

JUST A SECOND #5: MIND MAGIC

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

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Just a Second #5: Mind Magic © 2019, Legendary Games; Author Steven T. Helt.
First publication September 2019.



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JUST A SECOND 5: MIND MAGIC

Pathfinder Second Edition brings significant change to the way spells and magic function. While the game offers many of our old favorites, there's still significant need for an expanded spell repertoire. Bards, sorcerers, wizards, and more specialize in magic of the mind and may befuddle the unwary nearby or send their thoughts across the vastness of space and time to bend others to their will.

ENMITY

SPELL 10

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, occult

Cast 1 minute; (material, somatic, verbal)

Range planetary; **Targets** 2 intelligent creatures

Saving Throw Will

You create intense animosity in the minds of your targets. Both plot to ruin or destroy one another physically, mentally, or socially. Each target engages in this conflict in the manner most suited to them, so one might seek to murder the other, while the other might seek to destroy its rival's legacy and reputation. You must have spoken to both subjects in person before casting the spell and must possess a personal item belonging to each target when you cast the spell. If the two targets do not know of one another, the spell fails.

Each target attempts a Will save when you cast the spell. Their results are independent of one another.

Critical Success The target shakes off the effect, and knows you tried to engineer conflict between they and the other target.

Success The target's attitude shifts to indifferent toward the other target regardless of its previous attitude. Its attitude can be altered by Diplomacy or other normal means.

Failure The target's attitude shifts to hostile toward the other target. It seeks the other target's downfall for 1 week but doesn't realize the spell has a limited duration.

Critical Failure As failure but the target is focused on the other target's destruction and the duration changes to 1 year.

FALSE PIETY

SPELL 2

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, occult

Cast ◆◆ Somatic

Range 60 feet; **Target** 1 creature

Save Will; **Duration** 1 hour

You make your target seem grandiose and overbearing in his speech and mannerisms.

Success The target is unaffected.

Failure The target takes a -1 penalty to all Deception, Diplomacy, and Intimidation checks.

Critical Failure The target's proficiency bonus in Deception, Diplomacy, and Intimidation is reduced one level. If the target's new proficiency level no longer qualifies for certain checks, feats, or other abilities, the target may not use those abilities until the spell expires.

FRIENDLY RIVALRY

SPELL 1

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, occult

Cast ◆ (somatic, verbal)

Range 30 feet; **Target** 1 creature

Saving Throw Will; **Duration** 1 minute

You inspire an extremely competitive spirit in your target. The target attempts a Will save to determine how far it takes this rivalry.

Critical Success The target is unaffected.

Success The target refuses to use the Aid or Delay action but the duration is reduced to 1 round.

Failure The target refuses to use the Aid or Delay action. The target does not regard itself as an ally or to have allies for the purpose of any spells or effects.

Critical Failure As Failure, except the target's attitude lowers by two steps toward hostile for 24 hours.

FUTURE SELF

SPELL 7

DIVINATION

MENTAL

Traditions arcane, occult

Cast ◆◆◆ (somatic, verbal)

Duration 1 hour or until used

You consult the experiences of a future version of yourself. During the spell's duration you can add +2 to your proficiency bonus to your AC, an attack roll, a saving throw. You can do this as a free action during your turn, or as a reaction when a roll is required between turns. You can increase your proficiency bonus in this way a total of seven times per casting of this spell. In lieu of this benefit, you can count yourself as trained with a weapon or skill you are normally untrained in. Doing this consumes enough tie with your future self that it cancels the spell.

IMPOTENT RAGE

SPELL 5

EMOTION

ENCHANTMENT

MENTAL

Traditions arcane, occult, primal

Cast ◆◆ (somatic, verbal)

Range 60 feet; **Target** Up to 4 creatures

Save Will; **Duration** 10 minutes

Your targets fume with anger but struggle to channel their frustration into action. Each target that fails its save gains stupefied 2 and the fascinated condition, except that a subject's rage does not focus on any particular cause. On a critical failure a target's attitude change to hostile toward every creature they detect.

A creature affected by this spell gains no benefit from the rage class feature or similar abilities.

SHIFTING SHADOWS

SPELL 9

ILLUSION

Traditions arcane, occult

Cast ◆◆ (somatic, verbal)

Range 60 feet; **Targets** up to 6 creatures

Saving Throw simple Will; **Duration** 1 minute

Your targets perceive a constantly shifting landscape of allies, enemies, obstacles, and terrain. Forms and motions constantly change from one thing to another, leaving each subject confused, dazzled, fascinated, and flat-footed. Creatures who fail to save against this spell receive no flat check to recover if they take damage from an attack.

SPARKLING PERSONALITY

CANTRIP 1

CANTRIP

ENCHANTMENT

MENTAL

Traditions arcane, occult

Cast ◆◆ (somatic, verbal)

Range touch; **Target** 1 creature

Duration 1 minute

With a supportive clap on the back the creature you touch gains confidence and a sincere demeanor. It gains a +1 status bonus to the next Deception, Diplomacy, or Intimidation check made to influence other creatures.

Heightened [3rd level] The target gains a +1 status bonus to all three skills and the duration increases to 10 minutes.

TRUTH IN ALL THINGS

SPELL 9

DIVINATION

REVELATION

Traditions arcane, occult

Cast ◆◆ verbal

Duration 1 minute

You see all things precisely as they are. You can tell if a creature or object is invisible, displaced, or polymorphed with the creature's false form superimposed over its real one. You see through darkness and concealment, but not cover. Your accurate perceptions extend to every sense, so auditory or tactile illusions don't fool you. The spell's range is limited to that of your natural perceptions (as far as you can normally see, hear, smell, etc.)

While you see polymorphed creatures for what they are their transformation still affects you normally. If you are targeted by an illusion spell that could cause damage (such as phantasmal killer) you gain a +8 bonus on your saving throw.

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