

# 100 Cantrips



**PATHFINDER**<sup>®</sup>  
ROLEPLAYING GAME COMPATIBLE

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

The following spells are different from standard cantrips. They are rare cantrips. Spellcasters that gain access to all 0-level spells at 1st level do not gain access to rare cantrips. A spellcaster gains access to rare cantrips only by uncovering their secrets in some other way. Some are guarded by jealous mages, while others are lost in missing libraries or molder on forgotten scrolls.

- 
- |                                   |                                  |                                    |
|-----------------------------------|----------------------------------|------------------------------------|
| 1. Beetle's Fortitude             | 36. Renay's Determine Mood       | 71. Dramatic Thunder and Lightning |
| 2. Gnat's Reflex                  | 37. Determine Familiar           | 72. Nagagem's Burning Turd Bag     |
| 3. Mosquito's Will                | 38. Conduct Poll                 | 73. Puff                           |
| 4. Provocation Defense            | 39. Jerim's Forgetfulness        | 74. Haircut                        |
| 5. Ulta's Paltry Trick Defense    | 40. Fake Ray                     | 75. Vanish Limb                    |
| 6. Tile Ward                      | 41. Sophie's Daze Ward           | 76. Inflict Color Blindness        |
| 7. Grant's Restful Camping        | 42. Minor Hypnotic Touch         | 77. Renay's Scary Voice            |
| 8. Lycanthropes Tincture          | 43. Sophie's Atta Boy            | 78. Grossness                      |
| 9. Quiet Opening                  | 44. Grant's Hangover Cure        | 79. Sophie's Broken Mirror Trick   |
| 10. Drawn Warning                 | 45. Hiccup                       | 80. Diverting Tracks               |
| 11. Imp's Resistance              | 46. Nap                          | 81. Dictate                        |
| 12. Lawmans's Resistance          | 47. Renay's Stabling Horse       | 82. Soft Party Music               |
| 13. Nimbus's Resistance           | 48. Weighty Charm                | 83. Touch of Exhaustion            |
| 14. Ghast's Resistance            | 49. Sickening Charm              | 84. Animate Tiny Dead              |
| 15. Brawler's Resistance          | 50. Flustering Charm             | 85. Scare Even Yourself            |
| 16. Feedback Shield               | 51. Clumsy Charm                 | 86. Unfood Fight                   |
| 17. Extend Stay                   | 52. Weakling Charm               | 87. Straining Touch                |
| 18. Summon Playful Pet            | 53. Jerim's Feeling of Tiredness | 88. Minor Repair Undead            |
| 19. Create Broken Tool            | 54. Word Substitution            | 89. Something Stolen               |
| 20. Acid Puddle                   | 55. Ulta's Kick of Proning       | 90. Enhance Mold                   |
| 21. Muss                          | 56. Pixie Puncher                | 91. Quicken Ruin                   |
| 22. Soil                          | 57. Scald                        | 92. Grant's Barfight Trick         |
| 23. Fletcher                      | 58. Gravel                       | 93. Muscle Hardness                |
| 24. Amuse-bouche                  | 59. Grant's Dry Bedroll          | 94. Renay's Don't Step on My Feet  |
| 25. Grant's Hitch Post            | 60. Disrupt Construct            | 95. Hurt Self                      |
| 26. Summon Advisor                | 61. Grant's Cold Drink           | 96. Kinda Retreat                  |
| 27. Ulta's Short Trip             | 62. Forceful Fists               | 97. Grant's Avalanche Defense      |
| 28. Jerim's Fools Gift            | 63. Jolt Trap                    | 98. Enhance the Workmanship        |
| 29. Card Trick                    | 64. Renay's Magical Megaphone    | 99. Grappler's Transformation      |
| 30. Detect Disease                | 65. Grant's Fake Snowday         | 100. Longevity                     |
| 31. Locate Close Friend           | 66. Snowball                     |                                    |
| 32. Renay's Detect Doors          | 67. Cantrip Missile              |                                    |
| 33. Ulta's Good Shot              | 68. Ulta's Handbuzzer            |                                    |
| 34. Understand Picture            | 69. Grant's Ghost Farts          |                                    |
| 35. Grant's Fishing Hole Assessor | 70. Improve Taste                |                                    |

The spells are listed starting on the following page in the same order and numbering as they are listed above, both for convenience and for randomly generating spells found on scrolls and the like.

## 1. Beetle's Fortitude

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a small beetle)

EFFECT

Range personal

Target you

Duration 1 round/level

You imbue yourself with magical energy that protects you from harm, granting you a +2 resistance bonus on Fortitude saves.

## 2. Gnat's Reflex

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a gnat)

EFFECT

Range personal

Target you

Duration 1 round/level

You imbue yourself with magical energy that protects you from harm, granting you a +2 resistance bonus on Reflex saves.

## 3. Mosquito's Will

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a mosquito)

EFFECT

Range personal

Target you

Duration 1 round/level

You imbue yourself with magical energy that protects you from harm, granting you it a +2 resistance bonus on Reflex saves.

## 4. Provocation Defense

School abjuration (force); Level alchemist 0, bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of copper)

EFFECT

Range personal

Target you

Duration 2 rounds or until discharged

Conjuring minor magical protection, if the next action you take provokes attacks of opportunity, you gain a +3 resistance bonus to AC for those attacks. After that action the spell is discharged, regardless if you are attacked or not.

## 5. Ulta's Paltry Trick Defense

School abjuration; Level antipaladin 0, bard 0, cleric/oracle 0, druid 1, inquisitor 0, magus 0, paladin 0, sorcerer/wizard 0, summoner 0, witch 0;

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; Spell Resistance no

Works as dispel magic, except only against level 0 spells, and only against spells of spell level lower than what this is cast at.

## 6. Tile Ward

School abjuration; Level bard 0, inquisitor 0, ranger 0, sorcerer/wizard 0, summoner 0;

CASTING

Casting Time 1 standard action

Components V, S, F/DF (a tiny bell)

EFFECT

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

Area 1-ft.-radius emanation centered on a tile

Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

Tile Ward creates a subtle ward on a single tile in a tiled floor you select. Once the spell effect is in place, it thereafter sounds an audible alarm each time a creature of Tiny or larger size enters the warded area or touches it.

An audible Tile Ward produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm.

## 7. Grant's Restful Camping

School abjuration; Level alchemist 0, druid 0, paladin 0, ranger 0, sorcerer/wizard 0, summoner 0;

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration 24 hours

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

A creature protected by Grant's Restful Camping will not be negatively affected by conditions that will prevent a good night's rest while camping. Grant's Restful Camping will allow the target to ignore hard ground, roots, mild cold or heat, loud insect chirping or other camping annoyances. It will not protect against attacks from creatures or harsh or extreme environmental conditions

## 8. Lycanthropes Tincture

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components S

EFFECT

Range Personal

Target You

Duration 1 round/level (D)

You gain DR 1/silver against a single opponent until the end of the spell, or until you take damage.

## 9. Quiet Opening

School abjuration; Level sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Component S M (a small amount of oil)

EFFECT

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

Target one portal, up to 20 sq. ft./level

Duration 1 min./level (D)

Saving Throw none; Spell Resistance no

This spell magically ensures any hinge or other mechanical apparatus that opens a door, gate, window, or shutter of wood, metal, or stone will not squeak, scrape or make excessive noise. Normal opening sounds occur and the person who opens the device still can make noise.

## 10. Drawn Warning

School abjuration; Level inquisitor 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components S

EFFECT

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

Target one sheathed or slung weapon

Duration 1 minute/level

Saving Throw Will negates (object); Spell Resistance yes (object)

A ward is placed on the target weapon. Once the spell effect is in place, it thereafter sounds a mental or audible warning each time the weapon is drawn. You decide at the time of casting whether the alarm will be mental or audible in nature.

**Mental Alarm:** A mental alarm alerts you (and only you) so long as you remain within range of the weapon area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm

**Audible Alarm:** An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

## 11. Imp's Resistance

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

EFFECT

Range self

Target personal

Duration 1 minute

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You imbue yourself with magical energy that protects you from harm, granting you a +1 deflection bonus to AC from attacks from Lawful creatures.

## 12. Lawmans's Resistance

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

EFFECT

Range self

Target personal

Duration 1 minute

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You imbue yourself with magical energy that protects you from harm, granting you a +1 deflection bonus to AC from attacks from Chaotic creatures.

## 13. Nimbus's Resistance

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

EFFECT

Range personal

Target self

Duration 1 minute

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You imbue yourself with magical energy that protects you from harm, granting you a +1 deflection bonus to

AC from attacks from evil creatures.

## 14. Ghast's Resistance

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

EFFECT

Range personal

Target self

Duration 1 minute

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You imbue yourself with magical energy that protects you from harm, granting you a +1 deflection bonus to AC from attacks from good creatures.

## 15. Brawler's Resistance

School abjuration; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

EFFECT

Range personal

Target self

Duration 1 minute

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You imbue yourself with magical energy that protects you from harm, granting you a +1 deflection bonus to CMD.

## 16. Feedback Shield

School abjuration; Level cleric/oracle 0, sorcerer/wizard 0, summoner 0, witch 0

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

Range personal

Target you

Duration 1 minutes/level or until dissipated

A magical ward gives deadly feedback if you are subject to a magical touch attack. If you are successfully hit by a magical touch attack, the subject that delivered the touch attacks takes force damage equal to the spell level of the spell delivered, but no more than the level of the Feedback Shield cast upon you. For example a Shocking Grasp spell cast at 10th level will cause 5 damage if this spell is cast by a 5th level wizard. Also, a Shocking Grasp spell cast by a 1st level wizard will cause this spell to do 1 damage. After the spell does damage, it is dissipated.

## 17. Extend Stay

School conjuration; Level antipaladin 0, bard 0, cleric/oracle 0, sorcerer/wizard 0, summoner 0, witch 0

### CASTING

Casting Time 1 round

Components V, S, F/DF (a tiny bag and a small candle)

### EFFECT

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

Duration special

Saving Throw none; Spell Resistance no

You spend time strengthening and preparing the bond of a creature you will summon onto this plane. If the next spell cast is a Summon Monster spell, increase the duration of the Summon spell by 1 round.

## 18. Summon Playful Pet

School conjuration (summoning) [see text]; Level bard 0, cleric/oracle 0, druid 0 sorcerer/wizard 0, summoner 0, witch 0

### CASTING

Casting Time 1 round

Components V, S, F/DF (a tiny stuffed toy)

### EFFECT

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

You summon a tiny cheerful domesticated animal.

This animal will romp, play and generally act extremely cute. This animal will disappear if threatened in any way, and if somehow forced to fight, will also disappear. Use the following chart to see what animal

1. Corgi, Fey
2. Puppy
3. Kitten
4. Panda cub
5. Bunny
6. Duckling
7. Lamb
8. Squirrel
9. Seal
10. Goat

## 19. Create Broken Tool

School conjuration (creation); Level bard 0, cleric/oracle 0, sorcerer/wizard 0, summoner 0, witch 0

### CASTING

Casting Time 1 round

Components V, S, F/DF (a piece of wood)

### EFFECT

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

Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

From the forces of magic you create a tool of some sort that has a serious flaw. For example, you could conjure a bucket, but there would be a large hole in the bottom, or a hammer whose handle would shatter after one swing. At the end of the duration, the tool disappears

## 20. Acid Puddle

School conjuration (creation) [acid]; Level inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

### CASTING

Casting Time 1 round

Components V, S

### EFFECT

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

Effect one puddle of acid

Duration 1 round/level

Saving Throw Reflex negates; Spell Resistance yes

Acid seeps up from the ground, creating a 5 foot by 5 foot puddle that is a half an inch deep. Creatures entering or starting their turn on the acid make a save vs reflex or take 1d3 damage.

### 21. Muss

School conjuration (creation) [wind]; Level sorcerer/wizard 0  
CASTING  
Casting Time 1 standard action  
Components V, S  
EFFECT  
Range close (25 ft. + 5 ft./2 levels)  
Target one creature or object of size Large or smaller  
Duration 1 round  
Saving Throw Reflex negates (object); Spell Resistance yes (object)

Wind comes and slightly messes up the hair of the target, making them look somewhat bedraggled and messy. The wind is not strong enough to remove anything secured, but might knock something like a hat not worn very snugly from the head.

### 22. Soil

School conjuration (creation) [earth]; Level sorcerer/wizard 0  
CASTING  
Casting Time 1 standard action  
Components V, S  
EFFECT  
Range close (25 ft. + 5 ft./2 levels)  
Target one creature or object of size Large or smaller  
Duration 1 round  
Saving Throw Reflex negates (object); Spell Resistance yes (object)

An object such as a piece of clothing or a plate becomes soiled with dirt or dust, making it unusable for civilized use, but still functional.

### 23. Fletcher

School conjuration (creation); Level bard 0, cleric 0, ranger 0, sorcerer/wizard 0  
CASTING  
Casting Time 1 standard action  
Components V, S, M/DF (a feather)  
EFFECT  
Target personal  
Range self  
Saving Throw none; Spell Resistance no

You conjure a single non-magical arrow or bolt in your hand.

### 24. Amuse-bouche

School conjuration (creation); Level bard 0, cleric 0, ranger 0, sorcerer/wizard 0  
CASTING  
Casting Time 1 minute  
Components V, S  
EFFECT  
Range close (25 ft. + 5 ft./2 levels)  
Effect a small pastry or tart  
Duration 24 hours  
Saving Throw none; Spell Resistance no

You create a piping hot tart or pastry that tastes delicious, but offers no nutritional value. The confectionary can be eaten in one bite.

### 25. Grant's Hitch Post

School conjuration (creation); Level bard 0, cleric/oracle 0, sorcerer/wizard 0, summoner 0, witch 0;  
CASTING  
Casting Time 1 round  
Components V, S, F/DF (a piece of wood)  
EFFECT  
Range close (25 ft. + 5 ft./2 levels)  
Duration 1 hour/level (D)  
Saving Throw none; Spell Resistance no

Raise from the earth a post suitable for hitching a horse or similar animal to. Animals hitched to this post will not try to escape if not threatened. If an animal is stolen from the post, you receive a mental alarm, like from the spell alarm.

### 26. Summon Advisor

School conjuration (summoning) [see text]; Level bard 0, cleric/oracle 0, druid 0 sorcerer/wizard 0, summoner 0, witch 0;  
CASTING  
Casting Time 1 round  
Components V, S, F/DF (a tiny stuffed toy)  
EFFECT  
Range close (25 ft. + 5 ft./2 levels)  
Effect one summoned creature  
Duration 1 round/level (D)  
Saving Throw none; Spell Resistance no

You summon a tiny knowledge elemental. This creature is invisible and incorporeal, but it can provide you a +1 circumstance bonus to a knowledge check specified at the time of casting.

### 27. Ulta's Short Trip

School conjuration (teleportation); Level bard 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0;

CASTING

Casting Time 1 hour

Components V

EFFECT

Range 5 feet

Target self

Duration instantaneous

Saving Throw none; Spell Resistance no

By concentrating for 1 hour uninterrupted, you may teleport 5 feet. If you arrive in a place that is already occupied by a solid body, you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 5 feet of the intended location. If there is no free space within 5 feet, take an additional 2d6 points of damage and are shunted to a free space within 10 feet. If there is no free space within 15 feet, you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

### 28. Jerim's Fools Gift

School conjuration (creation); Level bard 0, sorcerer/wizard 0, summoner 0, witch 0;

CASTING

Casting Time 1 round

Components V, S

EFFECT

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

Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

Conjure into a being a small but fancy looking broach or piece of jewelry. Almost any inspection finds it to be costume jewelry, on top of being a conjuration that only last seconds. Still, it might be possible to fool someone from far away if they are distracted.

### 29. Card Trick

School divination; Level alchemist 0, bard 0, ranger 0, sorcerer/wizard 0;

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration 1 minute/level or until activated

Saving Throw Will negates (harmless); Spell Resistance yes

The target of this spell knows the next card that will be drawn from a perfectly ordinary deck of cards. Once the card is drawn, the spell is activated and the target knows what card has been drawn.

### 30. Detect Disease

School divination; Level antipaladin 1, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, ranger 1, sorcerer/wizard 0, witch 0;

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target or Area one creature, one object, or a 5-ft. cube

Duration instantaneous

Saving Throw none; Spell Resistance no

You determine whether a creature, object, or area has been diseased or is contagious. You can determine the exact type of disease with a DC 20 Wisdom check or DC 25 if the disease is magical in nature. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### 31. Locate Close Friend

School divination; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, ranger 1, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 100 ft

Target or Area one creature whom you have been travelling with for a month

Duration instantaneous

Saving Throw none; Spell Resistance no



You are given a yes or no on if a close friend, someone you have known for at least a month and are on good terms, are not trying to betray, and are currently travelling with is within 100 feet of your current location.

### 32. Renay's Detect Doors

School divination; Level alchemist 0, bard 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; Spell Resistance no

You can detect doors, but only doors that are not hidden or secret. This spell can be used while blind or in total darkness, or if in a crowd where the doors are not readily apparent. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of doors.

2nd Round: Number of doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can turn to detect doors in a new area.

### 33. Ulta's Good Shot

School divination; Level alchemist 0, inquisitor 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, F (tiny tiny bow)

EFFECT

Range personal

Target you

Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll is not affected by the miss chance that applies to attackers trying to strike a concealed target.

### 34. Understand Picture

School divination; Level antipaladin 1, bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, F (a feather dipped in ink)

EFFECT

Range personal

Target you

Duration instantaneous

You understand the what a picture is attempting to portray. The picture must be whole and no part must be missing. If you do not know anything about the subject of the picture, for example, a monster you have never encountered before, then the spell fails. The skill in crafting the picture is not important, rather the intent of the artist.

### 35. Grant's Fishing Hole Assessor

School divination; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, ranger 1, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 100 ft

Target or Area one water feature

Duration instantaneous

Saving Throw none; Spell Resistance no

You are given a yes or no on if a good time will be had fishing in target pond, creek, or river will give rise to a good day fishing. Note, this has nothing to do with the presence of fish, but fish may be a factor. Fishing is more about if you will have a relaxing time than if you will catch fish.

### 36. Renay's Determine Mood

School divination; Level alchemist 0, bard 1, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1/round per level

You gain a +5 bonus to your Sense Motive check.

### 37. Determine Familiar

School divination; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, ranger 1, sorcerer/wizard 0, witch 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

Range 100 ft

Target or Area one creature

Duration instantaneous

Saving Throw none; Spell Resistance no

You know if a magical beast is a familiar to a magical using creature with class levels, such as wizard or sorcerer. It does not work with druid's animal companions or paladins mounts.

### 38. Conduct Poll

School divination; Level bard 0, sorcerer/wizard 0, witch 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

Range 100 ft

Target or Area one crowd

Duration instantaneous

Saving Throw none; Spell Resistance no

Conducts a poll very quickly on one yes or no issue spoken aloud when this spell is cast. Each person in the crowd is asked the question mentally, which they may choose to respond to or ignore. The answers are compiled, and the caster is presented with the percentages of the answers, but they do not know individual responses, nor the number of people who responded. There is no guarantee that the responder answered truthfully either.

### 39. Jerim's Forgetfulness

School divination; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

#### CASTING

Casting Time 1 minute

Components V, S, F (a knot untied)

#### EFFECT

Range personal

Target you

Duration instantaneous

Ensures that you forget something, at least for the moment. The thing you want to forget falls from your mind. You can be reminded, of the thing, at which time, you will recall the thing you forgot, but it takes a deliberate effort, or something significant like a note or picture.

### 40. Fake Ray

School enchantment (compulsion) [mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

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

Effect ray

Duration instantaneous

Saving Throw Will; Spell Resistance yes

A ray of charm energy strikes out. If you hit the target, they make a Will save. If the save fails, the target thinks it has been attacked and wounded for 1d6 damage. The target interprets this as a hostile act. If the target has less hit points than the number of damage thought to be done, the target makes another Will save. If that save fails, the target thinks it has suffered a mortal wound and falls to the ground, or performs any other appropriate action. Every round after being struck, the target makes a Will save with a cumulative +1 bonus to realize that they are not actually injured.

### 41. Sophie's Daze Ward

School enchantment; Level bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, ranger 1, sorcerer/wizard 0, witch 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

Range personal

Target you

Duration 1 round/level or until dissipated

This protective ward allows you to act as normal if you are subject to an effect that would daze you. Any effect that you inflict upon yourself is not protected against. The first time this you prevent a daze, this spell is dissipated.

### 42. Minor Hypnotic Touch

School enchantment (compulsion) [mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

#### CASTING

Casting Time 1 round

Components V, S

#### EFFECT

Range touch

Area a living creature

Duration 1 round (D)

Saving Throw Will negates; Spell Resistance yes

You magically shock a creature, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Only 1 HD creature can be affected. Only creatures that can see you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude.

This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable.

After the spell ends, the creature does not retain its new attitude toward you, but only with respect to that particular request.

### 43. Sophie's Atta Boy

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

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

Target one creature

Duration 1 minute

Saving Throw Will negates; Spell resistance yes

The target creature is filled with a sense of well being and fulfillment, as if they had been complimented on a job well done, or woken up in a good mood. This effect confers no mechanical bonus or penalty.

### 44. Grant's Hangover Cure

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

Range touch

Target one creature

Duration 10 minutes/level

Saving Throw Will negates; Spell resistance yes

Remove the negative effects from veisalgia, commonly known as a hangover. Repeated casting may be necessary to overcome the entire length of the hangover, as the spell does not cure the target, but makes them feel better about it for the duration.

### 45. Hiccup

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

Range touch

Target one creature

Duration 10 minutes/level

Saving Throw Will negates; Spell resistance yes

The target creature gets the hiccups. This can cause a -2 circumstance penalty to diplomacy in certain settings, such as a fancy party, or somewhere where you need to look tough.

## 46. Nap

School enchantment (compulsion) [mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0;

CASTING

Casting Time 1 round

Components V, S, M (fine sand, rose petals, or a live cricket)

EFFECT

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

Area one living creature

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

A nap spell causes a magical slumber to come upon a 1 HD creature. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

## 47. Renay's Stabling Horse

School enchantment (compulsion) [mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 round

Components V, S

EFFECT

Range touch

Area a living mount

Duration 10 minutes

Saving Throw Will negates (harmless); Spell Resistance yes

Compels and temporarily imbues a mount with the knowledge need in order to go to a stable within eyesight of the mount and stable itself. A mount may still need help opening doors or getting food and water.

## 48. Weighty Charm

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

The target takes a -2 penalty to Reflex saves.

## 49. Sickening Charm

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

The target takes a -2 penalty to Fortitude saves.

## 50. Flustering Charm

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

The target takes a -2 penalty to Reflex saves.

## 51. Clumsy Charm

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

The target takes a -2 penalty to CMD.

## 52. Weakling Charm

School enchantment (compulsion) [emotion, mind-affecting];  
Level bard 0, sorcerer/wizard 0, witch 0

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

The target takes a -2 penalty to CMB.

## 53. Jerim's Feeling of Tiredness

School enchantment (compulsion) [emotion, mind-affecting];  
Level bard 0, sorcerer/wizard 0, witch 0

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

The target seems to get tired for magical reasons, making them feel like they can lift less than they actually can. The target's encumbrance is calculated as if they had a -2 strength penalty. Any encumbrance penalties that now apply due to reduced encumbrance now do. This is a mind-affecting effect, so the target is not actually weaker, they only think they are.

## 54. Word Substitution

School enchantment (compulsion) [emotion, mind-affecting];  
Level bard 0, sorcerer/wizard 0, witch 0

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

The when the target of this spell intends to say one word, he or she instead says another word. The target word and the substitution must be said as part of the casting, and the target creature must be able to understand the two words. For example someone might intend to say "My best work is here" but would say "My worst work is here". After each time the word is said, the target gets another saving throw with a cumulative +1 bonus.

## 55. Ulta's Kick of Proning

School evocation (force); Level sorcerer/wizard 0

### CASTING

Casting Time 1 standard action

Components V, S, M (a miniature fan)

### EFFECT

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

Target one creature or object

Duration 1 hour (D)

Saving Throw Fortitude negates ; Spell Resistance yes

A leg comprised of force attempts to knock down the creature or object. Creature or objects sized large or greater are unaffected. The leg must make a ranged touch attack, and if successful, the target may make a save vs Fortitude to negate. If the save fails, the target is knocked prone.

## 56. Pixie Puncher

School evocation [force]; Level cleric/oracle 0, sorcerer/wizard 0

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

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

Effect one rays

Duration instantaneous

Saving Throw none; Spell Resistance yes

You biff someone with a ray of nonlethal force. The ray requires a ranged touch attack to hit and deals 1d3 points of nonlethal damage.

## 57. Scald

School evocation (fire); Level sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect sparks

Duration instantaneous

Saving Throw none; Spell Resistance Yes

You cause a flame to strike the target with a successful ranged touch attack. The spell deals 1d3 points of fire damage.

## 58. Gravel

School evocation (earth); Level sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect tiny rocks

Duration instantaneous

Saving Throw none; Spell Resistance Yes

You cause a small elemental rocks to strike the target with a successful ranged touch attack. The spell deals 1d3 points of earth damage.

## 59. Grant's Dry Bedroll

School evocation (air, fire); Level sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature or object

Duration 1 minute/level

Saving Throw Will negates (harmless); Spell Resistance yes

Camping in the wilderness tends to mean a lot of dew. Drying things is easier when you have a large quantity of hot air. This spell produces enough air to dry a damp bedroll or other cloth object in about 5 minutes. The air is hot but not burning, and will not damage anything. The wetter the object, the longer it takes to dry.

## 60. Disrupt Construct

School evocation [electricity]; Level magus 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect ray

Duration instantaneous

Saving Throw none; Spell Resistance yes

A ray of low powered electricity projects from your pointing finger. To non-construct targets, the ray is unpleasant, but not harmful. Constructs take 1d6 electrical damage.

## 61. Grant's Cold Drink

School evocation [cold]; Level magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Target one container touched

Duration 1 minute/level

Saving Throw none; Spell Resistance no

Upon touching a glass or other container, a moderate amount of ice is created within the container. The ice is magical in nature, so when it melts it does not create additional water or cause the glass to overflow, though it might when first conjured.

## 62. Forceful Fists

School evocation (force); Level sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 round/level

Two fists of force cover your own fists. The fists are clenched, and you are forced to drop anything you are holding. Your unarmed melee attacks do +2 damage and have the force property. Your fingers are held fast by the fist, so you can not cast any spells with a somatic component, or do any task that requires use of your fingers. Unarmed melee attacks still provoke attacks of opportunity.

### 63. Jolt Trap

School evocation [electricity]; Level alchemist 0, magus 0, sorcerer/wizard 0

#### CASTING

Casting Time 1 standard action

Components V, S, M (a wire)

#### EFFECT

Range touch

Target a small object or smaller

Duration 10 minutes/level or until discharged

Saving Throw Reflex negates (harmless); Spell Resistance yes

You trap an object so that when someone picks up the object without speaking a passphrase set at casting, they must make a Reflex save or be shocked, taking 1d3 electrical damage.

### 64. Renay's Magical Megaphone

School evocation [sonic]; Level alchemist 0, magus 0, sorcerer/wizard 0

#### CASTING

Casting Time 1 standard action

Components V, S,

#### EFFECT

Range touch

Target any glass object

Duration 10 minutes/level

Saving Throw Reflex negates (harmless); Spell Resistance yes

Sounds spoken into the touched object cause it to resonate, amplify the sound so it is much louder. The normal speaking can now be heard in a crowded room, if everyone else is being relatively quiet.

### 65. Grant's Fake Snowday

School evocation [cold]; Level alchemist 0, magus 0, sorcerer/wizard 0

#### CASTING

Casting Time 1 standard action

Components V, S, M (a cold object)

#### EFFECT

Range 25 feet

Target a 5 foot area

Duration 10 minutes/level

Snow falls in a 5 foot by 5 foot area. Upon leaving the area, the snow evaporates immediately. If the condition within the 5 foot by 5 foot area are hot, the snow might melt before leaving the area. Someone looking out a window this is cast upon might be fooled into thinking it is snowing, and can make a DC 20 Perception check to determine if it is actually snowing or not.

### 66. Snowball

School evocation(cold); Level bard 0, cleric/oracle 0, sorcerer/wizard 0, summoner 0, witch 0

#### CASTING

Casting Time 1 round

Components V, S

#### EFFECT

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

Duration 1 round/level

Saving Throw none; Spell Resistance no

A snowball is brought into existence in the target area. The snowball can be thrown in a separate action, doing 1 non-lethal damage to a target.

### 67. Cantrip Missile

School evocation [force]; Level sorcerer/wizard 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

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

Targets one creature

Duration instantaneous

Saving Throw none; Spell Resistance yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1 point of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

## 68. Ulta's Handbuzzer

School evocation [electricity]; Level sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; Spell Resistance yes

Your successful melee touch attack deals 1d4 points of electricity damage. When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

## 69. Grant's Ghost Farts

School illusion (figment); Level bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (a bit of cheese)

EFFECT

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

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw Will disbelief; Spell Resistance no

Grant's Ghost Farts allows you to create a smell that recedes, approaches, or remains at a fixed place.

You choose what type of smell the spell creates when casting it and cannot thereafter change the smells basic character.

The intensity of smell created depends on your level.

You can produce as much smell as four flowers per caster level (maximum 40 flowers). The smell a Grant's Ghost Farts spell produces can be virtually any type of smell but it must be a smell the caster has experience before. Anyone who smells a Grant's ghost fart receives a Will save to disbelieve.

Grant's ghost fart can enhance the effectiveness of a silent image spell.

Grant's ghost fart can be made permanent with a permanency spell.

Grant's ghost fart can be made permanent with a permanency spell.

## 70. Improve Taste

School illusion (figment); Level bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (a bit of salt)

EFFECT

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

Effect improved taste

Duration 1 minute/level (D)

Target an edible object

Saving Throw Will disbelief; Spell Resistance no

Enhance the flavor of a piece of food. The food can taste like another piece of food the caster has tasted before, or can be an amped up version of the food it is cast upon. A spellcaster can not improve or change the taste of an object being eaten by a completely foreign being, for example, a human caster has no idea what elementals like or dislike.

## 71. Dramatic Thunder and Lightning

School illusion (figment); Level bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (a bit of rice and metal)

EFFECT

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

Effect illusory lightning and thunder

Duration 1 hour/level (D)

Saving Throw no; Spell Resistance no

The caster may cause lightning and thunder to occur on a specific verbal or movement based queue that they perform. The queue might be a specific word like "murder" or a specific action like snapping their fingers.

## 72. Nagagem's Burning Turd Bag

School conjuration (creation); Level bard 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 round

Components V, S, F/DF (a bag)

EFFECT

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

Duration 1 round/level (D)

Saving Throw Will disbelief; Spell Resistance yes



Childish spells exist, and you would have to travel far and wide to find one worse than this. This spell conjures a burning bag into existence. If the bag is stomped upon, it is revealed to be a flaming pile of poo, to annoy the stomper. The poo gives a -1 circumstance charisma bonus until it is cleaned.

### 73. Puff

School illusion (pattern) [mind-affecting]; Level magus 0, sorcerer/wizard 0

#### CASTING

Casting Time 1 standard action

Components V, S, M (a cigar)

#### EFFECT

Range 10 ft.

Target one living creature

Duration instantaneous; see text

Saving Throw Will negates; Spell Resistance yes

You puff a small cloud of smoke at the target which seems to grow large to that creature. If the target is 2 HD or less and fails its will save The creature is blinded and stunned for 1 round, then blinded for 1 round.

### 74. Haircut

School illusion (glamer); Level alchemist 0, bard 0, inquisitor 0, sorcerer/wizard 0;

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

Range personal

Target you

Duration 1 hour /level (D)

You may change the look of your hair. You may modify one of the following aspects per casting, the length, the color, or the baldness

### 75. Vanish Limb

School illusion (glamer); Level bard 0, magus 0, sorcerer/wizard 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

Range touch

Targets creature touched

Duration 1 round/level (up to 5 rounds) (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell functions like invisibility, except the effect only lasts for 1 round per caster level (maximum of 5 rounds) and it only affects a single limb of a creature. The fact that a limb is missing is in itself, very noticeable. A single creature may not have more than one limb vanished by this casting Like invisibility, the spell immediately ends if the subject attacks any creature.

### 76. Inflict Color Blindness

School illusion (pattern) [mind-affecting]; Level magus 0, sorcerer/wizard 0

#### CASTING

Casting Time 1 standard action

Components V, S, M (a piece of colored glass)

#### EFFECT

Range 10 ft.

Target one living creature

Duration instantaneous; see text

Saving Throw Will negates; Spell Resistance yes

You inflict color blindness on a creature. You may choose to make the creature completely colorblind or red, green, or violet blind. Being colorblind may inflict circumstance penalties for some tasks, but may reveal hidden message if crafted intentionally.

### 77. Renay's Scary Voice

School illusion (Phantasm); Level bard 0, magus 0, sorcerer/wizard 0

#### CASTING

Casting Time 1 standard action

Components V, S, M (a tiny mask)

#### EFFECT

Range 25 ft.

Target one living creature

Effect a scary voice

Duration 1 round

Saving Throw Will disbelief; Spell Resistance yes

Speaking directly to one creature, they hear your voice differently than everyone else. Your voice become macabre and high pitched to them. If the target fails a saving throw vs Will, the target is shaken for one round. This is a fear based effect.

### 78. Grossness

School illusion (Phantasm); Level bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (some vomit)

EFFECT

Range 25 ft.

Target one living creature

Effect a scary voice

Duration 1 round

Saving Throw Will disbelief; Spell Resistance yes

The creature is assaulted with gross and disgusting images. The nature of these images are based on the creature being affected. If the target fails a saving throw vs Will, the target is sickened for one round.

### 79. Sophie's Broken Mirror Trick

School illusion (glamer); Level alchemist 0, bard 0, magus 0, sorcerer/wizard 0, summoner 0

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject's is mildly distorted, vibrating very subtly. This makes the subject slightly harder to critically hit. When rolling to confirm a critical hit on this target, the confirmation roll is at -4.

A see invisibility spell does not counteract the blur effect, but a true seeing spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

### 80. Diverting Tracks

School illusion (figment); Level bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (a bit of dust)

EFFECT

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

Effect fake tracks

Duration 10 minutes/level (D)

Saving Throw Will disbelief; Spell Resistance no

When cast upon clearly visible tracks, a separate set of illusory track appears in a different random, but diverging direction, going as far as the range of the spell. A character trying to determine which are the real tracks can make a DC 20 Perception check to determine which tracks are real

### 81. Dictate

School illusion (pattern); Level bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (ink)

EFFECT

Range 10 feet

Target a book or other collection of paper

Effect written words

Duration 1 hour/level

As you speak during the duration of the spell, your words and only your words appear magically on a the designated collection of paper. The ink is real and is part of the material components of the spell

### 82. Soft Party Music

School illusion (figment); Level bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 100 ft. + 10 ft./2 levels)

Effect pleasant music

Duration 1 hour/level (D)

Saving Throw Will disbelief (harmless); Spell Resistance no

This spell causes soft pleasant music to play in the background, never too loud to interrupt conversation, but loud enough to be atmospheric. The caster may take control of the music by making a perform check, but the volume of the music remains the correct level, regardless of the instrument used.

### 83. Touch of Exhaustion

School necromancy; Level sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

EFFECT

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude negates; Spell Resistance yes

You channel negative energy through your touch, exhausting the target. You must succeed on a touch attack to strike a target. The subject is immediately exhausted for the spell's duration.

This spell has no effect on a creature that is already exhausted or has more than 2 hit die. Unlike with normal exhaustion, the effect ends as soon as the spell's duration expires.

### 84. Animate Tiny Dead

School necromancy [evil]; Level antipaladin 2, cleric/oracle 0, sorcerer/wizard 0;

CASTING

Casting Time 1 standard action

Components V, S, M (an onyx gem worth at least 25 gp)

EFFECT

Range touch

Targets one corpses touched

Duration instantaneous

Saving Throw none; Spell Resistance no

This spell functions as animate dead, except you can only create a single tiny skeleton or zombie from a creature that is 1 HD or less. The skeleton or zombie has 1 hp.

### 85. Scare Even Yourself

School necromancy [emotion, fear, mind-affecting]; Level antipaladin 1, bard 0, cleric/oracle 0, inquisitor 0, sorcerer/wizard 0, witch 0;

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one living creature with 4 or fewer HD

Duration 1d4 rounds

Saving Throw Will ; Spell Resistance yes

The affected creature becomes frightened for 1d4 rounds. Creatures with 5 or more HD are immune to this effect. Also you become frightened for 1d4 rounds regardless of the save of the subject.

### 86. Unfood Fight

School necromancy ; Level antipaladin 1, bard 0, sorcerer/wizard 0, witch 0;

CASTING

Casting Time 1 round

Components V, S

EFFECT

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

Target a table of food

Duration 1d6 minutes

Saving Throw no ; Spell Resistance yes

All food was once alive, or is in the process of dying. A clever or bored necromancer can animate it for his amusement or to distract. This spell animates food on a table, but imbues it with such animosity for the other food on the table, that no other force can stop the food from attempting to rip the other food limb from fruit.

### 87. Straining Touch

School necromancy; Level magus 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Targets creature or creatures touched (up to one/level)

Duration instantaneous

Saving Throw Fortitude partial or Will negates; see text;

Spell Resistance yes

A touch from your hand, which glows with faint blue energy, mildly disrupts the life force of living creatures. The touched creature takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort.

### 88. Minor Repair Undead

School necromancy; Level antipaladin 1, cleric/oracle 0, inquisitor 0, sorcerer/wizard 0, witch 0;

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will harmless; Spell Resistance yes (harmless)

When laying your hand upon a undead creature, you channel negative energy that repairs 1 point of damage. An undead creature can apply Spell Resistance, and can attempt a Will save to take half damage. This spell does not channel enough negative energy to deal any damage to a living creature.

### 89. Something Stolen

School necromancy [evil, pain]; Level sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target a willing creature touched

Duration instantaneous

Saving Throw no; Spell Resistance yes (harmless)

You inefficiently drain life force from something into yourself. A willing target you can touch takes 1d6 damage. You gain one temporary hit point. These temporary hit points last 1 minute per level. If a target has less hit points than the amount taken, the target still takes the damage and you do not get the hit points.

### 90. Enhance Mold

School necromancy; Level sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target a willing mold touched

Duration instantaneous

Saving Throw no; Spell Resistance yes (harmless)

Mold that you are touching is infused with negative energy, causing it to grow and spread.

### 91. Quicken Ruin

School necromancy; Level sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 round

Components V, S

EFFECT

Range touch

Target a structure already in disrepair

Duration special

Saving Throw Fortitude; Spell Resistance yes

You curse a structure to decay and collapse quicker by increasing the entropy in the building. You can halve the amount of time a structure will collapse. For example, a building that would have collapsed in one year now will collapse in 6 months. However, any attempt, however feeble or incompetent at maintaining, cleaning or fixing the structure will dispel this effect.

### 92. Grant's Barfight Trick

School transmutation; Level sorcerer/wizard 0

CASTING

Casting Time 1 round

Components V, S, M (iron)

EFFECT

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

Target one humanoid creature

Duration 1 round./level

Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

Your muscles move with knowledge you didn't even know you knew. Unarmed melee basic attacks do not provoke attacks of opportunity.

### 93. Muscle Hardness

School transmutation; Level sorcerer/wizard 0  
CASTING  
Casting Time 1 round  
Components V, S, M (iron)  
EFFECT  
Range close (25 ft. + 5 ft./2 levels)  
Target one humanoid creature  
Duration 1 round./level  
Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

Your knuckles harden supernaturally thick. Unarmed melee basic attacks do lethal damage.

### 94. Renay's Don't Step on My Feet

School transmutation; Level sorcerer/wizard 0  
CASTING  
Casting Time 1 round  
Components V, S, M (iron)  
EFFECT  
Range personal  
Target self  
Duration 1 minute./level  
Saving Throw no; Spell Resistance yes (harmless)

Renay was a blind wizard who had to attend many a courtly function. Not a wallflower, he developed this spell so he could take part in the many courtly dances without offending someone. The target gets a +5 circumstance bonus to Perform check when dancing with a partner for the sole purpose of dancing.

### 95. Hurt Self

School transmutation; Level sorcerer/wizard 0  
CASTING  
Casting Time 1 round  
Components V, S, M (iron)  
EFFECT  
Range personal  
Target self  
Effect Contort your own body  
Duration 1 minute./level  
Saving Throw no; Spell Resistance yes

Deal 1d8 damage to yourself from the loss of blood and flesh.

### 96. Kinda Retreat

School transmutation; Level bard 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0  
CASTING  
Casting Time 1 standard action  
Components V, S  
EFFECT  
Range personal  
Target you  
Duration 1 min./level (D)

This spell increases your base land speed by 5 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

### 97. Grant's Avalanche Defense

School transmutation; Level bard 0, magus 0, sorcerer/wizard 0, summoner 0;  
CASTING  
Casting Time 1 immediate action  
Components V  
EFFECT  
Range close (25 ft. + 5 ft./2 levels)  
Targets one Medium or smaller free-falling object or creature  
Duration until landing or 1 round./level  
Saving Throw Will negates (harmless) or Will negates (object); Spell Resistance yes (object)

Treat a falling object one size smaller when calculating the damage done when it falls on something. For example, a huge boulder does 4d6 damage instead of 6d6 damage.

### 98. Enhance the Workmanship

School transmutation; Level antipaladin 0, cleric/oracle 0, inquisitor 0, magus 0, paladin 0, sorcerer/wizard 0 ;  
CASTING  
Casting Time 1 standard action  
Components V, S, DF  
EFFECT  
Range touch  
Target weapon touched  
Duration 1 min./level  
Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

Transforms a weapon into a masterwork weapon for the duration of the spell. Wielding it provides a +1 enhancement bonus on attack rolls. This spell has no effect on magic or masterwork weapons.

### 99. Grappler's Transformation

School transmutation; Level magus 0, sorcerer/wizard 0, summoner 0

#### CASTING

Casting Time 1 standard action

Components V, S

#### EFFECT

Range personal

Target you

Duration 1 min./level (D)

You gain a +2 bonus to CMB as your muscles stretch and grow for the duration of the spell.

### 100. Longevity

School universal; Level sorcerer/wizard 0

#### CASTING

Casting Time variable, see text

Components V, S, M (a number of gems worth 25 gold or more that is consumed)

#### EFFECT

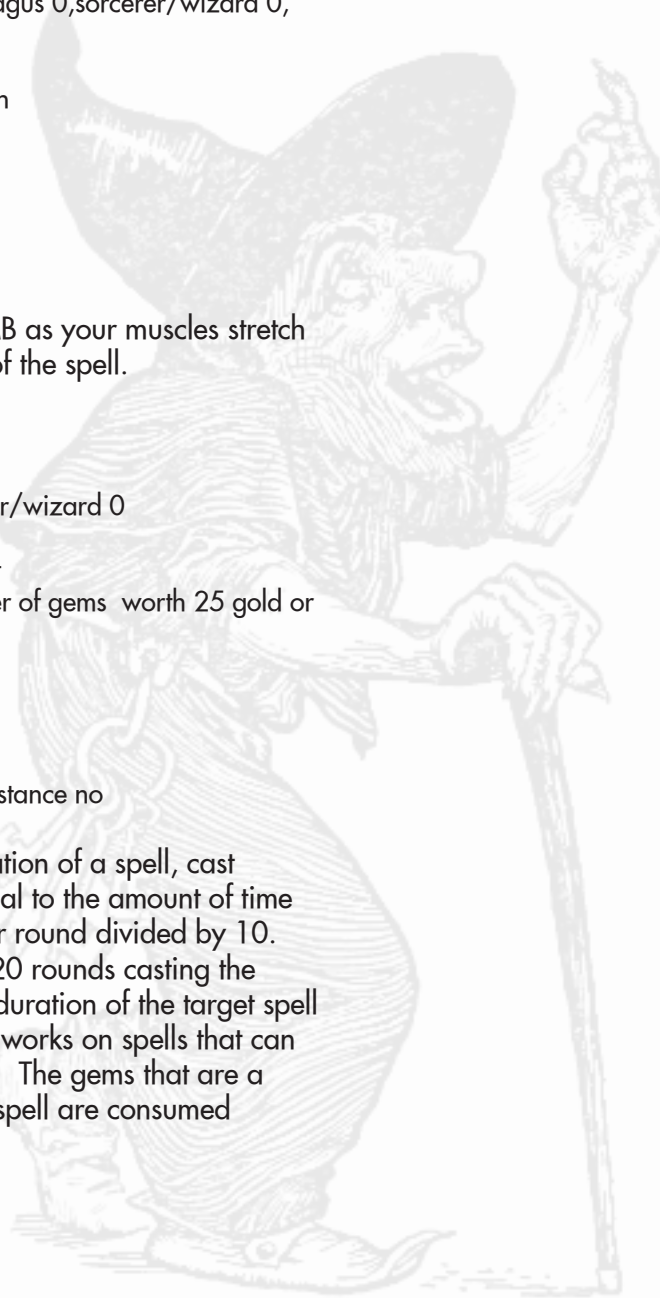
Range see text

Target see text

Duration see text

Saving Throw none; Spell Resistance no

This spell increases the duration of a spell, cast immediately afterward, equal to the amount of time casting it up to your level per round divided by 10. For example, if you spend 20 rounds casting the spell, you can increase the duration of the target spell by 2 rounds. This spell only works on spells that can be affected by permanency. The gems that are a material component of this spell are consumed.



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 1.5 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

100 Cantrips. Copyright 2012, Lee's Lists; Authors: Chris Lee, "ulta"

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

View our other items at [http://rpg.drivethrustuff.com/index.php?manufacturers\\_id=4843](http://rpg.drivethrustuff.com/index.php?manufacturers_id=4843)  
Public domain background images by Henry Justice Ford.

The Lee's Lists Wizard logo is copyright Scott Lee

