



## CANTRIPS

### LIGHT

EVOCATION CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** TOUCH  
**COMPONENTS:** V, M  
**DURATION:** 1 HOUR

YOU TOUCH ONE OBJECT THAT IS NO LARGER THAN 10 FEET IN ANY DIMENSION. UNTIL THE SPELL ENDS, THE OBJECT SHEDS BRIGHT LIGHT IN A 20-FOOT RADIUS AND DIM LIGHT FOR AN ADDITIONAL 20 FEET. THE LIGHT CAN BE COLORED AS YOU LIKE. COMPLETELY COVERING THE OBJECT WITH SOMETHING OPAQUE BLOCKS THE LIGHT. THE SPELL ENDS IF YOU CAST IT AGAIN OR DISMISS IT AS AN ACTION.

IF YOU TARGET AN OBJECT HELD OR WORN BY A HOSTILE CREATURE, THAT CREATURE MUST SUCCEED ON A DC 11 DEXTERITY SAVING THROW TO AVOID THE SPELL.

### TRUE STRIKE

DIVINATION CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** 30 FT.  
**COMPONENTS:** S  
**DURATION:** CONCENTRATION, UP TO 1 ROUND

YOU EXTEND YOUR HAND AND POINT A FINGER AT A TARGET IN RANGE. YOUR MAGIC GRANTS YOU A BRIEF INSIGHT INTO THE TARGET'S DEFENSES. ON YOUR NEXT TURN, YOU GAIN ADVANTAGE ON YOUR FIRST ATTACK ROLL AGAINST THE TARGET, PROVIDED THAT THIS SPELL HASN'T ENDED.

## SPELLS

### THUNDERWAVE

1ST-LEVEL EVOCATION  
**CASTING TIME:** 1 ACTION  
**RANGE:** SELF (15-FOOT CUBE)  
**COMPONENTS:** V, S  
**DURATION:** INSTANTANEOUS

A WAVE OF THUNDEROUS FORCE SWEEPS OUT FROM YOU. EACH CREATURE IN A 15-FOOT CUBE ORIGINATING FROM YOU MUST MAKE A DC 11 CONSTITUTION SAVING THROW. ON A FAILED SAVE, A CREATURE TAKES 2D8 THUNDER DAMAGE AND IS PUSHED 10 FEET AWAY FROM YOU. ON A SUCCESSFUL SAVE, THE CREATURE TAKES HALF AS MUCH DAMAGE AND ISN'T PUSHED.

IN ADDITION, UNSECURED OBJECTS THAT ARE COMPLETELY WITHIN THE AREA OF EFFECT ARE AUTOMATICALLY PUSHED 10 FEET AWAY FROM YOU BY THE SPELL'S EFFECT, AND THE SPELL EMITS A THUNDEROUS BOOM AUDIBLE OUT TO 300 FEET.

### SHIELD

1ST-LEVEL ABJURATION  
**CASTING TIME:** 1 REACTION, WHICH YOU TAKE WHEN YOU ARE HIT BY AN ATTACK OR TARGETED BY THE MAGIC MISSILE SPELL  
**RANGE:** SELF  
**COMPONENTS:** V, S  
**DURATION:** 1 ROUND

AN INVISIBLE BARRIER OF MAGICAL FORCE APPEARS AND PROTECTS YOU. UNTIL THE START OF YOUR NEXT TURN, YOU HAVE A +5 BONUS TO AC, INCLUDING AGAINST THE TRIGGERING ATTACK, AND YOU TAKE NO DAMAGE FROM MAGIC MISSILE.

### FALSE LIFE

1ST-LEVEL NECROMANCY  
**CASTING TIME:** 1 ACTION  
**RANGE:** SELF  
**COMPONENTS:** V, S, M  
**DURATION:** 1 HOUR

BOLSTERING YOURSELF WITH A NECROMANTIC FACSIMILE OF LIFE, YOU GAIN 1D4 + 4 TEMPORARY HIT POINTS FOR THE DURATION.