

ISSUE
5

FILES FOR EVERYBODY EVOCATION SPELLS



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PATHFINDER®
COMPATIBLE



FILES FOR EVERYBODY EVOCATION SPELLS

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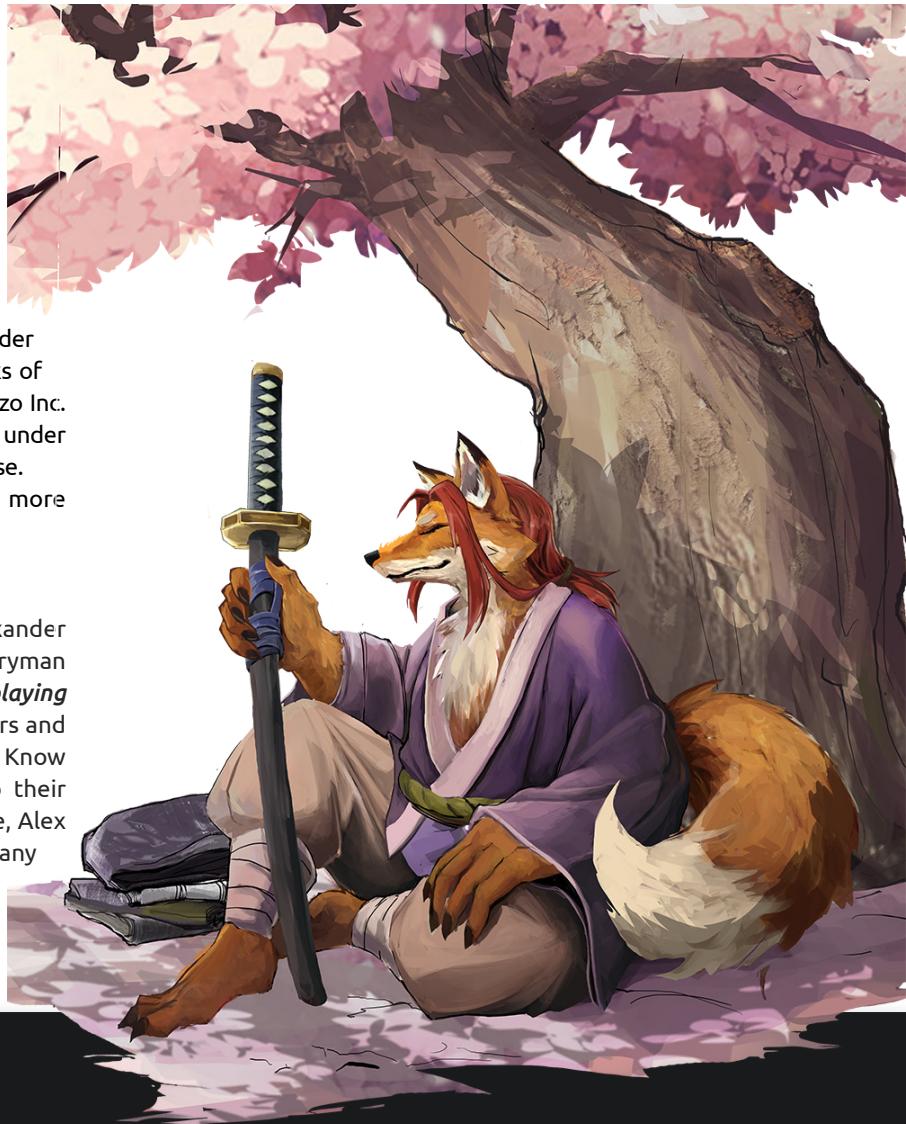
ABOUT EVERYBODY GAMING

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and

has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit <http://www.everybodygames.net>!

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GET EVERYONE GAMING!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to *Files for Everybody*, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In *Files for Everybody*, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each *File*, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our *Files for Everybody* series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games



SPELLS FOR WHO?

This product includes 8 all-new evocation spells that allow spellcasters to evoke energy in new and exciting ways. Each of the spells in this product are Uncommon, so they're only available with GM approval. This isn't because the spells are particularly powerful or game-breaking; we simply want GMs to be able to choose whether or not they want these spells in their campaign.

BACKGROUND

Evocation spells, such as those described in this product, are especially appropriate for channelers. The following background is appropriate for arcane or primal spellcasters with an affinity for evocation magic.

EVOKER BACKGROUND

You have an affinity for elemental energy, either due to a quirk of birth or a mysterious ancestry in your family tree. You're probably a spellcaster who specializes in high-power spells, but you might simply have a knack for destruction.

Choose two ability boosts. One must be Intelligence, Charisma, or Wisdom, and one is a free ability boost.

You're trained in the Arcana skill and one Planar Lore skill correlating to an elemental plane of your choice. You gain the Arcane Sense skill feat.

EVOCATION

Evocation spells allow spellcasters to generate massive amounts of energy seemingly from nowhere, which are often directed into some form of attack. While evocation is often seen as a purely offensive school of magic due to the popularity of spells like *fireball* or *magic missiles*, it is truly a versatile school of magic. The following new evocation spells are of Uncommon rarity by default, so in order to learn these spells you must have GM approval, often in the form of unique tutelage or as treasure from a particularly ancient or esoteric source.

COLD CARESS

UNCOMMON EVOCATION

Traditions divine, primal
Cast \blacktriangleleft to \blacktriangleright somatic, verbal
Range 120 ft.; Area 20-ft. burst
Saving Throw basic Fortitude

You create a sudden snap of brief, intense cold that exacerbates previous exposure to the cold. Any creature within the spell's area that has taken at least 1 point of cold damage since the last of your last turn from an effect other than a *cold caress* spell takes 2d6 cold damage. For each additional action you use when Casting the Spell, increase the amount of cold damage done by 3d6, to a maximum of 8d6 for 3 actions. Once a creature has affected by *cold caress*, they're immune to the spell until they take cold damage from an new effect that isn't a *cold caress* spell.

Heightened (+1) The damage increases by 1d6 for each additional action used when Casting the Spell.

Heightened (7th) You can cast *cold caress* as a reaction, triggered whenever a target within the spell's range takes cold damage from an effect that isn't a *cold caress* spell.

CRUSHING COILS

UNCOMMON EVOCATION

Traditions arcane, occult
Cast \blacktriangleleft somatic, verbal
Range 30 feet; Targets 1 creature
Saving Throw Reflex; Duration 1 minute

You evoke bands of force energy resembling writhing serpents and set them loose upon a foe.

- » **Critical Success** The target is unaffected.
- » **Success** The target takes 2d6 force damage.
- » **Failure** The target is immobilized and takes 2d6 force damage. Each round at the start of their turn, the target takes an additional 2d6 force damage. The target can try to Escape from the effect (DC = the spell's DC). If they successfully Escape, the effect ends.
- » **Critical Failure** The target is restrained and takes 2d6 force damage. Each round at the start of their

SPELL 4

turn, the target takes an additional 2d6 force damage. The target can try to Escape from the effect (DC = 5 + the spell's DC). If they successfully Escape, the effect ends.

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

Heightened (5th) Increase the number of targets to 2. All targets must be within 30 feet of each other.

Heightened (7th) Increase the number of targets to 4. All targets must be within 30 feet of each other.

Heightened (9th) Increase the number of targets to 6. All targets must be within 30 feet of each other.

SPELL 4

UNCOMMON EVOCATION

Traditions arcane, divine

Cast \blacktriangleleft somatic, verbal

Range 60 feet; Targets 1 spell effect or unattended magic item

You attempt to counteract an ongoing spell effect by overloading it with magic, triggering a catastrophic explosion. Attempt a counteract check against the target. If the target has the abjuration trait, you take a -2 circumstance penalty to your counteract check. If you succeed against a spell effect, you counteract it. If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's nonmagical properties. If the item is an artifact or a similar item, you automatically fail.

If you successfully counteract a spell effect or magic item with this spell, all creatures and unattended objects within a 20-foot burst of the target spell effect or magic item take 4d6 force damage (basic Reflex). If you critically fail to counteract a spell effect or magic item, all creatures within a 20-foot burst of you take 4d6 force damage instead.

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

GOOD SHEPHERD'S LIGHT

SPELL 3

UNCOMMON EVOCATION LIGHT

Traditions divine, primal

Cast \blacktriangleleft somatic, verbal

Range 30 feet; **Area** 20-foot emanation

Duration sustained, up to 1 hour

White light fills the area, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. Any darkness effects within the area that were created by level 3 or lower spells (or effects that function as level 3 or lower spells) are suppressed within the spell's area. Your allies also gain a +1 status bonus to AC while within the spell's area and any frightened ally within the spell's area at the start of their turn reduces their frightened condition's value by 2 instead of 1. Once per round, whenever you Sustain *good shepherd's light*, you can move the spell's point of emanation a number of feet up to your Speed in any direction. You can only have one *good shepherd's light* spell in effect at a time, and casting a new one immediately causes the previous one to end.

Heightened (+1) Increase the maximum level of darkness spell that *good shepherd's light* suppresses by 1.

Heightened (5th) Allies within the spell's area gain a +1 status bonus to Will saves.

Heightened (7th) Allies within the spell's area gain a +2 status bonus to Will saves.

RAZOR WIND

CANTRIP 1

UNCOMMON **ATTACK** **EVOCATION**

Traditions arcane, primal

Cast ♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration 1 round

You unleash a short, powerful gust of wind. Attempt a spell attack against the target.

» **Critical Success** The target takes slashing damage equal to twice your spellcasting ability modifier. They also gain the clumsy 1 condition and takes a -10-foot penalty to their Speeds for 1 round.

» **Success** The target takes slashing damage equal to your spellcasting ability modifier. They also take a -10-foot penalty to their Speeds for 1 round.

» **Failure** The target takes slashing damage equal to your spellcasting ability modifier.

» **Critical Failure** The target is unaffected.

Heightened (+1) Increase the damage done on a success by 1d6 or a critical success by 2d6.

Heightened (4th) The clumsy condition and Speed penalty lasts for 1 minute.

RAZOR WIRE BALL

SPELL 4

UNCOMMON **EVOCATION**

Traditions arcane, primal

Cast somatic, verbal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You evoke a ball of super-compressed air and fling

it towards an area where it explodes in a medley of powerful gusts that make moving difficult. The affected area becomes difficult terrain; if the area was already difficult terrain, it becomes greater difficult terrain. Once per round, whenever a creature begins its turn within the area or moves through it, they take slashing damage equal to $4d4 +$ your spellcasting ability modifier. Any creature damaged by the spell must attempt a Reflex save. On a failure, the creature takes a -10-foot penalty to its Speeds. On a critical failure, the target also gains the clumsy 2 condition. These conditions last until the Treat Wounds skill action is used on them (Medicine DC 20) or until they receive magical healing equal to $10 +$ the spell's level + the total amount of slashing damage done to them by the spell.

Heightened (+1) The damage increases by +1d4.

SPELL 3

UNCOMMON **ATTACK** **ELECTRICITY** **EVOCATION** **TELEPORTATION**

Traditions arcane, occult, primal

Cast ♦ somatic, verbal

Range 40 feet; **Targets** one creature or object

You evoke a powerful sphere of electricity that strikes you and one other creature or object within range. Attempt a spell attack. If you hit, you and the target both take $3d6$ electricity damage and swap positions; you move to the target's space and they move to your space. If you attempt to use the spell to place the target in a location that is inherently lethal to it (such as teleporting a fish onto dry land or an ordinary human into a vat of acid, but not a human into a position where it can be attacked), the target can attempt a Will save. If they succeed, the teleportation (but not the damage) fails.

Heightened (+1) For each spell level that you heighten the spell by, the damage to the target either increases by 1d6 or the damage done to you decreases by 1d6 (your choice).

SPELL 2

UNCOMMON **EVOCATION** **FIRE**

Traditions arcane, primal

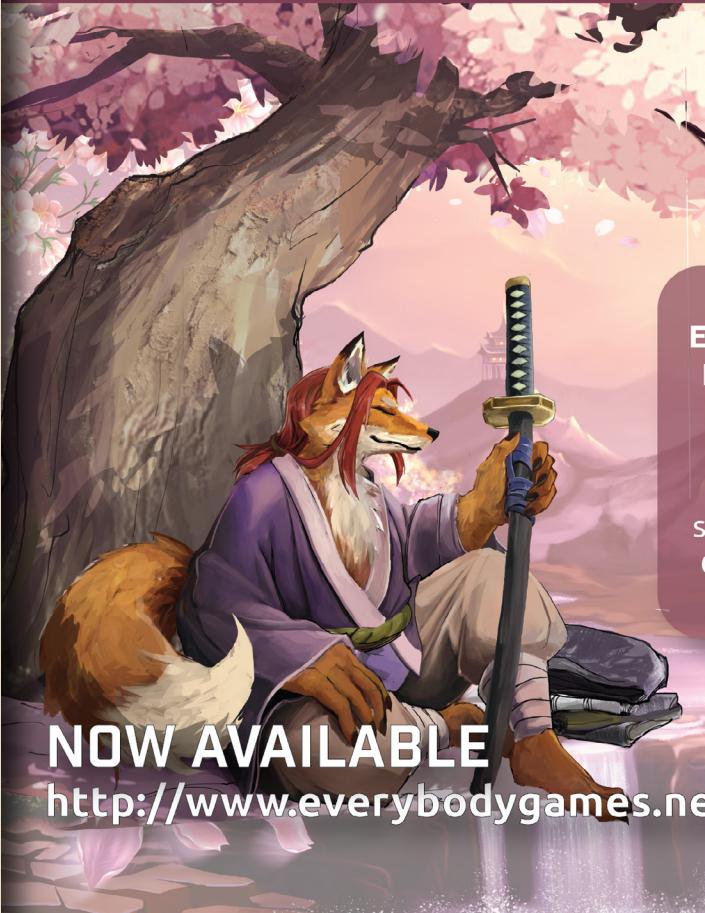
Cast ♦ somatic, verbal

Duration sustained

Saving Throw Reflex

You surround yourself with mystic flames that cover the ground you tread upon. Whenever you Step or Stride, every square you move through becomes engulfed in flames. Anytime a creature enters a burning square, they must attempt a Reflex save or take $1d6$ persistent fire damage. A creature that critically fails its Reflex save also takes a -10-foot penalty to its Speeds until all fire damage caused by the spell is healed.

Heightened (+1) Increase the damage done by 1d6.



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NEXT TIME!

In Issue 6 of Everybody Games' *Files for Everybody*, Alexander Augunas updates a fan-favorite Pathfinder and Starfinder race to a Pathfinder Second Edition ancestry: the yroometji! This product includes a massive treatise on yroometji culture and life, full ancestry stats for playing these characters, 10 heritage, over a dozen ancestry feats, new class options for druids, monks, and rangers, a new ritual, yroometji ancestral boomerangs, magical body paints, and much more!

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