

Everyman Minis Spells of Comedy



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ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle [@EMGamingLLC](https://twitter.com/EMGamingLLC).

Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas

New Feat

The following feat is available to spellcasters who meet its prerequisites.

Tricky Spell (Metamagic)

You can hinder your opponents with clever usage of your spells.

Benefit: You modify a spell that targets one or more creatures or an area to play a dirty trick on affected creatures. In addition to the modified spell’s normal effects, the spell also hinders the target in some way. You make a dirty trick attempt against all affected creatures. You may substitute your caster level for your base attack bonus and the higher between your Charisma, Intelligence, or Wisdom bonuses for your Strength modifier. This dirty trick attempt doesn’t provoke attacks of opportunity. You make one attack roll against all creatures affected by the spell, and must choose a single condition from among those listed by the dirty trick combat maneuver to inflict upon affected creatures. Any feats that you possess that apply to dirty tricks (such as Greater Dirty Trick) also apply to this check. You may only make a dirty trick against an affected creature if you hit that target with the modified spell (if it requires an attack roll to hit) or if the target failed its initial saving throw against the spell’s effects. Harmless spells cannot be modified by this feat. A tricky spell takes up a spell slot 2 levels higher than the spell’s actual level.



New Spells

The following spells are available to spellcasters.

BANANA SLIPPERS

School conjuration (creation); **Level** bard 1, druid 1, magus

1, mesmerist 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M (fruit skins)

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

Target one creature

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** yes

Fruit peels and rinds wrap around the target's feet, making movement difficult. Anytime the target moves, it falls prone unless it succeeds on a Reflex save. The creature can move normally at half speed by making a successful DC 15 Acrobatics check. Creatures that do not move on their turn do not need to make this check or attempt a saving throw. In addition, the target treats all surfaces that it moves across as being one step more slippery for the purpose of determining their Acrobatics DCs (not slippery [DC +0] becomes slightly slippery [DC +2] and slightly slippery becomes severely slippery [DC +5]). When walking on a severely slippery surface while affected by this spell, the target increases the surface's Acrobatics DC by +10 instead of +5. As a consequence of this spell, the target must make an Acrobatics check whenever it moves.

BANANA SLIPPERS, MASS

School conjuration (creation); **Level** bard 2, druid 3, magus

2, mesmerist 2, sorcerer/wizard 3, summoner 2, witch 3

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

Target one or more creatures, no two of which can be more than 30 ft. apart

This spell functions as *banana slippers*, except as noted above.

GIBBER

School enchantment (compulsion) [mind-affecting]; **Level**

bard 2, inquisitor 2, magus 2, mesmerist 2, psychic 3, sorcerer/wizard 3, summoner 2, witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

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

This spell forces its target to speak only in incoherent nonsense or strange sounds. The target takes a -4 penalty on all Charisma checks and on Charisma-based skill checks. In addition, the target has a 20% chance of automatically failing to cast any spell or use any ability with verbal components, wasting the target's action and any uses of its ability.

GIBBER, GREATER

School enchantment (compulsion) [mind-affecting]; **Level**

bard 3, inquisitor 3, magus 3, mesmerist 3, psychic 4, sorcerer/wizard 4, summoner 3, witch 4

This spell functions as *gibber*, except the target takes a -6 penalty on Charisma checks and Charisma-based skill checks instead of -4, and the target's spell failure chance increases to 50%.

DUTIFUL DOORKEEPER

School abjuration; **Level** magus 1, occultist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, summoner 1

Casting Time 1 standard action

Components V, S, M (a key ring)

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

Target object weighing up to 30 lbs. or portal that can be opened or closed

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You ward one door, chest, box, window, bag, pouch, bottle, barrel, or similar container or portal of your choosing with a magic message that asserts the value of privacy in a language you speak. When the object or portal is opened, a shadowy hand appears and strikes the creature who opens the object or portal, as well as any creatures adjacent to that creature. The hand even strikes creatures who attempt to open the object or portal at range, such as with an *open/close* cantrip. The hand makes an attack roll against each target, using your caster level plus your Charisma, Intelligence, or Wisdom (whichever is highest) as its attack bonus. If the hand hits, it deals 1d6 points of force damage per caster level (maximum 5d6).

Whether or not any attacks were successful, the hand returns to the target object or portal, closes it, and disappears. Any creature that knocks on the object or portal and speaks a pass phrase can open the object or portal for 1 round without consequence. Deciphering this pass phrase requires a DC 20 Linguistics check that takes 1 minute to make.

ILLUSORY TRIO

School conjuration (creation); **Level** bard 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (a small slap stick)

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

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration +1 round

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

This spell creates an illusory figment of three comedians that immediately begin engaging in all manner of antics and tomfoolery, all while making silly sounds and crude jokes in a

language of your choice. The comedians don't speak directly to onlookers, but creatures within 30 feet become distracted by their antics, taking a -4 penalty on all Perception checks as well as on opposed skill checks (such as Sense Motive checks to oppose a Bluff). In addition, creatures casting spells within 30 feet of the figment must make a concentration check to cast spells, as if they were being affected by a spell's effects while casting (DC equals this spell's DC + the DC of the spell being cast).

PIE PROJECTILE

School conjuration (creation); **Level** bard 1, magus 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S, M (a pint of cream)

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

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A fresh pie springs into existence in your open hand that you throw at the target, splattering it with confectionery delight. Attempt a combat maneuver check to make a dirty trick attempt against the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your Charisma, Intelligence, or Wisdom (whichever is higher). This does not provoke an attack of opportunity. You can only use this spell to inflict the blinded condition onto your target.

PRODUCTION OF ENDLESS PIES

School conjuration (creation); **Level** bard 3, magus 3, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

Effect one pie/level that you can throw at a target within close range (25 ft. + 5 ft./level)

Duration 1 round/level (D)

This spell functions as *pie projectile*, except as noted. When you cast the spell, a pie immediately appears in your outstretched hand, which you can throw (as described by the *pie projectile* spell) or hold, as if it were a touch spell and you were holding the charge. For the spell's duration, you can create a total number of pies equal to your caster level. Creating a pie once the spell has been cast is a free action, and throwing a pie is an attack action or a full-attack action; if you use this spell as a full-attack action, you may throw multiple pies per full attack, as if you were attacking with a bow. Effects that allow you to attack multiple times with weapons or ranged weapons don't increase the number of pies that you can throw each round with the exception of *haste*; if you are under the effects of a *haste* effect and this spell simultaneously, you may throw one additional pie per full attack.

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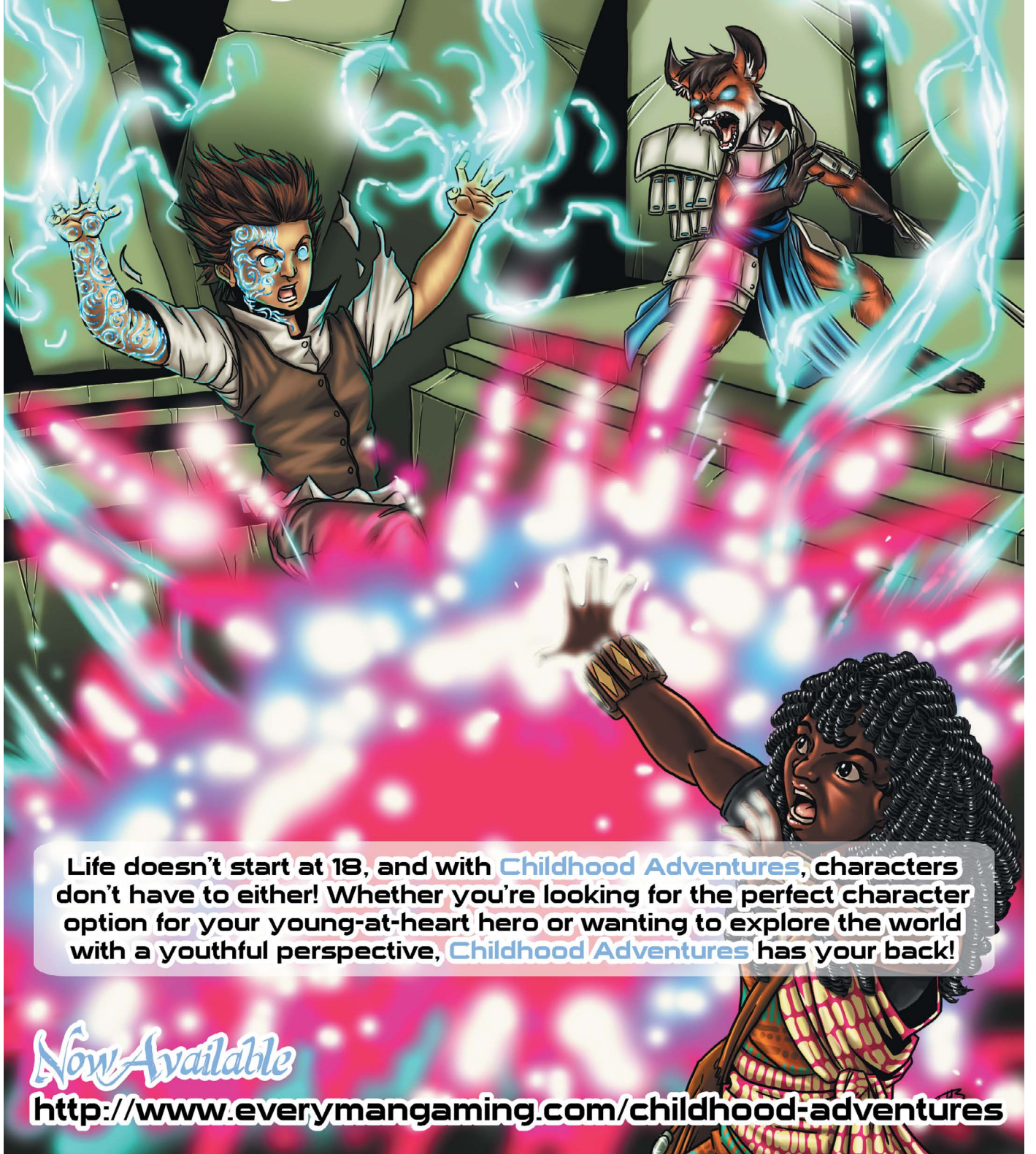
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