

# Everyman Minis Spells of Childhood



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**Author:** Alexander Augunas  
**Cover Artist:** Jacob Blackmon  
**Cover Design:** Alexander Augunas

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## ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, 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.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

*EVERYMAN MINIS* combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas

## The Magic of Youth

Countless stories and literary works refer to childhood as a time of wonder and magic, a time when one’s naivety makes everything new seem wondrous, and even the most mundane of journeys a grand adventure. Such works often ascribe literal magic to childhood, often claiming that young people have a magic that adults cannot fathom. Perhaps those authors of old are correct, because in writing *EVERYMAN MINIS: SPELLS OF CHILDHOOD* it became apparent very quickly just how difficult designing spells around the twin themes of “childhood and children” is.

When writing *EVERYMAN MINIS: SPELLS OF CHILDHOOD*, the first thing that became very clear was that plenty of spells that felt right for kids were already in the game as general spells. For instance, being really good at climbing trees or swimming feels like things that kids would use their magic on, but spells exist in the game already that grant swim speeds and climb speeds—sometimes both simultaneously. Frantic, we started asking actual kids (ages 8 through 11) what magic powers they would want to have if they could, and honestly? The answers were all things adults would value too. (One kid literally said, “A spell that prints endless money that people won’t see as being fake.” Heck, sign me up for that!) So ultimately, what I got out of that discussion was that trying to find spells that kids “wanted” was futile because kids “wanted” the same types of magic as adults. So we went with thematic childhood instead. Enjoy!



## New Spells

The following new spells are appropriate for young characters, or are thematically tied to youths.

### ALTER MEAL

**School** transmutation; **Level** bard 0, druid 0, occultist 0, mesmerist 0, psychic 0, shaman 0, sorcerer/wizard 0, witch 0

**Casting Time** see text

**Components** V, S

**Target** 1 cu. ft. of food and drink/level

**Duration** instantaneous

**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

When you cast this spell, you alter the target food and drink to taste different. When using this spell, you can enhance the food's flavor, diminish the food's flavor, repair the food, or change the food's flavor, as described below:

- » *Change*: You make the target food or drink taste like something else entirely. For example, you can make water taste like wine or ground meat taste like sirloin steak. You can choose whether or not to change the properties of the food to make its new taste. For example, if you use this spell to change water into wine, you can choose whether or not the wine is alcoholic. This use of *sweet tooth* can't be used to make the target food poisonous, diseased, or otherwise afflicted, and it cannot detoxify or otherwise cleanse food that has been infected with such afflictions.
- » *Diminish*: You can make the flavors of the target food less pronounced. For example, you can make spicy food taste less spicy, sweet food taste less sweet, or bland food taste blander.
- » *Enhance*: You can make the flavors of the target food more pronounced. For example, you can make spicy food taste spicier, sweet food taste sweeter, or bland food taste less bland.
- » *Repair*: You fix flaws in the target food or drink's preparation. For example, you can make burnt food unburned or overcooked or undercooked food properly cooked.

If you use this spell so that you modify all target food and drink in the same way, it takes a standard action to cast. If you use this spell and modify all target food and drink individually, it takes 1 round per cubic foot of food targeted. This spell cannot make spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water suitable for eating or drinking, although it can make such food taste better or worse, as described above.

### ASSUME AUTHORITY

**School** enchantment (charm) [mind-affecting]; **Level** antipaladin 2, bard 2, cleric 2, inquisitor 2, mesmerist 2, occultist 2, paladin 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Target** one creature

**Duration** 1 hour./level (D)

**Saving Throw** Will negates; **Spell Resistance** yes

You twist the subject's perceptions of reality, making it believe that you are its direct superior. Whenever you use Bluff to deceive or lie to the subject or either Diplomacy or Intimidate to make a request of the subject or influence its attitude, the subject determines its responses based upon the belief that you are its direct superior. For instance, if you cast this spell on a chef and request they cook you a meal with Diplomacy, this would likely be a reasonable request because the chef would see you as their direct superior.

This spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions as if they were coming from a direct superior. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do, and retries on this check are not allowed. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed subject breaks the spell. You must speak the subject's language to communicate your commands, or else be good at pantomiming.

### FINGERPAINT

**School** transmutation; **Level** bard 0, cleric 0, druid 0, inquisitor 0, medium 0, medium 0, mesmerist 0, occultist 0, psychic 0, shaman 0, sorcerer/wizard 0, summoner 0, witch 0

**Casting Time** 1 standard action

**Component** V, S, M (a drop of paint)

**Range** personal

**Target** you

**Duration** 10 min./level (D)

You can secret colorful pigments from your fingertips, allowing you to color and mark other items and objects as if you were using colored inks, graphite, or paints. Each time you cast this spell, you choose one specific medium (but not color) to secret. For instance, you can choose oil paint or chalk pastel, but not red ink (you could, however, simply choose ink).

Each of your fingers (or similar appendages) secretes a different color of your choice for the spell's duration. You can change what color any of your fingers secretes as a free action.

### GROSS GLOBULE

**School** conjuration (creation); **Level** antipaladin 2, bloodrager 2, occultist 2, psychic 2, ranger 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

**Casting Time** 1 standard action

**Component** V, S, M (dried worms, mucus, or an equally gross substance)

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** see text; **Spell Resistance** no

You conjure a fist-sized sphere filled with whatever substance

you provided as a material component into your hand and lob it at the target. Make a ranged touch attack roll against the target's touch AC as if you were throwing a splash weapon. On a direct hit, your globule deals no damage, but the target is nauseated for 1d4+1 rounds unless it succeeds on a Fortitude save. In addition, all creatures within the globule's splash radius must succeed at a Reflex save or become affected as if they had suffered a direct hit (they are nauseated for 1d4+1 rounds unless they succeed on a Fortitude save).

Each round, a creature that has been nauseated by this spell can attempt to regain their composure as a move action by making a new Fortitude save against this spell's DC. If they succeed, they are no longer nauseated but can take no actions (including attacks of opportunity) until the start of their next turn.

### HUMILIATING TRICK

**School** universal; **Level** antipaladin 2, bard 2, bloodrager 2, inquisitor 2, magus 2, mesmerist 2, ranger 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

You prepare a variety of minor spells and effects that you can use to pull pranks and other tricks on opponents. You can perform any combat maneuver at a range of 30 feet (except grapple). In addition, whenever you attempt a combat maneuver, you may substitute your caster level for your base attack bonus, and your highest mental ability score modifier for your Strength modifier. All other feats or effects that you have that apply to combat maneuvers apply to your combat maneuver attempt (such as Greater Dirty Trick).

Each time you attempt a combat maneuver while under the effects of *humiliating trick*, reduce the spell's duration by 1 minute. If a combat maneuver attempt reduces the remaining duration to 0 hours or less, the spell ends after the combat maneuver resolves. The benefits of *humiliating trick* do not apply to grapple attempts, and attempting to grapple an opponent while under the effect of *humiliating trick* does not reduce the spell's duration.

### MAGICAL TEA PARTY

**School** conjuration [creation]; **Level** bard 3, cleric 3, druid 3, inquisitor 3, occultist 3, psychic 3, shaman 3, spiritualist 3, sorcerer/wizard 3, summoner 3, witch 3

**Casting Time** 10 minutes

**Components** V, S, F (a tea set)

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

**Effect** tea party for one creature/level

**Duration** 1 hour plus 6 hours; see text

**Saving Throw** none; **Spell Resistance** no

You create all the items and trappings needed to host a tea party, including a fancy table, chairs, food, and drink. The tea party takes 1 hour to complete, and the beneficial effects do not set in until this hour is over. Every creature partaking in the tea party gets a +4 morale bonus on saving throws against disease, fear, nausea, and sickened effects for 6 hours after imbibing the magical tea that is part of the tea party. If a creature is already the influence of one of these effects when it partakes in the tea party, it immediately makes a new save with these bonuses at the same DC to end the effect. The delightful biscuits grant each creature that partakes a +1 morale bonus on attack rolls and a +4 morale bonus on saving throws against poison for 6 hours.

All trappings created by the spell act as animated objects that serve the tea and biscuits to any creature partaking in the tea party. They are intelligent (Int, Wis, and Cha equal to 10 + ½ your caster level) and are able to engage in small talk, but they cannot attack in any way and are never allowed an attack roll. These animated objects cannot be killed and cannot move out of the area where the *magical tea party* was conjured. These objects dissipate if they take 6 points of damage from area attacks (they get no save against attacks). If the feast is interrupted or attacked for any reason, the spell is ruined and all effects of the spell are negated.

### RADICAL APPEARANCE

**School** transmutation; **Level** antipaladin 2, bard 2, bloodrager 2, cleric 2, druid 2, magus 2, inquisitor 2, mesmerist 2, occultist 2, paladin 2, psychic 2, ranger 2, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (an item or object favored by famous or popular people)

**Range** touch

**Target** creature touched

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You transform the subject and its gear into a socially fashionable, impressive, and sophisticated version of themselves. The target gains a +1 morale bonus on all rolls and checks, including (but not limited to) ability checks, attack rolls, initiative checks, saving throws, skill checks, spell damage rolls, and weapon damage rolls. This bonus does not apply to die rolls that aren't an explicit kind of roll or check, such as a die roll made to determine the number of monsters summoned with *summon monster II* or a die roll to determine the subject's actions while confused.

In addition, choose one type of social clique or organization that favors the provided material component as clothing or an accessory. For the spell's duration, the subject's starting attitude with all members of the chosen clique or organization is one category better, as long as each person's initial attitude towards the subject would have been at least indifferent.

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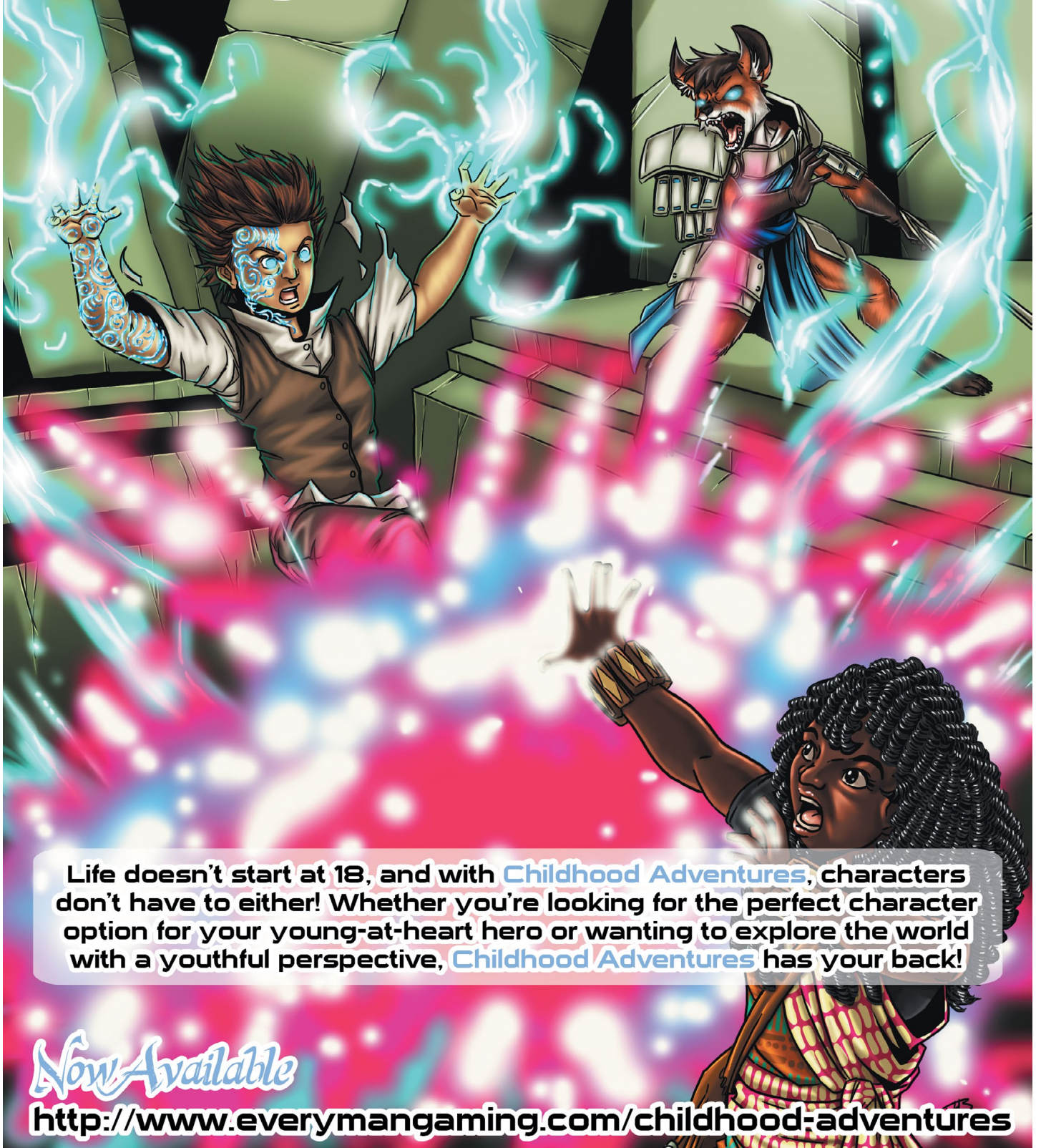
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