

The Genius Guide to: 110 Spell Variants Volume 3



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

While there are a vast number of spells available in the game's core rulebooks, many GMs and players have an insatiable desire for more options. In many cases it's not necessary to create new spell options from scratch, as a few minor changes to an existing spell can create something with a very different feel or impact on game play. These spell variants are based on the idea that there are a lot of interesting effects you can make with fairly minor changes to how a spell works, or by combining effects of multiple spells, or a spell and magic item or even a class ability (preferably from a class not used in the campaign). While we have explored 220 variants in previous products (*The Genius Guide to 100 Spell Variants*, and *The Genius Guide to Another 110 Spell Variants*), there's always room for more magic!

Some spell variants are common and fairly obvious, such as having an *iceball* spell that is simple *fireball* dealing cold damage. The following list of 110 spells variants are slightly more complex, and are designed to show how it's possible to create new spells without too much work. One important tip is that when you base a new spell on an old one many details — such as it's school, components, duration, and often even interaction with other spells — is already determined. Similarly, you can often create spells that have entirely new themes just by changing casting time and legal targets. This last trick is often a great way to make spells appropriate for new classes.

For example it's fairly obvious a druid class shouldn't have the *haste* spell on its spell list, but a new spell called *pack tactics* which acted like *haste* but could only be cast on creatures of the animal type is perfect for druids. And even better, you already know it's about a 3rd level spell, since it doesn't do anything the wizard *haste* spell doesn't.

USING SPELL VARIANTS

Obviously 110 spells take up a lot of room if fully written out, and since the entire point of this product is to present slightly new ways to use spells, if they were entirely written out the book would be huge and contain lots of duplicated information. Instead, we advise anyone actually wishing to use the spells here simply copy each spell that a variant references (if you don't have PDFs of the source books, all referenced spells can be found on www.d20pfsrd.com), then make the listed changes. Then use the newly-minted spell as you would a sourcebook, either printing it or accessing an electronic copy. Alternately if you regularly have access to a sourcebook during play, you can just look up a referenced spell when you desire to cast a variant – the effect of most variants is fairly obvious from its description (much like the 1-sentence descriptions of base spells found on class spell lists). Since very few players have the details of every spell effect available to them memorized, this doesn't significantly slow down play among experienced gamers.

SPELL DETAILS

Because the following are all variants of existing spells, we only present a minimal sketch of each spell. Any information not presented or mentioned is the same as the base the variant is based off.

Even so, a few specific notes on presentation are called for.

AVAILABLE SPELL VARIANTS BY CLASS

As a result of feedback from the very popular first two volumes in this series the information in this volume is presented slightly differently. Before the spell variants themselves are presented, a short section lists every spellcasting class and what spell variants are available to it in this product at what level. While the variants themselves are so short it makes no sense to provide one sentence descriptions of every variant in these class entries (many of the variants are less than one sentence long as it is), these class lists allows a reader to know, at a glance, how many spells of what level each class is gaining in this product.

VARIANT NUMBER

Since many patrons have mentioned taking the time to count all 110 spell from previous volumes of this line, in the variant listings after the name of each spell a number is given in parentheses, indicating what number of spell variant the title represents. (This should save everyone some time counting them, and make sure we include a full 110 variants!)

OTHER DETAILS

School, [Descriptor], Casting Time, Components, Range, Area, Targets, Duration, Saving Throw, Spell Resistance

These entries are only given if they differ from the base spell.

AVAILABLE SPELL VARIANTS BY CLASS

ALCHEMIST

1st Level – wall runner

2nd Level; deft fingers, ghost step, softstep

3rd Level – stonehand

6th Level – caustic storm, elemental riot, evolution, sustain

ANTIPALADIN

1st Level – killbuck, love starved

2nd Level – ghost step, symptoms

3rd Level – instant shield, profane incentive

4th Level – nemesis

BARD

1st Level – love starved, soothing melody, wall runner

2nd Level – annoying tune, deft fingers, ecstasy, maestro's curse, maestro's favor, spirit speech

3rd Level – obfuscate, piercing shriek, poise, secret speech

4th Level – eldritch focus, mind leach, siren song, swamp gas

6th Level – jester's jail, slander

CLERIC/ORACLE

1st Level – call faithful,

2nd Level – find weakness, placebo

3rd Level – bulwark, ecstasy, detect pagan, guardian, ill fortune (oracle only), instant shield, plague vapor, sacred sanctum

4th Level – eldritch focus, glory ray, nemesis, polemic, runes of accord, swamp gas (oracle only)

6th Level – conversion, evolution, outcast, spell rend, steal breath

7th Level – close border, hell gaze, hero's resurgence, mark of purity, sanctorum

9th level – hellfire, pillar of resurrection

DRUID

1st Level – call faithful,

2nd Level – softstep, symptoms, undertow

3rd Level – cloak of night, create moat, pack ward, plague vapor, savagery

4th Level – sanctorum

5th Level – sea surge

6th Level – cloudwalk, rockslide, throwback

7th Level – elemental riot

INQUISITOR

1st Level – call faithful, dancing manacles, killbuck,

2nd Level – detect pagan, find weakness, ghost step

3rd Level – bulwark, guardian, instant shield, suspended sentence

4th Level – anathema, bailiff's rush, polemic, release, seek, snitch

5th Level – conversion, isolate, spell rend,

6th Level – deadly display

MAGUS

1st level – dancing manacles, ritual blade, wall runner

3rd Level – piercing shriek

4th Level – binding bolts, bulwark, elemental arcana, totem ward

5th Level – magic ram, spell leach, spell rend

6th level – bladecharm, caustic storm, deadly display, delayed effect

PALADIN

1st Level – call faithful,

2nd Level – detect pagan, ghost step

3rd Level – bulwark, create moat, instant shield

4th Level – anathema, glory ray, luminescent blade, nemesis, sacred sanctum

RANGER

1st level – badger

2nd Level – find weakness, ghost step, hawk eye, scornblade, softstep

4th level – binding bolts, pack ward, seek

SORCERER/WIZARD

1st Level – wall runner

2nd Level – undertow

3rd Level – create moat, ecstasy, mind leach, obfuscate, plague vapor

4th Level – eldritch focus, elemental arcana, nemesis, pocket dragon, swamp gas, transmogrify, vigor leach

5th Level – caustic storm, delayed effect, magic ram, spell loan (sorcerer only), telekinetic retribution

6th Level – elemental riot, guilty dreams, rockslide, sea surge, spell rend, steal breath, stonehand, sustain, throwback

7th Level – close border, evolution, hell pit, sanctorum, viral charm

8th level – paralyzing fear

9th Level – embody

SUMMONER

4th Level – oozify, parallel evolution, pocket dragon

5th Level – throwback

6th Level – evolution



WITCH

1st Level – call faithful, killbuck, love starved, ritual blade, seeking fetish

2nd Level – damsel, find weakness, maestro's curse, maestro's favor, placebo, soothing melody, spirit speech

3rd Level – baleful humanity, cloak of night, ecstasy, forebode, mind leach, plague vapor, poise, seek, siren song

4th Level – eldritch focus, isolate, obfuscate, nemesis, pocket dragon, release, runes of accord, savagery, secret speech, snitch, spell leach, swamp gas, totem ward, transmogrify, vigor leach

5th Level – fulminate, oozify, outcast, waypoint

6th Level – bladecharm, delayed effect, distracting dance, guilty dreams, maleficent aura, steal breath, sympathetic damage

7th Level – deplete, hell gaze, lure, viral charm

8th Level – detain, hell pit, pacifist's curse, paralyzing fear

9th Level – embody, poppies, revenant

THE SPELL VARIANTS

ANATHEMA (1)

Level: inquisitor 4, ranger 4

As *holy whisper* (APG) but for rangers it affects creatures that are your favorite enemies (with the 2d8 damage affecting those you have a +4 or greater favored enemy bonus against) and for inquisitors it affects creatures you are using your bane class ability against (with the 2d8 affecting those you have hit with an attack roll since the start of your last turn).

ANNOYING TUNE (2)

Level: bard 2

As *deafening song bolt* (APG) but targets take no damage.

BALEFUL HUMANITY (3)

School: transmutation; **Level:** witch 3

As *instant enemy* (APG), but the effect is to cause the target to count as a humanoid for all spells and effects.

BADGER (4)

Level: ranger 1

Target: 1 favored enemy

As *knight's calling* (APG) but target must be one of your favored enemies.

BAILIFF'S RUSH (5)

Level: inquisitor 4

As *heroic finale* (APG), but you must end a judgment and are not limited to affecting creatures influenced by bardic performance.

BINDING BOLTS (6)

Level: magus 4, ranger 4

As *fire of entanglement* (APG) but the effect applies to 1st ranged attack you make each round

BLADECHARM (7)

Level: magus 6, witch 6

Casting Time: 1 standard action

Duration: 1 round/2 levels

As *foe to friend* (APG) but you may cast at any time, and the effect applies to all the target's attacks for the duration.

BULWARK (8)

School: abjuration; **Level:** cleric/oracle 3, inquisitor 4, magus 4, paladin 3

As *protective spirit* (APG) but the effect only strikes out against melee sneak attacks or melee attacks that are a critical threat. If the *bulwark* spell's counterattack is successful, the attack does not deal sneak attack or critical hit effects, though normal damage is still dealt. Effect activates a maximum number of times per round equal to your Wisdom modifier.

CALL FAITHFUL (9)

Level: cleric/oracle 1, druid 1, inquisitor 1, paladin 1, witch 1

Effect: one member of your faith whose CR is equal or less than your caster level

Saving Throw: Will negates

Spell Resistance: yes

As *call animal* (APG) but it calls the nearest member of your specific faith or religion.

CAUSTIC STORM (10)

Level: alchemist 6, magus 6, sorcerer/wizard 5

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

Targets: 1 creature/2 levels, no 2 of which may be more than 60 feet apart

Duration: 1 round/level

You channel acid directly through your body, burning yourself and creating a storm of acid. This acts as *detonate* (APG) but deals 1d4 acid damage per 2 levels acid. You only take damage on the first round of the spell.

CLOAK OF NIGHT (11)

Level: druid 3, witch 3

As *cloak of shade* (APG) but includes benefits of *protective penumbra* (Ultimate Magic).

CLOSE BORDER (12)

School: evocation [fire, law, light]; **Level:** cleric/oracle 7, sorcerer/wizard 7

Area: 1-mile-level-radius (see text)

This spell acts as *campfire wall* (APG) but the area conforms to the border of an existing and functional government (be that a town, barony, or even the ship of an officially-acknowledged privateer captain) and the damage is 1d6/3 levels.

CLOUDWALK (13)

Level: druid 6

As *lily pad stride* (APG) but the effect creates small solid clouds that appear wherever you go (which others may attempt to walk along, as *lily pad stride*), and you act as if under the effects of an *air walk* spell.

CONVERSION (14)

Level: cleric/oracle 6, inquisitor 5

As *forced repentance* (APG) but targets also change to your alignment for 1 hour/level.

CREATE MOAT (15)

Level: druid 3, paladin 3, sorcerer/wizard 3

Effect: 10 ft. wide hole, up to 10 ft. long/level, and 10 ft. deep/2 levels

As *create pit* (APG), but may only be cast in natural terrain. The paladin version can be cast in any terrain, but only within long range (400 feet +40 feet/level) of a chapel sanctified to her god. You may choose to make the pit half it's maximum length to fill it with water up to half its depth.

DAMSEL (16)

Level: witch 2

As *gallant inspiration* (APG) but the ally's failed check must be for an action that would assist you, or harm a foe threatening you.

DANCING MANACLES (17)

School: transmutation; **Level:** inquisitor 1, magus 1

Effect: animates one set of manacles/2 levels (minimum 1)

As *dancing lantern* (APG) but the spell effects manacles rather than a lantern. The manacles do not give off light, but as a swift action you can have a set apply itself to a helpless adjacent target.



DEADLY DISPLAY (18)

Level: inquisitor 6, magus 6

Targets: 1 demoralized creature/3 levels, no 2 of which can be more than 30 ft. apart

As *deadly finale* (APG), but you may only use it if you used the Dazzling Display feat in the previous round, and it only affects creatures that have been demoralized..

DEFT FINGERS (19)

Level: alchemist 2, bard 2

As *honeyed tongue* (APG) but bonus applies to Disable Device checks.

DELAYED EFFECT (20)

Level: magus 6, sorcerer/wizard 5, witch 6

As *delayed consumption* (APG) but the effect applies to a spell you cast, that had you as the target.

DEplete (21)

Level: witch 7

As *expend* (APG) but targets must sacrifice prepared spells or spell slots of 1st level or higher.

DETAIN (22)

Level: sorcerer/wizard 8

Range: long (400 ft. +40 ft./level)(see text)

Targets: 1 creature/4 levels none of which can be more than 30 feet apart

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

As *getaway* (APG) but while targets must be within long range when you cast the spell, affected targets are teleported to a prepared location that may any distance away (but must

be on the same plane). Because this spell is used offensively, it is often set to teleport targets to a detention cell. Targets may not be teleported to a location that will damage them.

DETECT PAGAN (23)

Level: cleric/oracle 3, inquisitor 2, paladin 2

As *detect animals or plants*, except it detects creatures who actively worship a deity other than your own. You may not cast this spell if you are not exactly the same alignment as a deity you actively worship.

DISTRACTING DANCE (24)

Level: witch 6

Components: S

As *frozen note* (APG) except you may take a move action to move up to your movement each round.

ECSTASY (25)

Level: bard 2, cleric/oracle 3, sorcerer/wizard 3, witch 3

Range: Short (25 feet +5 feet/2 levels)

Target: One creature

As *waves of ecstasy* (*Ultimate Magic*) except as noted above.

ELDRITCH FOCUS (26)

Level: bard 4, cleric/oracle 4, sorcerer/wizard 4, witch 4

As *bristle* (APG), but the bonus granted is to caster level, and the penalty is to all the target's saving throw bonuses.

ELEMENTAL ARCANA (27)

Level: magus 4, sorcerer/wizard 4

Duration: 1 minute/level

As *elemental touch* (APG) but effect is when you cast a spell with the acid, cold, electricity,

or fire descriptor during the duration of the *elemental aura*, all targets of the elemental spell cast are affected by the additional ability of the same element listed in *elemental touch*.

ELEMENTAL RIOT (28)

Level: alchemist 6, druid 7, sorcerer/wizard 6

As *draconic reservoir* (APG) but the protection from energy effect applies to all acid, cold, electricity, or fire damage taken, and the absorbed energy is applied 1d6 at a time to spells cast or bombs thrown.

EMBODY (29)

Level: sorcerer/wizard 9, witch 9

As *enter image* (APG), but inhabited image act as clone from *clone* spell and can cast your prepared spells or spells known using your spell slots.

EVOLUTION (30)

Level: alchemist 6, cleric/oracle 6, sorcerer/wizard 7, summoner 6

As *planar adaptation* (APG), but protects against nonmagic environmental threats of any 1 terrain of your choice on your home plane.

FIND WEAKNESS (31)

School: divination; **Level:** cleric/oracle 2, inquisitor 2, ranger 2, witch 2

Target: 1 creature

As *ghostbane dirge* (APG) but effect it to halve target's DR and/or hardness.

FOREBODE (32)

Level: witch 3

Target: 1 creature

As *challenge evil* (APG) but rather than a bonus to attack rolls, the save DCs of your hexes gain a +2 sacred or profane bonus against the spell's target. (Bonus is sacred for good-aligned casters, profane for evil-aligned, and neutral characters must decide which when they first cast the spell, the choice unchanging until the caster's alignment changes).

FULMINATE (33)

Level: witch 5

Casting Time: 1 immediate action

This spell acts as a *dispel magic* that can only effect spells with the fire descriptor or magic items that create fire effects. If it successfully dispels or suppresses a magic effect, it then immediately acts as a *firefall* (APG).

GHOST STEP (34)

Level: alchemist 2, antipaladin 2, inquisitor 2, paladin 2, ranger 2

Range: personal

Target: you

As *feather step* (APG) but you also do not set off traps activated by stepping on them.

GLORY RAY (35)

School: evocation [good, light]; **Level:** cleric/oracle 4, paladin 4

You create a bolt of pure divine light that jolts your foe. This acts as *pain strike* (APG), but overwhelming awe causes target to be shaken rather than pain causing sickness.

GUARDIAN (36)

Level: cleric/oracle 3, inquisitor 3

Casting Time: 1 standard action

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

As *fire of judgement* (APG) but you make a ranged touch attack to affect a creature, rather than it targetign a creature you attack using smite evil.

GUILTY DREAMS (37)

School: enchantment (compulsion) [mind-affecting]; **Level:** sorcerer/wizard 6, witch 7

As *nightmare*, but target is also affected by a variation of confess (APG) and must find a way to get you an answer to the question within 1 day/target level of suffer damage from the *confess* element of the spell.

HAWK EYE (38)

Level: ranger 2

As *eagle eye* (APG) but effect is to create a magical arrow on an arrow in your possession. As long as the arrow remains in the spell's range, you can see from it's lcoation as if you were actually there.

HELL GAZE (39)

Level: cleric/oracle 7, witch 7

As *burning gaze* (APG) but the spell is an actual gaze attack, and targets that catch fire suffer a -2 penalty to AC until they quench the flames.

HELL PIT (40)

Level: sorcerer/wizard 7, witch 8

Saving Throw: Reflex negates, Fortitude partial (see text)

As *hungry pit* (APG) but the bit is full of stinking, churning gore and blood. Creature

that fall into the pit must make a Fortitude save of take the spell's normal damage and be nauseated for 1 round. A successful save indicates half damage and no nausea. A save is required every round a creature remains in the pit.

HELLFIRE (41)

School: evocation [evil, fire]; **Level:** cleric/oracle 9

Duration: 1 round/level

As *fire snake* (APG) but half the damage dealt is untyped magic damage, the spell effect remains for 1 round/level, and each round you may reshape the spell as a move action. The square of the effect that was initially adjacent to you cannot be moved, but you do not have to remain adjacent to it after the initial casting.

HERO'S RESURGENCE (42)

Level: cleric/oracle 7

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

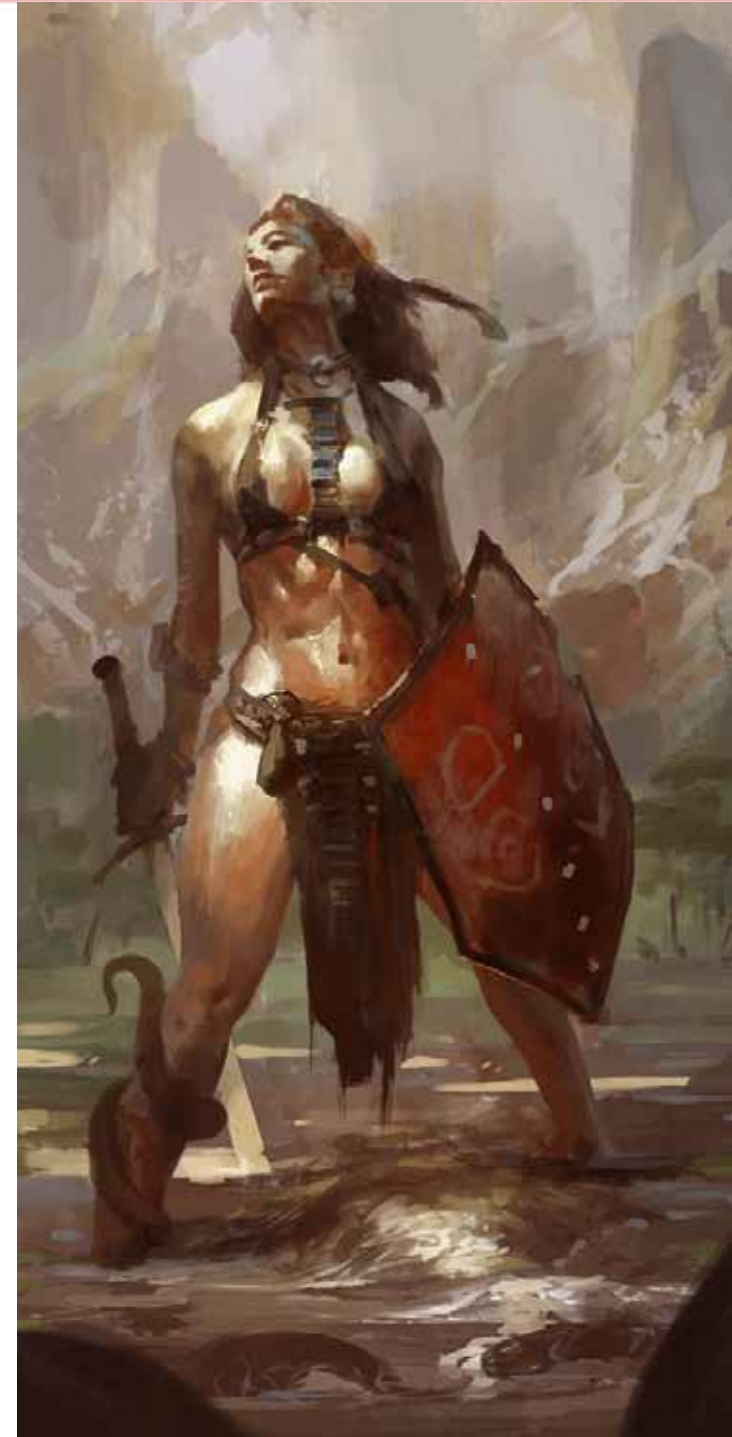
Target: 1 creature

As *heros defiance* (APG) but you cast it on an ally as an immediate reaction when the ally is knocked out or killed, and the effect is the same as if you had cast a *breath of life* spell.

ILL FORTUNE (43)

Level: oracle (only) 3

As *ill omen* (APG) but each round the caster is allowed to determine what roll by the target is rerolled, and no reroll can be forced in a round the target takes a move action to pray for luck.



ISOLATE (44)

School: abjuration; **Level:** inquisitor 5, witch 4

You create a mystic barrier that prevents your foe from gaining the benefit of helpful magics. This functions as *fester* (APG) but the SR granted applies against spells granting armor, competence, enhancement, luck, natural armor, profane, sacred, or shield bonuses to the target. Additionally any such spell that SR does not apply against grants only half the normal value of said bonuses.

INSTANT SHIELD (45)

Level: antipaladin 3, cleric/oracle 3, inquisitor 3, paladin 3

As *instant armor* (APG) but you create a shield of force rather than armor, as detailed on the table below.

5th or lower	buckler
6th–8th	small shield
9th–11th	large shield
12th or higher	tower shield

JESTER'S JAIL (46)

Level: bard 6

Area: stationary 30-ft.-radius circle

As *fool's forbiddance* (APG) foes within the area when it is cast are affected if they attempt to leave it.

KILLBUCK (47)

Level: antipaladin 1, inquisitor 1, witch 1

As *innocence* (APG) but applies only to Intimidate checks to make targets act friendly (and not for any other use of the Intimidate skill).

LOVE STARVED (48)

Level: antipaladin 1, bard 1, witch 1

Duration: 1 day/level

As *feast of ashes* (APG) but an act of physical intimacy with a partner the target has never before been intimate with acts as a single meal for the target.

LUMINESCENT BLADE (49)

Level: paladin 4

As *light lance* (APG), but the weapon may be any melee weapon, and it gains an enhancement bonus is +1/3 level (max +5).

LURE (50)

Level: witch 7

Components: V, F (see text)

As *pied piping* (APG) but the spell affects any creature for which you have the required focus. The focus for this spell is a hair or nail clipping of each target to be effected.

MAESTRO'S CURSE (51)

Level: bard 2, witch 2

As *crafter's curse* (APG), but penalty applies to any one skill of caster's choice.

MAESTRO'S FAVOR (52)

Level: bard 2, witch 2

As *crafter's fortune* (APG), but bonus applies to one skill of caster's choice.

MAGIC RAM (53)

School: evocation [force]; **Level:** magus 5, sorcerer/wizard 5

Saving Throw: none; **Spell Resistance:** yes

You create a glowing battering ram of force, which you may hurl against foes and

objects. This effect acts as the attacks made with the *enemy hammer* spell (APG) but you don't grab an initial target, and the attacks deal 3d8 force damage.

MALEFICENT AURA (54)

Level: witch 6

Saving Throw: Will negates (See text);

Spell Resistance: yes

As *elemental aura* (APG) rather than feal damage the aura's effect is to afflict adjacent creatures with *bestow curse*.

MARK OF PURITY (55)

School: evocation [good]; **Level:** cleric/oracle 7

Casting Time: 1 standard action

Components: S, DF

Range: touch

Target: creature touched

Duration: 24 hours or until discharged (see below)

Saving Throw: Will negates (harmless);

Spell Resistance: yes

As a swift action the target may invoke a *cleanse* (APG) on itself once in the next 24 hours.

MIND LEACH (56)

Level: bard 4, sorcerer/wizard 3, witch 3

As *touch of idiocy*, but a successful use of this effect of the spell also grants one ally within 30 feet of you a +4 enhancement bonus to Int, Wis or Cha (ally's choice) for the spell's duration.

NEMESIS (57)

Level: antipaladin 4, cleric/oracle 4, paladin 4, sorcerer/wizard 4, witch 4

As *natural rhythm* (APG) except this spell applies to all the target's attacks, and the bonus applies to both attack and damage rolls.

OBFUSCATE (58)

Level: bard 3, wizard 3, witch 4

Range: touch

Target: creature touched

You cause the target's appearance to blur and blend as it moves. As *chameleon stride* (APG) combined with the benefits of *blur*, but bonuses only apply when the target moves at least 10 feet in a round.

OOZIFY (59)

Level: summoner 4, witch 5

Range: touch

Target: your familiar or eidolon

As *fluid form* (APG) except as noted above.

OUTCAST (60)

Level: cleric/oracle 6, witch 5

You curse the creature touched to make it a social pariah. This functions as *nature's exile* (APG), but the effect makes humanoids and monstrous humanoids hostile and the skill penalty is to diplomacy checks. Cohorts and followers are treated as animal companions are treated by nature's exile. Humanoids and monstrous humanoids of 6 or more HD may make a Will save to not have their initial attitudes altered when they first encounter the target of an *outcast* spell.

PACIFIST'S CURSE (61)

Level: witch 8

As *deflection* (APG) but spell effect applies to melee attacks, and the spell automatically ends if you make an attack.

PACK WARD (62)

Level: druid 3, ranger 4

As *coward's lament* (APG), but the spell's effect compels the target to not attack animals or plants, and the effect is triggered each round the target does so.

PARALYZING FEAR (63)

School: necromancy [fear, mind-affecting]; **Level:** sorcerer/wizard 8, witch 8

As *euphoric tranquility* (APG) but target sees all creatures as serious threats.

PARALLEL EVOLUTION (64)

Level: summoner 4

As *evolution surge* (APG) but effect is for eidolon to change its base form and form-based evolutions to a new base form of your choice.

PIERCING SHRIEK (65)

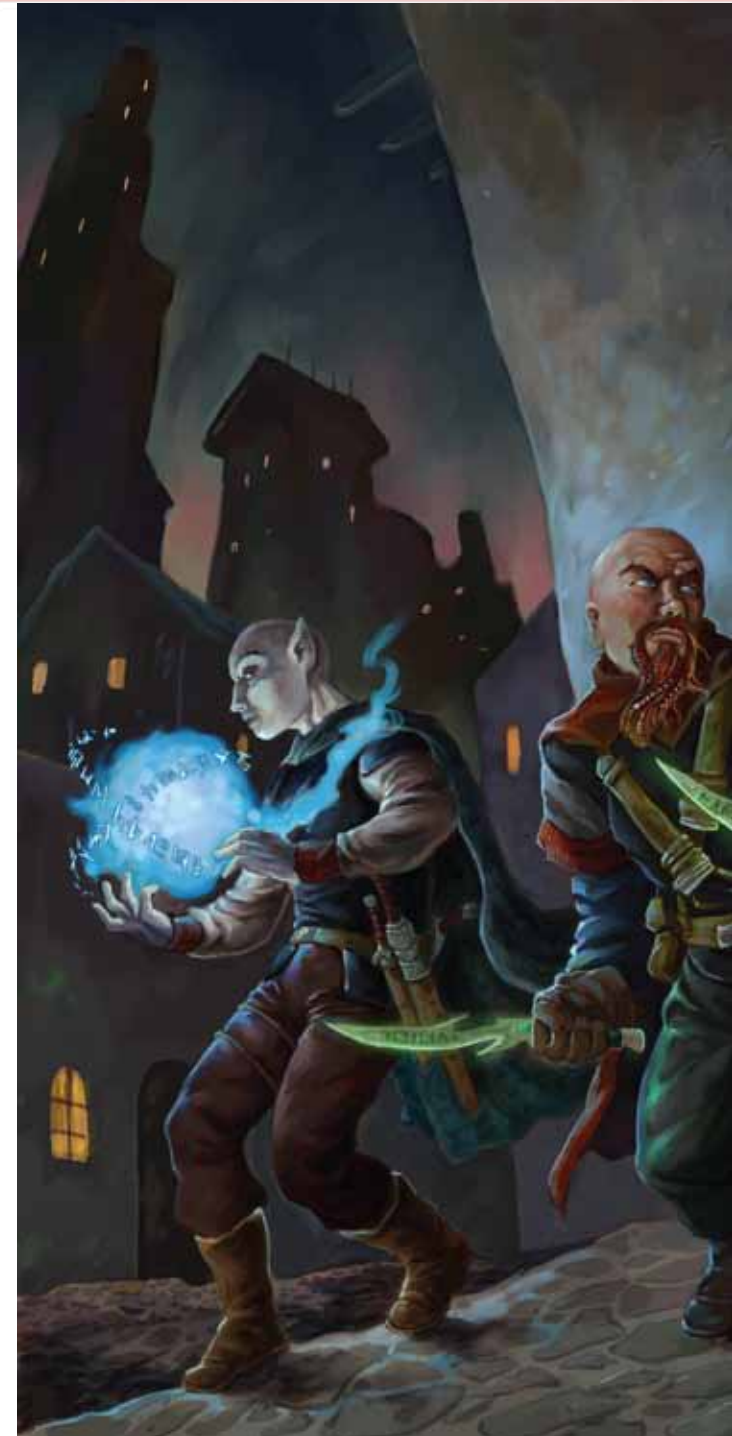
School: evocation (sonic); **Level:** bard 3, magus 3

As *scorching ray*, except each ray causes target to be affected as if caught in the area of a *discordant blast* (APG).

PILLAR OF RESURRECTION (66)

Level: cleric/oracle 9

As *pillar of life* (APG) but creatures touching the pillar are affected as if you had cast *breath of life* on them. If a creature is dead or unconscious, an ally can press them against an adjacent *pillar of resurrection* as a move action.



PLACEBO (67)

Level: cleric/oracle 2, witch 2

As *invigorate* (APG) but the spell's effect is for the target to take no penalties from the nauseated/sickened conditions.

PLAGUE VAPOR (68)

Level: cleric/oracle 3, druid 3, sorcerer/wizard 3, witch 3.

As dust of twilight (APG) but effected targets are sickened & shaken rather than fatigued

POCKET DRAGON (69)

Level: sorcerer/wizard 4, summoner 4, witch 4

Target: your eidolon or familiar

As *fire breath* (APG), but it is your eidolon or familiar that gains the fire breath ability.

POISE (70)

Level: bard 3, witch 3

Casting Time: 1 standard action

Range: short (25 ft. +5 ft./2 levels)

Target: 1 willing creature

As *grace* (APG) except as noted above.

POLEMIC (71)

School: transmutation [language-dependent]; **Level:** cleric/oracle 4, inquisitor 4

You speak out against a specific foe, inspiring your allies to greater efforts against them. This functions as *hunter's howl* (APG) but you grant the bonuses to 1 willing creature/2 levels that can see and hear you, and no creature is shaken.

POPPIES (72)

Level: witch 9

Range: long (400 ft. +40 ft./level, see text)

Area: 40-ft.-radius-circle

Duration: 1 minute/level

As *cloak of dreams* (APG) except as noted above, and you may extend the range of the spell by casting it through a scrying spell of 3rd level or higher or a crystal ball (centering the spell on a point scryed with no regard for range, as long as it is on the same plane as you). You may do this even if the spell or crystal ball does not normally allow it.

PROFANE INCENTIVE (73)

Level: antipaladin 3

Saving Throw: Fortitude negates;

Saving Throw: yes

As *divine transfer* (APG) except you deal damage equal to your constitution score, and gain those as temporary hit points for the duration of the spell. The target gains DC/good equal to your Charisma bonus.

RELEASE (74)

Level: inquisitor 4, witch 4

Duration: 1 minute/level

As *burst bonds* (APG) but using the spell's ability is a swift action.

REVENANT (75)

School: necromancy; **Level:** witch 9

As *phantasmal revenge* but the ghastly image may attack any creature in long range.

RITUAL BLADE (76)

Level: magus 1, witch 1

As *gravity bow* (APG) but benefit applies to a light melee weapon in your possession, and only when you use it.

ROCKSLIDE (77)

Level: druid 6, wizard 6

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

Area: cone

As the effect the spell *clashing rocks* (APG) has on non-targets in its area.

RUNES OF ACCORD (78)

Level: cleric/oracle 4, witch 4

Targets: you and one creature/2 levels

Duration: 1 round/level (D)

As *marks of forbiddance* (APG) but all affected targets that fail their save are unable to attack all other creatures that fail their save. You may not save against a runes of accord you cast, and you must include yourself as a target. If you dispel the spell, it ends for all targeted creatures.

SACRED SANCTUM (79)

Level: cleric/oracle 3, paladin 4

As *grove of respite* (APG) but it can only be cast in a temple or church of your god, or a place with special religious significance to your religion.

SANCTORUM (80)

Level: cleric/oracle 7, druid 4, sorcerer/wizard 7

Area: one 20-ft.-cube per level

Duration: 1 day/level

As *hide campsite* (APG) excerpt as noted above, and it may be made permanent with the *permanency* spell with the same cost and minimum caster level as *mage's private sanctum*.

SAVAGERY (81)

Level: druid 3, witch 4

As *moonstruck* (APG) but target is not dazed or under a confusion, drops nothing, and gains the benefits of *barkskin* for the spell's duration.

SCORNBLADE (82)

Level: ranger 2

You imbue a weapon with your adeptness in fighting a particular kind of foe. This acts as *flames of the faithful* (APG) except you grant the weapon the bane property (against one type of your favorite enemy), and anyone may use the weapon.

SEA SURGE (83)

Level: druid 5, sorcerer/wizard 5

As *hydraulic torrent* (APG) but it deals 1d8 hp/3 levels of damage against targets that are successfully bull rushed, and acts a *dispel magic* against magic fires and fire effects.

SECRET SPEECH (84)

Level: bard 3, witch 4

As *hidden speech* (APG) but all targets learn a new created language unique to targets of the spell. This language is different for every casting of *secret speech*.

SEEK (85)

Level: inquisitor 4, ranger 4, witch 3

As *follow aura* (APG) but you gain the ability to track creatures of a single type you choose at castign, rather than an alignment type. If you use an item worn by a specific creature of the selected type, or a piece of its body, you gain a +4 bonus to Perception and Survival checks made to track or perceive it with this spell.

SEEKING FETISH (86)

Level: witch 1

Components: V, S, F (a doll made with the target's hair, skin, or nails)

As *hunter's eye* (APG) but the competence bonus to perception checks is +1/level.

SIREN SONG (87)

Level: bard 4, witch 3

As *cacophonous call* (APG), except the effect is to make the target's attitude toward you friendly, rather than the nauseated condition.



SLANDER (88)

Level: bard 6

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

Area: 60-ft.-radius burst

Duration: 1 day/level

As *denounce* (APG) but the single creature you speak out against need not be present. You only need to identify it in such a way as to leave no question to its identity.

SNITCH (89)

Level: inquisitor 4, witch 4

As *create treasure map* (APG), but map is to person or object defined by you, the likely location or home base of which was known to the target.

SOFTSTEP (90)

Level: alchemist 2, druid 2, ranger 2

As *negate aroma* (APG) but targets cannot be located by tremorsense rather than scent.

SOOTHING MELODY (91)

Level: bard 1, witch 2

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

Area: living creatures in a 20-ft.-radius-burst

As *lullaby*, except as noted above.

SPELL LEACH (92)

Level: magus 5, witch 4

As *dispel magic*, but you may only use it in efforts to counterspell other spells. If you succeed in an effort to counterspell with spell leach against a spellcasting with a caster level no less than 4 levels below your own, you may restore one spell slot of the same level or less as the spell you counterspelled.

SPELL LOAN (93)

Level: sorcerer (only) 5

As *coordinated effort* (APG) but you grant targeted spontaneous spellcasters a bonus 1st level spell known from your list of 1st level spells known. Target spellcasters must have free spell slots of 1st level or higher to cast the bonus spell, but it does not have to be a spell from their class spell lists.

SPELL REND (94)

Level: cleric/oracle 6, inquisitor 5, magus 5, sorcerer/wizard 6

As *cast out* (APG) but you make a dispel check against all spells and magic effects on the target, and the damage dealt is increased by +1d8 for every effect successfully dispelled.

SPIRIT SPEECH (95)

Level: bard 2, witch 2

Components: V, S, F (drop of blood)

As *elemental speech* (APG), but you gain the ability to speak with all creatures of the same type and subtype as the creature whose blood you used for the focus.

Steal Breath (96)

Level: cleric/oracle 6, sorcerer/wizard 6, witch 6

Duration: 1 round/2 levels

As *cup of dust* (APG) but the target suffers suffocation, rather than dehydration.

STONEHAND (97)

Level: alchemist 3, sorcerer/wizard 3

As *lockjaw* (APG) but target may use the grab ability with unarmed attacks.

SUSPENDED SENTENCE (98)

Level: inquisitor 3

As *purging finale*, but you must end a judgment to cast it.

SUSTAIN (99)

Level: alchemist 6, sorcerer/wizard 6

Target: 1 inanimate object no larger than a 10-ft.-cube

Duration: up to 10 minutes/level

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

As *elude time* (APG) but the object cannot change the status or condition of other objects or creatures while under the effects of this spell. For example a potion has no effect on those that drink it, a weapon cannot be used to deal damage.

SWAMP GAS (100)

Level: bard 4, oracle (only) 4, sorcerer/wizard 4, witch 4

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

Area: one 20-ft.-cube/level

As *memory lapse* (APG) except as noted above.

SYMPATHETIC DAMAGE (101)

Level: witch 6

Target: two creatures

Saving Throw: Fortitude negates; **Spell Resistance:** yes

As *paladin's sacrifice* (APG) but you force a second target to take the damage and effect suffered by the first target. You cannot cast a spell or use a hex in the round after casting *sympathetic damage*.

SYMPTOMS (102)

School: necromancy [disease]; **Level:** druid 2

As *castigate* (APG), except the target suffers the effect of 1 nonmagical disease. The druid may choose any disease that normally has a save DC equal to lower to the save DC of the symptoms spell when cast by the druid. The target suffers the effect only once (it is not ongoing), is not actually contagious or diseased (though any effect which would remove disease ends this spells), and the effects (including any ability damage) end when the spell duration ends.

TELEKINETIC RETRIBUTION (103)

School: abjuration; **Level:** sorcerer/wizard 5

Range: personal

Target: you

You cover yourself in a telekinetic barrier that shoves back your foes. This functions as *cloak of winds* (APG), but foes of any size must make Fort save to attack in melee or be pushed back.

THROWBACK (104)

Level: druid 6, sorcerer/wizard 6, summoner 5

Target: one creature

As *devolution* (APG) but you may remove any ability from the target that matches any evolution available to eidolons.

TOTEM WARD (105)

School: abjuration; **Level:** magus 4, witch 4

You ward one ally against the attacks of a specific kind of creature. This functions

as *corruption resistance* (APG) but the spell's defenses apply to damage dealt by creatures of 1 type selected by you at the time of casting.

TRANSMOGRIFY (106)

Level: sorcerer/wizard 4, witch 4

As *calcific touch* (APG), but the touch attack deals 1d4 Con damage, and a target reduced to 0 Con is effected as by a *baleful polymorph*.

UNDERTOW (107)

Level: druid 2, sorcerer/wizard 2

Area: 20-ft.-radius-burst

As *hydraulic push* (APG) the spell only works on targets in water deep enough for them to swim., and targets are bull rushed, disarmed, and tripped.

VIGOR LEACH (108)

Level: sorcerer/wizard 4, witch 4

As *touch of idiocy*, but target suffers 1d6 penalty to Str, Dex, and Con scores, and a successful use of this effect of the spell also grants one ally within 30 feet of you a +4 enhancement bonus to Str, Dex, or Con (ally's choice) for the spell's duration.

VIRAL CHARM (109)

School: enchantment (charm) [mind-affecting]; **Level:** sorcerer/wizard 7, witch 7

You create a cascading web of charm magic. This acts as *contagious flame* (APG) but rather than deal damage, each ray acts as a *charm monster* spell cast by you (each with its own duration of 1 day/level).



WALL RUNNER (110)

Level: alchemist 1, bard 1, magus 1, sorcerer/wizard 1

As *glide* (APG), but you must be adjacent to some vertical surface to use its movement powers, and may choose to gain up to 10 feet of altitude per round.

POST SCRIPT

Most of these spell variants began life as twitter entries on author Owen K.C. Stephens Twitter account (@Owen_Stephens). New variant spells are regularly featured in the author's posts, and marked with the hashtag #Spelltweet. Also, some compiled spelltweets can be found at www.d20pfsrd.com/extras/3pp-previews/-spelltweets.

WE ERR ON THE SIDE OF AWESOME!

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