

TWO DOZEN DISCOVERIES: SPELLS

Magic shapes the world, and lets glamorous sorcerers fly and bold wizards blast their enemies with fireballs and elemental lightning. Magic is the first language of the gods, but it also a convenience for the wealthy and the clever. Not every spell is designed for use on the battlefield, and the twenty-four new spells below are designed for use by farmers, craftsfolk, artists, parents and others. These spells form the basis of a magical economy, and a skilled hedge, wizard or local witch will know many of them.

AGE TO ADULTHOOD

School transmutation **Level** cleric 5, sor/wiz 6

Casting Time 1 hour ritual

Component V, S, M (exotic tobacco leaves worth at least 500 gp)

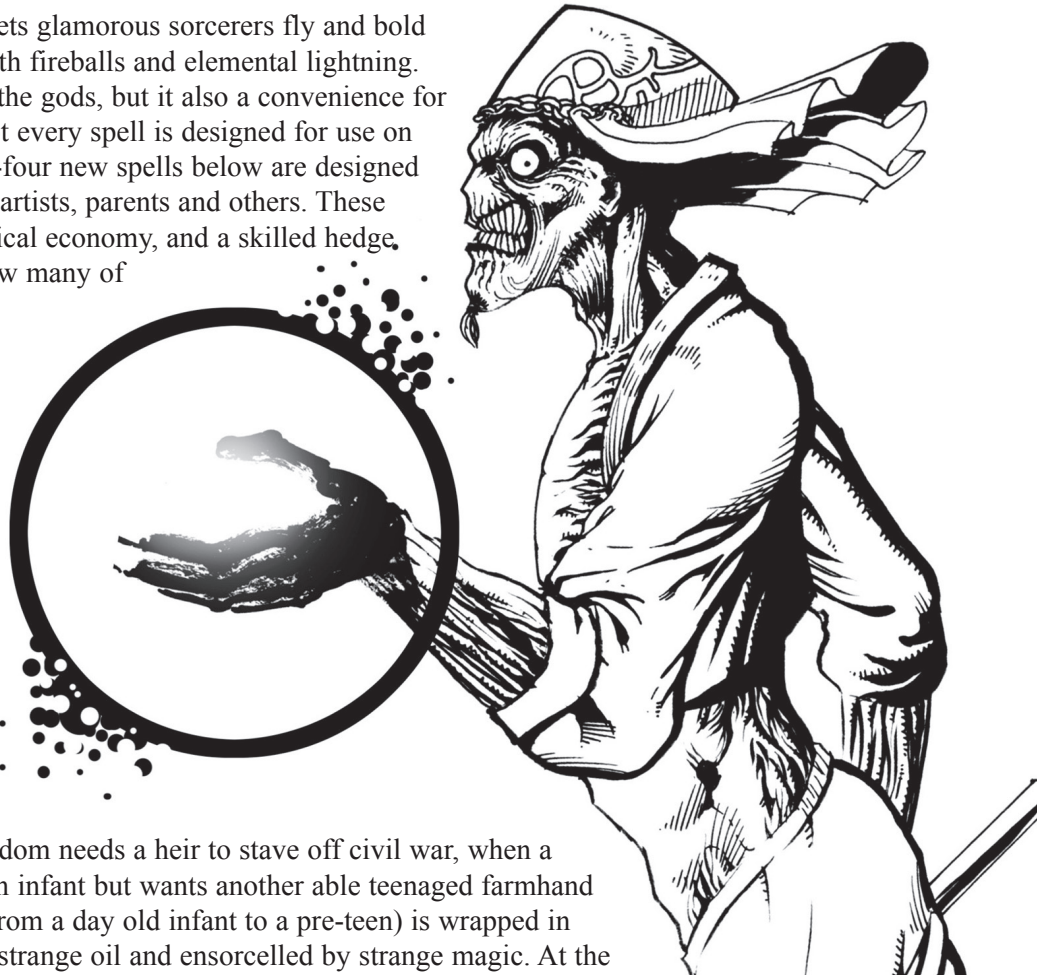
Range touch

Duration Instant

Saving Throw WILL partial (see text) **Spell Resistance**

Yes

This spell is used when a kingdom needs a heir to stave off civil war, when a parent doesn't have time for an infant but wants another able teenaged farmhand or warrior. A child (anything from a day old infant to a pre-teen) is wrapped in tobacco leaves, anointed with strange oil and ensorcelled by strange magic. At the



SPELL	PAGE	SPELL	PAGE
Age to Adulthood	1	Un-Don	4
Barbering	2	Unseen Scribe	5
Blessing Upon Crafts	2	Useful Sundries	5
Bodily Cleansing	2	Waterlight	5
Clear Camp	2	Web of Past Lovers	5
Farmer's Spell	2	Wetnurse	5
Know Bloodline	2	New Feat	5
Illiterates' Theater	3	The Utility Spell School	6
Invisible Torches	3	Utility Magic Spell List	6
Mastermason's Keystone	3	Zero Level	6
Packfast	3	First Level	6
Poison Purge	3	Second Level	6
Polymorphic Playmate	4	Third Level	6
Ripen and Renew	4	Fourth Level	6
Spellswap	4	Fifth Level	6
Spellswap, Greater	4	Sixth Level	6
Timesense	4	Seventh Level	6
Tools of the Master	4	Eighth Level	6
		Ninth Level	6

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.



LPJ9530

end of the ritual, the child emerges mentally and physically transformed.

The child emerges from the tobacco cocoon at the lower end of the Adult age category, considered an older teen member of his or her race. The character's ability scores are normal for a Adult of the species, and has a single class or NPC level. They have as much abstract and historical knowledge as an ordinary young adult of this species and social standing would be expected to have, but very little real world experience.

If the cocooned child succeeds at a Will Save, though he or is physically transformed to adult hood, their mental ability scores are unchanged and they do not gain any levels during the transformation. They remain children in an adult body. If *Remove Curse* is cast on the child within 30 days of this transformation, it can be reversed. Otherwise, the transformation is permanent.

BARBERING

School transmutation **Level** druid 0, sor/wiz 0

Casting Time 1 standard action

Component V, S

Range touch

Duration Instant

Saving Throw Fort Negaes (harmless) **Spell Resistance** Yes (harmless)

What it takes a skilled barber with a sharp razor and pair of scissors several minutes to accomplish, this spell can do in seconds. By touching the hair to be cut, this spell slices away hair, gives the client as clean and close a shave as the caster desires. The spell can style and even slightly alter the color of hair. Cut hair vanishes into a puff of glittering smoke as it falls away from the client.

BLESSING UPON CRAFTS

School enchantment **Level** cleric 1

Casting Time 1 standard action

Component V, S, Divine Focus

Range Touch

Duration 1 day / level (see text)

Saving Throw Will negates (harmless) **Spell Resistance** Yes (harmless)

This spell places the faint odor of divine incense upon a craftsman's hands and tools. This spell lasts for one day per level, or until the particular project it was cast to bless is complete, whichever comes first. For the duration of the spell, a failed Craft check does not expend or destroy resources, merely prevent any further progress on the crafting project until the next check. This spell is popular among working men of all races, and many faiths hold low

holy days where craftsmen are allowed to bring their tools for a blessing.

BODILY CLEANSING

School transmutation **Level** cleric 0, sorcerer/wizard 0

Casting Time 1 standard action

Component V, S, M (a rag soaked in alcohol or clean water)

Range Touch

Duration Instant

Saving Throw Fort Negaes (harmless) **Spell Resistance** Yes (harmless)

A simple touch and bodily wastes from within the body of any Medium or smaller creature. This completely and painlessly empties the bowels and bladder of the creature without leaving a trace of waste or foulness.

CLEAR CAMP

School transmutation **Level** druid 1, ranger 1

Casting Time 1 standard action

Component V, S

Range 10 ft x 10 ft area per level

Duration Instant

Saving Throw no **Spell Resistance** no

This spell returns a campsite to a natural, untouched state. Garbage, food and animal waste, camp fire remain and similar pollution is buried hundreds of feet below the campsite. Trampled and damaged vegetation regenerates to the state it was in prior to humanoid intervention. Limbs cut or broken for firewood remain damaged, however.

FARMER'S SPELL

School conjuration (healing) **Level** cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Component V, S, M

Range touch

Duration instant

Saving Throw Fort Negaes (harmless) **Spell Resistance** yes (harmless)

Farmhands with a middling talent for magic or enough faith to call upon the gods for everyday miracles use this spell to keep their livestock healthy and content. When this spell is cast, you restore 1 Hit Point to an animal that must have been lost within the last 5 minutes. This spell has no effect on older wounds. Additionally, the touched animal receives an additional FORT Save to overcome any disease or poison currently afflicting it.

KNOW BLOODLINE

School divination **Level** cleric 4

Casting Time 1 minute

Component V, S, M (1d6+1 sheets of expensive parchment worth 10 gp apiece)

Range touch

Duration Instant

Saving Throw Will negates **Spell Resistance** yes

Often used to prove the parentage of noble children's whose ancestry is in doubt, when this spell is cast, a fiery quill appears and etches the bloodline of the touched character, accurately to up to 30 generations on the provided parchments. The spell etches the names of each parent and ancestor by the name they are best known, which may be an alias or nickname.

ILLITERATES THEATER

School illusion **Level** bard 2, sor/wiz 2

Casting Time 1 standard action

Component V, S, M (powdered glass)

Range touch

Duration 1 minute / level

Saving Throw no (harmless) **Spell Resistance** no (harmless)

By sprinkling a pinch of dust over a non-magical text, this spell creates a translucent, pale illusion that acts out whatever words or actions are described by the writing. An illusory sage appears to read letters, and illusory actors appear to act out a play's script, work of fiction or a religious parable. The illusion speaks and makes audible noises described in the text, in the language of the original text.

INVISIBLE TORCHES

School illusion **Level** ranger 2, druid 3, sor/wiz 4

Casting Time 1 standard action

Component V, S, M (pinch of tar)

Range 30 ft burst

Duration 1 hour / level (D)

Saving Throw Will negates **Spell Resistance** no

When this spell is cast, all torches within the spell's area of effect begin burning with a cool purple flame. The light from the torch becomes invisible more than 30 ft away, unless those viewing approaching torches succeed on a Will Save.

Any creature who willingly burns itself on the purple torch flames, suffering at least 1 point of fire damage can see the torch light normally without the need for a saving throw.

MASTERMASON'S KEYSTONE

School transmutation **Level** cleric 4, sor/wiz 3

Casting Time 1 minute

Component V, S, M (opals, volcanic obsidian and fire agate gems worth 250 gp)

Range one structure

Duration Instant

Saving Throw No **Spell Resistance** No (harmless)

One of the quintessential Dwarven spells, this spell is cast with great ceremony any time a new structure is built. Priests and mastercrafters are called to construction sites and great delve, celebrated with music and ale, and then cast this spell before an assembled crowd of workers and community leaders. If the keystone of the structure is laid within 24 hours of the spell's casting, the Hardness of all stonework within the structure is increased by +2, and the Hit Points of all stone work within the structure is increased by +5.

PACKFAST

School transmutation **Level** cleric 0, ranger 1, sor/wiz 0

Casting Time 1 standard action

Component V, S

Range 10 ft cone

Duration Instant

Saving Throw no **Spell Resistance** no

This spell gathers up loose items and packs them neatly in whatever container or containers the caster provides. No real effort is made to conceal an item- instead, the items are packed according to the concerns of efficiency and space saving. If multiple containers are provided, the spell packs them as evenly as possible. This spell will not overload any container.

POISON PURGE

School conjuration (healing) **Level** druid 0

Casting Time 1 standard action

Component V, S (foul grasses and herbs worth 1 GP)

Range touch

Duration Instant

Saving Throw Fort Negates (harmless) **Spell Resistance** Yes (harmless)

This spell purges the body of poisons but at a cost. For 1 minute after receiving this spell, the patient is *nauseated*. In addition, as the poison leaves the body, it causes painful vomiting. The patient suffers 1d4 points of damage from internal trauma.

POLYMORPHIC PLAYMATE

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

Casting Time 1 standard action

Component V, S, M (a small pinch of putty or rubber)

Range touch

Duration 1 hour/level (D)

Saving Throw no (harmless) **Spell Resistance** no (harmless)

This spell is cast to benefit a single child, and as the spell is sung, the polymorphic playmate appears in that child's hand. For the duration of the spell, the polymorphic playmate is under the complete control of that child. Everyone else sees the playmate as a slightly glittering blob of dense pinkish mud, but to the child who controls it, the playmate is any toy he or she desires. The polymorphic playmate can be a puppet, a doll, a toy sword or virtually anything else. As a full round action, the magical toy's owner can concentrate and change the polymorphic playmate to virtually any other toy he or she can imagine.

RIPE AND RENEW

School transmutation **Level** druid 0

Casting Time 1 standard action

Component V, S, M (a sprig of mint or pinch of salt)

Range 20 ft burst

Duration Instant

Saving Throw No (harmless) **Spell Resistance** No (harmless)

A pulse of soft green and gold light bursts from the caster's hands. All unripened (but not seeds) fruits and vegetables touched by the light become ripe and edible. Rotted or spoiled fruit and vegetables become edible once again.

SPELLSWAP

School enchantment **Level** wiz 6

Casting Time 1 standard action

Component V, S, M (tourmaline shards worth at least 50 gp)

Range personal

Duration Instant

Saving Throw No **Spell Resistance** No

This spell is as great an asset to traveling spellcasters as waterproofed spellbooks are. As the wizard hums the words of the spell, a subtle change occurs in her neurological structure. By casting this spell, the wizard can lose any spell of 5th level or lower, replacing it with any other known spell of the same or lower level.

SPELLSWAP, GREATER

School enchantment **Level** wiz 8

Casting Time 1 standard action

Component V, S, M (tourmaline shards worth at least 100 gp)

Range personal

Duration Instant

Saving Throw no **Spell Resistance** no

This spell functions as Spellswap, but the wizard can trade out a spell of up to 7th level.

TIMESENSE

School divination **Level** sor/wiz 0

Casting Time 1 standard action

Component V, S

Range personal

Duration 1 hour/level (D)

Saving Throw no (harmless) **Spell Resistance** no

When this spell is cast, you gain a perfect sense of the passage of time, down to the second. Your perfect timing provides you with a +1 insight bonus on attack rolls anytime you *Ready An Action* to make an attack.

TOOLS OF THE MASTER

School transmutation **Level** sor/wiz 2

Casting Time 1 standard action

Component V, S, M (a cloth soaked in a worker's sweat)

Range touch

Duration 1 hour / level (D)

Saving Throw no **Spell Resistance** no

By casting this spell and touching any ordinary quality tool or skill kit, the magic transforms that average quality tool into a Masterwork quality version of the same device.

UN-DON

School transmutation **Level** cleric 2, druid 3

Casting Time 1 free action

Component V

Range personal

Duration Instant

Saving Throw No **Spell Resistance** No (harmless)

When this spell is cast, it sends out tendrils of magic that find every button, clasp and latch on your armor and unbinds it. Any armor or shield you are wearing rapidly floats off your body, and appears neatly stacked and folded in the square adjacent to you. This spell has no affect on ordinary clothing.

UNSEEN SCRIBE

School conjuration (creation) **Level** bard 1, cleric 1, sor/wiz 1

Casting Time 1 standard action

Component V, S

Range personal

Duration 1 hour / level (D)

Saving Throw no **Spell Resistance** no

This spell conjures an unseen bundle of magical energy that moves a pen or stylus you provide across any writing surface you provide. For the duration of this spell, this magic accurately copies any thing you dictate to it, in any language you speak to the spell in.

USEFUL SUNDRIES

School conjuration (creation) **Level** Sorcerer/Wizard 5

Casting Time 1 standard action

Component V, S, F (a pocket, purse or sack)

Range Personal

Duration 1 minute/level (D)

Saving Throw no **Spell Resistance** no

As you cast this spell, you plunge your hands into a pocket or purse in hopes of finding a useful item. For the spell's duration, you may, as a full round action, search around any pocket or purse you are touching, and pull out a useful non-magical item of any time, worth up to 10 gp that could reasonably fit into the pocket. This object can weigh no more than 10 lbs.

You may use the conjured items as spell components and focuses, if necessary, but any spell cast using these components causes the spell to be cast at -1 caster level.

WATERLIGHT

School transmutation **Level** cleric (water) 1, druid 1, ranger 1

Casting Time 1 standard action

Component V, S

Range 30 ft radius

Duration 1 day (D)

Saving Throw None **Spell Resistance** No

A little under eight and a half pounds. No matter where you go in the multiverse a gallon of water weighs the same- a little under eight and a half pounds. This spell changes that multiversal constant. When the spell is cast, all contained water within the spell's area of effect has its weight halved, though no other properties change. Contained water refers to water in waterskins, canteens, casks, kegs, and other containers.

WEB OF PAST LOVERS

School divination **Level** sor/wiz 2

Casting Time 1 standard action

Component V, S, M (multicolored twine worth at least 10 gp)

Range personal

Duration 10 minutes/level (D)

Saving Throw No **Spell Resistance** No

When this spell is cast, your perceptions change. You see a glittering colorful line connecting any humanoid you view to any other living characters they have had sexual or romantic relations with in the past 24 hours. If you use this illusory thread to follow a path to a lover, you receive a +15 bonus on Survival checks made to find the lover. When this spell is cast, you see differently colored threads corresponding to each set of lovers. Depending on how promiscuous the area you are traveling is, you may see hundreds of interlaced glowing threads.

WETNURSE

School conjuration (creation) **Level** cleric 0, sorcerer/wizard 0

Casting Time 1 standard action

Component V, S, M (a drop of milk and some wax)

Range touch

Duration Instant

Saving Throw Fort Negaes (harmless) **Spell Resistance** Yes (harmless)

When this spell is cast, a humanoid infant or other Tiny or smaller lifeform, such as an animal or familiar is provided with nourishing milk. The milk floats in an almost breast like sphere before the child's head, and allows the child to suckle at the floating liquid. This spell provides nourishment to sustain a Tiny or smaller creature for one day.

NEW FEAT

Half Caster (General)

Though untrained, you've picked up a smattering of arcane knowledge. You can, with some effort, cast a few useful minor spells.

Prerequisites: INT 11+, Knowledge (arcana) 1 rank

Benefit: Select three 0 level spells from the Sorcerer/Wizard spell list. You can cast any combination of these spells up to 3 + your INT modifier times per day, as a first level wizard.

THE UTILITY SPELL SCHOOL

Unlike the great wizards, who focus their intellectual and arcane energies on mastery of a single school of magic, Utility Mages focus on a single *purpose* for their magic. Often derided as low class ‘wage-mages’ by their more educated counterparts, Utility Mages find work as spell casters for hire and item crafters. Their selection of spells isn’t designed spectacular and fiery wizard’s duels, focusing instead on attending the needs of adventurers and common folk alike.

Working Class Wizard (EX): Your breed of magic requires common sense, work ethic and discipline more than raw intellectual ability and arcane genius. You may add your WIS modifier to your INT modifier when determining bonus spells gained at each level and the highest level wizard spells you can cast.

Mysterious Mending (SP): The useful energies of magic well up within you and require an outlet. You may use *Mending* at will, as a spelllike ability requiring only a standard action. Your body sparks with brilliant purple and blue fire when you mend an object using this talent, and blue and purple against tan are the traditional colors of your spell guild.

Creation Ex Nihilo (SP): At 8th level, the Utility Mage becomes adept at creating raw matter and masters the secrets of chemical alchemy that other wizards are too proud to explore. Three times per day, the Utility Mage can use *Major Creation* as a spell-like ability. Using this ability is a full round action.

When using this ability, multiply the duration of the created item by a factor of ten. When creating vegetable matter or stone, crystal or base metals, the item has no duration, and is permanently created. See the Pathfinder Roleplaying Game, page 311 for more details on the useful life of items created with *Major Creation*.

UTILITY MAGIC SPELL LIST

All sorcerer/wizard spells in this sourcebook are considered Utility Magic. Other spells on the Utility Mage School list are listed below. These spells retain their original type when cast by a Utility Mage, but gain a new descriptor that matters little to any other spell caster than a trained spell.

ZERO LEVEL

Dancing Lights, Flare, Guidance, Light, Mage Hand, Mending, Message, Open/Close, Prestigation, Purify Food & Drink, Read Magic, Resistance

FIRST LEVEL

Alarm, Animate Rope, Detect Secret Doors, Endure Elements, Floating Disk, Hold Portal, Jump, Mount

SECOND LEVEL

Arcane Lock, Darkvision, Make Whole, Levitate, Locate Object, Rope Trick, Shatter

THIRD LEVEL

Dispel Magic, Fly, Gentle Repose, Keen Edge, Shrink Item, Tiny Hut, Tongues, Waterbreathing

FOURTH LEVEL

Arcane Eye, Detect Scrying, Dimensional Anchor, Mnemonic Enhancer, Minor Creation, Remove Curse, Resilient Sphere

FIFTH LEVEL

Break Enchantment, Fabricate, Mage’s Private Sanctum, Major Creation, Overland Flight, Permanency, Sending, Telekinesis, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Stone

SIXTH LEVEL

Analyze Dweomer, Contingency, Control Water, Guards and Wards, Legend Lore, Move Earth, Wall of Iron

SEVENTH LEVEL

Instant Summons, Limited Wish, Mage’s Magnificent Mansion, Sequester

EIGHTH LEVEL

Polymorph Any Object, Screen, Temporal Stasis

NINTH LEVEL

Foresight, Timestop, Wish

Written by Chris A. Field

All content is copyright 2010 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Open Game Content: All Text

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.

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.

Two Dozen Discoveries: Spells, Copyright 2011, Louis Porter Jr. Design, Inc.

TWO DOZEN DANGERS IS MORE THAN ENOUGH TO HAVE A TOTAL PARTY KILL.

TWO DOZEN DANGERS: POISONS

The worlds that most heroes venture into are filled with every ecological and toxic predator and disease. From the cobra's bite, that goes unnoticed until it's hypodermic filled with hemlock, to the impact of a crossbow bolt, black ichors...all can end in finality than a sword thrust.

This short supplement details new magical toxins for fantasy campaigns. Poisons described here have interesting effects than those detailed in the Pathfinder Roleplaying Game, and may only be possible in worlds with magic and fantastic beasts prowling the shadows.



LPJ9546

TWO DOZEN DANGERS: DISEASES

Smart adventurers boil the alcohol on their battle wounds, but the real danger of hard-fought lessons. No one experienced the character's diseases can't be fought with a sword. Heroes and villains consider the risks that lifestyle. Heroes and villains consider the risks that lifestyle. Heroes and villains consider the risks that lifestyle.

BLACK BOWELS
Black Bowels is an especially dangerous disease spread among herds consuming meat or milk. Black Bowels gets its name from the black, watery stool.

DISEASES	PAGE	DISEASES	PAGE
Black Bowels	1	Curse of Wounds Unhealing	3
Black Lung	2	Dragon's Rancor	3
Bleaching Rot	2	Fishfolk's Curse	3
Brittle Bones	2	Fleshslide Curse	3
Caster's Bane	2	Fumblefinger's Curse	3
Catacomb	2	Goblin's Clever Curse	4
Dark Appetite	2	Greed's Reward	4
Dysentery	2	Necromancer's Lethargy	4
Ebola	2	Smithy's Curse	4
Elfbane Influenza	3	The Vengeance of Tooth and Claw	4
Firefly Warts	3	Unforked Tongue Curse	4
Fungal Riot	3	Wendigo's Hunger	4

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.



LPJ9544

TWO DOZEN DANGERS: TRAPS

Traps have been a part of the beginning of the hobby. From the simple pitfall to the complex mechanical contraption, traps are a staple of the game. This short supplement details new traps for the Pathfinder Roleplaying Game, and may only be possible in worlds with magic and fantastic beasts prowling the shadows.

ACIDIC VINES (CR 0)
These delicate jungle vines are filled with dangerous acid. An adventurer uncharted rainforest canines, as even brushing against them.

TRAPS	PAGE	TRAPS	PAGE
Acidic Vines (CR 0)	1	Reverse Gravity Tenderizer (CR 9)	3
Barrage of Needles (CR 5)	1	Rolling Boulder Trap (CR 15)	3
The Chainwinder (CR 7)	2	The Sadist's Pendulum (CR 8)	4
Door Bomb (CR 8)	2	Sand Fall (CR 11)	4
Fight for Life (CR 13)	2	Sevenfold Scalpels (CR 25)	4
Flying Sandbags (CR 1)	2	Slow Crusher (CR 13)	4
The Forge of Hell (CR 15)	2	Stinger Book (CR 9)	4
Hunter's Snare (CR 1)	3	Swinging Log Trap (CR 2)	5
Log Fall (CR 3)	3	Teleportal Stone (CR 10)	5
Origami Guillotine (CR 10)	3	Vanity's Rainbow (CR 18)	5
Origami Starblade Guillotine (CR 17)	3	Vengeful Chest (CR 11)	5
Petrification Rain (CR 9)	3	Well of Sorrows (CR 6)	5

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.



LPJ9545

HAUNT	PAGE	HAUNT	PAGE
Arcane Rift (CR 8)	1	Grigori Chair (CR 6)	6
Baron Culver's Balcony (CR 2)	2	Guts' Revenge (CR 1)	7
Bigot's Spire (CR 10)	2	Judge Wargrave's Bench (CR 3)	7
Black Taskmaster (CR 2)	3	Laughter Freezes (CR 5)	7
Boattooth's Righteous Rampage (CR 8)	3	Muggleslam's Endless Anger (CR 8)	8
Butcher's Hill (CR 5)	3	Old Jonas' Critique (CR 2)	9
Camel's Graveyard (CR 8)	4	Purple Pig Tavern (CR 8)	9
Cast Upon the Rocks (CR 13)	4	Rapist's Mile (CR 5)	9
Devil's Anvil (CR 7)	4	Scribe Du Rayneil's Odd Bequest (CR 4)	10
Donovan's Kiln (CR 6)	5	Stores of Goodwatch Keep (CR 3)	10
Fatfinger's Last Dance (CR 4)	6	Surbicalh the Apostate's Stone Pyre (CR 6)	10
Gremlin's Hovel (CR 4)	6	Thirsting Gorge (CR 7)	11

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.



LPJ9547

TWO DOZEN DANGERS: CURSES

Curses are vengeance itself, a cruel and ironic punishment placed by an especially clever and cruel adversary. Curses rarely kill, unlike poisons. Killing would be too easy, too quick, and would not give the curse's victim a chance to truly appreciate their fate... And the cleverness of whatever nemesis engineered it. These two dozen new curses represent 24 new ways to introduce terror into your Pathfinder Roleplaying Game home campaign.

CANDLEMAKER'S CURSE

This curse is contracted by the nightfolk—the robbers, and night watchmen, pimps and prostitutes, smugglers and gamblers who prowls the night. Spending too long without seeing the sun can generate this curse spontaneously, and elder vampires and liches fear its effects as much as they do holy fire.

DISEASES	PAGE	DISEASES	PAGE
Candlemaker's Curse	1	Curse of Wounds Unhealing	3
Clanking Curse	1	Dragon's Rancor	3
Critical Unluck	2	Fishfolk's Curse	3
Curse of the Barren Womb	2	Fleshslide Curse	3
Curse of Conscience	2	Fumblefinger's Curse	3
Curse of Disease	2	Goblin's Clever Curse	4
Curse of Forgotten Skills	2	Greed's Reward	4
Curse of the Fool's Sword	2	Necromancer's Lethargy	4
Curse of Hatred	2	Smithy's Curse	4
Curse of Predictability	2	The Vengeance of Tooth and Claw	4
Curse of Reverse Aging	3	Unforked Tongue Curse	4
Curse of Willful Ignorance	3	Wendigo's Hunger	4



LPJ9542

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.



DISEASES	PAGE	DISEASES	PAGE
Grain Ergot	3	Curse of Wounds Unhealing	3
Hungry Sword	3	Dragon's Rancor	3
Hydra's Blood	4	Fishfolk's Curse	3
Hystarnaq	4	Fleshslide Curse	3
Liquid Inertia	4	Fumblefinger's Curse	3
Maggot Wine	4	Goblin's Clever Curse	4
Sin Eater	4	Greed's Reward	4
Slave Taker	4	Necromancer's Lethargy	4
Thief of Memories	5	Smithy's Curse	4
Troll Root Sap	5	The Vengeance of Tooth and Claw	4
Vermin Dust	5	Unforked Tongue Curse	4
Witchhammer	5	Wendigo's Hunger	4



LPJ9543



LPJ9541

THINK YOUR PLAYERS ARE UP TO THE TEST? FIND OUT!!!