

DAZE**CANTRIP 1****SPELL 1**

CANTRIP CONCENTRATE DIVINE MANIPULATE MENTAL

NONLETHAL

Range 60 feet; **Targets** 1 creature**Defense** basic Will

You push into the target's mind and daze it with a mental jolt. The jolt deals 1d6 mental damage with a basic Will save. If the target critically fails its save, it is also stunned 1.

DIVINE LANCE**CANTRIP 1****SPELL 1**

ATTACK CANTRIP CONCENTRATE DIVINE MANIPULATE

SANCTIFIED SPIRIT

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

You unleash a beam of divine energy. Make a ranged spell attack against the target's AC, dealing 2d4 spirit damage on a hit.

Critical Success: The target takes double damage.**Success:** The target takes full damage.**FORBIDDING WARD****CANTRIP 1****SPELL 1**

CANTRIP CONCENTRATE DIVINE MANIPULATE

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.

HAUNTING HYMN**CANTRIP 1****SPELL 1**

AUDITORY CANTRIP CONCENTRATE DIVINE MANIPULATE

SONIC

Area 15-foot cone**Defense** basic Fortitude

You echo a jarring hymn that only creatures in the area can hear. The hymn deals 1d8 sonic damage, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute.

IGNITION**CANTRIP 1****SPELL 1**

ATTACK CANTRIP CONCENTRATE DIVINE FIRE MANIPULATE

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

You snap your fingers and point at a target, which begins to smolder. Make a ranged spell attack roll against your target's AC, dealing 2d4 fire damage on a hit. If the target is within your melee reach, you can choose to make a melee spell attack with the flame instead of a ranged spell attack, which increases all the spell's damage dice to d6s.

Critical Success: The target takes double damage, and 1d4 persistent fire damage.**Success:** The target takes full damage.**ADMONISHING RAY****SPELL 1**

ATTACK CONCENTRATE DIVINE MANIPULATE NONLETHAL

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

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 against the target's AC, dealing 2d6 bludgeoning damage on a hit.

Critical Success: The target takes double damage.**Success:** The target takes full damage.**CHARM****SPELL 1**

CONCENTRATE DIVINE EMOTION INCAPACITATION

MANIPULATE MENTAL SUBTLE

Range 30 feet; **Targets** 1 creature**Defense** Will; **Duration** 1 hour

To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

Critical Success: The target is unaffected and aware you tried to charm it.**Success:** The target is unaffected but thinks your spell was something harmless instead of *charm* unless it identifies the spell.**Failure:** The target's attitude becomes friendly towards you. If it was friendly, it becomes helpful. It can't use hostile actions against you.**Critical Failure:** The target's attitude becomes helpful towards you, and it can't use hostile actions against you.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

PURIFYING ICICLE**SPELL 1**

UNCOMMON ATTACK COLD CONCENTRATE DIVINE

MANIPULATE VITALITY

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

You evoke life essence into the form of water and freeze it, then launch the icicle at a foe. Make a ranged spell attack roll against the target's Fortitude DC, dealing 2d6 piercing damage and 1d6 cold damage on a hit. If the target is undead, the icicle deals an additional 1d4 vitality damage on hit.

Critical Success: The target takes double damage, and takes a -10-foot circumstance penalty to its Speeds for 1 round as the icicle lodges inside them before melting away.**Success:** The target takes full damage.