

SPELL 3

CR, 323

## CHILLING DARKNESS

EVOCATION - DARKNESS, EVIL, EVOCATION

CASTING TIME



COMPONENTS

S, V

RANGE

120FT

TARGET

1 CREATURE

You shoot an utterly cold ray of darkness tinged with unholy energy. Make a ranged spell attack against the target. You deal 5d6 cold damage, plus 5d6 evil damage if the target is a celestial.

If the ray passes through an area of magical light or targets a creature affected by magical light, chilling darkness attempts to counteract the light. If you need to determine whether the ray passes through an area of light, draw a line between yourself and the spell's target.

**Heightened +1 :** The cold damage increases by 2d6, and the evil damage against celestials increases by 2d6.

**Critical Success :** The target takes double damage.

**Success :** The target takes full damage.

SPELL 3

CR, 343

## HASTE

TRANSMUTATION

CASTING TIME



COMPONENTS

S, V

RANGE

30FT

DURATION

1MIN

TARGET

1 CREATURE

Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round only for Strike and Stride actions.

**Heightened (7th) :** You can target up to 6 creatures.

SPELL 3

CR, 385

## ZONE OF TRUTH

ENCHANTMENT - MENTAL

CASTING TIME



COMPONENTS

S, V

RANGE

30FT

DURATION

10MIN

SAVING THROW

WILLPOWER

AREA

20FT BURST

You designate an area in which creatures are compelled to speak only truth. Creatures within or entering the area have difficulty lying. Each potentially affected creature must attempt a Will save when the spell is cast or when the creature first enters the area. It uses the results of this initial save if it leaves and reenters the area. Affected creatures are aware of this enchantment; therefore, they can avoid answering questions to which they would normally respond with a lie, or they can be evasive as long as they remain within the boundaries of the truth.

**Critical Success :** The target is unaffected.

**Success :** The target takes a -2 status penalty to Deception checks.

**Failure :** The target can't speak any deliberate and intentional lies, and it takes a -2 status penalty to Deception checks.

**Critical Failure :** The target can't speak any deliberate and intentional lies and takes a -4 status penalty to Deception checks.

SPELL 1 (+2)

KoL, 94

## PURIFYING ICICLE

EVOCATION - COLD, POSITIVE

CASTING TIME



COMPONENTS

S, V

RANGE

60FT

TARGET

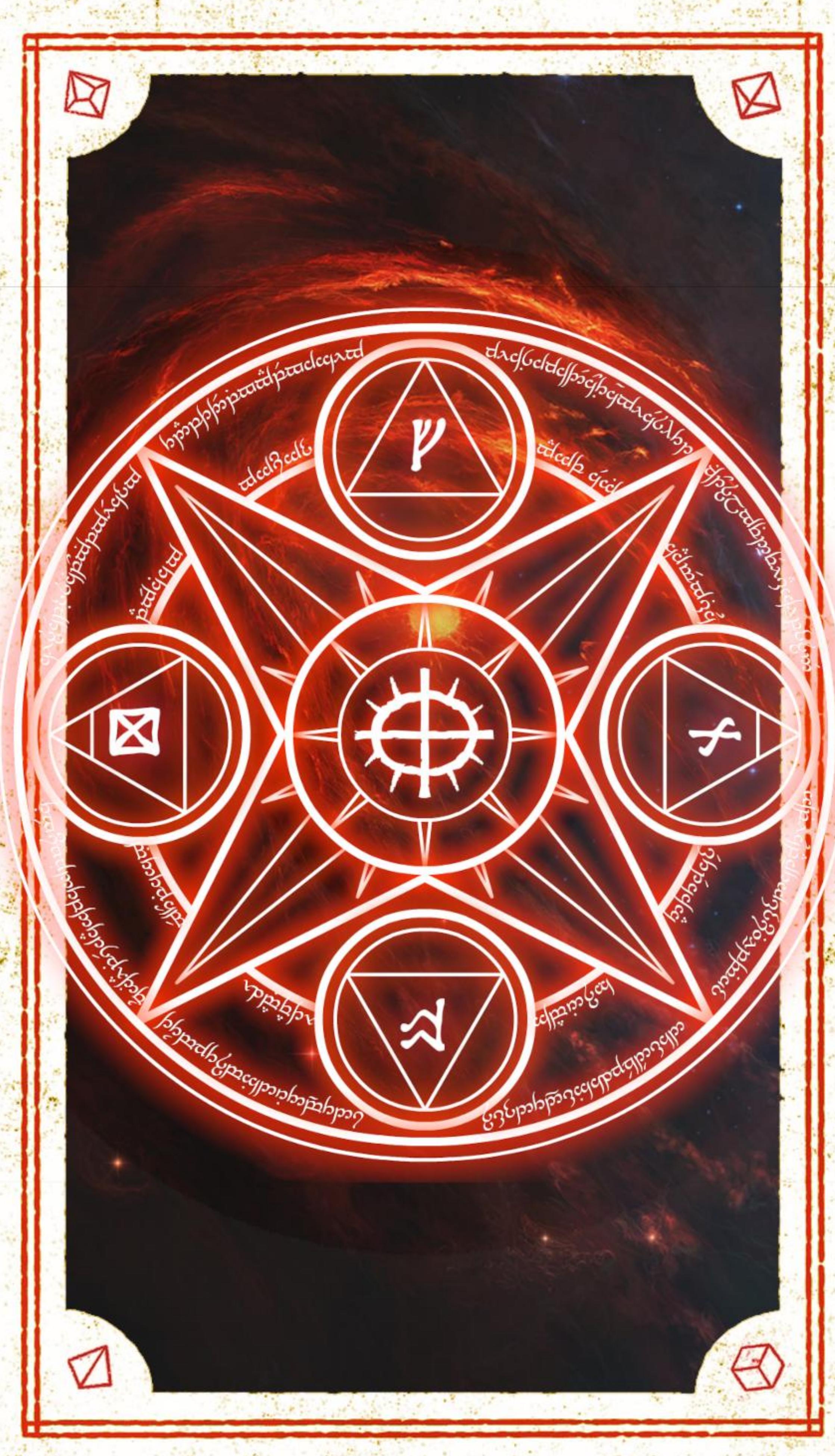
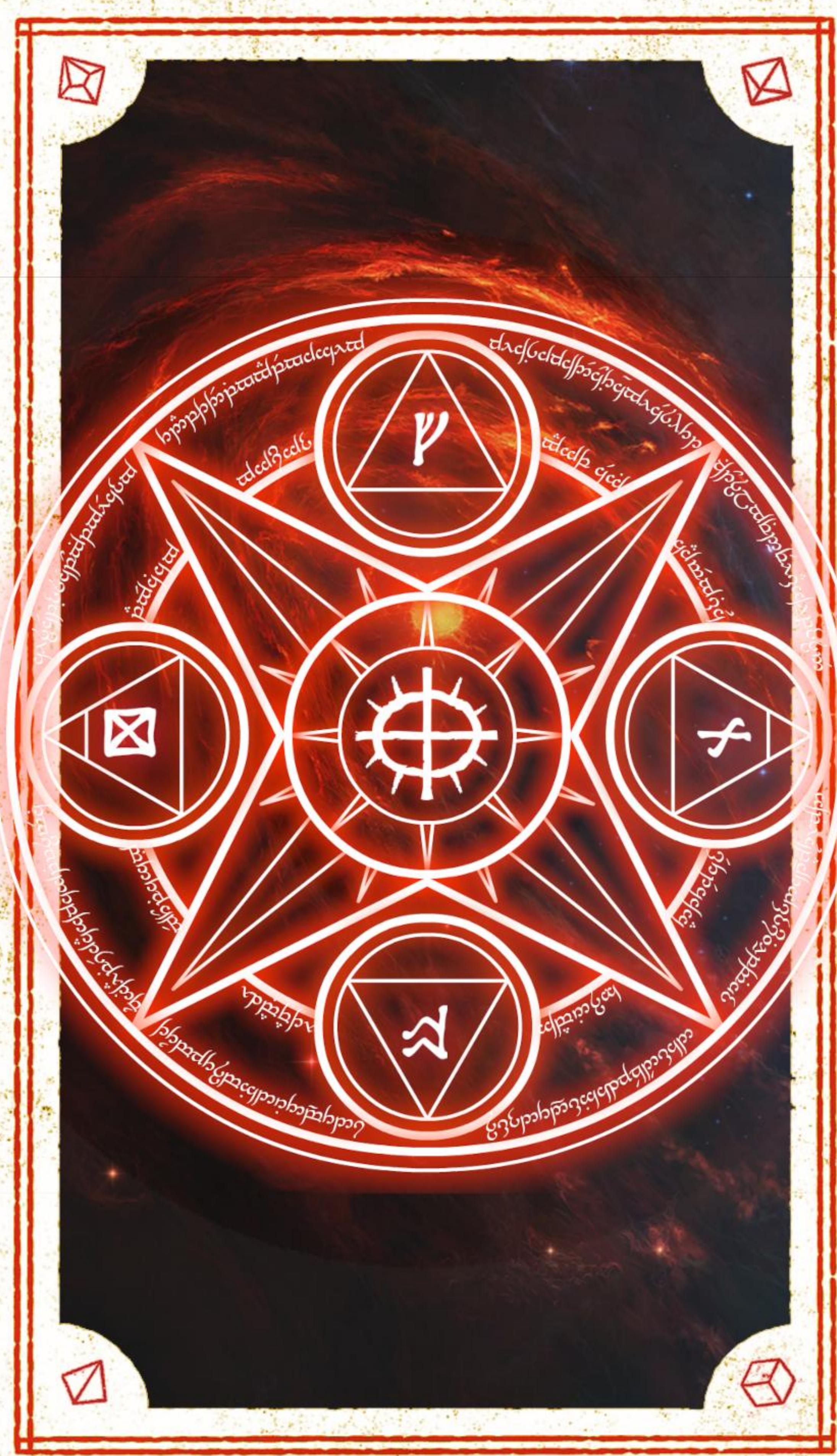
1 CREATURE

You evoke life essence into the form of water and freeze it, then launch the icicle at a foe. Make a spell attack roll. On a success, the icicle deals 4d6 piercing damage and 3d6 cold damage, and if the target is undead, the icicle deals an additional 3d4 positive damage.

**Heightened +1 :** The piercing damage and cold damage each increase by 1d6. The positive damage increases by 1d4.

**Critical Success :** The target takes double damage and a -10ft Speed circumstance penalty for 1 round.

**Success :** The target takes full damage.



SPELL 2 (+1)  
**SOUND BURST**

EVOCATION - SONIC

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	30FT
SAVING THROW	AREA	

FORTITUDE  
10FT BURST

A cacophonous noise blasts out, dealing 3d10 sonic damage. Each creature must attempt a Fortitude save.

**Heightened +1 :** The damage increases by 1d10

**Critical Success :** The creature is unaffected.  
**Success :** The target takes half damage.

**Failure :** The target takes full damage and is Deafened for 1 round.

**Critical Failure :** The target takes double damage and is Deafened for 1 minute, and Stunned 1.

SPELL 3

**CRISIS OF FAITH**

ENCHANTMENT - MENTAL

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	30FT
SAVING THROW	TARGET	

WILLPOWER  
1 CREATURE

You assault the target's faith, riddling the creature with doubt and mental turmoil that deal 6d6 mental damage, or 6d8 mental damage if it can cast divine spells. The effects are determined by its Will save. To many deities, casting this spell on a follower of your own deity without significant cause is anathema.

**Heightened +1 :** The damage increases by 2d6 (or by 2d8 if the target is a divine spellcaster).

**Critical Success :** The target is unaffected.

**Success :** The target takes half damage.

**Failure :** The target takes full damage; if the target can cast divine spells, it's stupefied 1 for 1 round.

**Critical Failure :** The target takes double damage, is stupefied 1 for 1 round, and can't cast divine spells for 1 round.

LOOT

**MYTHRIL INGOT**

Uncommon Level 0+

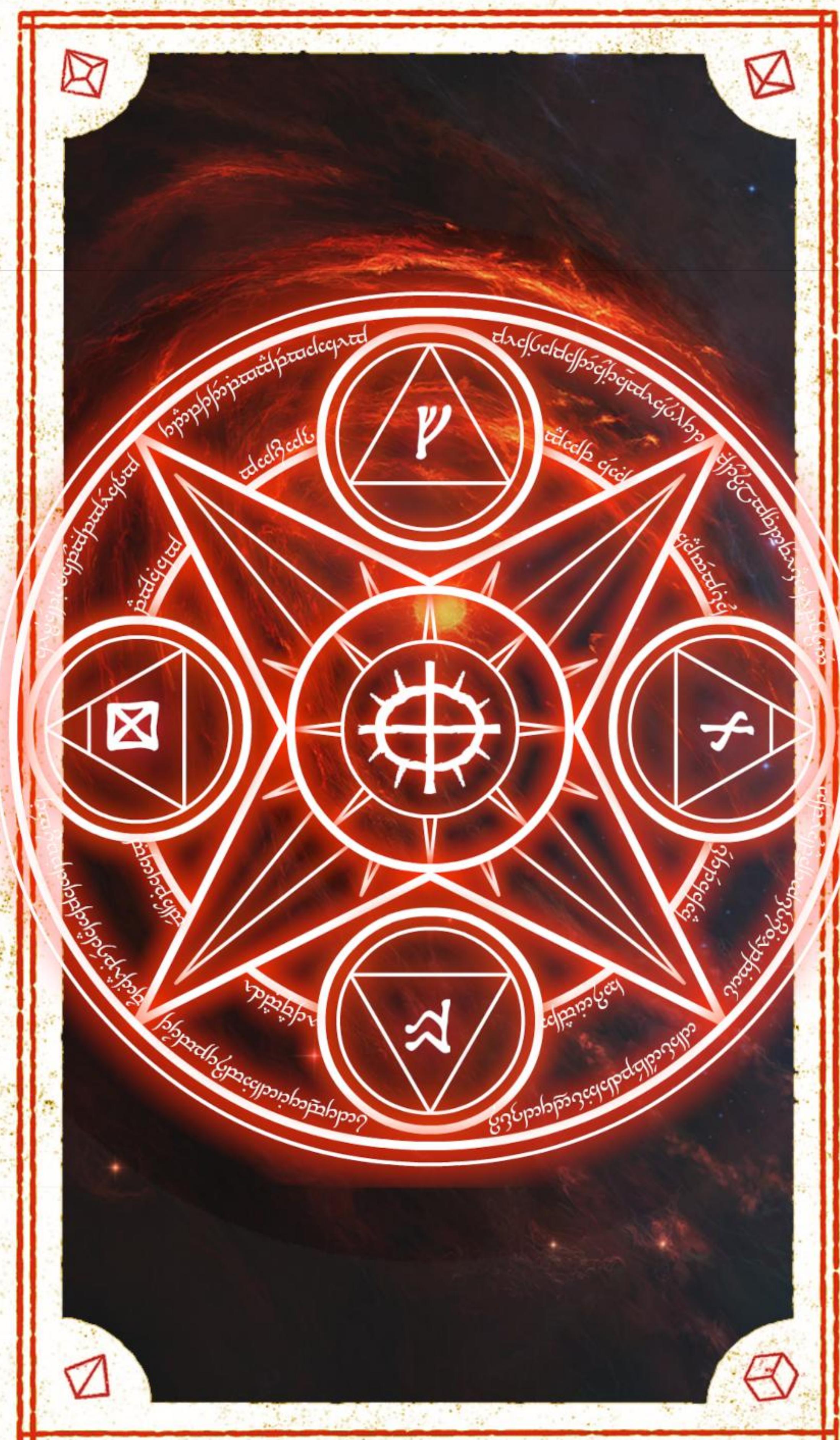
Mithril is renowned for its lightness, durability, and effectiveness against a range of creatures including devils and lycanthropes. It has the same sheen as silver but a slightly lighter hue. Mithril weapons and armor are treated as if they were silver for the purpose of damaging creatures with weakness to silver. A metal item made of mithril is lighter than one made of iron or steel: the item's Bulk is reduced by 1 (reduced to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk).

LOOT

**MYSTERIOUS KEY**

Common Level 0

A mysterious key that was found in Sergeil's office in the temple repurposed as the Cult of the Burned One's base of operations.



ALCHEMY  
UNDEAD DETECTION  
DYE

## CONSUMABLE, ALCHEMICAL

# ACTIVATION BULK USAGE



## L 1 HAND, INTERACT

The liquid in this test tube is as clear as water. You can drop in a sample collected from the environment or a creature to reveal what kind of undead has been in contact with the sample in the past 24 hours. The water changes color, as seen on the table, or remains clear if it doesn't detect any traces of undead. The higher the undead's level or number of undead in contact with the sample, the more intense the color. This isn't a foolproof way to identify a disguised creature as undead, since any contact with undead causes the sample to change colors. If an undead has been disguising its undead nature or its presence in an area, the GM can roll a secret DC 20 Deception or Stealth check for the creature when the dye is activated. On a success, the creature avoided leaving traces. This can't protect the un-

ALCHEMY  
ELIXIR OF LIFE  
(LESSER)

## CONSUMABLE, ELIXIR, HEALING

# ACTIVATION BULK USAGE



## L 1 HAND, INTERACT

Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this elixir, you regain  $3d6+6$  Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

# SPELL 3

# MOONLIGHT RAY

## EVOCATION - COLD, GOOD, LIGHT

CASTING TIME	COMPONENTS	RANGE
	S, V	120FT
	TARGET	
	1 CREATURE	

You focus your gaze on a creature and gain a flash of divine insight into its nature. If the creature has any weaknesses, you learn them, as well as which of its three saving throw modifiers is lowest. You also learn an inherent understanding of its movements and gain a +2 status bonus to your next attack roll (or skill check made as part of an attack action) against that foe before the end of your turn. The target is then temporarily immune to vision of weakness for 1 day.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, moonlight ray attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the spell's target.

**Heightened +1** : The cold damage increases by 2d6, and the good damage against fiends and undead increases by 2d6.

**Critical Success :** The target takes double cold

# CHRISTMAS REINDEER'S RED NOSE

Rare Level 3

# Companion      Magical      Transmutation

A slightly shining spherical red nose, once belonging to Santa's youngest reindeer, allowing it to fly.

This companion item can be equipped on an animal companion, giving it a limited Fly Speed of 30ft and access to this Fly action:

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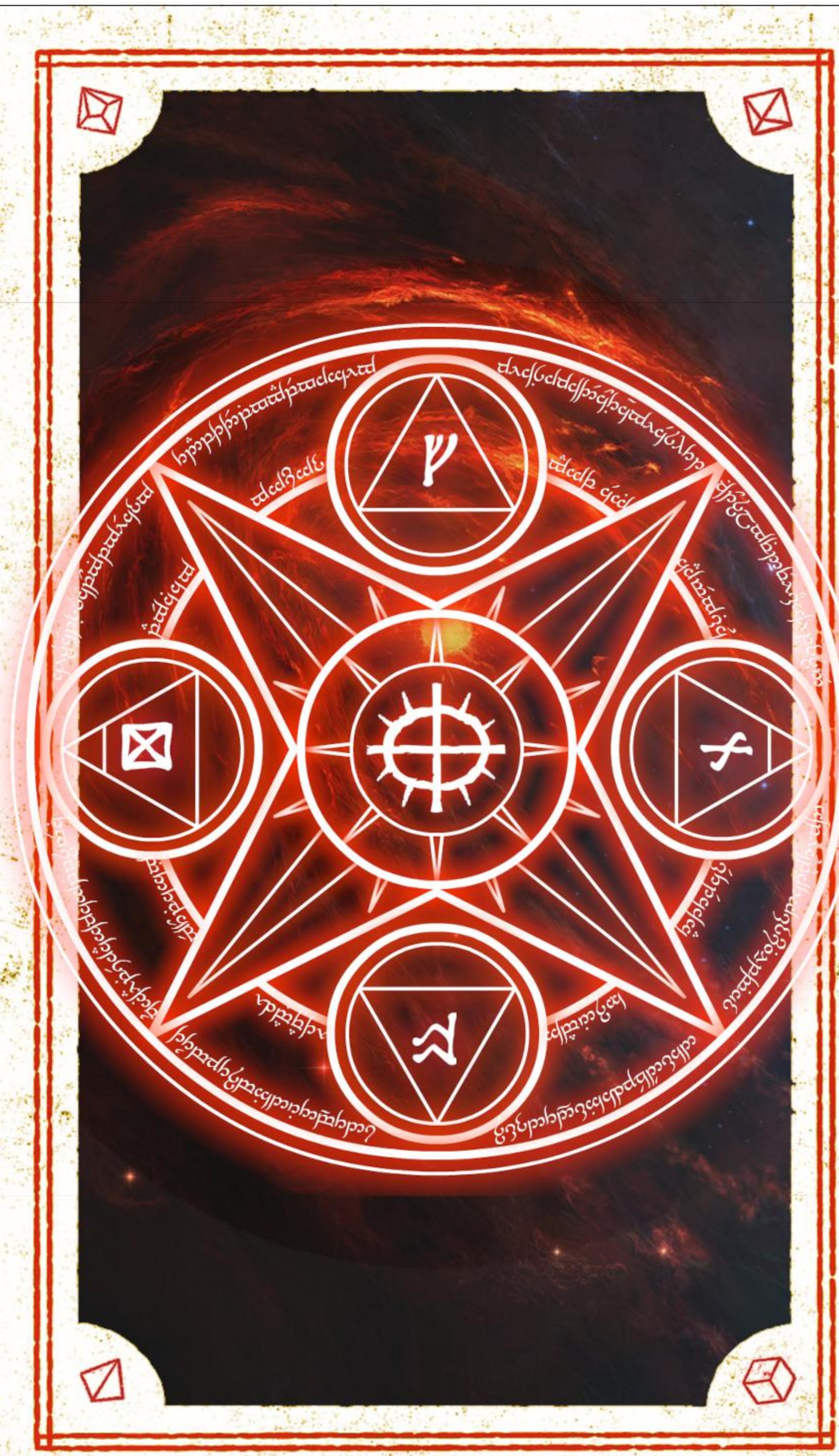
**Fly ♦:** [Move] You move through the air up to 30ft.

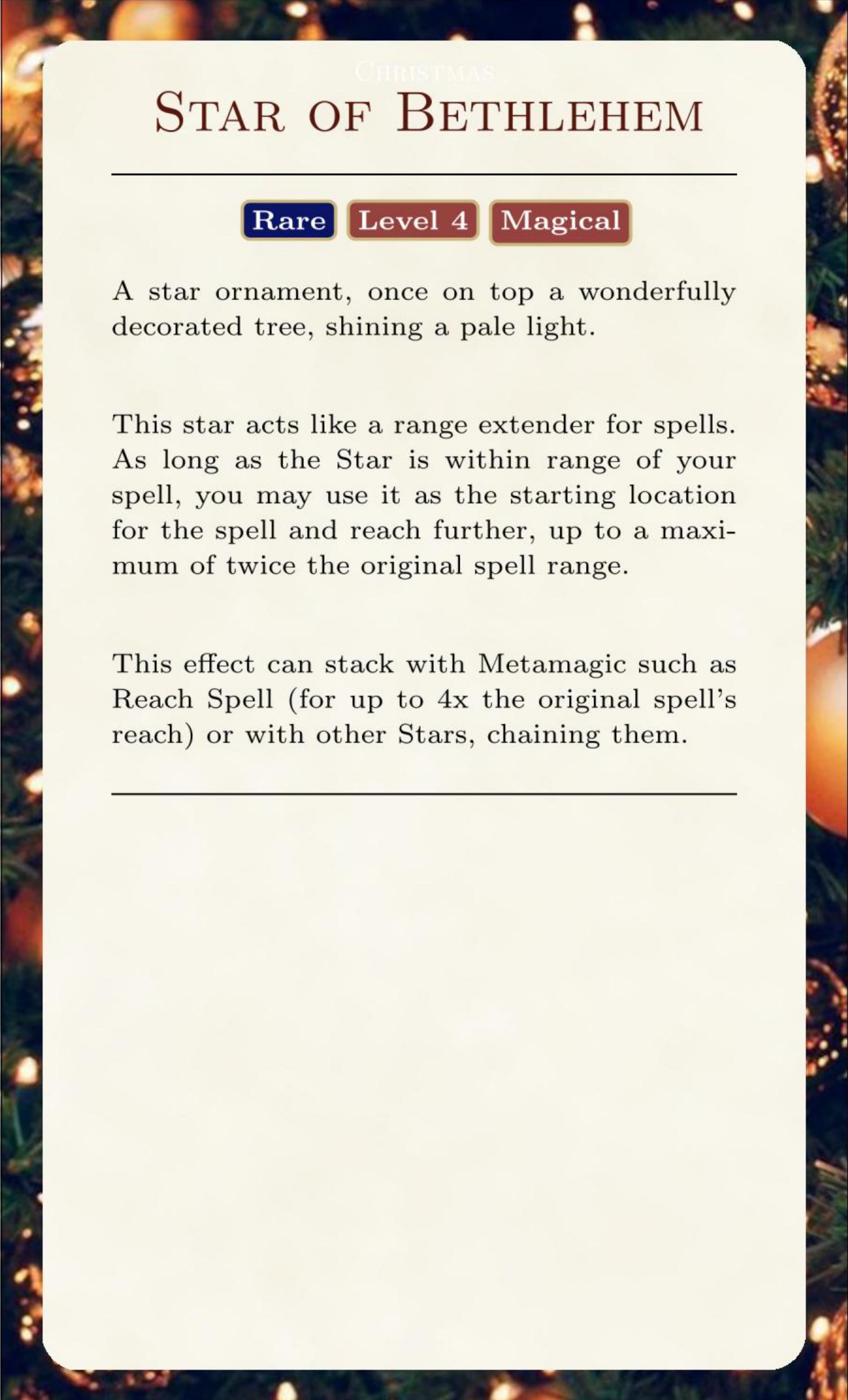
Moving upwards uses the rules for moving through difficult terrain and you can only go

up 30ft from the ground at all times.  
You can move straight down 10ft for every 5ft

of movement you spend.

You can use an action to Fly 0ft to hover in place. If you're airborne at the end of your turn and didn't use a Fly action, you fall.



A decorative background image showing a portion of a Christmas tree with glowing yellow and white lights.

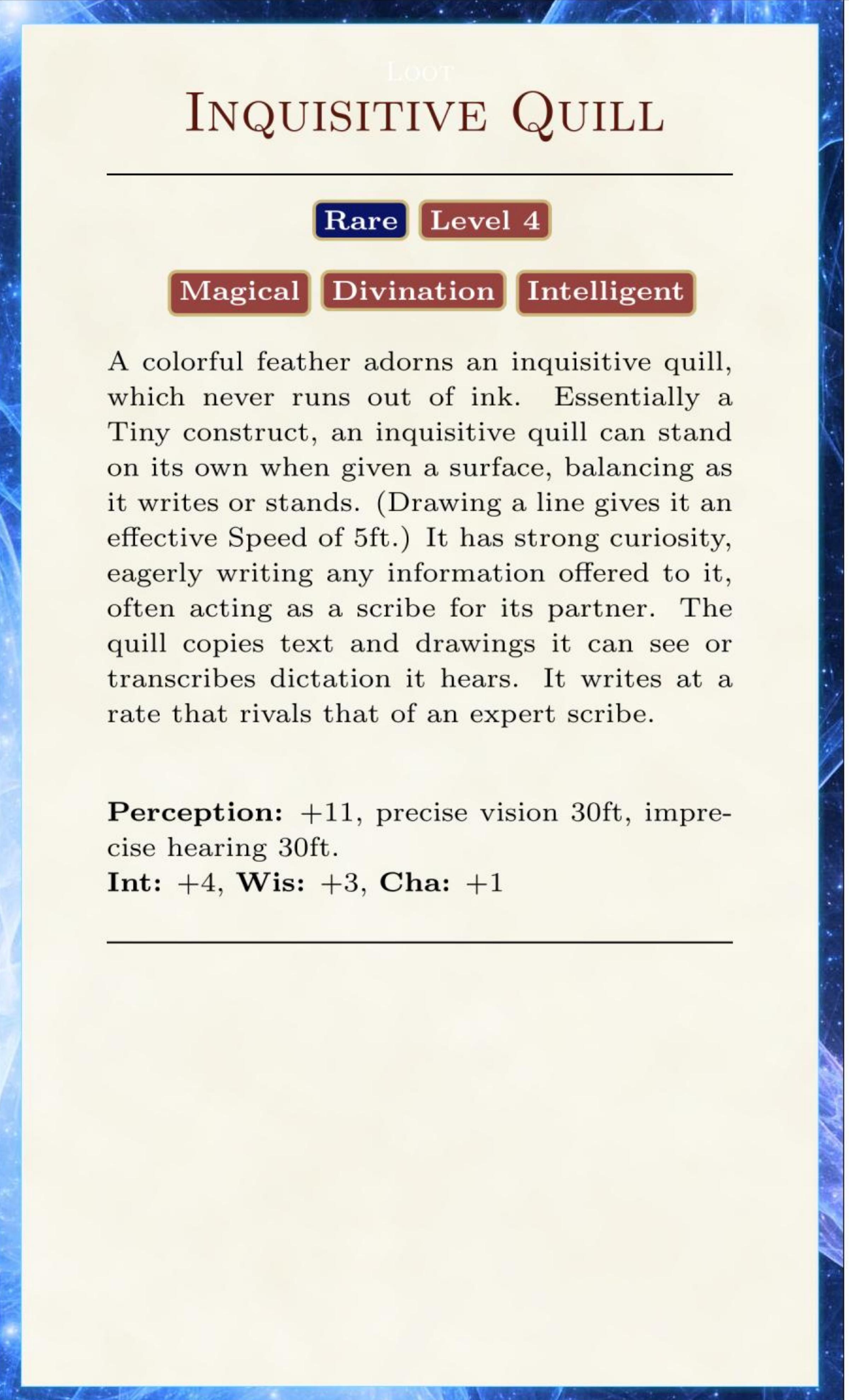
## STAR OF BETHLEHEM

**Rare** **Level 4** **Magical**

A star ornament, once on top a wonderfully decorated tree, shining a pale light.

This star acts like a range extender for spells. As long as the Star is within range of your spell, you may use it as the starting location for the spell and reach further, up to a maximum of twice the original spell range.

This effect can stack with Metamagic such as Reach Spell (for up to 4x the original spell's reach) or with other Stars, chaining them.

A decorative background image showing a dark blue night sky filled with numerous small, glowing stars.

## INQUISITIVE QUILL

**Rare** **Level 4**

**Magical** **Divination** **Intelligent**

A colorful feather adorns an inquisitive quill, which never runs out of ink. Essentially a Tiny construct, an inquisitive quill can stand on its own when given a surface, balancing as it writes or stands. (Drawing a line gives it an effective Speed of 5ft.) It has strong curiosity, eagerly writing any information offered to it, often acting as a scribe for its partner. The quill copies text and drawings it can see or transcribes dictation it hears. It writes at a rate that rivals that of an expert scribe.

**Perception:** +11, precise vision 30ft, imprecise hearing 30ft.

**Int:** +4, **Wis:** +3, **Cha:** +1

