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Evergreen Spells 0 Cheat Sheet by cobrazor via cheatography.com/46462/cs/15782/

Mage Hand

School transmutation

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one non-magical, unattended object weighing up to 5 lbs. **Duration** concentration

Duration concentration

Saving Throw none; Spell Resistance no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Message

School transmutation [language-dependent] Casting Time 1 standard action Components V, S, F (a piece of copper wire) Range medium (100 ft. + 10 ft./level) Targets one creature/level

Duration 10 min./level

Saving Throw none; Spell Resistance no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Prestidigitation

School universal Casting Time 1 standard action Components V, S Range 10 ft. Target, Effect, or Area see text Duration 1 hour Saving Throw see text; Spell Resistance no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material.

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Prestidigitation (cont)

It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Detect Psychic Significance

School divination

Casting Time 1 standard action

Components V, S

Range 40 ft.

Area 40-ft.-radius burst, centered on you

Duration instantaneous

Saving Throw none; Spell Resistance no

You detect the presence of psychically significant items in your vicinity. Such items are those that might have significant psychic imprints or histories that can be read by the psychometry occult skill unlock, or items under the effects of the charge object or implant false reading spells. Items within range that contain significant psychic energy spark a recognition in your mind's eye, but no other information is imparted. This spell doesn't automatically detect magic items or strongly aligned items, though such items often have storied histories and might have had previous owners who possessed psychic abilities..

Telekinetic Projectile

School evocation Casting Time 1 standard action Components V, S

Range close (25 ft. + 5 ft./2 levels)

Duration instantaneous

Saving Throw no; Spell Resistance no

You fling an object weighing up to 5 pounds at the target. You must succeed at a ranged attack (not a ranged touch attack) to hit your target; if you hit, you deal 1d6 points of bludgeoning damage to both the target and the object. The type of object thrown doesn't change the damage type or any other properties of the attack, even if you throw a weapon or magic item in this way.

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