



# The Genius Guide to:

# Another 110 Spell Variants



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Although a vast number of spells are 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, since 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 you can make a lot of different effects with fairly minor changes to how a spell works, or by combining effects of multiple spells, or by mixing a spell and magic item or even a class ability (preferably from a class not used in the campaign).

Some spell variants are common and fairly obvious, such as having an *iceball* spell that is a *fireball* that deals cold damage. The following list of 110 spells variants are slightly more complex than that, and are designed to show how you can 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 its school, components, duration, and even interaction with other spells — are 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 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* that acts like *haste* but can be cast only 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.

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

spell descriptions are so short, it seems silly to list each one multiple times if it happens to appear on more than one class spell list. As a result, each spell variant lists what class and level it is designed for after its name. In cases where the spell appears at different levels for different classes, it is listed with the level of the first class to gain it. Other information such as School, [Descriptor], Casting Time, Components, Range, Area, Targets, Duration, Saving Throw, and Spell Resistance are only given if they differ from the base spell. If a referenced spell is in the *Advanced Players Guide* it is marked with an (APG), and if in *Ultimate Magic* it is marked with a (UM).

## THE VARIANT SPELLS

### 0-LEVEL SPELLS

#### DANCING SHADOWS

(Cleric 0, Sorcerer/Wizard 0)

As *dancing lights*, but it creates 1 to 4 motes of darkness, each reducing light by 1 step.

#### DIVER'S BREATH

(Alchemist 0, Cleric 0, Druid 0, Wizard 0, Witch 0)

As *ant haul* (APG) but triples duration target can hold his breath.

### 1ST-LEVEL SPELLS

#### ALTER SEAS

(Druid 1, Wizard 1)

As *alter winds* (APG) but applies to water conditions.

#### BUFFOON

(Bard 1, Cleric 1, Witch 1)

As *bungle* (UM), but penalty is to target's next intentional skill check.

### FORBIDDEN WORDS

(Witch 1)

As the deafness option of *blindness/deafness*, but witch may allow target to hear specific creatures.

#### HAWK EYE

(Ranger 1)

As *bomber's eye* (APG) but applies to ranged weapon attacks.

#### KISS OF CHAOS

(Witch 1)

**Components:** none

**Range:** touch

**Duration:** 1 round/2 levels

As *lesser confusion*, but target must be kissed by the caster (a touch attack that requires the target to be willing or have lost its Dex bonus to AC).

#### PERCEIVE PERIL

(Alchemist 1, Bard 1, Inquisitor 1, Paladin 1, Witch 1)

As *anticipate peril* (UM), but bonus applies to the first Perception check the target makes to act in a surprise round.

#### SEEN SERVANT

(Bard 1, Wizard 1)

As *unseen servant* but creates an illusory assistant that also can perform any task as if it has all Professional skills at a bonus equal to half your caster level (minimum +1).

#### SUMMON TRAP I

(Ranger 1, Summoner 1, Wizard 1)

As *sepia snake sigil*, except the effect is to trap a door or object with CR 1 trap from core rulebook. Higher level versions of this spell can be created (*Summon Trap II* at 2<sup>nd</sup> level, *Summon Trap III* at 3<sup>rd</sup> level, and so

on). Each higher level version summons a trap from the core rulebook with a CR equal to (level of the spell x2) -1, so *summon trap IX* summons a CR 17 trap.

### 2ND-LEVEL SPELLS

#### AURA OF PEACE

(Bard 2, Cleric 2, Witch 2)

**Save:** Will negates

As *defensive shock* (UM) but rather than deal damage affected creatures suffer a -1 penalty to attack rolls per 2 caster levels. Each creature touched takes half the penalty as the last one. When a creature touches you, it gains a Will save to negate the spell.

#### BAG OF KNIVES

(Magus 2, Wizard 2, Witch 3)

**Components:** V, F (one dagger/2 levels)

As *magic missile*, but causes 1 force dagger/2 levels to fly out and attack targets in range as ranged touch attacks, dealing 1d4+1 hp of damage on a successful attack.

#### BESTOW DOMINION

(Cleric 2)

As *bestow grace* (APG) but target gains use of a 1st level domain power you have.

#### BEWITCH

(Witch 2)

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

As *bestow curse*, but the effect is for the target to suffer a -4 penalty to all saving throws against hexes.

#### BREWER

(Any Spellcasting Class 2)

As *greater magic weapon*, but causes potion to act as a different potion of same or lower gp value.



### CURE MOUNT

(Paladin 2)

**Casting Time:** 1 swift action

As *heal mount* but heals mount as if you'd used your lay on hands ability.

### DANCING WEAPON

(Magus 2, Wizard 2, Witch 3)

**Target:** weapon touched

As *spiritual weapon*, but you cast it on a weapon. The weapon deals its normal damage, with an attack bonus equal to the caster's base attack bonus plus his Intelligence or Charisma modifier (whichever is higher).

### DEAD MAN'S TALENTS

(Alchemist 2, Magus 2, Wizard 2, Witch 2)

**Target:** one dead creature

As *blood transcription* (UM), but you gain one feat the target possesses for which you meet the prerequisites. You cannot copy this feat into a spellbook, but if you recast this spell before its duration ends, you reset the 24 hour period you keep the feat.

### DEMARCATÉ

(Inquisitor 2, Ranger 2)

As *bestow curse*, but the effect is for the caster to receive +6 circumstance bonuses to Perception, Sense Motive, and Survival checks made against the target.

### IRON BINDINGS

(Magus 2, Wizard 2)

**Range:** touch

**Target:** creature touched

Target is affected as if caught in a *web* spell, though the bindings are not flammable.

### JAWBONE

(Cleric 2)

**Duration:** 1 round/level

As *beguiling gift* (APG), but target takes and uses a proffered weapon in preference to any other weapons.

### MORDANT LANCE

(Magus 2, Wizard 2)

**Range:** touch

As *acid arrow*, but is a single melee ranged touch attack that deals 3d4 acid damage.

### RAY OF LASSITUDE

(Magus 2, Witch 2)

As *ray of enfeeblement*, but effect is for target to be entangled for duration.

### SACRED SACRIFICE

(Cleric 2, Inquisitor 2, Paladin 2)

As *holy shield* (UM) but applies to your armor, rather than your shield.

### SCHOLAR'S CUNNING

(Bard 2, Witch 2)

As *fox's cunning*, but the bonus to Intelligence does grant additional skill ranks (which are assigned by the caster, subject to normal maximums), but does not increase the save DC of spells that base the DC off the target's Intelligence.



### SENSE EVIL

(Paladin 2)

As *bloodhound* (APG), but only applies to the scent from evil creatures and objects.

### UNNATURAL AVARICE

(Bard 2, Witch 3)

As *unnatural lust* (UM), but target desires to possess an object of the caster's choice.

### UNNATURAL GLUTTONY

(Bard 2, Witch 3)

As *unnatural lust* (UM), but target desires to consume an apparently potable or edible fluid or solid of the caster's choice.

### UNNATURAL WRATH

(Bard 2, Witch 3)

As *unnatural lust* (UM), but target desires to include a target of the caster's choice in a damaging attack or effect.

### WALL OF DIRT

(Druid 2, Wizard 3)

As *wall of stone*, but no hardness and 5 hp/inch, and it cannot be used to bridge a chasm.

### WHISPERS OF THE DEAD

(Bard 2, Cleric 2, Wizard 2, Witch 2)

As *boiling blood*, but the effect is to cause the target to hear whispers of the dead, taking a -2 penalty to attack rolls and skill checks. Creatures able to cast one or more necromancy spells instead gain a +2 morale bonus to wisdom or Intelligence (caster's choice).

## 3RD-LEVEL SPELLS

### APPETIZE

(Witch 3)

As *allfood* (APG), but also makes living target subject to bite attacks (1d6 Medium) from anyone.

### AURA OF VEHEMENCE

(Ranger 3)

As *aura of greater courage* (APG) but effect is to grant allies all your favored enemy bonuses.

### BLOODY BLADES

(Antipaladin 3, Magus 4, Witch 4)

As *bloody claws* (APG), but applies to weapon attacks made by target.

### BURROW

(Alchemist 3, Witch 3)

As *fly*, but you gain 20' burrow rate and the earth glide ability instead of flying.

### DIVINE VENGEANCE

(Paladin 3)

As *divine transfer* (APG) but effect is to give target the bonus to attacks and damage equal to your smite evil, against a target you have currently targeted with smite evil.

### FURRIER

(Any Spellcasting Class 3)

As *fabricate* but turns corpses into tanned furs and leathers with a maximum value of 10 gp per HD the corpse had when living.

### JOLT

(Druid 3, Magus 3, Wizard 3)

As *call lightning*, but each bolt requires a ranged touch attack, can be invoked as a swift action, and deals 1d6 damage +1 per 2 caster levels.

### JUNKYARD

(Wizard 3)

**Range:** medium 9100 feet + 10 feet/level)

**Area:** 20-foot-radius

As *break* (APG), but affects all unattended objects in the area, and one randomly determined attended object per creature within the area.

### MATING CALL

(Bard 3, Witch 3)

As *pox pustules* (APG) but effect is for the target to be fatigued and suffer a -4 penalty to Wisdom.

### MUTE

(Bard 3, Cleric 4, Wizard 4, Witch 3)

As *blindness/deafness*, but effect is to cause target to be unable to speak.

### NEGATE VISAGE

(Cleric 3)

As *negate aroma* (APG) but blurs target so it can't be positively identified or use gaze attacks.

### PROTECTION FROM DRAGONS

(Cleric 3, Magus 3, Paladin 3, Ranger 3)

As *protection against evil* but benefits apply against (and only against) dragons, and it also includes the benefits of a *resist energy* against all energy types, but only against dragon breath weapons.

### RETUNE WAND

(Bard 3, Wizard 3)

**Target:** wand touched

As *magic weapon*, but causes the target wand to cast a spell you know, rather than the spell it was created to cast. The spell you select must be no higher level than the spell the wand normally casts. Charges used by the wand while under the effects of this spell remain lost when the duration ends.

### SABER OF LIGHT

(Magus 3, Wizard 3)

As *magic weapon*, but weapon also ignores all hardness and DR, and allows the wielder to act as if they have the Deflect Arrow feat and a free hand to use it.



### SAGE COMMAND

(Wizard 3)

As *gallant inspiration* (APG), but can only be used when you instruct a target to take an action in advance, and the target attempts and fails that action.

### SCRIVENER

(Any Spellcasting Class 3)

As *magic weapon* but is cast on a magic scroll, causing scroll's caster level to be equal to user's caster level.

### TOUCH OF INCOMPETENCE

(Cleric 3, Witch 3)

As *touch of idiocy*, but effect is -1d6 attack bonus or -1d6 to all skills as the caster prefers.

### TOUCH OF INFECTION

(Cleric 3, Witch 3)

As *touch of fatigue*, but effect sickens target.

### VERVE

(Paladin 3, Ranger 3)

As *allegro* (UM), but the bonuses only apply while you are using your smite evil ability, or have damaged a foe you gain favored enemy bonuses against within the past 3 rounds.

### VIRULENCE

(Druid 3, Wizard 4, Witch 3)

As *accelerate poison* (APG), except it causes a disease to force 1 save every round.

### VISION OF PARADISE

(Bard 3, Wizard 3, Witch 3)

As *vision of hell* (UM) but calm scene of heavenly peace causes all creatures not Lawful Good to take a -2 penalty to attack rolls.

## 4TH-LEVEL SPELLS

### AQUATIC HAMMER [WATER]

(Druid 4)

As *arboreal hammer* (UM), but the effect requires a body of water of at least Colossal size, and the water forms the animated "tree."

### BACKTRACK

(Ranger 4)

As *find the path*, but only to locate the home base of a creature you are touching.

### BANISH SUMMONING

(Cleric 4, Inquisitor 4, Wizard 4, Witch 4)

As *banish seeming*, but negates conjuration/summoning spells, or prevents a creature from being able to use conjuration spells and abilities.

### BALM

(Cleric 4)

As *greater magic weapon*, but item acts as 1st level *wand of cure light wounds*, w/1 charge per 3 caster levels.

### CELESTIAL MOUNT

(Paladin 4)

**Target:** your paladin's mount

As *haste*, but also grants the ability to fly as the *fly* spell.

### CINDER STORM

(Druid 4, Wizard 4, Witch 4)

As *ash storm* (UM) but targets must also make a Fortitude save each round or be blinded for 1 round and take 1 hp/2 levels fire damage.



## DANCE OF 100 GESTURES

(Bard 4)

As *dance of 100 cuts* (UM), but the bonuses are to caster level, concentration checks, and spellcraft checks.

## DISPATCH MAGIC

(Magus 4, Inquisitor 4, Witch 5)

As *dispel magic*, but if you decide to end a spell active on you as a swift action (with a remaining duration of at least 5 rounds), you gain a bonus to the dispel check equal to the level of the spell you end.

## FORCEFUL LIGHTNING

(Wizard 4)

As *call lightning*, but each “bolt” is the shape of and deals the damage dice of *burning hands*, and targets that fail their saving throw are knocked prone.

## GRANT MERCY

(Paladin 4)

As *arcane concordance* (APG), but effect is to add the benefit of one of the mercies you have selected to all magic healing cast in area.

## ILLUMINATE SCROLL

(Wizard 4)

As *amplify elixir* (APG), but applies to spells of 4th level and lower you cast from a scroll.

## INTERESTING TIMES

(Oracle 4)

**Range:** short (25 feet +5 feet/2 levels)

**Target:** one creature

**Save:** Will negates

As *borrow fortune* (APG) but you give target a reroll of its next d20 roll, then force it to roll the two d20 rolls after that twice and take the worst result.

## IOUN RING

(Wizard 4)

**Target:** magic ring touched

As *greater magic weapon*, but causes a ring to act as an ioun stone (orbiting head instead of ring item slot).

## MALEDICTION (NECROMANCY)

(Cleric 4)

**Save:** Will negates

As *blessing of courage and life* but gives a -2 penalty to attack rolls target may end by choosing to take 5d8 hp of damage +1/level.

## MINDTRICK

(Wizard 4, Witch 4)

As *glibness*, but bonus applies to Diplomacy checks.

## SIMULATE SCROLL

(Bard 4, Wizard 4)

As *alchemical allocation* (APG), but you gain benefit of a scroll's spell on yourself. Only works on spells of 4<sup>th</sup> level or lower.

## SYMBOL OF EXERTION

(Cleric 4, Wizard 4, Witch 4)

As *symbol of slowing* (UM) except targets are fatigued instead of slowed.

## TOADY

(Antipaladin 4, Bard 4, Wizard 5)

As *lesser geas* but target also turned into humanoid of your choice as if by the *polymorph* spell.

## TRACE ARCANA

(Wizard 4)

**Components:** V, S, F (effect of a spell or a magic item)

As *blood biography* (APG), but you learn the name of the spell or item that serves as the focus, and when it was cast or created, and who cast or created it.

## 5TH-LEVEL SPELLS

### ABSORPTION

(Alchemist 5, Bard 5, Wizard 6)

As *absorbing touch* (APG) but you can absorb the next object that touches any part of your body. You may ready to attempt to absorb something, such as an enemy's sword or a thrown weapon.

### BALEFIRE

(Inquisitor 5, Wizard 5, Witch 7)

As *fireball* but max 15d6, damage dealt is half fire damage and half untyped magic damage, and all the ongoing spells, spell-like effects, and supernatural effects of a foe killed by the *balefire* end.

### BLADE STORM

(Magus 5, Wizard 5, Witch 6)

As *arrow eruption* (APG), but you duplicate any attack an ally in range used to kill a foe in the past round.

### CURSE ITEM

(Cleric 5, Wizard 6, Witch 5)

As *bestow curse*, but effect is to turn one of foe's items into a cursed item (from the *Pathfinder Roleplaying Game Core Rulebook*) of your caster level or less.

### CYCLONE CALL [AIR]

(Cleric 5/Druid 4)

**Targets:** 1 target per 5 caster levels, no 2 of which may be more than 30 feet apart.

As *black tentacles* but effects are caused by small cyclones.

### GOD OF STORMS

(Cleric 5/Druid 5)

As *call lightning*, but requiring only a swift action to call a bolt each round.



### GOD'S HAMMER

(Cleric 5)

As *greater magic weapon* but effect is to cause one bludgeoning weapon to act as an immovable rod only you can deactivate.

### HABERDASHER

(Bard 5, Wizard 6, Witch 5)

**Target:** magic item touched

As *greater magic weapon*, but causes a magic item that takes one of the following body slots – belt, body, chest, feet hands, head, neck, shoulders, or wrist – to act like a different magic item of the caster's choice which uses the same magic item slot, and has a maximum gp value of 1,000 gp per caster level.

### MASS ASPECT OF THE BEAR

(Druid 5)

**Range:** long (400 feet +40 feet/level)

**Targets:** 1 creature/level, no two of which may be more than 30 feet apart.

As *aspect of the bear*.

### RETRIBUTION

(Wizard 5)

As *blaze of glory* (APG) but effect grants allies +5 to attack rolls and weapon damage for 1 round/level, while foes take 1d6/level damage.

### SYMBOL OF ILLNESS

(Cleric 5, Wizard 5, Witch 5)

As *symbol of slowing* (UM) except targets are sickened instead of slowed.

### SYMBOL OF TENDRILS

(Cleric 5, Wizard 5, Witch 5)

As *symbol of sealing* (UM) but creates field of *black tentacles* (as the spell).

### TURTLE

(Cleric 5, Druid 4)

As *slow*, but targets are also muted.

### UP TEMPO

(Bard 5)

**Target:** one creature

As *haste* but effect is for the target to be able to take a full-round action as a standard action. The target can thus take a full-round action and a move action, but may *not* take a standard action and two move actions.

## 6TH-LEVEL SPELLS

### AQUEOUS DOOM

(Druid 6, Wizard 6)

**Area:** 20-foot-radius

As *aqueous orb* (APG), but the effect is stationary and also traps targets within it as an *entangle* spell.

### BORROW SPELL

(Bard 6, Cleric 6, Wizard 6)

As *borrow skill* (APG) but you borrow the ability to cast a spell the target knows that is also a spell you could potentially know and cast.

### CURSE OF RAGE

(Bard 6, Wizard 6, Witch 6)

As *curse of disgust* (UM), but urge is to attack trigger, not to avoid it.

### DAZE MONSTER, MASS

(Bard 6, Inquisitor 6, Wizard 6, Summoner 6, Witch 6)

As *mass daze* (UM) but affects creatures of any type.



### GHOST HOWL

(Alchemist 6, Bard 6)

**Range:** medium 100 feet +10 feet/level

**Targets:** 1 creature per level, no 2 of which may be more than 30 feet apart.

As *ear-piercing scream* (UM).

### INQUISITION [LANGUAGE-DEPENDENT]

(Inquisitor 6)

As *howling agony* (UM) except the penalties are doubled and you may ask a question of the targets each round. Targets only avoid the spell's penalties if they answer your most recent question truthfully.

### REARGUARD

(Alchemist 6)

As *bow spirit* (APG) but you grow an extra arm that can throw one bomb a round as a swift action.

### SAINT'S FIRE

(Druid 6, Wizard 6)

As *ball lightning* (APG) except rather than traveling independently, the globes always stay adjacent to you wherever you go. Whenever you are adjacent to a foe, 1 globe attempts to damage that foe. No foe may be affected by more than 1 globe each round.

### SELF REPAIR

(Wizard 6)

As *unbreakable construct* (UM) but grants fast healing equal to the target's DR/adamantine or hardness (whichever is higher).

### WAR MIND

(Bard 6, Wizard 8)

As *telepathic bond*, but each target also gains the benefits of *battlemind link* (UM), taking the highest initiative check of all involved, and

gaining the secondary benefits whenever any two participants attack or cast spells at the same target.

### WEND

(Cleric 6, Wizard 4)

**Range:** personal

**Target:** you

As *greater teleport*, but transports only you to locations you could theoretically reach by flying, given enough time.

## 7TH-LEVEL SPELLS

### ANIMATE CORPSES

(Cleric 7, Wizard 8)

As *animate plants*, but you may either animate corpses, or turn a graveyard into an *entangle*.

### BESTOW MIGHT OF THE JUSTICAR

(Cleric 7, Inquisitor 6)

**Target:** creature of your alignment touched.

As *bestow grace of the champion* (UM), but grant target ability to use judgments as an inquisitor of a level one-third your caster level.

### CIRCLE OF WILL

(Cleric 7, Witch 7)

As *circle of clarity* (UM), but bonuses are to saves against enhancement spells and Sense Motive checks to identify if a creature is under the effect of such magic.

### DEVASTATOR

(Cleric 7, Inquisitor 6)

As *brilliant inspiration* (APG), but target rolls all damage it deals twice (taking the better result) and the spell ends if it scores a critical hit or deals maximum damage.

### GREATER BLESSING OF FERVOR

**Duration:** 1 minute/level

(Cleric 7)

As *blessing of fervor* (APG), but targets may select two of the benefits each round.

### OUBLIETTE OF OBLIVION

(Wizard 7, Summoner 6)

As *acid pit* (APG), but deals 1d6 Strength damage per round, and killed targets become wraiths.

## 8TH-LEVEL SPELLS

### ANTISPELL RAY

(Cleric 8, Wizard 7)

As *polar ray*, but effect is for target to lose 1 random spell slot per caster level and suffer a 1d4 drain to Int, Wis or Cha (whichever ability score is highest).

### DEADLINE

(Cleric 8)

As *quest*, but if task is not completed by spell's end, target is affected by *bestow curse*.

### FALL BACK

(Cleric 8)

**Casting time:** 1 immediate action

As *bard's escape* (APG) but you may only cast it when you or an ally is knocked unconscious or killed.

### TORTURE

(Cleric 8, Inquisitor 6, Wizard 8, Witch 7)

**Target:** one creature

As *agonize* (UM), but can be used to reduce the resilience of any target to your spells and checks, but has no affect on pricing for services rendered.



## 9TH-LEVEL SPELLS

### CURSE OF ILL-FORTUNE

(Witch 9)

As *prediction of failure*, but target must roll all attacks and skill checks twice, taking the worse of the two results, rather than be shaken and sickened, and there is no spellblight effect.

### DOOMFORM

(Druid 9, Witch 9)

**Range:** personal

**Target:** you

As *greater polymorph*, but duration is 1 round/level and once you take damage equal to double your caster level you detonate, affecting every creature within 30 feet with *bestow curse*, and immediately *dimension door* (arriving in your normal form).

### EYE OF DOOM

(Wizard 9, Witch 9)

As *scrying* but subjects seen count as 25 feet away for purposes of the caster targeting them with spells. A target receives a new saving throw as a free action at the beginning of each turn.

### SLAVE HUSK

(Wizard 9)

As *trap the soul*, but body is not taken and is instead controlled as by *dominate monster*.



## 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](http://www.d20pfsrd.com/extras/3pp-previews/-spelltweets).

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