

LIGHT

CANTRIP 1

CANTRIP EVOCATION LIGHT

Traditions arcane, divine, occult, primal; **Source** Core Rulebook, 348

Cast ⚡ somatic, verbal

Range touch; **Targets** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally

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.

MESSAGE

CANTRIP 1

AUDITORY CANTRIP ILLUSION LINGUISTIC MENTAL

Traditions arcane, divine, occult; **Source** Core Rulebook, 351

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*.

MESSAGE

CANTRIP 1

UNCOMMON AUDITORY CANTRIP ILLUSION LINGUISTIC MENTAL PSYCHIC

Traditions arcane, divine, occult; **Source** Dark Archive, 21

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*.

PRESTIDIGITATION

CANTRIP 1

CANTRIP EVOCATION

Traditions arcane, divine, occult, primal; **Source** Core Rulebook, 359

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.

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- **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.

Prestidigation 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.

SHIELD

CANTRIP 1

UNCOMMON ABJURATION CANTRIP FORCE PSYCHIC

Traditions arcane, divine, occult; **Source** Dark Archive, 21

Cast ⚡ verbal

Duration until the start of your next turn

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* (see the sidebar). 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.

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Your *shield* spell can be deployed on behalf of others. When you cast *shield*, you can choose a target ally within 30 feet to gain the benefits of the spell instead of you. The option to *Shield* Block with the spell is up to you and uses your reaction, not the target's.

Heightening the spell increases the *shield's* Hardness.

TELEKINETIC PROJECTILE

CANTRIP 1

ATTACK CANTRIP EVOCATION

Traditions arcane, occult; **Source** Core Rulebook, 377

Cast ⚡ somatic, verbal

Range 30 feet; **Targets** 1 creature

You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the target. If you hit, you deal bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled—equal to 1d6 plus your spellcasting ability modifier. No specific traits or magic properties of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage.

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

COMMAND

SPELL 1

AUDITORY ENCHANTMENT LINGUISTIC MENTAL

Traditions arcane, divine, occult; **Source** Core Rulebook, 325

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*.

KINETIC RAM**SPELL 1****EVOCATION** **FORCE****Traditions** arcane, occult; **Source** Dark Archive, 105**Cast** ◆ to ◆◆◆ verbal**Range** varies; **Targets** 1 or more creatures**Saving Throw** Fortitude

Gathering kinetic energy, you either focus it in a straight line or disperse it as an encircling ripple. Any creature targeted by this spell must succeed at a Fortitude saving throw or be pushed 10 feet away from you (or 20 feet on a critical failure). The spell's area or range and how many creatures it affects is based on how many actions you spend when Casting the Spell.

◆ The spell targets one creature within 15 feet.

◆◆ The spell targets one creature within 30 feet. The distance the target is pushed if it fails is doubled, and on a critical failure, the target is also knocked prone and takes 1d6 bludgeoning damage.

◆◆◆ The spell targets all creatures in a 5-foot emanation.