

CANTRIP 1

CR, 316

ACID SPLASH

EVOCATION - CANTRIP, ACID, ATTACK

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	30FT
DURATION	1 MIN	TARGET 1 CREATURE

You splash a glob of acid that splatters your target and nearby creatures. Make a spell attack. If you hit, you deal 1d6 acid damage plus 1 splash acid damage. On a critical success, the target also takes 1 persistent acid damage.

Heightened 3rd : The initial damage increases to 1d6 + your spellcasting ability modifier, and the persistent damage increases to 2.

Heightened 5th : The initial damage increases to 2d6 + your spellcasting ability modifier, the persistent damage increases to 3, and the splash damage increases to 2.

Heightened 7th : The initial damage increases to 3d6 + your spellcasting ability modifier, the persistent damage increases to 4, and the splash damage increases to 3.

Heightened 9th : The initial damage increases to 4d6 + your spellcasting ability

SPELL 1

PF-158 SFU, 76

ADMONISHING RAY

NECROMANCY - ATTACK, NONLETHAL

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	60FT
DURATION	1 MIN	TARGET 1 CREATURE

A ray of energy bludgeons your target into submission without causing lasting harm. When you cast this spell, you choose whether the ray feels like a strong punch or slap. Make a spell attack roll. The ray deals 2d6 bludgeoning damage.

Heightened +1 : The damage increases by 2d6.

Critical Success : The target takes double damage.

Success : The target takes full damage.

SPELL 1

APG, 214

ANIMATE DEAD

NECROMANCY

CASTING TIME	COMPONENTS	RANGE
1 ACTION	M, S, V	30FT
DURATION	SUSTAINED 1 MIN	

Your magic dredges up a corpse or skeleton and fills it with necromantic life, and you force the dead to fight at your command.

You summon a common creature that has the undead trait and whose level is -1; this creature gains the summoned trait.

Heightening the spell increases the maximum level of creature you can summon.

Heightened 2nd : Level 1

Heightened 3rd : Level 2

Heightened 4th : Level 3

Heightened 5th : Level 5

Heightened 6th : Level 7

Heightened 7th : Level 9

Heightened 8th : Level 11

Heightened 9th : Level 13

Heightened 10th : Level 15

FOCUS 1

CR, 389

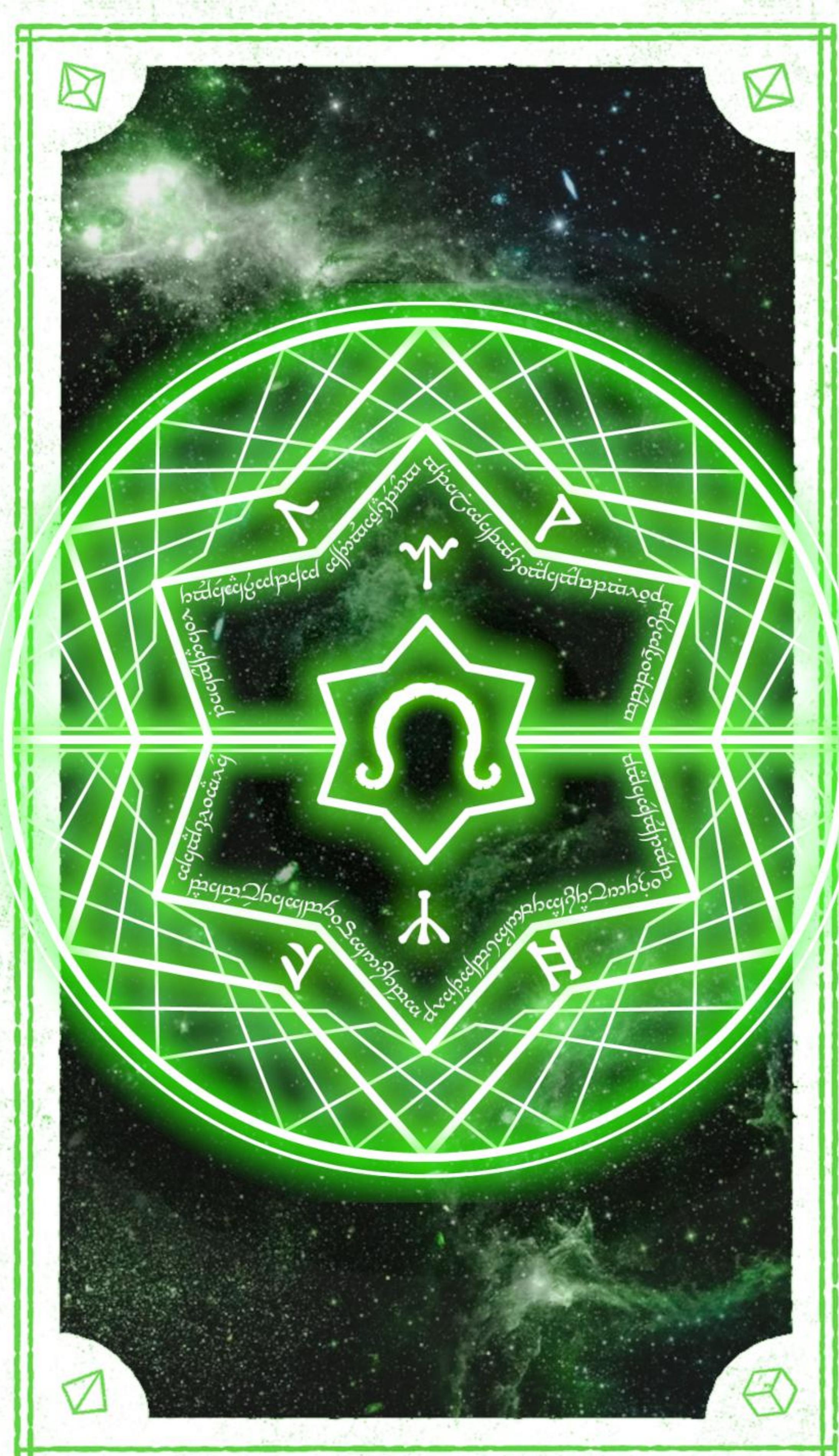
BIT OF LUCK

DIVINATION - FORTUNE

CASTING TIME	COMPONENTS	RANGE
1 ACTION	S, V	30FT
DURATION	1 MIN	TARGET 1 CREATURE

You tilt the scales of luck slightly to protect a creature from disaster. When the target would attempt a saving throw, it can roll twice and use the better result. Once it does this, the spell ends.

If you cast bit of luck again, any previous bit of luck you cast that's still in effect ends. After a creature has been targeted with bit of luck, it becomes temporarily immune for 24 hours.



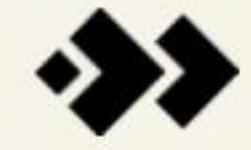
CANTRIP 1

CR, 327

DAZE

ENCHANTMENT - CANTRIP, MENTAL, NONLETHAL

CASTING TIME COMPONENTS RANGE



S, V

60FT

DURATION SAVING THROW TARGET

1 ROUND

WILL

1 CREATURE

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.

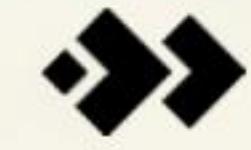
CANTRIP 1

CR, 335

ELECTRIC ARC

EVOCATION - CANTRIP, ELECTRICITY

CASTING TIME COMPONENTS RANGE



S, V

30FT

SAVING THROW TARGET

BASIC REFLEX

1/2 CREATURES

An arc of lightning leaps from one target to another. You deal electricity damage equal to 1d4 plus your spellcasting ability modifier. An arc of lightning leaps from one target to another. You deal electricity damage equal to 1d4 plus your spellcasting ability modifier.

Heightened +1 : The damage increases by 1d4.

CANTRIP 1

CR, 339

FORBIDDING WARD

ABJURATION - CANTRIP

CASTING TIME COMPONENTS RANGE



S, V

30FT

DURATION TARGET

SUSTAINED 1MIN

2 CREATURES

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.

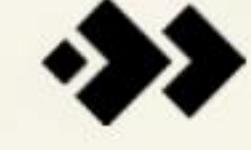
CANTRIP 1

CR, 348

LIGHT

EVOCATION - CANTRIP, LIGHT

CASTING TIME COMPONENTS RANGE



S, V

TOUCH

DURATION TARGET

UNTIL NEXT DAILY

1 OBJECT

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).



FOCUS 1
READ FATE

DIVINATION - PREDICTION

CASTING TIME COMPONENTS RANGE



M, S, V

10FT

TARGET
1 CREATURE

You attempt to learn more about the target's fate in the short term, usually within the next day for most prosaic creatures, or the next hour or less for someone likely to have multiple rapid experiences, such as someone actively adventuring.

You learn a single enigmatic word connected to the creature's fate in that time frame. Fate is notoriously inscrutable, and the word isn't necessarily meant to be taken at face value, so the meaning is often clear only in hindsight. The GM rolls a secret DC 6 flat check. If the creature's fate is too uncertain, or on a failed flat check, the spell yields the word 'inconclusive'. Either way, the creature is then temporarily immune for 24 hours.

CANTRIP 1
SHIELD

ABJURATION - CANTRIP, FORCE

CASTING TIME COMPONENTS RANGE



V

SELF

DURATION
UNTIL SONT

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield. The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the magic missile spell.

- 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.

CANTRIP 1
READ THE AIR

DIVINATION - CANTRIP

CASTING TIME COMPONENTS RANGE



S, V

60FT

DURATION
1MIN

You take a deep breath as you survey a social situation, showing courtesy to all around you as your intuition swiftly picks up clues about social contexts and unspoken assumptions of behavior. Your body language subconsciously changes to take advantage of this information and use it in your own interactions with those creatures.

As part of Casting this Spell, you Recall Knowledge using Society to gain information about the immediate social situation. You also gain a +1 status bonus on your next Diplomacy check to Make an Impression on those creatures present when you cast this spell, as long as the check occurs during the duration of the spell. You can read the air only once in a given social situation; casting it again has no effect.

CANTRIP 1
WASH YOUR LUCK

ABJURATION - CANTRIP, FORTUNE

CASTING TIME COMPONENTS RANGE



S, V

SELF

DURATION
1MIN

Some practitioners argue this spell literally washes your fortunes of all influences, malign or benign, while others claim it simply cleanses your mind of obsessions about luck and destiny. You adjust your garments, change the posture of your chair, fidget with a religious symbol, or make some other innocuous and personally significant action to wash away bad luck.

Once during the spell's duration, before rolling a check, you can cancel out a misfortune effect on that roll, as normal when a fortune and misfortune effect apply to the same roll. After canceling out the misfortune effect, the spell ends, and you are then temporarily immune to wash your luck for 10 minutes.

