

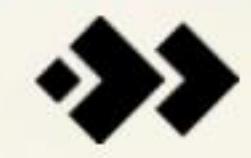
CANTRIP 1

SoM, 93

BULLHORN

ILLUSION - CANTRIP, AUDITORY

CASTING TIME



COMPONENTS

S, V

RANGE

500FT

DURATION

10MIN

You amplify your voice, loud enough for you to be heard easily at a great distance. For the duration, your voice can be heard loudly and clearly by all listeners within 500 feet, even if other ambient noise would otherwise block the sound. Despite the volume, this doesn't make your voice jarring or distracting. This doesn't increase the range or area of other auditory or linguistic effects, and physical barriers such as walls and doors still block or muffle your voice as normal.

Your loud voice makes it easier to Coerce others, and the acoustics assist in Performing at a large venue. You gain a +1 status bonus to checks to Coerce and auditory Performance checks to Perform at a large venue. You can Dismiss the spell.

Heightened 5th : Your voice can be heard clearly up to 1200ft away.

Heightened 7th : Your voice can be heard clearly up to 1 mile away.

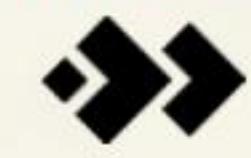
CANTRIP 1

CR, 323

CHILL TOUCH

NECROMANCY - CANTRIP, NEGATIVE

CASTING TIME



COMPONENTS

S, V

RANGE

TOUCH

SAVING THROW

FORTITUDE

TARGET

1 CREATURE

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.

CANTRIP 1

CR, 328

DETECT MAGIC

DIVINATION - DETECTION

CASTING TIME



COMPONENTS

S, V

RANGE

30FT AREA

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 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).

FOCUS 1

APG, 236

DIM THE LIGHT

EVOCATION - DARKNESS

CASTING TIME



COMPONENTS

S

RANGE

SELF

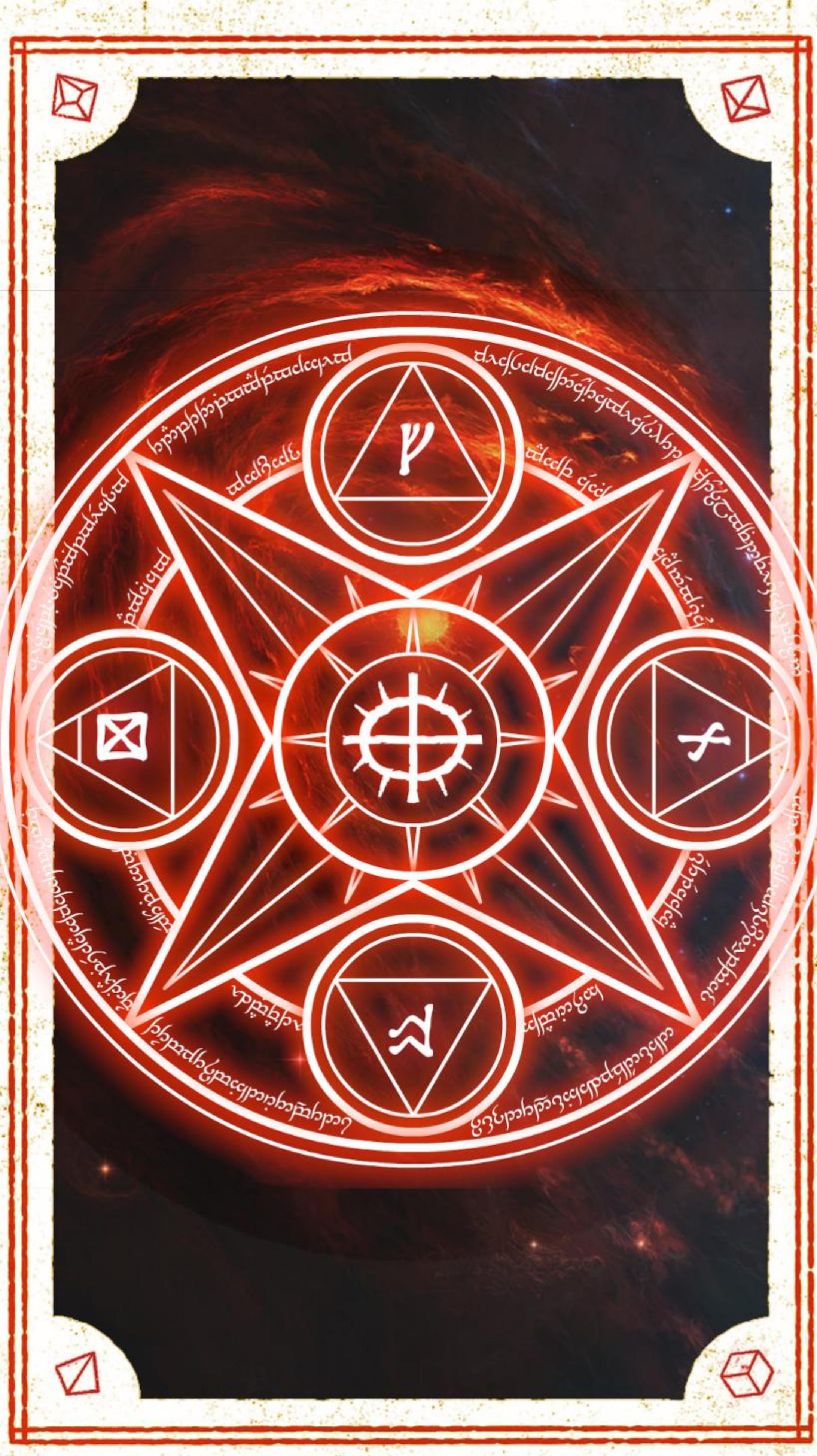
TRIGGER

YOU CAST A SHADOW

SPELL

You magnify the darkness from the triggering effect, causing the ambient light level to flicker briefly so you can slip from sight.

You can immediately attempt a Stealth check to Hide, and you can become hidden to a creature even if you don't have cover and aren't otherwise concealed from that creature. You cease being hidden at the end of your turn unless you move into cover or become concealed before then.



SPELL 1

FB, 89

FLASHY DISAPPEARANCE

ILLUSION

CASTING TIME	COMPONENTS	RANGE
	V	SELF

You create a puff of colorful smoke that quickly disperses while you become temporarily invisible. You become undetected to all creatures unless they can see invisible creatures.

You Stride. At the end of your movement, if you have cover, greater cover, or concealment, attempt a Stealth check to Hide. You gain a +2 status bonus to this Stealth check.

The invisibility then ends, and you either become observed or hidden to creatures as determined by your check to Hide, if you made one.

CANTRIP 1

CR, 340

GHOST SOUND

ILLUSION - CANTRIP, AUDITORY

CASTING TIME	COMPONENTS	RANGE
	S, V	30FT

DURATION
SUSTAINED

You create an auditory illusion of simple sounds that has a maximum volume equal to four normal humans shouting. The sounds emanate from a square you designate within range. You can't create intelligible words or other intricate sounds (such as music).

Heightened 3rd : The range increases to 60 feet.

Heightened 5th : The range increases to 120 feet.

SPELL 1

CR, 342

GRIM TENDRILS

NECROMANCY - NEGATIVE

CASTING TIME	COMPONENTS	RANGE
	S, V	20FT LINE

SAVING THROW
FORTITUDE

Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 negative damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

Heightened +1 : The negative damage increases by 2d4, and the persistent bleed damage increases by 1.

Critical Success : The creature is unaffected.
Success : The creature takes half the negative damage and no persistent bleed damage.
Failure : The creature takes full damage.
Critical Failure : The creature takes double negative damage and double persistent bleed damage.

CANTRIP 1

CR, 342

GUIDANCE

DIVINATION - CANTRIP

CASTING TIME	COMPONENTS	RANGE
	V	30FT

DURATION
UNTIL SONT
TARGET
1 CREATURE

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.



SPELL 1

CR, 345

ILLUSORY OBJECT

ILLUSION - VISUAL

CASTING TIME	COMPONENTS	RANGE
	S, V	500FT
DURATION		AREA

10MIN 20FT BURST

You create an illusory visual image of a stationary object. The entire image must fit within the spell's area. The object appears to animate naturally, but it doesn't make sounds or generate smells. For example, water would appear to pour down an illusory waterfall, but it would be silent.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion.

Heightened 5th : As the 2nd-level version, but the duration is unlimited.

FOCUS 1

CR, 387

LAY ON HANDS

NECROMANCY - HEALING, POSITIVE

CASTING TIME	COMPONENTS	RANGE
	S	TOUCH
		TARGET

1 CREATURE

Your hands become infused with positive energy, healing a living creature or damaging an undead creature with a touch. If you use lay on hands on a willing living target, you restore 6 Hit Points; if the target is one of your allies, they also gain a +2 status bonus to AC for 1 round.

Against an undead target, you deal 1d6 damage and it must attempt a basic Fortitude save; if it fails, it also takes a -2 status penalty to AC for 1 round.

Heightened +1 : The amount of healing increases by 6, and the damage to an undead target increases by 1d6.

CANTRIP 1

CR, 351

MESSAGE

ILLUSION - CANTRIP, AUDITORY, LINGUISTIC, MENTAL

CASTING TIME	COMPONENTS	RANGE
	V	120FT
DURATION		TARGET

SEE BELOW 1 CREATURE

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.

CANTRIP 1

FB, 90

MUSICAL ACCOMPANIMENT

ILLUSION - CANTRIP, AUDITORY

CASTING TIME	COMPONENTS	RANGE
	S, V	-
DURATION		1MIN

You're surrounded by orchestral music that shifts and changes to match your behavior. This music provides a +1 status bonus to Performance checks.

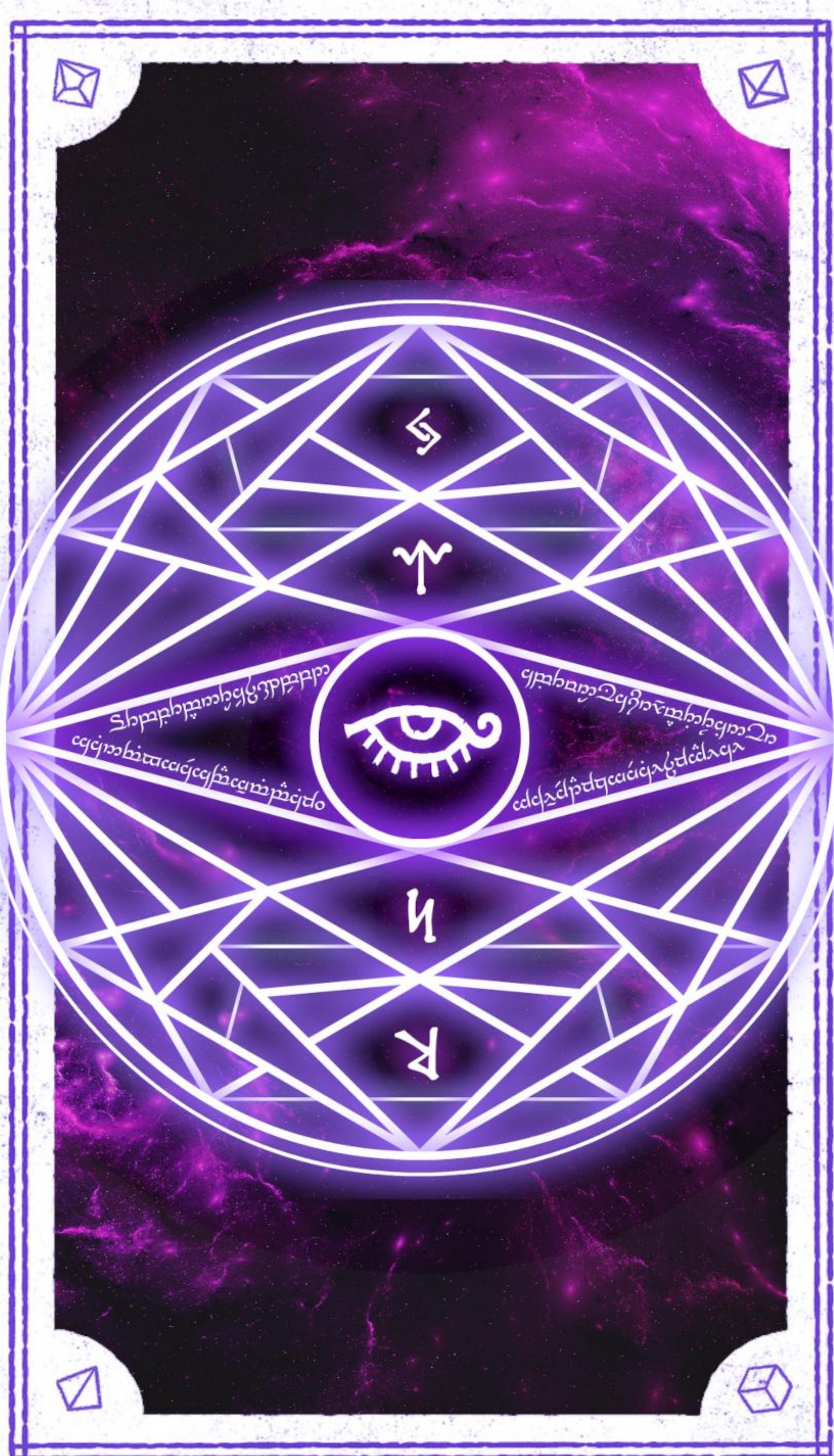
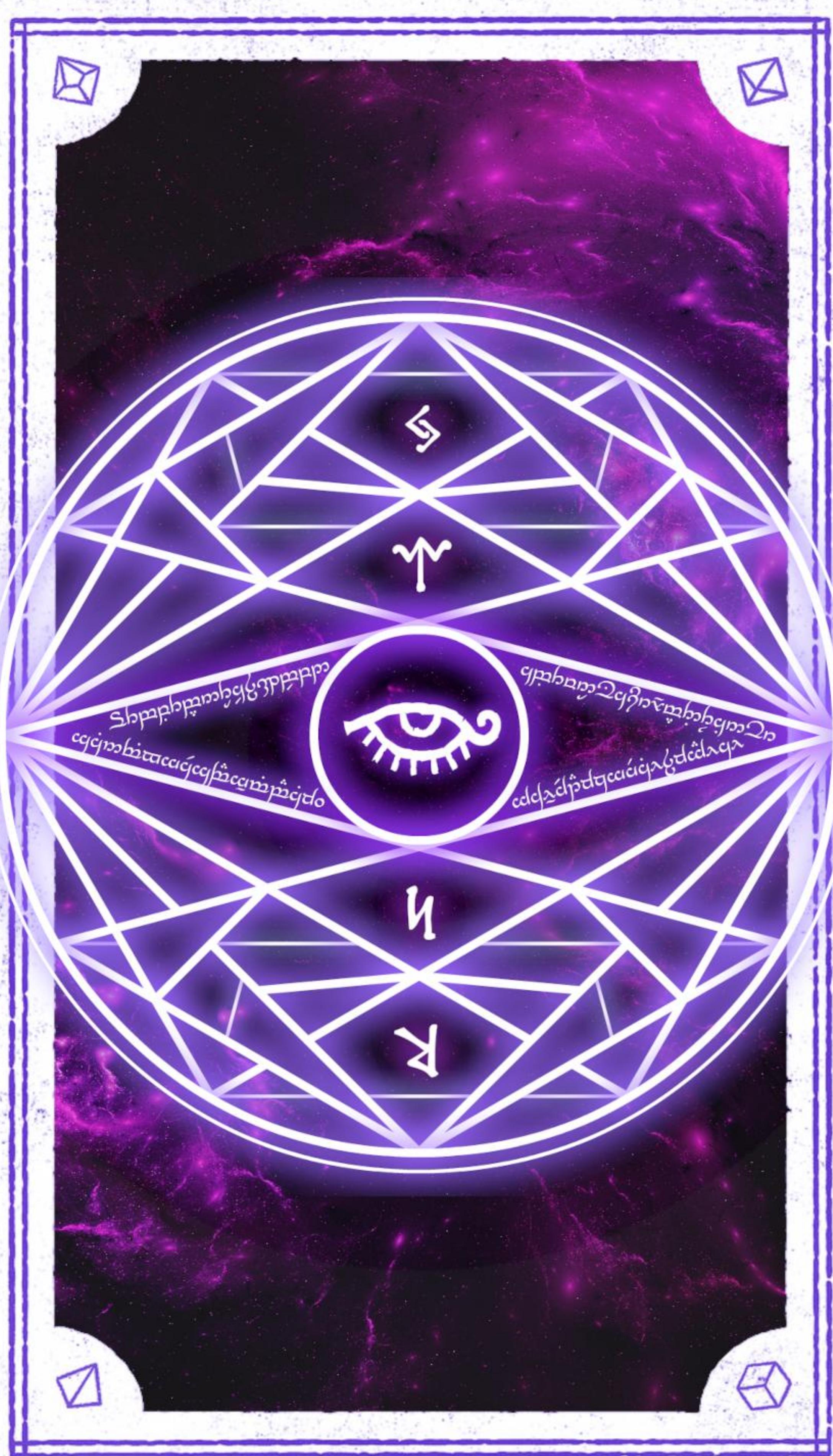
At the GM's discretion, it provides this bonus to Deception, Diplomacy, and Intimidation checks as the music changes to support you in social situations, though some creatures are unaffected by such obvious attempts to use music to illicit specific emotions. This music moves with you and has a maximum volume equal to four humans shouting.

You take a -4 penalty to Stealth checks while the music is playing. You can't control the exact music this spell creates. The music doesn't create intelligible words or singing. You can Dismiss this spell.

Heightened 2nd : The duration increases to 10 minutes.

Heightened 3rd : The duration increases to 1 hour.

Heightened 5th : The duration increases to 24 hours.



CANTRIP 1

CR. 360

PRODUCE FLAME

EVOCATION - ATTACK, FIRE

CASTING TIME

COMPONENTS

RANGE



S, V

30FT

TARGET

1 CREATURE

A small ball of flame appears in the palm of your hand, and you lash out with it either in melee or at range. Make a spell attack roll against your target's AC.

This is normally a ranged attack, but you can also make a melee attack against a creature in your unarmed reach. The flame deals fire damage equal to $1d4 + \text{your spellcasting ability modifier}$.

Heightened +1 : Increase the damage by $1d4$ and the persistent damage on a critical hit by $1d4$.

Critical Success : The target takes double damage and $1d4$ persistent fire damage.

Success : The target takes full damage.

