ISSUE 14

FILES FOR EVERYBODY

TRICKSTER SPELLS

BY THILO GRAF

PATHFINDER COMPATIBLE

R&G

Everybody Games

FILES FOR EVERYBODY
TRICKSTER SPELLS

Author Thilo Graf
Developer Alexander Augunas
Cover Art Zakary Lee
Interior Art Zakary Lee, Chan Yue Rong
Graphic Design Alexander Augunas

Declaration of Product Identity

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration.

Files for Everybody: Trickster Spells © 2020 by Everybody Games

Pathfinder Compatibility

Compatibility with ***Pathfinder Second Edition*** requires ***Pathfinder Second Edition*** from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License.

See paizo.com/pathfinder/compatibility for more information on this license.

About Everybody Gaming

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, 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. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit **http://www.everybodygames.net**!

You can also follow Everybody Games on Facebook at **https://www.facebook.com/ttrpgeverybodygames** or on Twitter using our handle, **@EBGamesLLC**.

Get Everyone Gaming!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to ***Files for Everybody***, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In ***Files for Everybody***, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each ***File***, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our ***Files for Everybody*** series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games

Spells for Who?

This product includes several new spells that allow spellcasters to outmaneuver their enemies in a variety of ways. These spells are listed as Uncommon spells, not because they're especially powerful, but because a good trick is one that your foe doesn't see coming, so being a little rarer makes sense for them.

Background

The trickiest spellcasters often come from backgrounds where their magical ability to deceive and confound their enemies was necessary for them to survive or to engage in their favorite pasttimes.

Tricky Mage Background

For as long as you can remember, you've used your fledgling magical powers to get into and out of trouble.

Choose two ability scores. One must be Charisma or Intelligence and the other is a free ability boost.

You're trained in Deception, Thievery, and one Lore skill of your choice. This Lore skill should correspond to a major focus in your background, such as Underworld Lore if you were a trickster working for a thieves' guild or Games Lore if you used your powers to cheat at gambling.

TRICKSTER SPELLS

Trickster spells allow spellcasters to perform numerous helpful effects that allow them to manipulate the world around them, gleaning significant advantages from even the slightest alterations. Trickster spells are all designed to give their spellcaster an edge of some kind, whether that's because they're ignoring the laws of physics, using items or abilities in unique ways, or simply outmaneuvering their adversaries in one of a million different ways. The following new spells are Uncommon by default, so GMs decide on a case-by-case basis whether each spell can be learned by players.

Ranged Legerdemain — Spell 3

Uncommon Evocation

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range touch; Targets 1 willing creature and one set of thieves' tools

Duration 1 minute

You create a resonance between the target's hands and thieves' tools, lockpicks or similar tools and your magic, creating a force construct whose size and shape precisely mirrors the appearance and motions of the target's hands. The target can move these hands up to their speed using a single action, which has the concentrate trait, and they can attempt Thievery checks to Disable Devices, Palm Objects, Pick Locks, or Steal as though they were at their construct's location, provided they are within 30 feet of the force construct is. These actions gain the concentrate trait when used in this manner, and any items palmed or stolen are levitated in a straight line towards the target, stopping and falling to the ground if they collide with an object, creature, or structure first. After the target attempts a Thievery check, the spell ends regardless of outcome.

Heightened (+1) The maximum range of ranged Thievery attempts increases by +5 feet, and the target can use the spell to attempt one additional Thievery check before the spell ends.

Scapegoat — Spell 3

Uncommon Abjuration Evil Mental

Traditions divine, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Fortitude; **Duration** 24 hours or until the next time you make your daily preparations

You taint the target with an air of wickedness. The target attempts a Fortitude save to determine the spell's effect.

» **Success** The target is unaffected.

» **Failure** The target gains the evil trait. If the target has the good trait, it loses the good trait instead. This doesn't affect the target's behavior, but it does affect how other spells and effects resolve against them.

» **Critical Failure** The target gains the evil trait and loses the good trait, if it has it. If the target has any class features or feats that require a good alignment, such as a champion's cause or a cleric's deity, you take a –2 circumstance penalty to attack rolls attempted with your class's feats and class features, as well as to your class's save DC, if any. For example a champion of the paladin cause would take a –2 penalty to attack rolls with their champion's reaction and a –2 penalty to their champion DC.

Shell Game — Spell 7

Uncommon Conjuration Illusion Visual

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

Three illusory images of you swirl about the target's space, making it difficult to attack them. Any attack that would hit the target has a random chance of hitting one of the images instead. If all three images remain, there is a 1 in 4 chance of hitting the target (1 on 1d4). With two images remaining, there is a 1 in 3 chance of hitting you (1–2 on 1d6). With only one image, the chances are 1 in 2 (1–3 on 1d6).

When an image is hit, it takes damage normally. Images don't have any of the target's special defenses, including resistances or immunities. Once an image takes 70 damage, it is destroyed. If an attack fails to hit your AC but doesn't critically fail, it hits an image but has no additional effect (even if the attack would normally have an effect on a failure). If an attack roll is a critical success and would hit one of the images, the image takes double damage and the attack roll becomes a success against you. Once all the images are destroyed, the spell ends.

You can use a single action, which has the concentrate and teleportation traits, to cause the target and any number of images to either teleport 10 feet or swap

locations with another image. This teleportation doesn't have the move trait. An image that leaves the target's space no longer impedes attacks against that target, but if an image returns to the target's space (either because you moved it or because the target moved into the image's space) they regain this benefit. Other creatures cannot Stride into an image's space, but they can Step into it; this provides no benefit to creatures other than the target. Discerning that an independent image isn't a real creature requires a successful DC 40 Perception check.

Spell Trickster — Spell 4

Uncommon Divination

Traditions arcane, occult

Cast ◆ somatic, material; **Requirements** shard from a broken lens worth 1 gp

Range touch; **Targets** 1 willing creature

Saving Throw Will; **Duration** until the end of your turn

Your magic sharpens the cunning of your target, instilling a predatory knack to sneak spells past the target's foes as easily as a blade. When your spells deal damage to a flat-footed target, you treat any 1s or 2s rolled on the spell's damage dice as 3s. This includes any additional dice added to the spell's damage, such as sneak attack dice for a character with the Magical Trickster feat, but it cannot cause a damage die's result to exceed the highest possible result on that die. For example, you couldn't use this spell to get a result of a 5 on 1d4.

Heightened (+2) You treat any damage die result that's less than half the spell's level as being equal to the spell's level + 1. For example, as a 6th-level spell you would treat any 1s, 2s, or 3s rolled on the spell's damage dice as 4s.

Trickster's Beacon — Spell 4

Uncommon Illusion Mental

Traditions divine, primal

Cast 1 minute (somatic, material)

Duration until your next daily preparations

Vitality seems to radiate from you, though this energy is but an illusion. Once per round, either you or an ally can use an Interact action to supplicate and lay hands upon you to gain temporary Hit Points. Each time the beacon grants temporary Hit Points, it decreases in strength. It grants 4d10 temporary Hit Points to the first creature, 4d8 temporary Hit Points to the second, 4d6 temporary Hit Points to the third, and 4d4 temporary Hit Points to the fourth, after which the spell ends. You can only have one *trickster's beacon* or *vital beacon* active at a time. Temporary Hit Points gained from this last 1 minute and cannot exceed the difference between the target's current Hit Points and their total Hit Points. For example, a target that has taken 15 damage can receive a maximum of 15 temporary Hit Points from this spell, while a target that has taken 0 damage cannot receive any temporary Hit Points.

When a creature Interacts with your beacon, you can, as a reaction with the concentrate trait, choose to simply delay the damage taken rather than provide them with temporary Hit Points. The target attempts a Will save to determine the spell's effects.

- **Critical Success** The target is unaffected and is aware that your use of the beacon was hostile.
- **Success** The target is unaffected.
- **Failure** You roll temporary Hit Points normally, but when these temporary Hit Points are depleted or 1 minute passes, the target takes damage equal to the number of temporary Hit Points gained. This damage is unaffected by resistances.
- **Critical Failure** As a failure, but the target takes double damage.

Heightened (+1) The beacon grants an additional die of temporary Hit Points, using the same die size as others for that step.

Trickster's Weaponcraft — Spell 1

Uncommon Polymorph Transmutation

Traditions arcane, occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 melee weapon that is unattended or wielded by you or a willing ally

Duration 1 minute

You enhance the target weapons, granting them one weapon trait of your choice from among the following: backstabber, backswing, disarm, forceful, grapple, jousting, nonlethal, parry, sweep, thrown (20 ft.), trip, or versatile (bludgeoning, slashing, or piercing). You choose the traits each target separately. You can target a pair of weapons with the twin trait with this spell as though they were a single target, but all modifications done must be applied identically to both weapons in the pair.

Heightened (+1) Increase the maximum number of weapons targeted by 1.

Heightened (+2) Increase the number of weapon traits each target gains by 1.

Heightened (2nd) Add agile and finesse to the list of weapon traits you can apply to the target. Applying agile or finesse to a weapon decreases its damage die by one step, as described under Increasing Die Size in the Weapon section of Chapter 6 in the ***Pathfinder Second Edition Core Rulebook***, while applying both decreases the weapon's damage die by two steps. Alternatively, if the target is an agile or finesse weapon, you can remove that trait from the weapon to increase its damage die by one step per trait removed.

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 heros; 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 heros, 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.

15. COPYRIGHT NOTICE

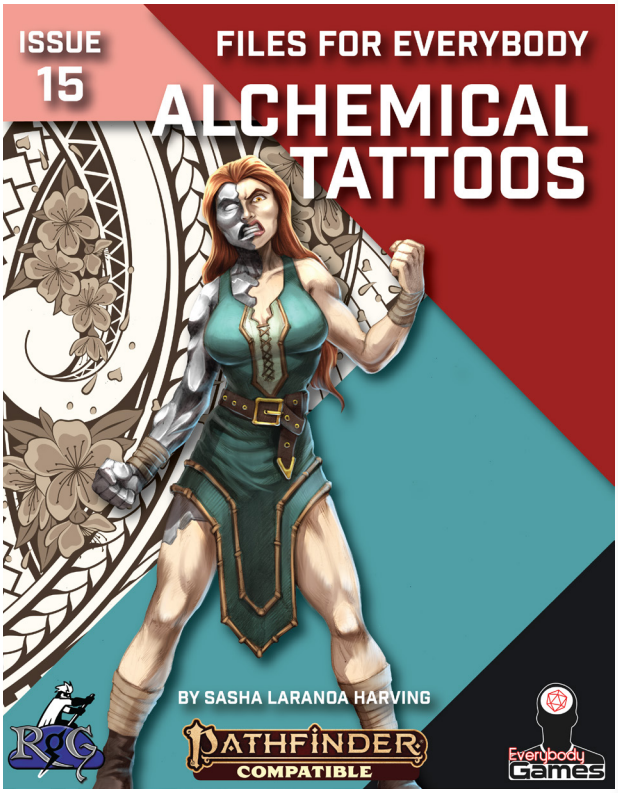
Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

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

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Files for Everybody: Trickster Spells © 2020, Paizo Inc.; Author: Thilo Graft; Developer: Alexander Augunas.

NEXT TIME!

In Issue 15 of Everybody Games's ***Files for Everybody***, author Sasha Harving offers a brand-new kind of item for alchemically inclined characters—alchemical tattoos! Accompanying this fantastic new kind of equipment are new feats for characters who use these potent items!

Get Everybody Gaming with Everybody Games!