

# JUST A SECOND #3: DEFENSIVE MAGIC

The new *Pathfinder Second Edition* has a ton of customizable options, and the **Just a Second** line gives you about a page of new rules content to incorporate into your campaign. A set of feats, linked spells, clever magic items, and so on. No fuss, no muss, just new ideas and mechanics for GMs and players alike!

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## JUST A SECOND 3: DEFENSIVE MAGIC

*Pathfinder Second Edition* brings significant change to the way spells and magic function. While the game offers many of our old favorites, there's still significant need for an expanded spell repertoire. Spellcasters guard their secrets (and their persons) well, and as a GM sometimes you need to pit two rivals on opposites sides of the world against one another or prevent a rival from learning more about that artifact you're both chasing.

### AMBUSH TELEPORT

SPELL 9

CONJURATION TELEPORTATION

**Traditions** arcane

**Cast** ◆◆◆ (somatic, verbal)

**Duration** 1 hour or until discharged

**Saving Throw** simple Reflex

You designate a specific location you have personally visited. When you cast this spell, you create a contingency that teleports you to the chosen location the next time a creature touches you or attacks you with a melee or natural weapon. The creature that touches you must attempt a Reflex save or be teleported to the location with you. The location can be anywhere on the same planet.

### DANGER SENSE

SPELL 1

DIVINATION FORTUNE

**Traditions** arcane, divine, occult, primal

**Cast** ◆◆ (somatic, verbal)

**Duration** 10 minutes

You pick up sensory cues that warn you of potential dangers. You gain a +2 bonus on initiative checks using your Perception bonus and Seek actions to spot nearby creatures.

### LOOSE BONDS

SPELL 3

ABJURATION FORCE

**Traditions** arcane, occult

**Cast** ◆◆ (somatic, verbal)

**Range** touch; **Target** 1 creature

**Duration** 10 minutes

Rippling bands of force course over the target's body, repelling efforts to grasp or hold them. Any nonmagical check made to immobilize, grapple, or restrain the target suffers a -2 penalty.

### MANIFOLD VEIL

SPELL 10

CURSE

ILLUSION

MENTAL

**Traditions** arcane, occult

**Cast** ◆◆ somatic, verbal

Your spell conceals all signs of a single person, place, or thing from the target, designated by you at the time of casting. The target cannot see, hear, or otherwise detect any acknowledgement of the forbidden subject. A named creature remains undetected, historical records omit mention of the banned subject, even casual conversation regarding the chosen topic goes unnoticed. The spell's target excuses any inconsistencies between its perception and any information to the contrary. The spell does not change the target's memories or past information.

The severity of this censorship depends on the results of the target's saving throw.

**Critical Success** The spell has no effect on the target.

**Success** The target gains stupefied 1 whenever the forbidden subject is mentioned or detected. This condition only lasts for 1 round.

**Failure** The spell hides the chosen subject from the target for 1 day.

**Critical Failure** The spell hides the chosen subject from the target permanently. Any effect that breaks a curse can end this effect with a successful counteract check against your spell DC.

### PRESCIENT PROTECTION

SPELL 10

ABJURATION

**Traditions** arcane, divine

**Cast** 10 minutes

**Duration** 1 hour or until discharged

Thousands of fleeting images of possible threats continuously shuffle jut out of range of your vision. The spell heightens your awareness of danger and protects you from threats that manifest by providing specific protection at the right moment. While the spell is active, you gain a +2 status bonus on initiative checks and Reflex saves. If you suffer any kind of damage, the spell gives you resistance 10 to the type of damage you take (for example, acid, bludgeoning, or poison). You do not have to be aware of an incoming attack, spell, or ability to gain this resistance. The spell offers this resistance up to 6 times during the spell's duration.

### PROTECTIVE BOND

SPELL 2

ABJURATION

**Traditions** arcane, divine, primal

**Cast** ◆◆ verbal, somatic

**Range** touch; **Target** 1 creature

Whenever you cast an abjuration spell of 2<sup>nd</sup> level or lower on yourself, the target of this spell gains the benefit as if they were the original target of the spell. The target must be within 30 feet when you cast the spell.

**Heightened** [5<sup>th</sup> level] As above, except your target can benefit from abjuration spells up to 4<sup>th</sup> level.

**Heightened** [8<sup>th</sup> level] As above, except you can target two creatures with this spell and they gain the benefits of abjuration spells up to 5<sup>th</sup> level.



## RESIST MAGIC

## SPELL 5

### ABJURATION

**Traditions** arcane, occult

**Cast** ♦♦ (somatic, verbal)

**Range** touch; **Target** 1 creature

**Duration** 1 hour

You touch your target and choose a spellcasting tradition (arcane, divine, occult, or primal). The target gains a +1 status bonus on saves against all spells from that tradition. A creature's innate spells count as spells of their normal traditions for this purpose.

**Heightened** [+1] The spell gives an additional +1 bonus for each heightened spell level and protects against an additional spellcasting tradition.

## WARD

## CANTRIP 1

### ABJURATION

### CANTRIP

**Traditions** arcane, divine, primal, occult

**Cast** ♦ (somatic, verbal)

**Range** touch; **Target** 1 willing creature

**Duration** 1 minute or until expended

You give the target a measure of mystical protection. You choose whether to give the target a +1 bonus to AC against the next attack against her or to the next saving throw she is required to make. Once a creature receives this benefit, she can't be the target of this spell for another hour.

**Heightened** [3<sup>rd</sup>] The bonus granted by the spell applies to each attack and saving throw for two rounds.

**Heightened** [6<sup>th</sup>] The bonus granted by the spell increases to +2 and applies to each attack and saving throw for two rounds.



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