when you cast the spell are limned in colorful, heatless fire of a color of your choice for the duration. Visible creatures can't be concealed while affected by *faerie fire*. If the creatures are invisible, they are concealed while affected by *faerie fire*, rather than being undetected.

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## FEAR

## SPELL 1

**EMOTION** **ENCHANTMENT** **FEAR** **MENTAL**

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

**Saving Throw** Will; **Duration** varies

You plant fear in the target; it must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target is frightened 1.

**Failure** The target is frightened 2.

**Critical Failure** The target is frightened 3 and fleeing for 1 round.

**Heightened (3rd)** You can target up to five creatures.

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## FORBIDDING WARD

CANTRIP 1

### ABJURATION | CANTRIP

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 ally and 1 enemy

**Duration** sustained up to 1 minute

You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

**Heightened (6th)** The status bonus increases to +2.

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## GENTLE REPOSE

SPELL 2

### NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 corpse

**Duration** until the next time you make your daily preparations

The targeted corpse doesn't decay, nor can it be transformed into an undead. If the corpse is subject to a spell that requires the corpse to have died within a certain amount of time (for example, *raise dead*), do not count the duration of gentle repose against that time. This spell also prevents ordinary bugs and pests (such as maggots) from consuming the body.

**Heightened (5th)** The spell's duration is unlimited, but the spell takes one more action to cast and requires a material component and a cost (embalming fluid worth 6 gp).

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## GHOULISH CRAVINGS

SPELL 2

**ATTACK** | **DISEASE** | **EVIL** | **NECROMANCY**

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

**Saving Throw** Fortitude

You touch the target to afflict it with ghoul fever, infesting it with hunger and a steadily decreasing connection to positive energy; the target must attempt a Fortitude save.

**Critical Success** The target is unaffected.

**Success** The target is afflicted with ghoul fever at stage 1.

**Failure** The target is afflicted with ghoul fever at stage 2.

**Critical Failure** The target is afflicted with ghoul fever at stage 3.

**Ghoul Fever** (disease); **Level** 3; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 3d8 negative damage and the creature regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and the creature gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** the creature dies and rises as a ghoul at the next midnight

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## **GUIDANCE**

**CANTRIP 1**

### **CANTRIP DIVINATION**

**Cast** ♦ verbal

**Range** 30 feet; **Targets** 1 creature

**Duration** until the start of your next turn

You ask for divine guidance, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

# DIVINE



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**NECROMANCY** **NEGATIVE****Cast** ♦ to ♦♦♦**Range** varies; **Targets** 1 living creature or 1 willing undead creature

You channel negative energy. You deal 1d8 negative damage to living creatures (which get a basic Fortitude save) or restore that amount of Hit Points to undead. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

♦♦ **(somatic)** The spell has a range of touch.

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

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

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

# DIVINE



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## HEAL

## SPELL 1

### HEALING | NECROMANCY | POSITIVE

Cast ♦ to ♦♦♦

**Range** varies; **Targets** 1 willing living creature or 1 undead creature

You channel positive energy. You restore 1d8 Hit Points to a living creature, or you deal that amount of positive damage to an undead (undead get a basic Fortitude save). The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

♦ **(somatic)** The spell has a range of touch.

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

♦♦♦ **(material, verbal, somatic)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the area.

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

# DIVINE



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## KNOW DIRECTION

CANTRIP 1

**CANTRIP** | **DETECTION** | **DIVINATION**

**Cast** ➡➡ somatic, verbal

In your mind's eye, you see a path northward. You immediately know which direction is north (if it exists at your current location).

**Heightened (7th)** You can instead know the direction to a familiar location, such as a previous home or a favorite tavern.



# DIVINE



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## LIGHT

## CANTRIP 1

### CANTRIP | EVOCATION | LIGHT

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 unattended non-magical object of 1 Bulk or less

**Duration** until the next time you make your daily preparations

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

**Heightened (4th)** The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).

# DIVINE



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## LOCK

## SPELL 1

### ABJURATION

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 lock, or a door or container with a latch

**Duration** 1 day

The target's latch mechanism clicks shut, held fast by unseen magical restraints. When you magically lock a target, you set an Athletics and Thievery DC to open it equal to your spell DC or the base lock DC with a +4 status bonus, whichever is higher. Any key or combination that once opened a lock affected by this spell does not do so for the duration of the spell, though the key or combination does grant a +4 circumstance bonus to checks to open the door.

If the target is opened, the spell ends. Assuming the target is not barred or locked in some additional way, you can unlock and open it with an Interact action during which you touch the target. This does not end the spell. You can Dismiss this spell at any time and from any distance.

**Heightened (2nd)** The duration increases to unlimited, but you must expend 6 gp worth of gold dust as an additional cost.

# DIVINE



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## MAGIC WEAPON

SPELL 1

### TRANSMUTATION

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 non-magical weapon that is unattended or wielded by you or a willing ally

**Duration** 1 minute

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

# DIVINE



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COMPATIBLE



## MENDING

## SPELL 1

### TRANSMUTATION

**Cast** 10 minutes (somatic, verbal)

**Range** touch; **Targets** non-magical object of light Bulk or less

You repair the target item. You restore 5 Hit Points per spell level to the target, potentially removing the broken condition if this repairs it past the item's Broken Threshold. You can't replace lost pieces or repair an object that's been completely destroyed.

**Heightened (2nd)** You can target a non-magical object of 1 Bulk or less.

**Heightened (3rd)** You can target a non-magical object of 2 Bulk or less, or a magical object of 1 Bulk or less.

# DIVINE



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## MESSAGE

CANTRIP 1

**AUDITORY** **CANTRIP** **ILLUSION** **LINGUISTIC** **MENTAL**

**Cast** ♦ verbal

**Range** 120 feet; **Targets** 1 creature

**Duration** see below

You mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

**Heightened (3rd)** The spell's range increases to 500 feet.

# DIVINE



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## PRESTIDIGITATION

CANTRIP 1

### CANTRIP | EVOCATION | LIGHT

**Cast** ♦♦ somatic, verbal

**Range** 10 feet; **Targets** 1 object (cook, lift, or tidy only)

**Duration** sustained

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

*Prestidigitation* can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

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## PROTECTION

## SPELL 1

### UNCOMMON ABJURATION

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

**Duration** 1 minute

You ward a creature against a specified alignment. Choose chaotic, evil, good, or lawful when you cast this spell. The target gains a +1 status bonus to Armor Class and saving throws against creatures and effects of the chosen alignment. This bonus increases to +3 against effects from such creatures that would directly control the target and against attacks made by summoned creatures of the chosen alignment.

This spell gains the trait that opposes the alignment you chose—if you choose chaos, this spell gains the lawful trait, and vice versa; if you choose evil, this spell gains the good trait, and vice versa.

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## PURIFY FOOD AND DRINK

SPELL 1

### NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 cubic foot of contaminated food or water

You remove toxins and contaminations from food and drink, making them safe to consume. This spell doesn't prevent future contamination, natural decay, or spoilage. One cubic foot of liquid is roughly 8 gallons.

# DIVINE



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## RAY OF ENFEEBLEMENT

SPELL 1

### ATTACK | NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

**Saving Throw** Fortitude; **Duration** 1 minute

A ray with the power to sap a foe's strength flashes from your hand. Attempt a ranged spell attack against the target. If you succeed, that creature attempts a Fortitude save in order to determine the spell's effect. If you critically succeed on your attack roll, use the outcome for one degree of success worse than the result of its save.

**Critical Success** The target is unaffected.

**Success** The target becomes enfeebled 1.

**Failure** The target becomes enfeebled 2.

**Critical Failure** The target becomes enfeebled 3.

# DIVINE



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## READ AURA

CANTRIP 1

### CANTRIP | DETECTION | DIVINATION

**Cast** 1 minute (somatic, verbal)

**Range** 30 feet; **Targets** 1 object

You focus on the target object, opening your mind to perceive magical auras. When the casting is complete, you know whether that item is magical, and if it is, you learn the school of magic.

If the object is illusory, you detect this only if the effect's level is lower than the level of your *read aura* spell.

**Heightened (3rd)** You can target up to 10 objects.

**Heightened (6th)** You can target any number of objects.

# DIVINE



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## REMOVE FEAR

SPELL 2

### ENCHANTMENT

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

With a touch, you ease a creature's fears. You can attempt to counteract a single fear effect that the target suffers from. This frees only the target, not any other creatures under the fear effect.

**Heightened (6th)** The spell's range increases to 30 feet, and you can target up to 10 creatures.



# DIVINE



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## REMOVE PARALYSIS

SPELL 2

### HEALING | NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

A surge of energy frees a paralyzed creature. You can attempt to counteract a single effect imposing the paralyzed condition on the target. This does not cure someone who is paralyzed from some natural state or effect, such as paralysis caused by non-magical wounds or toxins.

**Heightened (6th)** The spell's range increases to 30 feet, and you can target up to 10 creatures.

# DIVINE



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## RESIST ENERGY

SPELL 2

### ABJURATION

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

**Duration** 10 minutes

A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

**Heightened (4th)** The resistance increases to 10, and you can target up to two creatures.

**Heightened (7th)** The resistance increases to 15, and you can target up to five creatures.

# DIVINE



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## RESTORATION

## SPELL 2

### HEALING | NECROMANCY

**Cast** 1 minute (somatic, verbal)

**Range** touch; **Targets** 1 creature

When you cast restoration, you can reduce a condition or lessen the effect of a toxin. A creature cannot benefit from *restoration* more than once per day, nor more than once to reduce the stage of the same exposure to a given toxin.

- **Reduce a Condition** Reduce the value of the target's clumsy, enfeebled, or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each.
- **Lessen a Toxin** Reduce the stage of one toxin the target suffers from by one stage. This can't reduce the stage below stage 1 or cure the affliction.

**Heightened (4th)** Add drained to the conditions you can reduce, and you can reduce the stage of a toxin by 2. You also can reduce a target's doomed value by 1 (but not a permanent doomed condition).

**Heightened (6th)** As the 4th-level *restoration*, but you can reduce a permanent doomed condition if you add a spellcasting action and a material component (100 gp of diamond dust) while Casting the Spell.

# DIVINE



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## RESTORE SENSES

SPELL 2

### HEALING | NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

You attempt to counteract a single effect imposing the blinded or deafened conditions on the target, restoring its vision or hearing. This can counteract both temporary magic and permanent consequences of magic, but it doesn't cure someone who does not have the sense due to some natural state or effect, such as from birth or from a non-magical wound or toxin.

**Heightened (6th)** The spell's range increases to 30 feet, and you can target up to 10 creatures. You can choose the effect to counteract separately for each selected creature.

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## SANCTUARY

SPELL 1

### ABJURATION

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

**Duration** 1 minute

You ward a creature with protective energy that deters enemy attacks. Creatures attempting to attack the target must attempt a Will save each time. If the target uses a hostile action, the spell ends.

**Critical Success** Sanctuary ends.

**Success** The creature can attempt its attack and any other attacks against the target this turn.

**Failure** The creature can't attack the target and wastes the action. It can't attempt further attacks against the target this turn.

**Critical Failure** The creature wastes the action and can't attempt to attack the target for the rest of the sanctuary's duration.

# DIVINE



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## SEE INVISIBILITY

SPELL 2

### **DIVINATION** | **REVELATION**

**Cast** ♦♦ somatic, verbal

**Duration** 10 minutes

You can see invisible creatures and objects. They appear to you as translucent shapes, and they are concealed to you.

**Heightened (5th)** The spell has a duration of 8 hours.



# DIVINE



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## SHIELD

CANTRIP 1

**ABJURATION** **CANTRIP** **FORCE**

**Cast** ◆ verbal

**Duration** until the start of your next turn

You raise a magical shield of force, giving you a +1 circumstance bonus to AC (as Raise a Shield). It requires no hands but allows you to use the Shield Block reaction (even against *magic missile*). After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

### SHIELD BLOCK ➞

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

Your shield prevents you from taking an amount of damage up to the shield's Hardness. The shield has Hardness 5.

**Heightened (3rd)** The shield has Hardness 10.

**Heightened (5th)** The shield has Hardness 15.

**Heightened (7th)** The shield has Hardness 20.

**Heightened (9th)** The shield has Hardness 25.

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## SHIELD OTHER

SPELL 2

### NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

**Duration** 10 minutes

You forge a temporary link between the target's life essence and your own. The target takes half damage from all effects that deal Hit Point damage, and you take the remainder of the damage. When you take damage through this link, you don't apply any resistances, weaknesses, or other abilities you have to that damage; you simply take that amount of damage. The spell ends if the target is ever more than 30 feet away from you. If either you or the target is reduced to 0 Hit Points, any damage from this spell is resolved and then the spell ends.

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**CANTRIP | TRANSMUTATION****Cast** ♦♦ somatic, verbal**Range** touch; **Targets** 1 creature or object**Duration** unlimited (see below)

You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an Interact action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week. The time before the mark fades increases depending on your heightened level.

**Heightened (3rd)** The sigil instead fades after 1 month.**Heightened (5th)** The sigil instead fades after 1 year.**Heightened (7th)** The sigil never fades.

# DIVINE



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## SILENCE

## SPELL 2

### ILLUSION

**Cast** ♦♦ material, somatic

**Range** touch; **Targets** 1 willing creature

**Duration** 1 minute

The target makes no sound, preventing creatures from noticing it using hearing or other senses alone. The target can't use sonic attacks, nor can it use actions with the auditory trait. This prevents it from casting spells that include verbal components.

**Heightened (4th)** The spell effect emanates from the touched creature, silencing all sound in or passing through a 10-foot radius and preventing any auditory and sonic effects in the affected area. While within the radius, creatures are subject to the same effects as the target. Depending upon the position of the effect, a creature might notice the lack of sound reaching it (blocking off the noise coming from a party, for example).

# DIVINE



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## SOUND BURST

SPELL 2

### EVOCATION SONIC

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Area** 10-foot burst

**Saving Throw** Fortitude

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

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is deafened for 1 round.

**Critical Failure** The creature takes double damage and is deafened and stunned 1 for 1 minute.

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

# DIVINE



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## SPIRIT LINK

## SPELL 1

### HEALING | NECROMANCY

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 willing creature

**Duration** 10 minutes

You form a spiritual link with another creature when you Cast this Spell and at the start of each of your turns. If the target is below maximum Hit Points, it regains up to 2 Hit Points (or enough to bring it to its maximum Hit Points, if less). You lose as many Hit Points as the target regained.

This spiritual transfer ignores temporary hit points or effects that would increase the Hit Points the target regains or decrease the Hit Points you lose. Since this effect doesn't involve positive or negative energy, *spirit link* works even if you or the target is undead. While the duration persists, you gain no benefit from regeneration or fast healing. You can Dismiss this spell, and if you're ever at 0 Hit Points, *spirit link* ends automatically.

**Heightened (+1)** The number of Hit Points transferred each time increases by 2.

# DIVINE



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## SPIRITUAL WEAPON

SPELL 2

**ATTACK** | **EVOCATION** | **FORCE**

**Cast** ♦♦ somatic, verbal

**Range** 120 feet

**Duration** sustained up to 1 minute

A ghostly version of your deity's favored weapon made of force appears next to a foe and makes a Strike against it. Each time you Sustain the Spell, you can move the weapon to a new target (if needed) and Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty.

The weapon's Strikes are melee spell attacks. Regardless of its appearance, the weapon 1d8 damage plus your spellcasting ability modifier, either force or the type normally dealt by the weapon (your choice). No statistics or traits of the weapon apply except versatile; even ranged weapons attack adjacent creatures only. Despite making a spell attack, the spiritual weapon is a weapon for purposes of triggers, resistances, and so forth.

The weapon doesn't take up space, grant flanking, or have any other attributes a creature would. The weapon can't make any attack other than its Strike, and feats or spells that affect weapons do not apply to it.

**Heightened (+2)** The weapon's damage increases by 1d8.

# DIVINE



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## STABILIZE

CANTRIP 1

**CANTRIP** | **HEALING** | **NECROMANCY** | **POSITIVE**

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 dying creature

Positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.



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## STATUS

## SPELL 2

### DETECTION DIVINATION

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 willing living creature

**Duration** 1 day

As long as you and the target are on the same plane of existence and both alive, you remain aware of its present state. You know the target's direction from you, distance from you, and any conditions affecting it.

**Heightened (4th)** The spell's range increases to 30 feet, and you can target up to 10 creatures.

# DIVINE



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## UNDETECTABLE ALIGNMENT

SPELL 2

### UNCOMMON ABJURATION

**Cast** 1 minute (material, somatic, verbal)

**Range** touch; **Targets** 1 creature or object

**Duration** until the next time you make your daily preparations

You shroud a creature in wards that hide its alignment. The target appears to be neutral to all effects that would detect its alignment.



# DIVINE



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## VENTRILOQUISM

SPELL 1

### AUDITORY ILLUSION

**Cast** ♦♦ somatic, verbal

**Duration** 10 minutes

Whenever you speak or make any other sound vocally, you can make your vocalization seem to originate from somewhere else within 60 feet, and you can change that apparent location freely as you vocalize. Any creature that hears the sound can attempt to disbelieve your illusion.

**Heightened (2nd)** The spell's duration increases to 1 hour, and you can also change the tone, quality, and other aspects of your voice. Before a creature can attempt to disbelieve your illusion, it must actively attempt a Perception check or otherwise use actions to interact with the sound.

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## WATER BREATHING

SPELL 2

### TRANSMUTATION

**Cast** 1 minute (somatic, verbal)

**Range** 30 feet; **Targets** up to 5 creatures

**Duration** 1 hour

The targets can breathe underwater.

**Heightened (3rd)** The duration increases to 8 hours.

**Heightened (4th)** The duration increases to until your next daily preparations.

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## WATER WALK

SPELL 2

### TRANSMUTATION

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

**Duration** 10 minutes

The target can walk on the surface of water and other liquids without falling through. It can go underwater if it wishes, but in that case it must Swim normally. This spell doesn't grant the ability to breathe underwater.

**Heightened (4th)** The spell's range increases to 30 feet, the duration increases to 1 hour, and you can target up to 10 creatures.