

JUST A SECOND #2: SPECIALIST SPELLS

The new *Pathfinder Second Edition* has a ton of customizable options, and the **Just a Second** line gives you about a page of new rules content to incorporate into your campaign. A set of feats, linked spells, clever magic items, and so on. No fuss, no muss, just new ideas and mechanics for GMs and players alike!

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JUST A SECOND 2: SPECIALIST SPELLS

Pathfinder Second Edition brings significant change to the way spells and magic function. While the game offers many of our old favorites, there's still significant need for an expanded spell repertoire. Spellcasters need additional choices to pursue concepts in critical success and failure where magic is concerned. Our *Just a Second* line will include 10th level spells so the most powerful casters can choose from their favorite schools of magic to reshape reality and exert control over their enemies and the world around them!

ALTER SELF

CANTRIP 1

CANTRIP

POLYMORPH

TRANSMUTATION

Traditions arcane, occult, primal

Cast ◆◆ (somatic)

Duration 1 hour

You change your size and appearance to reflect a new form. The changes are subtle but enough to provide a +1 bonus on Deception checks made to impersonate another creature. You alter your dimensions and shape but remain the same Size as normal. This spell isn't enough to allow you to resemble a specific individual.

Heightened [4th level] The bonus increases to +2 and you can change to a new appearance as a [one-action] any time during the spell's duration.

BUBBLING BLIGHT

SPELL 7

POLYMORPH

TRANSMUTATION

Traditions arcane, occult

Cast ◆◆ (somatic, verbal)

Duration 1 minute

You collapse into a disturbing mass of transparent jelly and unblinking eyes. You become a rare ooze capable of cursing or dissolving your enemies. You can Dismiss this spell.

You assume a Large battleform and gain the following statistical abilities:

- AC = 18. Ignore your armor's check penalty and seed reduction.
- 25 temporary hit points.
- **Immunities:** acid, critical hits, piercing, precision, slashing.
- **Horrific Gaze** (arcane, aura, enchantment, visual) 30 feet. When a creature ends its turn within the aura it must attempt a DC 28 Will save or become dazzled and fascinated. These conditions last until the subject can no longer see you.
- Darkvision 60 feet.
- **Speed** 20 feet, climb 20 feet; **Melee** [one-action] pseudopod +25 (reach 10 feet), **Damage** 2d10+6 bludgeoning plus 2d6 acid and Grab. On a critical hit the acid damage is persistent, Constrict [one-action] 1d10+6 bludgeoning plus 1d6 acid.

DUST TO DUST

SPELL 9

INCAPACITATION

POLYMORPH

TRANSMUTATION

Traditions arcane, primal

Cast ◆◆ (somatic, verbal)

Range 60 feet; **Target** 1 creature

Duration 1 minute

Your target collapses into component parts like dust, salt, and water. Its remains sink or drain into the ground to rejoin the earth. The target makes a Fortitude save when you cast the spell and each round thereafter. When the spell expires the target reconstitutes completely.

Critical Success The target's transformation halts until the beginning of the target's next turn.

Success Partial disintegration forces the target to take 2d10 damage and gains clumsy 1.

Failure The target takes 6d10 damage and gains clumsy 2. If this damage reduces the target to 0 hit points the target dies.

Critical Failure As failure above except the damage is 12d10 and the clumsy value increases to 4.

FETCH

CANTRIP 1

CANTRIP

CONJURATION

TELEPORT

Traditions arcane

Cast ◆ (somatic)

Target 1 object

You conjure an item of light bulk which teleports into your hand from up to 30 feet away. You don't have to be able to see the object, but you must have seen the item before and know its location.

Heightened [2nd level] You can *fetch* an item from up to 60 feet away.

Heightened [4th level] You can *fetch* an item up to bulk 1 from up to 90 feet away.

FLING

SPELL 8

CONJURATION

TELEPORT

Traditions arcane

Cast ◆◆ (somatic)

Range 120 feet; **Targets** up to 8 creatures

Save Reflex

You teleport your targets high into the air. They rise straight up and immediately fall back to the ground. Each target attempts a Reflex save to determine the spell's effect.

Critical Success The target remains grounded and is not affected.

Success The target teleports 10 feet up. Flying creatures can attempt an Acrobatics check at the spell's DC as a reaction to remain aloft and not fall. Creatures falling back to ground provoke attacks of opportunity.

Failure As Success, but the target teleports 60 feet directly above its starting location.

Critical Failure As Success, but the target teleports 120 feet directly above its starting location.

RAINING DAGGERS

SPELL 6

CONJURATION

Traditions arcane, divine

Cast ♦♦ (somatic, verbal) or [three-actions] (material, somatic, verbal)

Range 60 feet; **Area** 20-foot radius, 40-foot high cylinder

Saving Throw basic Reflex

You pull hundreds of daggers from locations across the world and bring them down on your enemies in a sudden storm. Each creature in the spell's area takes 10d4 piercing damage. You can cast this spell using three actions and a dagger made from a specific material such as cold iron or silver. If you do, the damage dealt by the spell is reduced to 8d4 and counts as the being dealt by the special material. The daggers return to their original homes as soon as they strike a creature, an object, or the ground.

TIME DILATION

SPELL 8

TRANSMUTATION

Traditions arcane, occult

Cast ♦♦ (somatic, verbal)

Range 60 feet; **Area** 60 feet

Duration 3 rounds

Creatures you regard as allies within the spell's area gain the quickened condition. The additional action they gain can be a Reaction, Stride, or Strike. All other creatures in the area gain slowed 1.

WALL OF SAND

SPELL 3

CONJURATION

EARTH

Traditions arcane, primal

Cast ♦♦♦ (material, somatic, verbal)

Range 120 feet

Duration 10 minutes

You raise a wall of sand 1 foot thick, 10 feet high, and 5 feet thick at its base. The wall can be up to 30 feet long and can feature curves or even corners but must be contiguous. The wall forms around creatures standing in its path, though you decide which side of a creature the wall continues. The wall is opaque and holds its form until a creature attempts to breach it. Each 5 feet of the wall's length collapses into a pile 2 feet deep by 15 feet wide when touched by a creature (voluntarily or otherwise). The sand counts as difficult terrain for any creature crossing it.

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