

Tools of Arcana

Chris A. Field



PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

The Tools of Arcana

Written by Chris A. Field
Cover Illustration by: Storn Cook

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Spells are tools.

Designing spells means designing new tools: what problems will the wizards and sorcerers in your *Pathfinder Roleplaying Game* need to solve next session? The 45 new spells in this sourcebook range from utilitarian cantrips to epic battle magic, but all have one thing in common: they solve problems.

These new spells fit into the niches that arcane spell casters are known for: either these new spells deal massive amounts of spectacular damage, or they completely transform the laws of physics governing your *Pathfinder Roleplaying Game* campaign, allowing your spellcaster to break reality to his own ends. From dragging a star out of orbit to instantly selling off plundered loot, what in-game problems will wizards equipped these new spells be able to solve?

Zero Level

- Barbering (instantly trim a willing target's hair)
- Flatulence (uncontrollable bodily noises ruin stealth and hinder social interaction)
- Modify Symbol (magically alter a mark or sign)
- Phantom Valet (an invisible attendant dresses and armors you)
- Time Sense (perfect timing provides a +1 insight bonus on *Readied* actions)
- Walking Equipment (your equipment grows legs and follows along behind you)
- Weathering (you age an inanimate object)

First Level

- Bigoted Perception (create an illusory form based on your targets prejudices)
- Dust Lance (summon a readied lance from nothingness)
- Gravelight (detect all nearby graves and buried corpses)
- Pursuit of Excellence (use total ability score as bonus on one skill check)

- Trawl the Pubs (gain useful information about the offerings of all nearby bars and taverns)
- Unseen Scribe (magical force accurately transcribes your words)

Second Level

- Imaginary Obstacle (conjure an invisible obstacle to trip charging opponents)
- Golden Flesh (target gains DR 5/- against non-masterwork weapons)
- Lightning Armor (electrical armor provides +4 deflection bonus to AC plus inflicts 2d8 electrical damage on anyone striking the armor)
- Misleading Map (magically altered map leads users to ruin)
- Purge All Disguise (destroy all mundane disguises within a 20 ft burst)
- Skillbreaker (set target's skill ranks to 0 temporarily)
- Tools of the Master (temporarily transforms ordinary tools or kits into Masterwork quality tools or kits)
- Web of Past Lovers (glowing magical lines connect all creatures with a previous romantic relationship)

Third Level

- Corpse Trap (magically trapped corpse explodes, dealing 3d6 +2/HD of deceased points of negative energy when touched)
- Taxidermy and Harvest (dissect a specific corpse for all usable materials)
- Scribe's Defense (transform hostile 1st level spell into usable scroll)
- Unrewarded Effort (target cannot inflict critical hits for duration of spell)
- Vanity's Razor (spell inflicts 4d6 slashing plus 2d4 points of CHA damage, especially charismatic targets suffer a penalty on their saves)

Fourth Level

- Copperblast (Copper sheath reduces target's speed by 10 ft, causes them to become heavily encumbered and Vulnerable to Electricity)
- Fold Space (consider one target within 100 ft + 10 ft/level as being adjacent to you)
- Luck of Heroes (enemies must roll 2d20 and take worse result on attack rolls made to confirm critical hits against you)
- Unstack (enemy can no longer stack bonus types for duration of spell)

Fifth Level

- Adventurer's Mint (transform stored gems into coins of any chosen denomination)
- Spell Piracy (take control of ongoing spell effect of 3rd level or lower)
- Symbolic Defense (receive +10 bonus on saves against Symbol spells)
- Useful Sundries (create a small nonmagical item worth 10 gp or less)

Sixth Level

- Balance of Violence (bind target and caster's Hit Points into a single pool, which ebbs and flows as the battle progresses- one is harmed, while the other is healed)
- Cruel Mummification (magical bands paralyze a target, inflicting 1 point of WIS and CON damage/round held, slain creatures rise as a controlled zombie)
- Scribe's Defense, Greater (transform hostile 1st-3rd level spell into usable scroll)
- Spell Swap (swap out a prepared arcane spell of 5th level or lower for another spell of the same or lower level)
- Strength Vanishes (target's positive BAB becomes an equivalent penalty for the duration of the spell)
- Trap Reversal (a trap's maker is effected by the trap instead of the spell's recipient, regardless of distance)

Seventh Level

- Spell Piracy, Greater (take control of ongoing spell effect of 5th level or lower)
- Symbolic Defense, Greater (become immune to Symbol spells)

Eighth Level

- Spell Swap, Greater (swap out a prepared arcane spell of 7th level or lower for another spell of the same or lower level)
- Universal Merchant (trade goods with mysterious but fair other-dimensional merchant)

Ninth Level

- Curse of Common Cowardice (transform a victim's heroic class levels into Commoner levels, removing feats, skills and abilities)
- Mad Burst (psychedelic energy burst inflicts 15d6 points of damage, *Confuses* creatures within range, and animates non-living matter within burst area to cause additional chaos)

Adventurer's Mint

School transmutation **Level** sorc/wiz 5

Casting Time One minute

Components V,S,M (a coin of the type desired, worth 1 GP)

Range touch

Effect one discrete container of gems

Duration instant

Saving Throw FORT negates (object) **Spell**

Resistance Yes

For adventuring wizards, this spell is invaluable, a handy way to transform valuable plunder into hard currency. The spell caster keeps a coin of the desired mint in one hand while touching a single container (of any size, from a small cloth sack to a huge treasure chest) filled with gems. This spell then sends forth wave after wave of amber light, transforming the gems into coins similar to the exemplar coin.

The spell is considered to have a +50 modifier on Appraise checks, and is almost flawless when it comes to evaluating the worth of gems. The total value of all gems in the container is calculated, and GP worth that much appears nearby, either in the container, the spellcaster's hand or adjacent to him. The value of the gems is rounded down to the nearest GP; fractional GP value is simply lost. This spell will only affect non-magical gems, and has no affect on other forms of treasure.

Balance of Violence

School necromancy **Level** sorc/wiz 6 (but see text)

Casting Time One standard action

Components V, S, M (interlaced black and white string)

Range close (25 ft plus 5 ft per two levels)

Duration 1 round per level (D)

Saving Throw FORT negates **Spell Resistance** Yes

Black and ivory light lances from your outstretched fingers, creating a circular energy conduit between you and the spell's target. As long as the spell remains active, life energy pulses up one strand of light and down the other. When this spell is cast, it places the current Hit Points of the spell caster and the target into a single pool. For the duration of the spell, the total number of HP in the pool cannot be increased, preventing either the spell caster or the target from benefiting from healing, including Fast Healing.

If one character in the link takes damage (either the spell caster or the target), the other character in the link instantly gains an identical amount of Hit Points, up to that character's normal maximum. Hit Points in excess of this maximum are simply removed from the equation, thus reducing the total amount of HP in the pool available to both creatures. The spell caster can dismiss this spell at any time, as a free action. When the spell ends, the creatures involved retain the HP total they had at the last moment the spell was active.

Special: True neutral spellcasters have a particular affinity for this spell, and consider it a 5th level sorcerer/wizard spell.



Barbering

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

Casting Time 1 standard action

Component V, S

Range touch

Duration Instant

Saving Throw FORT Negates (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.

Bigoted Perception

School illusion (mind affecting) **Level** bard 1, sorc/wiz 1

Casting Time one move-equivalent action

Components V, S

Range personal

Duration 1 minute/level (D)

Saving Throw WILL Negates **Spell Resistance** Yes

You wrap yourself in an illusory guise delved up from the depths of your mark's subconscious. Anyone failing their saving throw against this spell perceives you as the race, species and gender they most despise or mistrust, perceiving you as dressed and equipped appropriately for a stereotypical member of the supposed group. Those who fail their saving throw against this spell always have an initial starting attitude of Unfriendly (or worse) towards you.

You do not know what appearance you will take in the eyes of your mark(s), and each person who fails their save against this spell perceives you differently.

Copperblast

School conjuration (creation) **Level** sorc/wiz 4

Casting Time one standard action

Components V, S, M (a copper coin)

Range medium (100 ft + 10 ft/level)

Duration 1 round/level

Saving Throw REF negates **Spell Resistance** No

A wave of liquid copper rushes from the caster's fingertips, sheathing the target in a rapidly hardening shell of superconductive metal. For the duration of the spell, all of the target's movement modes are reduced by 10 ft, and the target is considered heavily encumbered. If the weight of the target's gear pushes the target past heavily encumbered, the target becomes immobile for the duration of the spell.

In addition, for as long as this spell is in effect, the target becomes Vulnerable to Electricity. A target ensnared with this spell may attempt a STR Check (DC 15 + caster level) to break the copper sheathe as a standard action. Succeeding on this check ends the spell.

Corpse Trap

School necromancy

Level cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

Component V, S, M (saliva from a corpse's mouth)

Range touch

Duration 1 hour/level (D)

Saving Throw REF Half **Spell Resistance** Yes

With a touch, the necromancer transforms a corpse into a deadly trap for any passerby or grieving friend who might investigate the carcass. Anyone touching the trapped corpse triggers the necromantic energy trapped within the rotting flesh. A flash of putrid greenish flame lashes out inflicting 3d6 points of negative energy damage to all creatures and objects within 30 ft. Each Hit Die or fractional HD possessed by the deceased adds +2 points of negative energy damage to the trap (+20 maximum).

Cruel Mummification

School necromancy **Level** sorc/wiz 6

Casting Time 1 standard action

Component V, S, M

Range Medium (100 ft + 10 ft/level)

Duration 1 round/level

Saving Throw WILL negates, see text

Spell Resistance yes

With a shouted invocation and an outstretched hand, you blast out cloying crimson and violet bands of mystic force that cocoon an adversary and sap its life and will. Each round your opponent spends in the all concealing cocoon seems like an eternity, as they are tormented by hallucinations of past losses and agonizing weakness as the magic leeches their soul through their pores.

A target cocooned by Cruel Mummification is paralyzed for a minimum of one round, without offering a save upon the first round. On the second round, and on each additional round until the spell's duration ends, the target may attempt a WILL Save to break free. Until the victim breaks free, he or she suffers 1 point each of temporary WIS and CON damage.

A target slain by cruel mummification returns to life as a zombie under your control. This undead wretch serves you loyally for a number of rounds equal to your level, before crumbling to dust and biological excreta.

Curse of Common Cowardice

School necromancy **Level** cleric 9, sorc/wiz 9

Casting Time 1 standard action

Component V, S, M (rusty iron nails from a demolished barn)

Range touch

Duration permanent

Saving Throw WILL Partial **Spell Resistance** Yes

When this spell is cast, years of training and experience are wiped away, and the character's body and soul are partially replaced with a less adventurous, failed duplicate from a parallel reality.

When this spell is cast, the target's PC class levels are removed. The character is effectively rebuilt from level one, gaining a Commoner NPC level for every PC level lost, gaining Commoner Hit Dice, BAB, saves. The character's skills and feats are reduced to an average commoner's. If the character has a familiar, mount or animal companion, it becomes a non-magical, ordinary animal of its

kind, losing all special abilities and enhancements gained.

If the character succeeds on a WILL Save, his class abilities are not affected, but the character instead suffers two permanent negative levels.

Dust Lance

School conjuration (creation) **Level** Sorc/Wiz 1

Casting Time One swift action

Components V, S, M (a pinch of dust or dirt)

Range Self

Effect

Duration 1 round

Saving Throw None **Spell Resistance** No

Dust, dirt and ash billow up from the ground you stand on, and solidify instantly into a masterwork quality lance, that is considered to be readied against a charge. The lance returns to dust if not used within a round, or if the spell caster drops it.

Flatulence

School necromancy **Level** sorc/wiz 0, druid 0

Casting Time One standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration 1 round/level (D)

Saving Throw FORT Negates

Spell Resistance Yes

A gesture, and the target's bowels being churning and bubbling, producing an entire orchestra's worth of disgusting noises and even worse odors. For the duration of the spell, the target suffers a -4 penalty on Stealth checks and a -2 penalty on CHA based skills.

Fold Space

School conjuration (teleportation) **Level** sorc/wiz 4

Casting Time One standard action

Components V, S, M (a magnifying or distorting lens, worth at least 5 gp)

Range medium (100 ft + 10 ft/level)

Duration 1 round/level (D)

Saving Throw No **Spell Resistance** No

When this spell is cast, a shimmering purple aura surrounds the caster's body, warping space and distance. For the duration of the spell, the spellcaster can designate up to one target within the spell's maximum range to be considered 'adjacent', regardless the distance between the two characters. The spellcaster can cast touch range spells, make melee attacks, and otherwise interact with the spell's designated target through the fold space effect exactly as if the two characters were standing in adjacent squares.

The drawback of this spell is that the effect is two way. The spellcaster is considered adjacent to the target, which means that if the target realizes the spell's purpose, it could counterattack the spellcaster exactly as if it were normally adjacent. The spellcaster can designate a new target each round as a free action on his turn. The spellcaster can also dismiss this spell as a free action on his own turn.

Golden Flesh

School transmutation **Level** sorc/wiz 2

Casting Time One standard action

Components V, S, M (a large gold coin worth at least 5 GP)

Range touch

Duration 1 minute/level

Saving Throw WILL Negates (harmless)

Spell Resistance Yes

Your touch molds the gleaming gold of a coin to the recipient's skin, transforming their body into a glistening gilded sculpture. While so transformed, the spell's recipient receives limited Damage Reduction 5, which only applies to natural weapons and non-masterwork, non-magical weapons. This damage reduction is easily overcome by the weapons of the wealthy- masterwork and magical quality items.

Gravelight**School** divination **Level** sorc/wiz 1, cleric 1**Casting Time** One standard action**Components** V, S, M (a few shards of marble or granite from a gravestone)**Range** touch**Effect** a 30 ft cone shaped emanation from your eyes**Duration** 1 minute/level (D)**Saving Throw** WILL negates (harmless)**Spell Resistance** No

When this spell is cast, you perceive the faint necromantic aura of burial sites, marked and unmarked, secret and publicly recognized, as a tall column of cold blue light. You can perceive the burial sites of any sentient creature within the spell's range, so long as the burial site is not more than 30 ft below the earth. You do not perceive unburied dead, nor dead concealed by means other than actual internment in earth.

Magistrate's Monocle*Aura:* faint divination *CL:* 2nd*Slot:* goggles *Price:* 2,155 gp*Weight:* negligible

This simple monocle is made from smoked blue glass and worn on a long silver chain fitted with a heavy silver clasp. Three times per day, the wearer can activate the monocle's magic to cast Gravelight upon himself (two minute duration).

Construction Requirements: Craft Wondrous Items, Gravelight*Cost:* 1,078 gp**Imaginary Obstacle****School** evocation (force) **Level** Sorc/Wiz 2**Casting Time** One standard action**Components** V, S**Range** close (25 ft + 5 ft per 2 caster levels)**Effect** creates invisible 'tripwire' in any three continuous 5 ft squares plus one additional square per 2 caster levels**Duration** 1 round/level (D)**Saving Throw** REF Negates**Spell Resistance** No

A simple conjuration creates an invisible, ankle-high wall of pure force that can trip anyone moving through the trapped area incautiously. Anyone making a double move or charging through the trapped area must succeed at a REF Save or drop prone, ending their movement in the booby-trapped square.

Lightning Armor**School** evocation **Level** alchemist 3, druid 3, sorc/wiz 2**Casting Time** 1 standard action**Component** V, S**Range** self or touch**Duration** 1 minute/level**Saving Throw** REF half **Spell Resistance** yes

When this spell is cast, thunder rolls loudly for several seconds, and brilliant white lightning is ripped down from the heavens and sheathes the recipient in an aura of crackling white and blue electricity, which takes a form vaguely like a suit of plate armor. For the duration of the spell, the recipient receives a +4 deflection bonus to Armor Class, and is immune to electrical damage. Anyone striking the lightning armor with a melee attack suffers 2d8 points of electrical damage (REF half).

Unlike mundane armor, the lightning armor has no arcane failure chance, armor check penalty or speed reduction.

Luck of Heroes**School** enchantment **Level** cleric 3, sorc/wiz 4**Casting Time** 1 standard action**Component** V, S, M**Range** self or touch**Duration** 1 minute/level (D)**Saving Throw** FORT Negates (harmless)**Spell Resistance** yes (harmless)

While affected by this spell, the target seems to glow with an inner light and his muscles are swollen, as if by hard labor or the rush of battle. For the duration of the spell, anytime the target is struck by a critical threat, his opponent rolls 2d20 for the critical confirmation roll and takes the worse of the two results.

Mad Burst**School** universal (chaotic, mind-affecting)**Level** sorc/wiz 9**Casting Time** One standard action**Components** V, S, M (a slice of brain tissue from a madman, preserved in formaldehyde)**Range** 60 ft burst, centered on the spell caster**Duration** 1 round/level**Saving Throw** WILL partial (see text) **Spell****Resistance** Yes

Madburst

unleashes chaotic energy in coruscating waves of psychedelic energy that slam into all targets with tsunami force. The primary affect of mad burst is a burst of energy that inflicts 15d6 points of force damage against all creatures and objects in range. Objects damaged by the spell are dyed in garish, disturbing colors, and cannot be restored to their undamaged condition by any magical means.

In addition, all living creatures within the burst radius are affected as if by a *Confusion* spell. Finally, unattended non-magical objects are affected as if by an *Animate Object* spell cast by a 10th level bard. These animated objects act chaotically and randomly, not differentiating between the spell caster's enemies or her allies when attacking.



STORM

When an animated object created by this spell is destroyed, it explodes, inflicting 5d6 points of acid damage (REF half) to everything within a 5 ft radius. Lawful creatures splashed by this acid do not receive a saving throw against the damage.

Misleading Map**School** transmutation **Level** bard 2, sorc/wiz 2**Casting Time** 1 standard action**Component** V, S, M (a quill pen made from the feather of an exotic or supernatural avian)**Range** Touch**Duration** Permanent**Saving Throw** FORT Negates (object) **Spell Resistance** No

When this spell is cast, the map being touched is magically altered. Hundreds of tiny errors appear that will mislead anyone following the map, often fatally. All Survival checks made by someone consulting the map suffer a -10 penalty. Parties following the misleading map have their chance of a random encounter increased by +25% while following a course plotted on the misleading map. For the purpose of detecting a forgery, the altered map is considered to have a Linguistics check result equal to

10 + your caster level.

Modify Symbol**School** transmutation **Level** bard 0, sorc/wiz 0**Casting Time** 1 standard action**Component** V, S**Range** touch**Duration** permanent**Saving Throw** FORT Negates (object)**Spell Resistance** no

When this spell is cast, the caster touches a symbol to be changed, which can be a knight's tabard, the brand or tattoo worn by a man or a beast, a maker's mark on a tool, the seal on a contract, the crest on a shop's sign or any similar non-verbal symbol. The symbol alters color and pattern to become any other symbol you can imagine, and appears in a similar style and media to the original symbol. For the purpose of detecting a forgery, the altered symbol is considered to have a Linguistics check result equal to 10 + your caster level. This spell cannot effect magical symbols, such as *arcane mark* or any of the *Symbol* spells.

Phantom Valet**School** conjuration (teleportation) **Level** sorc/wiz 0**Casting Time** One standard action**Components** V, S**Range** clothes or armor touched**Duration** instant**Saving Throw** FORT Negates (harmless)**Spell Resistance** No

One of the most usable spells in existence for spellcasters that consider themselves fashionable, this spell summons a swirling flash of greenish energy that briefly takes the form of a proper valet. By merely touching a set of non-magical clothing or a single suit of light armor, this spell instantly dresses the spellcaster in the chosen attire. This spell will not work if the spell caster is already dressed in anything more elaborate than underclothes or lingerie.

Purge All Disguise**School** transmutation **Level** bard 1, inquisitor 1, sorc/wiz 2**Casting Time** 1 standard action**Component** V, S**Range** 20 ft burst centered on the caster**Duration** Instant**Saving Throw** FORT DC 18 negates **Spell****Resistance** yes

When this spell is cast, a howling wave of white and yellow energy bursts forth from the caster's eyes and hands, shredding disguises, ripping way wigs and veils and blasting away makeup with a stinging slap. The end result is truth, seeing creatures as they truly are.

This spell destroys any mundane disguise, removing any circumstance or equipment bonuses to Disguise checks for all creatures within range. This spell has no effect on magical or Psionic illusions nor upon shape changers.

Pursuit of Excellence**School** transmutation **Level** alchemist 1, bard 1, cleric 1, sorc/wiz 1**Casting Time** One standard action**Components** V, S**Range** touch**Duration** 1 round or until discharged**Saving Throw** WILL Negates (harmless)**Spell Resistance** Yes (harmless)

When this spell is cast, a swirling mote of rainbow light flies from the caster's finger tips to orbit around the recipient's eyes. The next skill check made by the recipient before the spell's duration ends uses her entire ability score as a bonus, not just the ability score modifier. So if a rogue with STR 12 (+1) made a Climb check, on this check she would receive a +12 bonus, not the +1 bonus she would normally be entitled to.

Athlete's Laurels*Aura:* faint transmutation *CL:* 1st*Slot:* helmet *Price:* 1,200 gp *Weight:* ½ lbs

This delicate crown takes the form of an cunningly woven laurel wreath made from hammered bronze and inlaid with fine silver tracery. Three times per day, the wearer can call upon its power as a free action to add their total ability score as a bonus on any STR or DEX based skill check they are called upon to make.

Construction Requirements: Craft Wondrous Items, Pursuit of Excellence*Cost:* 600 gp**Scribe's Defense****School** abjuration **Level** wizard 3**Casting Time** One standard action**Components** V,S,M (parchment, fine inks and mystical reagents- price described below)**Range** self**Duration** 1 hour or until discharged**Saving Throw** Not applicable**Spell Resistance** Not applicable

An empty scrap of fine parchment and a vial of high quality, gold-flecked ink is placed in a breast pocket, and when the wizard is targeted by a minor spell, rather than being harmed, the Scribe's Defense transforms the unleashed magical energy into a new resource.

While this spell is active, when you are targeted by any 1st level spell, rather than being affected, the spell's energy is leeched into a scroll. Once the scroll is created, it can be used or sold normally. The material components for this spell are valued at 12.5 GP x the spell's caster level. The spell's level must always be 1st. Spellcasters who use this defense often carry multiple vials of expensive inks, to ensure they have enough raw materials on hand to absorb the effect of a high level caster's spell. If the wizard using Scribe's Defense cannot provide enough material components to power the spell, the spell automatically fails.

Scribe's Defense, Greater**School** abjuration **Level** wizard 6**Casting Time** One standard action**Components** V,S,M (parchment, fine inks and mystical reagents- price described below)**Range** self**Duration** 1 hour or until discharged**Saving Throw** Not applicable**Spell Resistance** Not applicable

This spell functions identically to Scribe's Defense, except that it can store a spell of up to 3rd level. The material component cost of this spell is 12.5 GP x spell level x the spell's caster level.

Skillbreaker**School** necromancy **Level** sorc/wiz 2**Casting Time** one standard action**Components** V, S, M (a broken or bent key)**Range** close (25 ft + 5 ft/two levels)**Duration** One round/level**Saving Throw** WILL Partial (see text)**Spell Resistance** Yes

This spell temporarily erases years of training and toil, wiped away in an instant by the instantly recognizable whistle that comprises this foul spell's vocal component. For the duration of this spell, a target that fails her save is considered to be untrained (zero ranks) in all skills. This will prohibit the target from using any skill that cannot be used untrained, and forces them to rely on ability checks alone for other skills. If the target makes her saving throw, rather than setting her skill ranks to zero, Skillbreaker imposes a luck penalty on all skill checks equal to ½ (rounded up) her ranks in the checked skill.

Spell Piracy**School** universal **Level** Sorc/Wiz 5**Casting Time** One standard action**Components** V, S**Range** Close (25 ft plus 5 ft per 2 caster levels)**Duration** instant**Saving Throw** special **Spell Resistance** no

A favorite weapon in lethal spell-duels, this spell allows you to hijack another wizard's active spell and turn it to your own ends. When this spell is cast, select one active spell effect of 3rd level or lower within range that has a non-instant duration. If you succeed at a Spellcraft check, opposed by the spell's creator, you can take control over the spell effect. The spell's original parameters and duration are unchanged, however, from this point forward you can control the spell as if you had cast it, choosing targets, moving the spell as desired, and so on.

Spell Piracy, Greater

School universal **Level** Sorc/Wiz 7

Casting Time One standard action

Components V, S

Range Close (25 ft plus 5 ft per 2 caster levels)

Duration instant

Saving Throw special **Spell Resistance** no

This spell functions identically to Spell Piracy, except that it affects a single active spell effect within range of 5th level or lower.

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.

Strength Vanishes**School** necromancy **Level** druid 6, cleric 5, sorc/wiz 6**Casting Time** 1 standard action**Component** V, S**Range** touch**Duration** 1 round/ level (D)**Saving Throw** WILL Partial**Spell Resistance** Yes

The flesh of your hands turns to black glass, revealing the bones beneath. When you touch the target, for a second, his skin seems to turn to smoke where the touch lands. Beneath the flesh, for just a second, you can see muscle wither and bone crack.

A target affected by this spell has their Base Attack Bonus turned to a penalty to the duration of the spell. A target with a base attack bonus of +10 would suffer a -10 on all attack rolls, and Combat Maneuver checks for the duration of the effect. Targets who make their WILL Save have their BAB set to +0 for the duration of the effect, but do not suffer a further penalty on their attack rolls and Combat Maneuver checks.

Symbolic Defense**School** abjuration **Level** sorc/wiz 5**Casting Time** 1 standard action**Component** V, S, M (scraps of burnt parchment and dried ink)**Range** Personal**Duration** 1 minute/ level**Saving Throw** WILL Negates (harmless)**Spell Resistance** no

While this protective ward is active, the caster receives a +10 bonus on saving throws made to resist the effects of any *Symbol* spell (*symbol of pain*, ect) or any other spell that acts by a magical rune or sigil, such as *Explosive Runes*, *Sepia Snake Sigil* or the like.

Symbolic Defense, Greater**School** abjuration **Level** sorc/wiz 7**Casting Time** 1 standard action**Component** V, S, M (scraps of burnt parchment and dried ink)**Range** Personal**Duration** 1 minute/ level**Saving Throw** WILL Negates (harmless)**Spell Resistance** no

While this protective ward is active, the caster becomes immune to the harmful effects of any *Symbol* spell (*symbol of pain*, ect) or any other spell that acts by a magical rune or sigil, such as *Explosive Runes*, *Sepia Snake Sigil* or the like.

Diagrammatic Scarf**Aura:** strong abjuration **CL:** 11th**Slot:** necklace and cape **Price:** 138,600 gp**Weight:** 4 lbs

The Diagrammatic Scarf is a fine woolen scarf dyed a tarnished gold and embroidered with ebony threads that form intricate magical sigils. Tiny bells have been woven into the scarf's long fringes and emit a haunting, almost imperceptible melody as the wearer moves.

While wearing the Diagrammatic Scarf, the wearer becomes immune to *Symbol* spells and the effects of any other spell that acts by a magical rune or sigil.

Construction Requirements: Craft Wondrous Items, Symbolic Defense**Cost:** 69,300 gp**Diagrammatic Scarf (Lesser)****Aura:** moderate abjuration **CL:** 9th**Slot:** necklace and cape **Price:** 81,000 gp**Weight:** 4 lbs

This spell looks almost identical to a Diagrammatic Scarf, but only provides a +10 bonus to saving throws against *Symbol* spells and any other spell that acts by a magical rune or sigil.

Unscrupulous mages sometimes pass this lesser artifact as a true Diagrammatic Scarf, so check the stitching and threaded runes carefully.

Construction Requirements: Craft Wondrous Items, Symbolic Defense**Cost:** 40,500 gp

Taxidermy and Harvest**School** transmutation **Level** sorc/wiz 3, ranger 4**Casting Time** One minute**Components** V, S, Focus (a silver hunting dagger)**Range** touch**Effect** one corpse or carcass touched, up to size Colossal**Duration** Instant**Saving Throw** Not applicable**Spell Resistance** Not applicable

Adventuring wizards with either a mercenary disposition, a naturalist's curiosity or just a penchant for taking trophies often learn this useful 'in the field' spell. By touching a recently slain creature of up to size Colossal and performing a short ritual, the spellcaster sends out waves of energy that neatly dissect the corpse. Usable components like meat, tissue or harvestable magical bodily components are neatly stacked and stored; if the spell caster provides storage means such as butcher paper, casks of alcohol or flasks, the spell will store the items within neatly.

Hide and fur is tanned and ready for use. The spell caster can also choose to taxidermy the creature to create a trophy. If any skill checks are required to harvest magical components, the spell provides a +5 insight bonus on these checks.

Trawl the Pubs**School** divination **Level** bard 1**Casting Time** 1 standard action**Component** V, S, M**Range** 1 mile radius**Duration** Instant**Saving Throw** no **Spell Resistance** no

A useful spell for bards who enjoy carousing in unfamiliar surroundings, and what bard doesn't?

Trawl the Pubs gives the caster an instinctive knowledge of a town or settlement's entertainment and debauchery possibilities, imparting the kind of knowledge it usually takes a barfly years of drunkenness to discover in just seconds. When this spell is cast, the bard specifies any two of the following criteria. If any tavern, bordello, or other public house within the spell's range meets the set

criteria, the Bard instantly learns its location. If no tavern exactly meets the Bard's designated criteria, he is given instinctive knowledge of which local tavern comes closest.

The Bard may specify he or she is looking for any two of the following

- Cheap Food (10% cheaper than prices listed in the Pathfinder Roleplaying Game)
- Cheap Drinks (10% cheaper than list price)
- Cheap Rooms to Rent (5-10% cheaper than list price)
- The services of prostitutes of either gender.
- A tavern that welcomes members of a particular race or alignment.
- A tavern with an appreciative audience (+2 circumstance bonus on Perform checks that night)
- A tavern with connections to Thieves Guild or other organized crime.

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.

Trap Reversal**School** abjuration **Level** sorc/wiz 6**Casting Time** One standard action**Components** V,S,M (a few gears or tooth broken off a bear trap)**Range** 100 miles plus 10 miles/caster level**Duration** instant**Saving Throw** WILL negates (special)**Spell Resistance** Yes

This vengeful spell turns a trapmaker's cunning and paranoia against him, twisting the skein of fate and karma to ensure the trap he intended to harm others harms only himself. When the spell is cast, the spellcaster triggers a single non-magical trap within arm's reach. The trap does not affect you those near you, instead, the effects are magically transmitted through the spell, if the trap's maker is within range.

The trapmaker must succeed at a WILL Save or be affected by the spell, exactly as if he were standing where the spell caster is. The trap's maker can attempt other saving throws (usually REF or FORT) to avoid or mitigate the trap's effect. Calculate the effects of the trap as if it had sprung at the trapmaker's current position. The magically enchanted trap may affect creatures near the trapmaker if it includes area effect or multiple attack functions.

Universal Merchant**School** conjuration (summoning, law)**Level** sorc/wiz 8**Casting Time** One minute**Components** V, S**Range** 30 ft**Duration** Instant**Saving Throw** Not applicable**Spell Resistance** Not applicable

This spell opens a dimensional gateway to some vast, perfectly regulated and scrupulously honest cosmic marketplace. A chorus of voices speaks through the small, perfectly geometric gateway, ready to bargain.

The spellcaster can bargain with the Universal Merchant to sell any item or item he legally owns or has won in combat, making this spell an ideal way to off load plunder. The items to be sold must either be clearly marked in some way (such as with unique brands or marks placed on the items to be sold), described unmistakably, placed in a specific area to be sold (such as displayed on a rug or in a ring of chalk) or specifically named.

The Universal Merchant will pay standard market rates for virtually any object, from the mundane to the magical, without concern for things like market saturation. These items will end up somewhere in the infinite multiverse. The Universal Merchant will always give fair value for any objects sold, and automatically succeeds on Appraise checks to determine an item's true value, including magical items. The Universal Merchant never reveals any details about the objects to be sold, merely offering a total value for the lot. If the spellcaster accepts the offer, the items simply vanish. If not, the spell ends. The seller cannot choose to sell only part of a lot, and must either agree or disagree to the deal as a whole.

The Universal Merchant provides payment in gems, with a total GP value equal to the offered value. The gems are contained in a simple sack or wooden chest.

Merchant's Rug*Aura:* strong conjuration and law*CL:* 15th*Slot:* none*Price:* 43,200 gp*Weight:* 20 lbs

This 10 ft x 10 ft square carpet is masterfully woven from red, gold and brown fibers. The triangular designs are laid down with mathematical precision, forming intricate patterns that are almost hypnotic in their beauty.

Once per day, the rug's owner can speak the command word and use the Universal Merchant spell to trade any item or item placed upon the rug.

Construction Requirements: Craft Wondrous Items, Universal Merchant

Cost: 21,600 gp

Unrewarded Effort**School** necromancy **Level** bard 4, sor/wiz 3**Casting Time** 1 standard action**Component** V, S, M (a few drops of sweat from a peasant or laborer)**Range** close (25 ft + 5 ft /2 levels)**Duration** 1 round/ level (D)**Saving Throw** WILL negates**Spell Resistance** yes

You steal away a warrior's chance for glory and decisive victory. A character affected by this spell cannot score a critical hit for the duration of the effect. This prevents the use of feats, class abilities or items that activate upon a confirmed critical hit.

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.

Unstack**School** necromancy **Level** sorc/wiz 4**Casting Time** one standard action**Components** V, S**Range** close (25 ft plus 5 ft/ two levels)**Duration** 1 minute/level**Saving Throw** WILL Negates**Spell Resistance** Yes

This powerful combat spell rips away at a target's defenses with ethereal purple talons. For the duration of the spell, all bonus types are considered to be the same type, meaning that only the highest bonus in any category apply. For instance, a victim of this spell who normally has AC 15 (+2 DEX, +2 equipment, +1 deflection) would now only have AC

12, because his or her three bonus types, which would normally stack, no longer stack for the duration of this spell. This spell applies to all types of mystical enhancement, including bonuses to attack rolls, armor class, saving throws, skill checks and other statistics.

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.

Vanity's Razor**School** necromancy **Level** inquisitor 3, wizard 3**Casting Time** 1 standard action**Component** V, S, M (a puff of makeup or chips from a cracked mirror)**Range** close 25 ft + 5 ft/ 2 levels**Duration** Instant**Saving Throw** WILL partial (see text)**Spell Resistance** Yes

A spell first scribed by militant wizards as a check on the power of their beautiful and arrogant Sorcerer rivals, this agonizing combat spell has migrated around the world. Vanity's Razor is often used by soldier-wizards hunting elves, Drow and other coldly beautiful races.

With a flash of bone white light, this spell slashes the flesh from the target's body, flaying him

or her alive and revealing the naked muscle beneath. On a failed save the target suffers 4d6 points of slashing damage and 2d4 points of CHA damage. On a successful save, the target does not suffer ability score damage.

The spell's target suffers a penalty on the WILL Save equal to his or her CHA bonus. This spell is especially effective against the beautiful and the vain.

Walking Equipment

School transmutation **Level** sorc/wiz 0

Casting Time One standard action

Components V, S, M (a nail wrapped in gauze)

Range touch

Effect one tool or skill kit, weighing up to 100 lbs

Duration 1 hour per level

Saving Throw Not Applicable

Spell Resistance Not Applicable

A favorite spell of craftsmen and working mages of all stripes, this spell causes a single tool or skill kit, weighing up to 100 lbs to sprout dozens of tiny, centipede like legs and follow along behind the spell caster like a faithful, if slightly dim pet. The walking equipment has a base land speed of 30 ft, and can take no other actions than to follow directly behind the spellcaster, stopping in the nearest adjacent square when the spellcaster ceases moving.

Weathering

School transmutation (chaos) **Level** sorc/wiz 0, druid 0

Casting Time One standard action

Components V,S,M (a drop of vinegar)

Range object touched

Duration instant

Saving Throw FORT Negates (object)

Spell Resistance Yes

With a touch, the spell caster ages a single non-magical, unattended object of up to size Large. In a few seconds, the object ages as much as it would in about a year of ordinary service. Leather cracks and softens; paper and parchment sunbleaches, metal tarnishes. This spell is often used

by wizard-spies to perfect a disguise, or forgers to add extra authenticity to a project.

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.

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