

Abandoned Arts Presents:

Spell Power Command



Feats and plot hooks for the *command* and *greater command* spell.

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SPELL POWER: COMMAND

Presented below are several feats and exciting plot hooks centered around a unifying theme: the *command* and *greater command* spells. These spells were first featured in the *Pathfinder® Roleplaying Game: Core Rulebook* and are referenced [here](#) and [here](#) for your convenience.

SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

COWERING COMMAND [SPELL POWER]

Your command inspires trembling fear.

Prerequisites: ability to cast *command* or *greater command*

Benefit: You can command a creature to cower for 1 round when you cast a *command* or *greater command* spell ("cower"). The commanded creature is frozen in fear on a failed save and can take no actions. A cowering character takes a –2 penalty to AC and loses his Dexterity bonus to AC (if any). This is a fear effect.

GLUTTONOUS COMMAND [SPELL POWER]

Your command conjures up a terrible hunger.

Prerequisites: ability to cast *command* or *greater command*

Benefit: You can command a creature to eat ravenously when you cast a *command* or *greater command* spell ("eat"). This command has no effect if food or edible content is not within arm's reach of the creature. On a failed saving throw, an affected creature spends its next turn taking no action other than to eat the closest consumable, edible food or drink at hand. Creatures will not consume or imbibe anything overtly, directly harmful, (like a thorny fruit or the contents of a bottle labeled "poison") but will otherwise consume available edibles without concern for safety – even if those edibles were plainly laid out by an enemy.

Note that different creatures have different perceptions of what is and is not edible. A red dragon or an orc might consider a fresh corpse to be edible food, where a human or a pixie would not. Stranger creatures, like xorn and rust monsters,

might have wildly different ideas about what is and is not edible.

KNEELING COMMAND [SPELL POWER]

Your command bends the knee.

Prerequisites: ability to cast *command* or *greater command*

Benefit: You can command a creature to bend the knee when you cast a *command* or *greater command* spell ("kneel"). The subject kneels down on a failed save, effectively falling prone but taking only half of the usual penalties (and gaining only half of the usual benefits) of the prone condition. Additionally, the creature's downcast gaze grants other creatures concealment from the kneeling creature.

SCREAMING COMMAND [SPELL POWER]

Your command elicits a mad scream.

Prerequisites: ability to cast *command* or *greater command*

Benefit: You can command a creature to scream at the top of its lungs when you cast a *command* or *greater command* spell ("scream"). The subject stands in place for 1 round on a failed save; it can take no actions other than to scream loudly, but is not considered helpless.

SQUIRMING COMMAND [SPELL POWER]

Your command makes foes squirm with discomfort.

Prerequisites: ability to cast *command* or *greater command*

Benefit: You can command a creature to squirm

with discomfort and distress when you cast a *command* or *greater_command* spell (“squirm”). The subject is sickened and staggered for 1 round on a failed saving throw.

WEEPING COMMAND [SPELL POWER]

Your command evokes tearful weeping.

Prerequisites: ability to cast *command* or *greater_command*

Benefit: You can command a sighted creature to weep profusely for 1 round when you cast a *command* or *greater_command* spell (“weep”). A weeping creature’s vision is impaired on a failed save; other creatures gain concealment from the subject, benefitting from a 50% miss chance (instead of the usual 20%). Additionally, the subject takes a -2 penalty to AC and moves at half speed while weeping.

COMMAND PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *command* and *greater_command* spells into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

- A maze of deadly traps is made all the more lethal by the addition of *command* spells woven betwixt and between them, urging explorers to “halt,” “approach,” or “flee” directly into booby-trapped passages.
- A dangerously-zealous inquisitor in the service of a tyrannical priest roams the streets of an oppressed metropolis, using a unique *command* spell to issue irresistible edicts to the citizenry, seeking out potential heretics and other enemies of the faith. Her one-word *command*? “Confess.”
- A deviously-cursed *wand of greater_command* afflicts the wand’s wielder with the very same *command* issued to his or her intended targets.
- Assassins use *command* spells to force a terrified theatrical actor to act out his own truly-lethal death scene onstage, using commands such as “approach,” “kneel,” and “fall,” to disguise the assassination as part of a willing performance.

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