

The Genius Guide to: 110 Spell Variants Volume 4



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

While there are a vast number of spells available in the *Pathfinder Roleplaying Game Core Rulebook* and official expansions, many GMs and players have an insatiable desire for more options. In many cases it's not necessary to create new spell options from scratch, as a few minor changes to an existing spell can create something with a very different feel or impact on game play. These spell variants are based on the idea that there are a lot of interesting effects you can make with fairly minor changes to how a spell works, or by combining effects of multiple spells, or a spell and magic item or even a class ability (preferably from a class not used in the campaign). While we have explored 330 variants in previous products (*The Genius Guide to 110 Spell Variants*, *The Genius Guide to Another 110 Spell Variant*), and *The Genius Guide to 110 Spell Variants Volume III*), there's always room for more magic!

Some spell variants are common and fairly obvious, such as having a *major magic missile* spell that deals $1d8+1$ per missile rather than $1d4+1$. The following list of 110 spells variants are slightly more complex, and are designed to show how it's possible to create new spells without too much work. One important tip is that when you base a new spell on an old one many details — such as its school, components, duration, and often even interaction with other spells — are already determined. Similarly, you can often create spells that have entirely new themes just by changing casting time and legal targets. This last trick is often a great way to make spells appropriate for new classes.

For example it's fairly obvious the paladin class shouldn't have the *animal growth* spell on its spell list, but a spell variant called *mighty steed* which acted like *animal growth* but could only be cast on a mount gained through the divine bond class feature is perfect for paladin. And even better, you already know it's about a 4th level paladin spell, since that's the level at which it appears on the ranger class spell list.

USING SPELL VARIANTS

Obviously 110 spells take up a lot of room if fully written out, and since the entire point of this product is to present slightly new ways to use spells if their full descriptions were written out the book would be huge and contain lots of duplicated information. Instead, we advise anyone actually wishing to use the spells here simply copy each spell that a variant references (if you don't have PDFs of the source books, all referenced spells can be found on www.d20pfsrd.com), and make the listed changes.

Then use the newly-minted spell as you would a sourcebook, either printing it or accessing an electronic copy. Alternately if you regularly have access to a sourcebook during play, you can just look up a referenced spell when you desire to cast a variant – the effect of most variants is fairly obvious from its description (much like the 1-sentence descriptions of base spells found on class spell lists). Since very few players have the details of every spell effect available to them memorized, this doesn't significantly slow down play among experienced gamers.

SPELL DETAILS

Because the following are all variants of existing spells, we only present a minimal sketch of each spell. Any information not presented or mentioned is the same as the base the variant is based off.

Even so, a few specific notes on presentation are called for.

AVAILABLE SPELL VARIANTS BY CLASS

As a result of feedback from the very popular first three volumes in this series the information in this volume is presented slightly differently. Before the spell variants themselves are presented, a short section lists every spellcasting class and what spell variants are available to it in this product at what level. While the variants themselves are so short it makes no sense to provide one sentence descriptions of every variant in these class entries (many of the variants are less than one sentence long as it is), these class lists allows a reader to know, at a glance, how many spells of what level each class is gaining in this product.

VARIANT NUMBER

Since many patrons have mentioned taking the time to count all 110 spell from previous volumes of this line, in the variant listings after the name of each spell a number is given in parentheses, indicating what number of spell variant the title represents. (This should save everyone some time counting them, and make sure we include a full 110 variants!)

OTHER DETAILS

Entries for each spell's School, [Descriptor], Casting Time, Components, Range, Area, Targets, Duration, Saving Throw, and Spell Resistance are only given if they differ from the base spell.

SPELLS BY CLASS

ALCHEMIST

- 2nd level – *Arcane Trail, Sutler I*
- 3rd level – *Unrivalled Servant*
- 4th level – *Gunpowder Treason*
- 5th level – *Inkbind*

BARD

- 0 level – *Childlike, Green Star*
- 1st level – *Detect Murder, Fall Back, Rap Sheet, Recommend, Voice of the Wilds*
- 2nd level – *Cause of Death, Conference, Detect Concealed Weapon, Fair of Face, Weary Burden*
- 3rd level – *Babel, Monkey Suit, Weird Magic*
- 4th level – *Detect Motive, Locate Owner, Locate Weapon, Phantasmal Master, Voluminous Pockets*
- 6th level – *Create Thrall, Steal Knack*

CLERIC/ORACLE

- 0 level – *Childlike, Green Star*
- 1st level – *Sorcerous Scribbles*
- 2nd level – *Conference, Disconnect, Shush, Squeeze, Sutler I, Weary Burden*
- 3rd level – *Arma Patrina, Vilayet*
- 4th level – *Dawn's Light, Outlaw, Scutarius*
- 5th level – *Phantom Team, Proclaim, Vicious Mist*
- 6th level – *Vortex Hammer, War Healing, Youth*
- 7th level – *Understanding*
- 9th level – *Conquer Demiplane*

DRUID

- 0 level – *Green Star*
- 2nd level – *Cat Nap, Fair of Face, Mistwalk, Moonbolt*
- 3rd level – *Winter Solstice*
- 4th level – *Bestial Lunge, Celestial Hunter, Dawn's Light, Lurid Text, Wolfpack Pounce*
- 5th level – *Phantom Team, Vortex Hammer*
- 6th level – *Child of the Eagle, Instant Reincarnation, Mist Bridge, Thunderclap, Torrential Downpour, Youth*
- 7th level – *Flood*
- 8th level – *Restore Minions*

INQUISITOR

- 0 level – *Green Star*
- 1st level – *Detect Murder, Fall Back, Rap Sheet, Suspended Sentence*
- 2nd level – *Cause of Death, Conference, Detect Concealed Weapon, Threat*
- 3rd level – *Adapt Weapon*
- 4th level – *Detect Motive, Locate Owner, Locate Weapon, Outlaw, Phantom Hooves, Scutarius*
- 6th level – *Antijuju Field, Phantom Hooves, Mass Salvation, Understanding*

MAGUS

- 0 level – *Green Star*
- 1st level – *Fall Back*
- 4th level – *Phantom Hooves, Rescribe*
- 6th level – *Phantom Hooves, Mass*

PALADIN

- 2nd level – *Threat*
- 3rd level – *Final Smite*
- 4th level – *Arma Patrina, Holy Charger, Phantom Hooves*

RANGER

- 1st level – *Animal Whisper*
- 2nd level – *Adapt, Detect Aberrations or Magic Beasts, Devenom, Nature's Weapon, Vilayet*
- 3rd level – *Bait, Beast Spirit I, Pincushion, Spirit Artillery*
- 4th level – *Beast Spirit II, Charm Enemy, Waypoint*

SORCERER/WIZARD

- 0 level – *Childlike, Green Star*
- 1st level – *Sorcerous Scribbles*
- 2nd level – *Apples to Oranges, Arcane Trail, Disconnect, Garnet Aura, Weary Burden*
- 3rd level – *Mistwalk, Shadow Bolt*
- 4th level – *Burning Tar Bolts, Gunpowder Treason, Inkbind (wizard only), Monkey Bars, Rescribe, Resize, Returns, Scorching Sphere, Tar Men*
- 5th level – *Apples to Oranges, Vaporize, Vicious Mist, Vortex Hammer, Wardsigil, Waypoint, Wracking Mutation*
- 6th level – *Arise, Brass Flask, Shadow Life, Shadow Trap, Wall of Molten Tar*
- 7th level – *Criterion Change, Guild Chest, Understanding, Violent Horrors*



SUMMONER

- 0 level – *Green Star*
- 3rd level – *Unrivaed Servant*
- 4th level – *Wolfpack Pounce*
- 5th level – *Wracking Mutation*
- 7th level – *Restore Minions*

WITCH

- 0 level – *Childlike, Green Star*
- 1st level – *Arcane Trail, Fall Back, Garnet Aura, Summon Horror 1*
- 2nd level – *Cat Nap, Hideous Visage, Moonbolt, Proscribe, Shush, Weary Burden*
- 3rd level – *Babel, Laughing Skull, Monkey Shines, Unrivaed Servant*
- 4th level – *Apples to Oranges, Improvise, Kiss of the Hexen, Lurid Text, Nithstang, Phantasmal Master, Spellsteal*
- 5th level – *Antijuju Field, Proclaim, Vicious Mist, Wolfpack Pounce*
- 6th level – *Arise, Mist Bridge, Steal Knack, Understanding, Vaporize, Violent Horrors, Wracking Mutation, Youth*
- 7th level – *Child of the Eagle, Shadow Life*
- 8th level – *Create Thrall*



SPELL DESCRIPTIONS

ADAPT (1)

Level: ranger 2

As *jump*, but bonus applies to Acrobatics, Climb and Swim check, but only in your favored terrain.

ADAPT WEAPON (2)

Level: inquisitor 3

As *greater magic weapon*, but rather than give enhancement bonuses the spell causes a weapon to act as cold iron, silver, or adamantite weapon for purposes of overcoming DR for the duration of the spell.

ANIMAL WHISPER (3)

Level: ranger 1

As *honeyed tongue* (*Advanced Player's Guide*) but bonus applies only to wild empathy checks you make.

ANTIJUJU FIELD (4)

Level: inquisitor 6, witch 5

As *antimagic field*, but the field only works against hexes and magic from hags.

APPLES TO ORANGES (5)

Level: sorcerer/wizard 5 witch 4

Duration: instantaneous

As *polymorph*, except as noted above and you only change the target's gender.

ARCANE TRAIL (6)

Level: alchemist 2, magus 2, sorcerer/wizard 2, witch 1

As *scent trail* (*Advanced Player's Guide*) but rather than leave a trail of scents followed with Survival checks, you leave a

trail of arcane marks visible only to those you specify when casting the spell. They following these marks using Spellcraft (as if it was Survival for tracking). You may still leave messages as with *scent trail*.

ARISE (7)

School: necromancy; **Level:** sorcerer/wizard 6, witch 6

As *charm monster*, but target 1 corpse (which gets a Will save using the bonus it had when alive). If the target fails its save, it rises as an undead under your control with 3 hit points per caster level (to a maximum equal to its original hp) for the duration of the spell. The creature changes type to undead but makes no other alterations to its stat block. If the arise is dispelled or the creature enters an *antimagic field*, it reverts to being an inanimate corpse.

You cannot have more than one creature arisen at a time – if you cast the spell on a second target, any animate corpse you cast it on previously becomes a corpse once more.

ARMA PATRINA (8)

Level: cleric/oracle 3, paladin 4

As *spiritual weapon*, but you may designate yourself or an ally to control the effect. The effect remains adjacent to whoever controls it (and can only attack creatures in melee range of that character), who also benefits from the *shield* spell for the duration.

BABEL (9)

Level: bard 3, witch 3

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius-spread

Saving Throw: Will negates

As *bestow curse* except as noted above, and that the curse effect is to randomize the languages of the targets. Each target knows the same total number of languages, but each language is selected randomly.

BAIT (10)

Level: ranger 3

As *fire trap*, but the spell is placed on food and it affects the 1st creature of tiny or larger size that comes within 5 feet as *beguiling gift* (*Advanced Player's Guide*) rather than explode.

BEAST SPIRIT I (11)

Level: ranger 3

As *beast shape 1*, but you select 2 abilities that can be granted by that spell and gain them without changing shape.

BEAST SPIRIT II (12)

Level: ranger 4

Duration: 10 minutes/level

As *beast totem I*, except as noted above and you also gain a +4 enhancement bonus to Strength or Dexterity for the duration.

BESTIAL LUNGE (13)

Level: druid 4

Range: touch

Target: animal touched

The target gains the benefits of a steed from *saddle surge* (*Advanced Player's Guide*), but does not require a rider.

BRASS FLASK (14)

Level: sorcerer/wizard 6

Components: V, S, M (brass flask worth 100 gp)

As *dispel magic* but can only be used to counterspell, and any spell you successfully counterspell is sucked into the flask. Anytime in the next hour as a standard action you can release the spell, as if casting it at your caster level and making all relevant choices (targets, area, and so on).

BURNING TAR BOLTS (15)

Level: sorcerer/wizard 4

Saving Throw: Reflex partial (see text)

As *scorching ray* but targets must also make Reflex saves or also suffer the effects of *acid arrow* and be entangled for as long as they take ongoing damage.

CAT NAP (16)

School: transmutation; **Level:** druid 2, witch 2

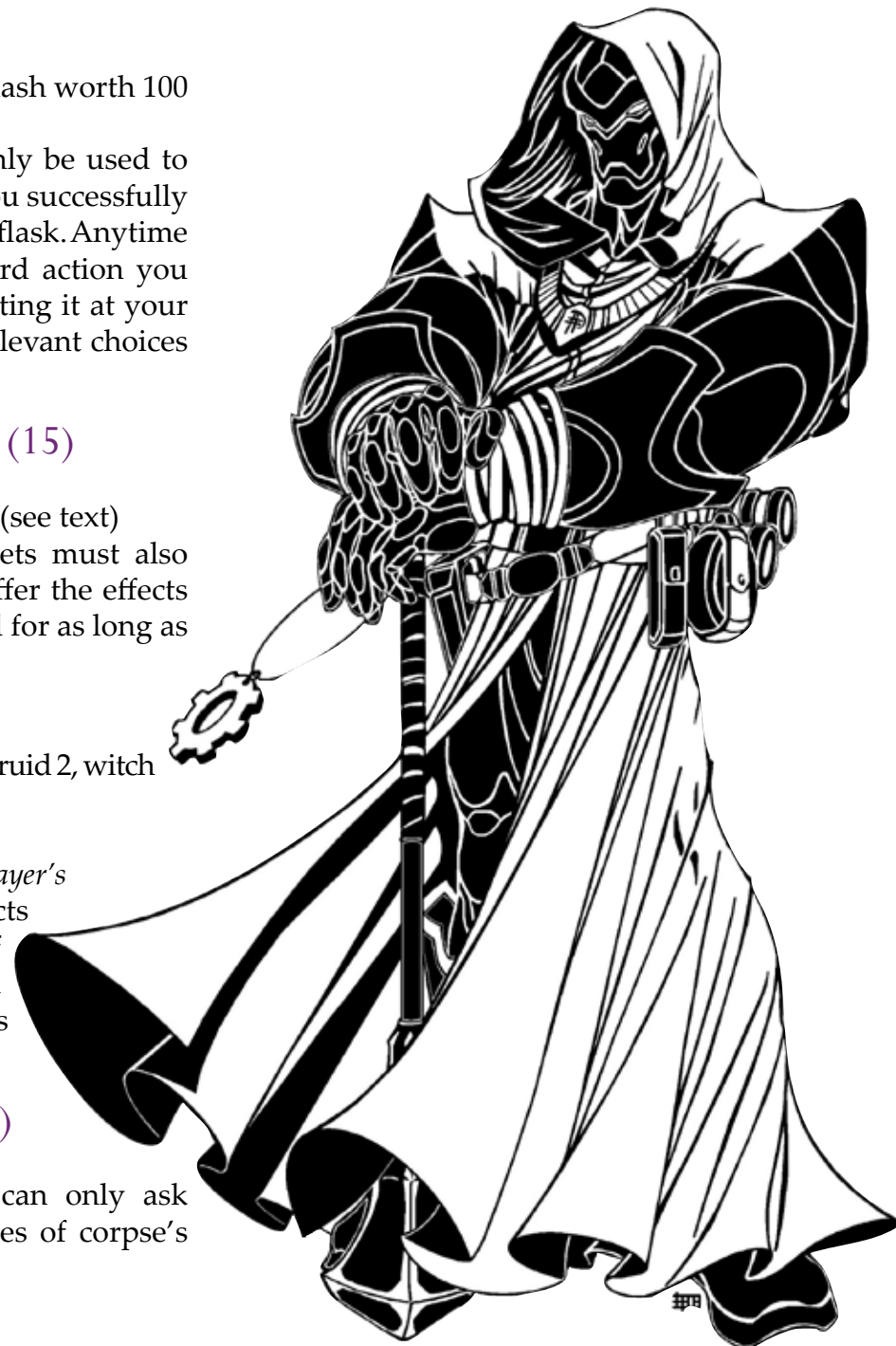
Duration: 10 minutes/level

As *restful sleep* (*Advanced Player's Guide*), but the healing effects are gained over 10 minutes of uninterrupted sleep (which must occur within the spell's duration).

CAUSE OF DEATH (17)

Level: bard 2, inquisitor 2

As *speak with dead*, but can only ask questions about last 5 minutes of corpse's life.



CELESTIAL HUNTER (18)

Level: druid 4

As *sanctify armor* (*Advanced Player's Guide*), but effect (including DR) only applies when you are using the wild shape class feature.

CHARM ENEMY (19)

Level: ranger 4

As *charm monster*, but only targets creatures of your favorite enemy type.

CHILD OF THE EAGLE (20)

Level: druid 6, witch 7

Range: touch

Target: creature touched

As *overland flight* except as noted above, and that the target gains +5 to Perception checks and the Flyby Attack feat.

CHILDLIKE (21)

Level: bard 0, cleric/oracle 0, sorcerer/wizard 0, witch 0

As *disguise self*, but only to disguise yourself as an adolescent member of a race one or two size categories bigger than yourself.

CONFERENCE (22)

Level: bard 2, cleric/oracle 2, inquisitor 2

As *zone of truth*, but the spell's effect is to grant a common language known by you to all creatures within the area.

CONQUER DEMIPLANE (23)

Level: cleric/oracle 9

As *dispel magic* except only functions against demiplanes created by a spell and a successful dispel check gives you control of the demiplane as if you had created it with *create greater demiplane* (*Ultimate Magic*).

CREATE THRALL (24)

Level: bard 6, witch 8

As *charm person*, but you may additionally exert control as *dominate person* at will (during which time the target can act as if it was your image from *project image*).

CRITERION CHANGE (25)

Level: sorcerer/wizard 7

Range: touch

Target: creature touched

As *transformation*, but the spell's effect is to add a class archetype to target. The target gains a single archetype for a class it possesses, gaining the abilities appropriate to its class level and losing those abilities sacrificed by the archetype.

DAWN'S LIGHT (26)

Level: cleric/oracle 4, druid 4

Saving Throw: see text, **Spell Resistance:** see text

As *daylight*, but undead within the area that are harmed by natural sunlight also take damage as if they had been caught in the area of a cleric channeling positive energy. This deals 1d6 damage per 2 caster levels (max 8d6) once per round to such undead in the area. The first time an undead is damaged by this spell the caster must make a caster level check to overcome the undead's SR (if any). On a failed caster level check, the undead is immune to the damaging effects of the spell. Each time an undead takes damage from this spell it may make a Fortitude save to reduce the damage by 50%. Undead not vulnerable to sunlight take no damage from this spell.

DETECT ABERRATIONS

OR MAGIC BEASTS (27)

Level: ranger 2

As *detect animals or plants*, except for what it detects.

DETECT

CONCEALED WEAPON (28)

Level: bard 2, inquisitor 2

As *detect poison*, but detects manufactured weapons not visible to the naked eye rather than poisons.

DETECT MOTIVE (29)

Level: bard 4, inquisitor 4

As *augury*, but the spell's effect is to tell you if a specific motive you suggest for a crime is the actual motive. You have the same % chance of success as with *augury*, and you do not learn anything else about the crime (such as who committed it).

DETECT MURDER (30)

Level: bard 1, inquisitor 1

As *detect magic*, but learn if a corpse was slain by a willful act of malice rather than detect magic auras.

DEVENOM (31)

Level: ranger 2

Range: close 925 ft. +5 ft./2 levels)

Target: one creature

Duration: 10 minutes/level

Saving Throw: Fort negates

As *neutralize poison's* ability to neutralize the poison in a poisonous creature.

DISCONNECT (32)

Level: cleric/oracle 2, sorcerer/wizard 2

As *hold person*, but spell's effect is to prevent target from using any spells, spell-like abilities or supernatural abilities.

FAIR OF FACE (33)

Level: bard 2, druid 2

As *disguise self*, but you can only look like a more attractive, idealized version of yourself. You gain a +5 competence bonus to Charisma-based ability and skill checks for the duration of the spell.

FALL BACK (34)

Level: bard 1, inquisitor 1, magus 1, witch 1

As *gallant inspiration* (*Advanced Player's Guide*) but the bonus only applies to Reflex saves, and the target must fall prone to gain the benefit of the spell.

FINAL SMITE (35)

Level: paladin 3

Components: V, S

Target: One corpse of a slain undead you used your smite evil ability on.

As *rest eternal* (*Advanced Player's Guide*), except as detailed above.

FLOOD (36)

Level: druid 7

As *control water*, but only the 'raise' function of that spell, and it does not require an initial water source.

GARNET AURA (37)

Level: sorcerer/wizard 2, witch 1

As *fox's cunning*, but the spell's effect is for all the target's spells to deal average damage.

GREEN STAR (38)

Level: bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

As *detect magic*, but detects creatures currently willing to be your allies rather than magic auras.

GUILD CHEST (39)

Level: sorcerer/wizard 7

As *secret chest*, but up to 6 people you designate at casting may summon the chest at will for up to 30 days per casting.

GUNPOWDER TREASON (40)

Level: alchemist 4, sorcerer/wizard 4

Target: firearm touched

As *fire trap*, but this spell may only be cast on firearm, and it explodes when some creature other than you attacks with the firearm.

HIDEOUS VISAGE (41)

Level: witch 2

As *sanctuary*, but those failing save cannot look at you (as if closing their eyes to avoid a gaze attack of yours), rather than be unable to attack you.



HOLY CHARGER (42)

Level: paladin 4

As *purified calling* (*Advanced Player's Guide*) but the effect applies to a steed you gained through the divine bond class feature.

IMPROVISE (43)

Level: witch 4

Components: V, S

Duration: 1 minute/level

As transformation except as noted above, and the spell's only effect is to cause you to lose 2 hexes of your choice and gain access to a hex you do not know (but meet the prerequisites for).

INKBIND (44)

Level: alchemist 5, wizard (not sorcerer) 4

Components: V, S, M (rare inks and parchment with a cost equal to have the cost of copying the spellbook's spells into a new spellbook)

As *fabricate*, but the only thing that may be created is a spellbook of spells the caster already knows. This spell is most often used to create back-up spellbooks, recreate lost spellbooks, or make spellbooks to trade or give to an apprentice.

INSTANT REINCARNATION (45)

School: transformation; **Level:** druid 6

This spell acts as *resurgent transformation* (*Advanced Player's Guide*), but you also assume a wild shape form for 1 round per caster level after the spell is triggered. If you do not have a wild shape use available, the spell is discharged with no effect.

KISS OF THE HEXEN (46)

Level: witch 4

As *imbue with spell ability*, but you transfer one of your hexes (which the target can use once).

LAUGHING SKULL (47)

Level: witch 3

As *spiritual weapon*, but effect is to create a phantasmal skull that cackles (as the hex) once per round, effecting your hexes that can benefit from cackle. You may not use the cackle hex yourself during the spell's duration.

LOCATE OWNER (48)

Level: bard 4, inquisitor 4

Components: V, S, F (see text)

As *locate object*, but use to find the rightful owner of an object you use as a focus.

LOCATE WEAPON (49)

Level: bard 4, inquisitor 4

Components: V, S, F (see text)

As *locate object*, but use to find to find weapon that caused a specific wound on corpse you use as a focus.

LURID TEXT (50)

School: Transmutation (charm); **Level:** druid 4, witch 4

Target: book or scroll touched

Saving Throw: Will negates; **Spell**

Resistance: yes

As *fire trap*, but creatures that read the book or scroll must save or be fascinated for 10 min/caster level.

MIST BRIDGE (51)

Level: druid 6, witch 6

As *solid fog*, but creatures can walk along the top of the fog cloud as if it was solid ground.

MISTWALK (52)

Level: druid 2, sorcerer/wizard 3

As *dimension door* but with a maximum of a 15 ft. range, and only to teleport to spots mist or fog could reach.

MONKEY BARS (53)

Level: sorcerer/wizard 4

Duration: 10 minutes/level

As *wall of stone*, but you may create a ladder-like bridge of force with no anchor points needed (allowing you to place it in midair, if you wish). The bridge is as tough as a wall of stone created at your caster level, and must be destroyed to be moved.

MONKEY SHINES (54)

Level: witch 3

As *hold person* but the spell only paralyzes the target's limbs, and the target does not receive an additional saving throw each round.

MONKEY SUIT (55)

Level: bard 3

As *glibness*, but you increase the level of formality of the target's appearance. The effect of this spell gives the target a bonus equal to your caster level on a single Charisma-based skill check or Charisma ability check of the target's choice made within the spell's duration.

MOONBOLT (56)

School: evocation (cold); **Level:** druid 2, witch 2

As scorching ray but limited to 1 ray regardless of caster level, deals cold damage, and the target loses any DR bypassed by silver for 1 round per caster level.

NATURE'S WEAPON (57)

Level: ranger 2

As *bless weapon*, except the weapon gains your alignment for purposes of bypassing DR, and the other bonuses apply against aberrations, outsiders, and undead rather than against evil creatures.

NITHSTANG (58)

Level: witch 4

Components: V, S, F (50 gp wooden pole at least 5 feet tall)

As *consecrate*, but the spell's effect is a blight hex (as the witch hex) with a radius equal to caster level in miles. You must name some act that could be performed by one or more inhabitants without causing them harm that automatically ends the spell (such as "apologize for insulting my god," or "allow the star-crossed lovers of the local town to marry").

OUTLAW (59)

Level: cleric/oracle 4, inquisitor 4

As *bestow curse*, but the curse's effect gives people favored enemy bonuses (as the ranger class feature) against the target equal to 1/4 your caster level (minimum +1).

PHANTASMAL MASTER (60)

Level: bard 4, witch 4

As *dispel magic*, but it is only effective against illusions, and if you successfully dispel an illusion you may take control of it as if you had cast it.

PHANTOM HOOVES (61)

Level: inquisitor 4, magus 4, paladin 4

Range: touch

Target: steed touched

As *phantom steed*, but gives that spell's movement abilities to an existing steed.

PHANTOM HOOVES, MASS (62)

Level: inquisitor 6, magus 6

Range: medium (100 ft. +10 ft./level)

Target: 1 steed/2 levels, no two of which may be more than 30 feet apart

Each target gains the benefits of *phantom hooves* and *ant haul*.

PHANTOM TEAM (63)

Level: cleric/oracle 5, druid 4

As *phantom steed*, but summons a team of animals for a chariot, coach, sled, wagon, or similar animal-drawn vehicle (which gains same movement powers as the phantom steeds pulling it).

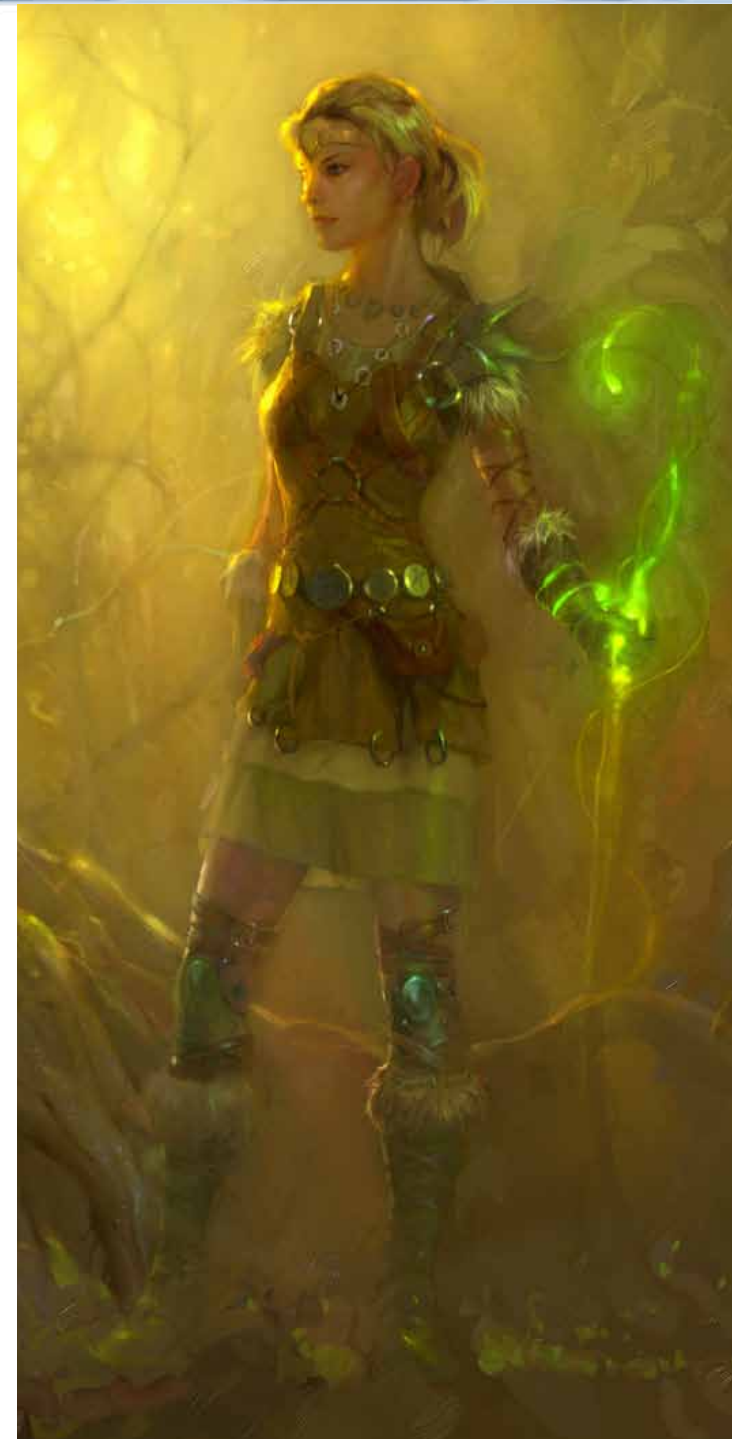
PINCUSHION (64)

Level: ranger 3

Range: personal

Target: you

As *righteous vigor* (*Advanced Player's Guide*), but you earn the bonuses with each successful ranged weapon attack you make.



PROCLAIM (65)

Level: cleric/oracle 5, witch 5

Duration: 1 round/level

As *command*, but you may give the target a new order each round as a swift action.

PROSCRIBE (66)

Level: witch 2

Duration: 1 round/level

As *forbid action* (*Ultimate Magic*) except as noted above.

RAP SHEET (67)

Level: bard 1, inquisitor 1

As *innocence*, but skill bonus applies to Knowledge (local) checks to know about someone's past crimes (if any).

RECOMMEND (68)

Level: bard 1

As *forbid action* (*Ultimate Magic*), but the spell's effect is to give target a +4 bonus to a single related die roll if it takes the action you select, rather than to forbid it.

RESCRIBE (69)

Level: magus 4, sorcerer/wizard 4

As *dispel magic*, but only effective against sigils and symbols. If you successfully dispel a sigil or symbol, you may turn it into a lower-level sigil or symbol you control with a gp value equal or lower to the dispelled effect.

RESIZE (70)

Level: sorcerer/wizard 4

As *polymorph any object*, but only to change a piece of equipment into an identical object one size category larger or smaller. Multiple uses of this spell cannot move a piece of equipment more than one step from its original size category.

RESTORE MINIONS (71)

Level: druid 8, summoner 7

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

Target: one summoned creature/2 levels, no two of which can be more than 30 ft. apart

As *heal*, except as noted above.

RETURNS (72)

Level: sorcerer/wizard 4

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

As *jester's jaunt*, but target is teleported to the space in which it began its last turn. If either the target or that space is outside the spell's range, the spell fails.

SALVATION (73)

Level: inquisitor 6

Targets: 1 creature/2 levels no two of which may be more than 30 feet apart

As *spell resistance*, except as noted above and the SR only applies to spells cast by creatures of an alignment 2 or more steps removed from your alignment.

SCORCHING SPHERE (74)

Level: sorcerer/wizard 4

As *flaming sphere* but it doesn't stop when it hits a target, and the path it takes is darkened as if covered by a *darkness* spell.

SCUTARIUS (75)

Level: cleric/oracle 4, inquisitor 4

Target: One or two willing creatures.

As *shield other*, except as noted above and that the bonuses to AC and saving throws are +1/4 caster levels. If you cast the spell on two willing subjects, one of them takes half damage, and the second takes the damage the first does not (rather than you taking that damage).

SHADOW BOLT (76)

School: evocation [shadow]; **Level:** sorcerer/wizard 3

Saving Throw: Will partial

As *scorching ray*, but deals cold damage and targets must make a Will save to disbelieve the lingering shadows or be blinded for 1 round per level.

SHADOW LIFE (77)

School: illusion (glamer); **Level:** sorcerer/wizard 6, witch 7

As *persistent image* except as noted above, and that it can only create the illusion that you are dead anytime you are unconscious and it acts as if set by the *contingency* spell to activate any time you are unconscious. This does not count against the number of *contingency* spells you may have active at one time.

SHADOW TRAP (78)

Level: sorcerer/wizard 6

As *shadow conjuration*, but creates a trap with CR no more than 1/2 your caster level. For a broad range of traps to choose from see <http://www.d20pfsrd.com/gamemastering/traps-hazards-and-special-terrains/traps> or (for a more narrow selection) the *Pathfinder Roleplaying Game Core Rulebook*. As with *shadow conjuration*, the trap only has 20% effectiveness against creatures that disbelieve it.

SHUSH (79)

Level: cleric/oracle 2, witch 2

As *blindness/deafness*, but spell's effect makes target mute until the next dawn.

SORCEROUS SCRIBBLES (80)

Level: cleric/oracle 1, sorcerer/wizard 1

This spell acts like *putrefy food and drink*, (*Advanced Player's Guide*) but it ruins targeted mundane writing of any kind (from books to maps, to graffiti), or can target and ruin one magic scroll or book.

SPELLSTEAL (81)

Level: witch 4

As *dispel magic*, but you can only attempt the single-target dispel and, if you successfully dispel a spell on a target, you may choose to gain the benefits of that spell for its remaining duration.

SPIRIT ARTILLERY (82)

Level: ranger 3

As *spiritual weapon*, but effect is a ranged weapon (bow or crossbow) that can make ranged attacks up to one range increment.

SQUEEZE (83)

Level: cleric/oracle 2

Range: touch

Target: creature touched

As *longstrider* except as noted above, and that the spell's effect is to give the target the compression monstrous ability.

STEAL KNACK (84)

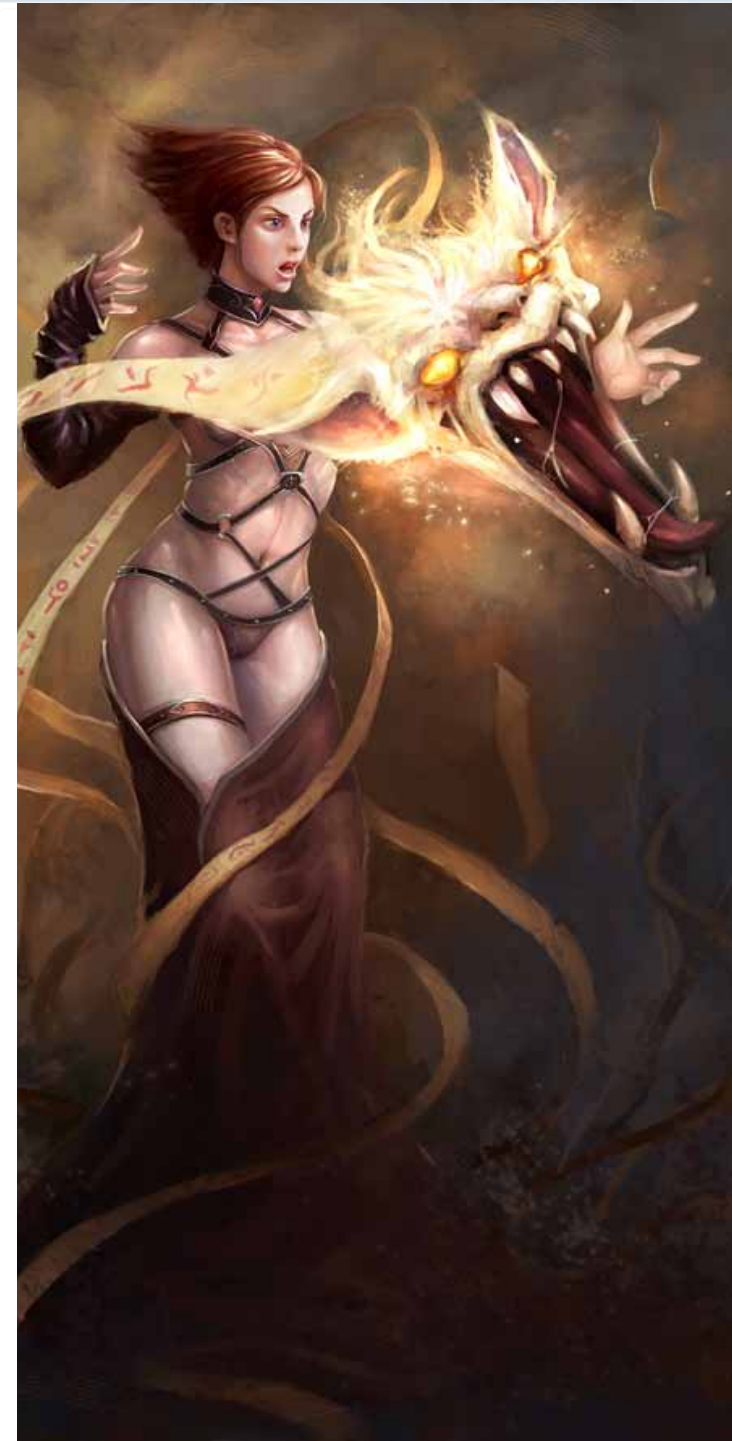
Level: bard 6, witch 6

Duration: 10 minutes/level

Saving Throw: Will negates

As *arcana theft* (*Ultimate Magic*) except it steals one feat from the target (and may grant it to the caster). If the target has feats you meets the prerequisites for, which the target is not using as a prerequisite, the stolen feat is randomly selected from those. Otherwise the feat is selected randomly from all the target's current feats.

If you meet the prerequisites for the stolen feat, you gains access to it for the duration of the spell. On the round after stealing a feat you may grant it to another target with a touch as a standard action. The new recipient must meet the feat's prerequisites to be able to use it.



SUMMON HORROR 1 (85)

Level: witch 1

Duration: 1 round 2/levels

As *summon monster I*, except the monsters summoned all have twisted, horrific appearances. The summoned monsters have minimum Intimidate bonuses equal to their hit dice + Charisma modifier, and Dazzling Display as a bonus feat.

Summon horror II through *summon horror IX* work the same way, each duplicating the appropriate *summon monster* spell with the changes noted above.

SUSPENDED SENTENCE (86)

Level: inquisitor 1

As *saving finale* (*Advanced Player's Guide*) but you must end a judgment to cast it.

SUTLER I (87)

Level: alchemist 2, cleric/oracle 2

Target: one does of mundane potable liquid

Duration: 1 hour per level or until imbibed

As *greater magic weapon*, but effect turns a mundane drink into a *cure light wounds* potion at your caster level. Higher level versions of this spell may exist, each one level higher than the cure spell created by its magic.

TAR MEN (88)

Level: sorcerer/wizard 4

Saving Throw: Will partial (see text)

As *mirror images* but melee attackers hitting an image must make a Will save or believe they are covered in tar, becoming entangled for 1 round/level.

THREAT (89)

Level: inquisitor 2, paladin 2

As *compassionate ally* (*Ultimate Magic*), but the spell's only effect is to causes the target to provoke an attack of opportunity from you if it makes an attack (as defined by the *invisibility* spell) that does not include you as a target or include you in its area.

THUNDERCLAP (90)

School: evocation (sonic); **Level:** druid 6

As *fireball* but deals sonic damage up to a maximum of 12d6, cannot set things on fire, and deafens targets that fail their save as *blindness/deafness*.

TORRENTIAL DOWNPOUR (91)

Level: druid 6

Area: cylinder (20-ft. radius, 40 ft. high)

As *obscuring mist* except as noted above, and the area extinguishes all mundane fires and winds and once per round as a swift action you may cast *dispel magic* on any magic fire or wind effect within its area.

UNDERSTANDING (92)

Level: cleric/oracle 7, inquisitor 6, sorcerer/wizard 7, witch 6

As *telepathic bond*, but targets gain the ability to communicate with any willing creature within 100 feet.

UNRIVALED SERVANT (93)

Level: alchemist 3, summoner 3, witch 3

Target: 1 animated object or construct

As *greater magic weapon* but spell's only effect is to an animated object (or construct) 1 CP of abilities/5 levels (from the animated object's list of abilities).

VAPORIZE (94)

School: necromancy; **Level:** sorcerer/wizard 5, witch 6

Targets: 1 living creature per 2 levels, no two of which may be more than 30 feet apart

Saving Throw: Fortitude partial (see text)

As *fireball* except as noted above, the damage is untyped and has a max of 15d6, the save is Fort based, and a creature that fails its save takes a 1d4 Strength drain.

VICIOUS MIST (95)

School: necromancy [emotion, fear, mind-affecting]; **Level:** cleric/oracle 5, sorcerer/wizard 5, witch 5

As *obscuring mist*, but everything in area is also targeted as by the *fear* spell.

VILAYET (96)

Level: cleric/oracle 3, ranger 2

As *consecrate* but effect makes area act as favored terrain of rangers worshiping the same god as the caster.

VIOLENT HORRORS (97)

Level: sorcerer/wizard 7, witch 6

As *nightmare*, but target also affected as if by *phantasmal killer*.

VOICE OF THE WILDS (98)

Level: bard 1

Target: 1 animal of friendly or better attitude

As *charm animal*, except as noted above and the target gains 6 bonus tricks of your choice for the duration.

VOLUMINOUS POCKETS (99)

Level: bard 4

Target: 1 garment

As *greater magic weapon* but spell's only effect is to makes 1 garment act as a *robe of useful items* (without any of the items that have a listed gp cost) for the spell's duration.

VORTEX HAMMER (100)

School: transmutation [air]; **Level:** cleric/oracle 6, druid 5, sorcerer/wizard 5

Range: touch

Target: creature touched

Saving Throw: Will negates (harmless);

Spell Resistance: yes

The target gains the ability to knock down and toss about foes it strikes in melee. The target inflicts the effect of being in a *river of wind* (*Advanced Player's Guide*) on foes hit in melee. The DC of such foe's Fortitude saves is equal to the save DC of this spell.

WALL OF MOLTENTAR (101)

Level: sorcerer/wizard 6

As *wall of iron* but also deals damage as *wall of fire*.

WAR HEALING (102)

Level: cleric/oracle 6

Components: V, DF

Range: touch

Effect: 1 conjuration (healing) spell cast delayed

You suspend a healing spell you cast on another target the round after casting *war healing*, to allow the target to invoke it any time during the war healing's duration.

This works as *delayed consumption* (*Advanced Player's Guide*) but applies to a conjuration (healing) spell you cast on an ally, and the ally decides when to invoke the delayed spell.

WARDSIGIL (103)

School: abjuration; **Level:** sorcerer/wizard 5

You grant allies immunity to one of your spells. This functions as *firebrand* (*Advanced Player's Guide*) but targets gain no fire abilities and are immune to 1 spell you know of your choice, rather than to all fire spells you cast.

WAYPOINT (104)

Level: ranger 4, sorcerer/wizard 5

As *guiding star* (*Advanced Player's Guide*) but you may be attuned to a maximum of 1 location per caster level, and may transfer an attunement to another creature with a touch with an additional casting of this spell. A transferred attunement removes the attunement from you permanently, and only grants it to a new creature for 1 day/level.

WEARY BURDEN (105)

Level: bard 2, cleric/oracle 2, sorcerer/wizard 2, witch 2

As *slow*, but effect is to increase target's encumbrance by 1 step to a maximum of heavy encumbrance.

WEIRD MAGIC (106)

Level: bard 3

Range: short (25 ft. +5 ft./2 levels)

Target: one living creature

As *bestow curse*, but the curse's effect causes target to treat all spells from scrolls and wands as if they weren't on his class spell list.

WINTER SOLSTICE (107)

Level: druid 3

As *consecrate*, but spell's effect is to cause cold spells to deal +1 hp/die of damage within the area.

WOLFPACK POUNCE (108)

Level: druid 4, summoner 4, witch 5

Target: one animal or your animal companion, eidolon, or familiar

As *king's castle* (*Advanced Player's Guide*) except as noted above.

WRACKING MUTATION (109)

School: transmutation; **Level:** sorcerer/wizard 5, summoner 5, witch 6

As *rage*, but subjects also gain 1 evolution point of evolutions of your choice per 5 caster levels.

YOUTH (110)

Level: cleric/oracle 6, druid 5, witch 6

As *raise dead* (including cost) but effect is to remove 1d6 years of aging from target.

WE ERR ON THE SIDE OF AWESOME!

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