

BOOK OF MAGIC

Pirate Spells

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

POWERED BY
HERO LABTM

**JON BRAZER
ENTERPRISES**

BOOK OF MAGIC

Pirate Spells



JON BRAZER ENTERPRISES

Author: Joel Flank, Tim Green, Zack Hensley, Kae'Yoss, Maurice de Mare, M. J. Nixon, Wendall Roy, Alexander Sommer

Art: Marc Radle

Editors: Daniel, Affrime, Rob Anderson, Dale C. McCoy, Jr., E. Steev Ramsdell, Kevin Tomlinson

Cover: Lightworker

Copyright 2012 Jon Brazer Enterprises

Open Content: All spells.

Product Identity: Layout, art and anything else not a spell.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder

Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Hero Lab® and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <http://www.wolflair.com>

Pathfinder® and associated marks and logos are trademarks of Paizo Publishing, LLC®, and are used under license.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent

Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Wood Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Book of Magic: Pirate Spells, Copyright 2012, Jon Brazer Enterprises.

Alchemist Spells

1st-Level Alchemist Spells

Aquatic Appearance: Creature appears to be made of water.

Sealegs: You ignore penalties caused by a storm.

Antipaladin Spells

1st-Level Antipaladin Spells

Aquatic Appearance: Creature appears to be made of water.

2nd-Level Antipaladin Spells

Floatsteel: Negates armor check penalty for Swim checks.

3rd-Level Antipaladin Spells

Swashbuckler's Charge: You charge around corners.

Bard Spells

0-Level Bard Spells

Depth Sounding: You know the depth of water below a vehicle.

1st-Level Bard Spells

Aquatic Appearance: Creature appears to be made of water.

Landlubber: Reduces a target's movement speed.

Shivering Timbers: The rattling deck knocks everyone prone.

Sublime Rope Swing: You swing a short distance.

2nd-Level Bard Spells

Floatsteel: Negates armor check penalty for Swim checks.

3rd-Level Bard Spells

Swashbuckler's Charge: You charge around corners.

4th-Level Bard Spells

Animate Figurehead: Vehicle's figurehead becomes a wood golem.

Landlubber, Mass: As *landlubber*, affects 1 subject/level.

Shadow Sails: Ghostly sails increase a vehicle's speed.

6th-Level Bard Spells

Sodden Ship: Touched vehicle travels underwater.

Cleric/Oracle Spells

0-Level Cleric/Oracle Spells

Depth Sounding: You know the depth of water below a vehicle.

1st-Level Cleric/Oracle Spells

Gasp: As *water breathing*, lasts 1 round/level (max 5).

2nd-Level Cleric/Oracle Spells

Floatsteel: Negates armor check penalty for Swim checks.

7th-Level Cleric/Oracle Spells

Sodden Ship: Touched vehicle travels underwater.

Druid Spells

0-Level Druid Spells

Depth Sounding: You know the depth of water below a vehicle.

1st-Level Druid Spells

Buoyancy: Subjects rise in water at a speed of 30 ft.

Gasp: As *water breathing*, lasts 1 round/level (max 5).

4th-Level Druid Spells

Barnacle Growth: Barnacles slow a vehicle down.

Bubbling Brine: Calm seas become stormy.

Calm Waters: Stormy seas become calm.

Kelp Grapples: Kelp pulls two ships together.

Sargasso: Seaweed hampers swimming.

7th-Level Druid Spells

Dwarven Stone Plating: Grants a vehicle DR 20/adamantine.

Inquisitor Spells

1st-Level Inquisitor Spells

Aquatic Appearance: Creature appears to be made of water.

2nd-Level Inquisitor Spells

Floatsteel: Negates armor check penalty for Swim checks.

6th-Level Inquisitor Spells

Dwarven Stone Plating: Grants a vehicle DR 20/adamantine.

Magus Spells

0-Level Magus Spells

Bosun's Whip: Melee touch attack deals negative energy damage.

1st-Level Magus Spells

Aquatic Appearance: Creature appears to be made of water.

Gasp: As *water breathing*, lasts 1 round/level (max 5).

Landlubber: Reduces a target's movement speed.

Sealegs: You ignore penalties caused by a storm.

Shivering Timbers: The rattling deck knocks everyone prone.

Sublime Rope Swing: You swing a short distance.

3rd-Level Magus Spells

Floatsteel: Negates armor check penalty for Swim checks.

4th-Level Magus Spells

Animate Figurehead: Vehicle's figurehead becomes a wood golem.

Landlubber, Mass: As *landlubber*, affects 1 subject/level.

Swashbuckler's Charge: You charge around corners.

6th-Level Magus Spells

Dwarven Stone Plating: Grants a vehicle DR 20/adamantine.

Paladin Spells

2nd-Level Paladin Spells

Floatsteel: Negates armor check penalty for Swim checks.

3rd-Level Paladin Spells

Swashbuckler's Charge: You charge around corners.

Ranger Spells

1st-Level Ranger Spells

Buoyancy: Subjects rise in water at a speed of 30 ft.

Depth Sounding: You know the depth of water below a vehicle.

Sealegs: You ignore penalties caused by a storm.

2nd-Level Ranger Spells

Floatsteel: Negates armor check penalty for Swim checks.

3rd-Level Ranger Spells

Swashbuckler's Charge: You charge around corners.

Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells

Bosun's Whip: Melee touch attack deals negative energy damage.

Depth Sounding: You know the depth of water below a vehicle.

1st-Level Sorcerer/Wizard Spells

Aquatic Appearance: Creature appears to be made of water.

Buoyancy: Subjects rise in water at a speed of 30 ft.

Gasp: As *water breathing*, lasts 1 round/level (max 5).

Landlubber: Reduces a target's movement speed.

Sealegs: You ignore penalties caused by a storm.

Shivering Timbers: The rattling deck knocks everyone prone.

Sublime Rope Swing: You swing a short distance.

3rd-Level Sorcerer/Wizard Spells

Floatsteel: Negates armor check penalty for Swim checks.

Seasickness: Creature becomes nauseated.

4th-Level Sorcerer/Wizard Spells

Animate Figurehead: Vehicle's figurehead becomes a wood golem.

Barnacle Growth: Barnacles slow a vehicle down.

Bubbling Brine: Calm seas become stormy.

Calm Waters: Stormy seas become calm.

Kelp Grapples: Kelp pulls two ships together.

Landlubber, Mass: As *landlubber*, affects 1 subject/level.

Shadow Sails: Ghostly sails increase a vehicle's speed.

5th-Level Sorcerer/Wizard Spells

Sargasso: Seaweed hampers swimming.

6th-Level Sorcerer/Wizard Spells

Dwarven Stone Plating: Grants a vehicle DR 20/adamantine.

Seasickness, Mass: As seasickness, affects 1 subject/level.

7th-Level Sorcerer/Wizard Spells

Sodden Ship: Touched vehicle travels underwater.

8th-Level Sorcerer/Wizard Spells

Shipgate: Teleports a vehicle and its contents a short distance.

Summoner Spells

1st-Level Summoner Spells

Aquatic Appearance: Creature appears to be made of water.

Gasp: As *water breathing*, lasts 1 round/level (max 5).

3rd-Level Summoner Spells

Swashbuckler's Charge: You charge around corners.

5th-Level Summoner Spells

Dwarven Stone Plating: Grants a vehicle DR 20/adamantine.

Witch Spells

0-Level Witch Spells

Depth Sounding: You know the depth of water below a vehicle.

1st-Level Witch Spells

Aquatic Appearance: Creature appears to be made of water.

3rd-Level Witch Spells

Seasickness: Creature becomes nauseated.

4th-Level Witch Spells

Barnacle Growth: Barnacles slow a vehicle down.

Bubbling Brine: Calm seas become stormy.

Calm Waters: Stormy seas become calm.

6th-Level Witch Spells

Seasickness, Mass: As seasickness, affects 1 subject/level.

ANIMATE FIGUREHEAD

School transmutation; **Level** bard 4, magus 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S, F (a tiny bag of splintered wood)

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

Target one medium wood figurehead

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You cause the figurehead of a water vehicle to animate and attack enemies whom you designate. The figurehead becomes a wood golem (see Bestiary) under your command, separates itself from the vehicle and can move as per the creature's description. When the spell ends, the golem instantly returns to its place as the vehicle's figurehead. If the golem is destroyed while animated, the figurehead does not return to the vehicle and must be replaced.

AQUATIC APPEARANCE

School illusion (glamer); **Level** alchemist 1, antipaladin 1, bard 1, inquisitor 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (vial of water)

Range touch

Target creature or object weighing no more than 100 lbs./level touched

Duration 1 min./level (D)

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

The target appears to be made of water, granting a +10 enhancement bonus to Stealth check while under water. This spell grants no bonus to targets that are out of the water but it still appears to be made of water. This spell ends instantly if the creature becomes invisible.

BARNACLE GROWTH

School transmutation; **Level** druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (miniature anchor and dab of glue)

Range long (400 ft. + 40 ft./level)

Target 1 water vehicle

Duration 1 round/level

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

The target water vehicle experiences a sudden and dramatic growth of barnacles along the entire underside of its hull. This growth of barnacles slows the vehicle and

reduces the maximum speed and acceleration by 50%. The sluggish response of the vessel also imposes a -4 penalty to all Profession (sailor) or driving checks made with this vehicle.

BOSUN'S WHIP

School: necromancy; **Level** magus 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range personal

Effect negative energy whip

Duration instantaneous

Saving Throw none; **SR** yes

A whip of negative energy forms in your hand. It behaves like a normal whip except that it deals 1d3 points of lethal, negative energy damage upon a successful melee touch attack. As part of the casting of this spell, you may make one attack action with this whip. The whip disappears at the end of this attack. The damage dealt does not heal undead creatures.

BUBBLING BRINE

School transmutation [water]; **Level** druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M/DF (vial of salt water)

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

Area cylinder (40 ft. radius, 20 ft. deep)

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

The volume of water within the spell's area froths and roils furiously, making swimming extremely difficult. For the duration of the spell, the water in the area is stormy for Swim checks (see Chapter 4 Skills of the Pathfinder Core Rulebook). This spell has no effect if the water is already stormy.

Bubbling brine counters and dispels *calm waters*.

BUOYANCY

School transmutation [water] **Level** druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 immediate action

Components V

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

Targets one Medium or smaller object or creature/level in a liquid, no two of which may be more than 20 ft. apart

Duration one round/level

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

The affected creatures or objects will not sink any further in water (or any other liquid). Instead, affected creatures or objects in water float back up to the surface at a rate of 30 ft. per round. Creatures wearing medium or heavy armor or carrying a medium or heavy load do not sink any further but to not rise any further either. Another creature can still actively drag an affected creature or object down, though if released before the end of the spell's duration, the target will resume floating to the surface. Targets can

suppress or resume this effect as a free action on the start of their turn.

This spell does not grant a swim speed, any bonuses to Swim checks or the ability to breathe water.

CALM WATERS

School transmutation [water]; **Level** druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M/DF (vial of fresh water)

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

Area cylinder (40 ft. radius, 20 ft. deep)

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell causes water to calm and become still, regardless of local weather. For the duration of the spell, water in the area is calm when making swim checks (see Chapter 4 Skills of the Pathfinder Core Rulebook). This spell has no effect if the water is already calm.

Calm waters counters and dispels *bubbling brine*.

DEPTH SOUNDING

School divination; **Level** bard 0, cleric/oracle 0, druid 0, ranger 1, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Component V, S, F (string tied to a metal nail)

Range touch; see text

Target water vehicle touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You know the depth of water below the vehicle touched up to a maximum of 100 ft + 10 ft/level. You may designate any point on the vehicle from which to determine the depth.

DWARVEN STONE PLATING

School abjuration; **Level** druid 7, inquisitor 6, magus 6, sorcerer/wizard 6, summoner 5

Casting Time 1 standard action

Components V, S, M (granite and diamond dust worth 250 gp)

Range touch

Target vehicle touched

Duration 10 minutes/level or until discharged

Saving Throw none; **Spell Resistance** yes (harmless)

The vehicle's exterior becomes finely worked dwarven stone. The vehicle gains DR/20 adamantine. It ignores the first 20 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 20 points of damage per caster level (maximum 400 points), it is discharged.

FLOATSTEEL

School transmutation; **Level** antipaladin 2, bard 2, cleric/oracle 2, inquisitor 2, magus 3, paladin 2, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a cork)

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

Target up to one suit of armor or shield per three caster levels, all of which must be within 30 ft. of each other

Duration 10 minutes/level (D)

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

This spell causes the targeted armor or shield to become buoyant, negating the armor check penalty of the item for all Swim checks. Other skills are still affected by the armor check penalty normally.

GASP

School: transmutation; **Level** cleric/oracle 1, druid 1, magus 1, sorcerer/wizard 1, summoner 1

Casting Time 1 immediate action

Components V

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

Target 1 living creature

Duration 1 round/level (up to five rounds)

Saving Throw Will negates (harmless); **SR** yes (harmless)

This spell functions like *water breathing* except the effect only lasts for 1 round/caster level (maximum of 5 rounds).

KELP GRAPPLES

School conjuration (creation); **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (piece of kelp)

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

Effect thick grapples of kelp

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

Thick strands of kelp erupt from the water, binding your water vehicle to one other vehicle you designate within range. Your vehicle makes a CMB check using your intelligence, wisdom or charisma modifier (whichever is used to cast this spell) in place of the vehicle's modifier. If successful both vehicles gain the grappled condition. Your vehicle can grapple any size vehicle up to one size category larger than your vehicle; this spell automatically fails if it attempts to grapple a larger vehicle. The vehicle with the lower CMD moves towards the other vehicle at a speed of 5 feet/round. Any movement, other than both vehicles moving at the same speed in the same direction and the kelp grapples pulling the vehicles closer together, requires a CMB check. This spell automatically fails if you are not on a water vehicle.

This spell creates 1 strand of kelp per four caster levels possessed. This spell ends if all the kelp is broken or severed. The kelp possesses 5 hit points per caster level, DR 5/slashing and cold and fire resist 10. A vehicle may also break the grapples if the driver takes a full-round action to make a Profession (sailor) check against a DC of 15 + your caster level.

LANDLUBBER

School enchantment [mind-affecting]; **Level** bard 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes
A splash of fresh water springs from your hand making the target remember life on land. For the duration of this spell the target's movement speed is reduced by 10 feet, and the target cannot run. This spell automatically fails if the target is not on the deck of a water vehicle.

Landlubber counters and dispels *sealegs*.

LANDLUBBER, MASS

School enchantment [mind-affecting]; **Level** bard 4, magus 4, sorcerer/wizard 4

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 minute/level

This spell functions like *landlubber*, except as noted above.

SARGASSO

School conjuration (creation); **Level** druid 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M/DF (bit of seaweed)

Range long (400 ft. + 40 ft./level)

Area water in a 100-ft.-radius spread

Duration 1 minute/level

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

A mass of cloying seaweed appears within the targeted body of water, severely hampering the movement of creatures and vehicles. All creatures, objects and vehicles have their movement reduced by half while within the affected area. All Swim checks suffer a -10 penalty as the weeds hamper any kind of movement. The area is treated as difficult terrain.

SEALEGS

School transmutation; **Level** alchemist 1, magus 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You quickly adapt to the difficulties of life on a water vehicle at sea. You ignore any difficult terrain on a vehicle's deck caused by a storm or heavy seas, and retain your Dexterity bonus to AC while using the Acrobatics or Climb skills to move about a vehicle's deck and rigging. You also gain a +2 enhancement bonus to concentration checks due to weather or the motion of the

vehicle's deck, and a +2 enhancement bonus to saving throws to prevent the sickened or nauseated conditions.

Sealegs counters and dispels *landlubber*.

SEASICKNESS

School necromancy; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a vial of seawater)

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

Target one living creature

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes
The feeling of sea waves rocking a ship back and forth overtakes the target creature. If the creature fails the saving throw, she gains the nauseated condition.

SEASICKNESS, MASS

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

Target one creature/level (no two of which can be more than 30 ft. apart)

Duration 1 minute/level (D)

This spell functions like *seasickness* except as noted above.

SHADOW SAILS

School illusion (shadow) [shadow]; **Level** bard 4, sorcerer/wizard 4

Casting Time 10 minutes

Components V, S

Range: touch

Target: One water vehicle touched

Duration 1 hour/level hours; see text

Saving Throw none; **Spell Resistance** no

You conjure a set of ghostly sails out of shadow-stuff which may emulate existing rigging of your water vehicle. These sails replace any existing sails the vehicle possess and are ready in the rigging to move the vehicle. These increase your vehicle's maximum speed and acceleration by 50%. These sails are impervious to damage. If the vehicle is already employing sails, they disappear while this spell is in effect. The *shadow sails* still require wind to move. This spell provides no bonus to drive the vehicle.

SHIPGATE

School conjuration (teleportation) [vehicle]; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, F (model of the vehicle to be teleported, worth at least 5,000 gp)

Range long (400 ft. + 40 ft./level)

Target touched vehicle and its contents

Duration instantaneous

Saving Throw Will negates (object, harmless); see text; **Spell Resistance** no

This spell transports an entire vehicle and its contents as *dimension door*, so long as the vehicle is not carrying more than its maximum capacity. The driver of the vehicle

is allowed a saving throw to resist this teleportation. If the driver successfully saves, the spell ends. Unlike teleport, all other creatures onboard the vehicle that do not wish to be transported do not get a saving throw if they are on board the vehicle. This teleportation only allows a ship to move horizontally and a teleported ship must end its movement in water.

SHIVERING TIMBERS

School transmutation; **Level** bard 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (wood splinter)

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

Area wooden deck in a 30 ft.-radius spread

Duration 1 round/level (D)

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

A section of the wooden deck turns into a rattling and rolling surface. A creature beginning its turn in the affected area must make a saving throw. Failing a save means the creature is knocked prone and can crawl up to one quarter its normal movement speed. Creatures that made the saving throw can move at half speed. If a creature starts its turn prone, it does not need to make a saving throw unless the creature attempts to stand up. Flying creatures are unaffected by this spell. This spell instantly fails if a wooden deck of a vehicle is not the target of this spell.

SODDEN SHIP

School transmutation [water]; **Level** bard 6, cleric/oracle 7, sorcerer/wizard 7

Casting Time 10 minutes

Components V, S, F (conch)

Range touch

Target touched water vehicle

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

The touched water vehicle gains the ability to travel beneath the waves. The vehicle's interior remains dry even if a door or porthole is open while the ship is underwater. All occupants on the vehicle's deck are able to breathe water freely and can move about freely (including climbing and jumping). This effect ends for creatures that move more than 25 feet away from the vehicle. The driver of the vehicle retains full control over the ship as if navigating calm waters. While underwater the vehicle's maximum speed and acceleration remain the same, it can dive at twice its speed and rise at half its speed. If the vehicle is still underwater when the spell ends or is dispelled then it automatically gains the destroyed condition and begins to sink.

SUBLIME ROPE SWING

School conjuration (summoning); **Level** bard 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (piece of string)

Range personal

Duration 1 round

Saving Throw none; **Spell Resistance** no

You summon a blue glowing coil of rope into one of your hands. The rope's length is 25 ft. + 5 ft./2 levels. With a flick of the wrist you can hurl one end of the rope to attach itself to any object within the rope's length. From the attached point you can then swing in a straight line. You can end your swing at any point within the rope's length from the attached object. This swing provokes an attack of opportunity.

SWASHBUCKLER'S CHARGE

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 3, bard 3, magus 4, paladin 3, ranger 3, summoner 3

Casting Time 1 swift action

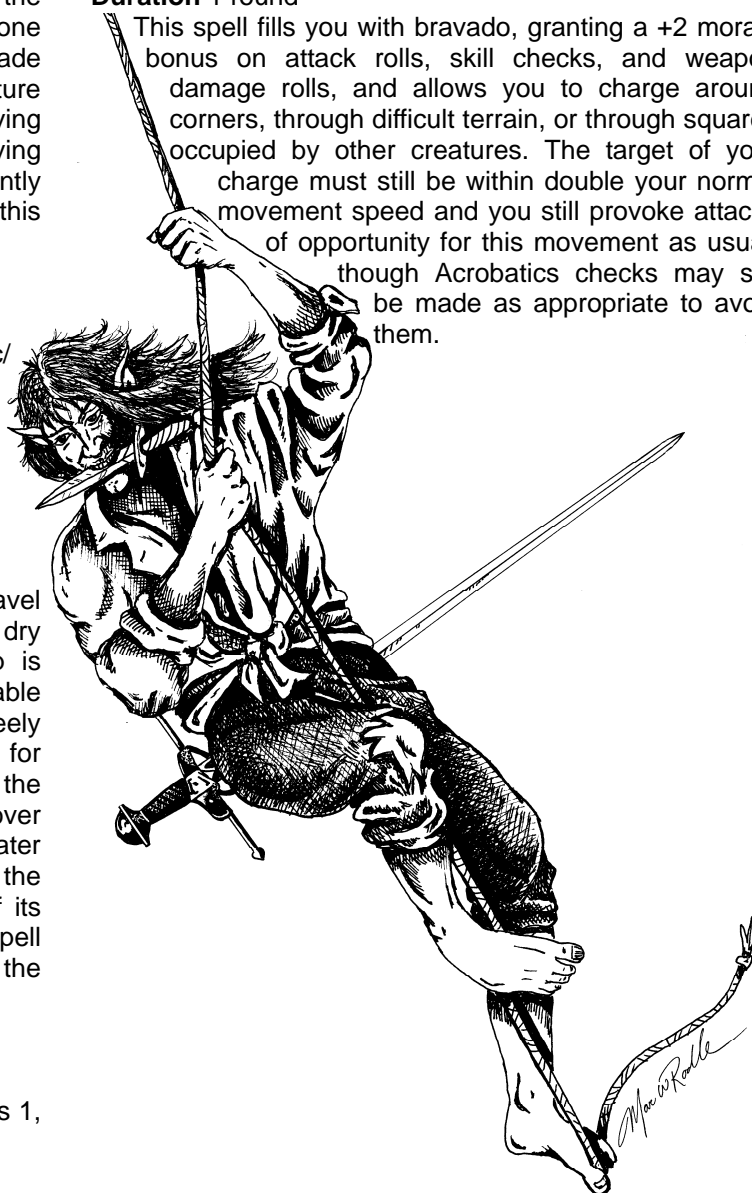
Components V, S

Range personal

Target you

Duration 1 round

This spell fills you with bravado, granting a +2 morale bonus on attack rolls, skill checks, and weapon damage rolls, and allows you to charge around corners, through difficult terrain, or through squares occupied by other creatures. The target of your charge must still be within double your normal movement speed and you still provoke attacks of opportunity for this movement as usual, though Acrobatics checks may still be made as appropriate to avoid them.



FIGHT THE DARK SIDE ON THE SHADOW PLANE

SHADOWSFALL
LEGENDS



PAWN, DECEPTION,
AND SACRIFICE

VALDIA'S TALE by Mur Lafferty

SHADOWSFALL
LEGENDS



THE GEM THAT
CAUGHT FIRE

KURDAG'S TALE by Ed Greenwood

Available Now

DOWNLOAD THESE EXCITING TALES FOR
YOUR KINDLE, NOOK OR TABLET TODAY

JON BRAZER ENTERPRISES

Command the high seas with eldritch power and divine might. Wield arcane power designed for your pirate campaign. From swimming curses to shadowy magical sails to knowing the depth of water under a ship, these new spells for every Pathfinder class are sure to surprise your foes and your friends.

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

POWERED BY
HERO LAB™

**JON BRAZER
ENTERPRISES**