



Rite Publishing Presents:

101 Subterranean Spells

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Dedication: To Carol Paul for her encouragement, input, feedback and inspiration, but more importantly, for bringing sunshine into my life when my own world feels dark and subterranean.

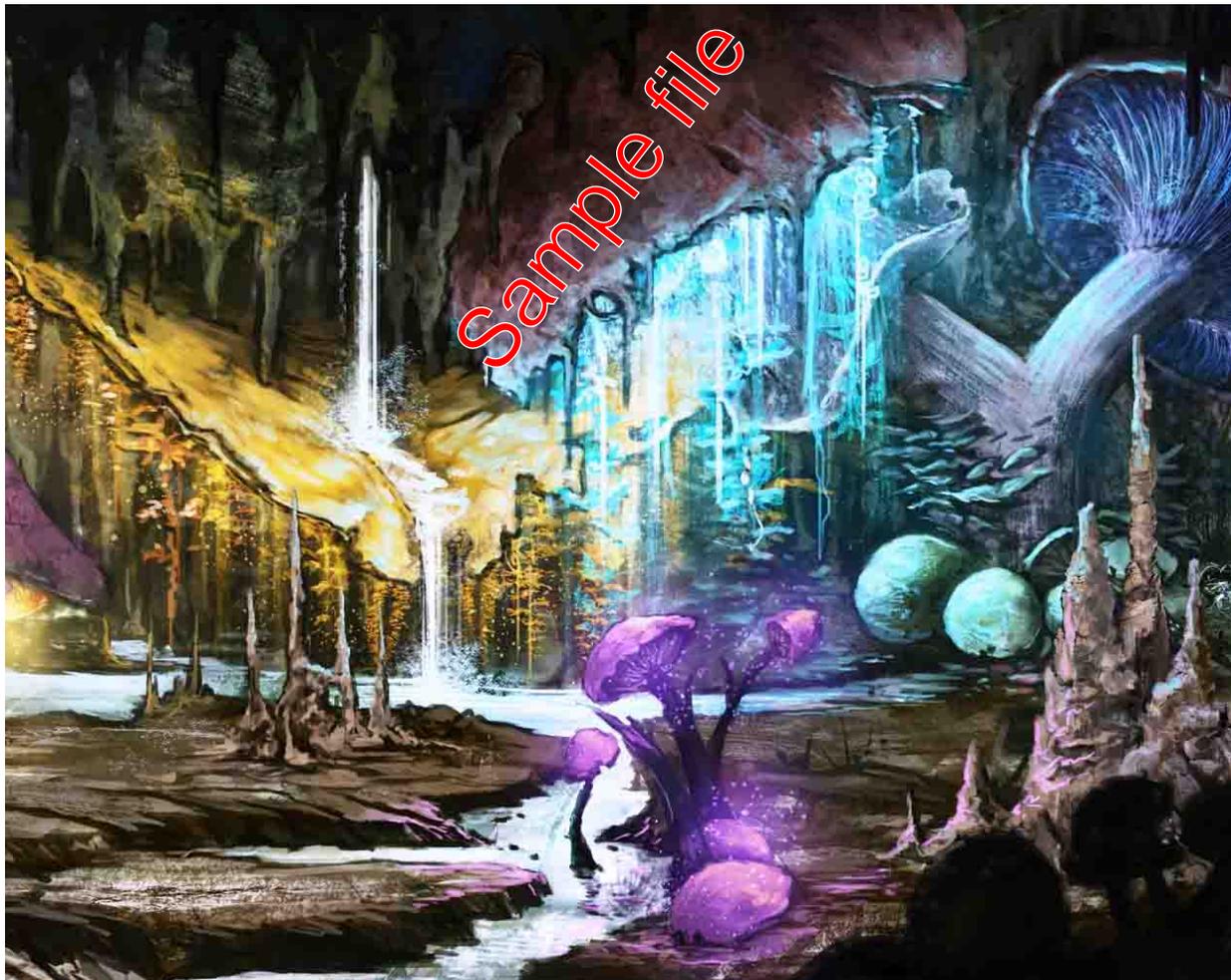
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101 Subterranean Spells

Given the prevalence of dungeons, crypts, and caverns in the lives of adventurers, it's no surprise that those explorers would have a vast array of tools for dealing with the problems found in those places. Many of the spells in this supplement are designed for use underground. In some cases, underground means just beneath the surface, in the area where moles and rabbits dwell. In other cases, underground means the deep subterranean lairs of fantastic monsters. Both players and GMs will find new options for casters here. In some cases, the spells only function underground, in others they are more powerful when cast below the surface. In yet others, a spell might have tremendously varied use, but was developed specifically for its usefulness in overcoming the obstacles found in the depths. Many of the denizens of the dark places underground are themselves creatures from mysterious other realms or the result of arcane energies or research. As a result, there

are more spells here for arcane than divine casters, though there are many options for clerics, druids, and others who receive their power from a divine source. In many cultures, areas hidden from the sun are also the resting places of the dead. As such, there are several spells particularly useful to necromancers or that otherwise deal with death or undead. There are many creatures that dwell deep beneath the earth and have strange or alien abilities. Some of the spells here tap into those unusual powers while not necessarily being restricted to being cast underground. Finally, note that some of the spells in this supplement are a bit more powerful than other spells of their level. In each case, the spell has some restriction justifying this change in power: sometimes the casting time is long, sometimes the material components are exotic, and sometimes the circumstances required to make the spell maximally useful are difficult to achieve. GMs are cautioned to use these spells carefully with NPCs and to make sure that characters meet all the requirements when using these spells.



Alchemist Formulae

1st-Level Alchemist Formulae

Cave Dweller: Target gains +8 on Acrobatics and Climb checks.

Metal Sense: Detect the presence of metals by scent within 90 feet.

2nd-Level Alchemist Formulae

Burrowing Breather: Creatures can breathe earth while burrowing.

Discerning Ear: Hear sound through solid objects.

Lead the Way: You gain a +4 insight bonus to Knowledge, Perception and Survival checks.

Scream in the Light: Lighted object or creature causes 1d4 sonic damage per round to creatures within 30 feet.

Tunnel Glide: You gain flight while within 10 ft. of the walls, ceilings or floors of tunnels or halls.

Zombie's Resilience: You gain DR 5/slashing and resistance to mind-affecting and sleep effects.

3rd-Level Alchemist Formulae

Bloodsense: Within 60 feet you sense the presence of living creatures with blood.

Enhanced Invisibility: As *greater invisibility* but you become briefly visible when you attack.

Fungal Harvester: +4 on skill checks and saves to survive underground.

Into the Caverns Below: Gain *resist acid*, a +2 on saves and checks to avoid being grappled.

Strangling Grasp: Gain a claw attack that can grab and strangle opponents.

Tongues of the Crypt: Speak and understand communication to or from undead.

4th-Level Alchemist Formulae

Diamond Fist: Your unarmed attacks are very lethal.

Fungal Affinity: Targets are immune to poisons and diseases transmitted by spores and also become poisonous to others and gain a poisonous touch attack.

Gnome amid Stones: Gain *nondetection* and possibly *blur* and spell resistance while underground.

Ignore Metal: Your body ignores metal.

Imprint Tremors: Gain tremorsense-like insight into creatures and objects in the area.

Rotting Touch: Gain a tentacle attack that rots flesh causing poisonous Str and Con damage.

5th-Level Alchemist Formulae

Chardic Chill: Gain *resist cold* 20 and +1d6 cold damage per melee attack, or a 60-ft. line of cold.

Gorgon's Breath: 60-ft. cone of petrifying gas.

Xorn Form: You assume the form of a xorn.

6th-Level Alchemist Formulae

Cave Troll Form: You transform into a cave troll.

Living Statue: You transform into a Large stone statue-like version of yourself.

Powers of the Dracolisk: You gain a dracolisk's gaze attack and breath weapon for 1 round/level.

Antipaladin Spells

1st-Level Antipaladin Spells

Darkness Prevails: You and those in your aura are immune to the effects of light evocations.

Darkscrip: Magical writing can only be read in darkness.

Read Darkscrip: As *read magic* but only with respect to magical writing written by *darkscrip*.

2nd-Level Antipaladin Spells

Slayer's Advantage: Attacks against flat-footed or flanked foes cause more damage and you gain temporary hit points.

Unwitting Undead Ally: One adjacent undead creature absorbs the damage from one attack directed at you.

3rd-Level Antipaladin Spells

Crypt Transfer: You exchange locations with an undead creature within range.

Death Will Catch You: Subject's speed is reduced by 10 ft., is staggered in the presence of undead, and cannot run or charge in a place of the dead.

Enhanced Invisibility: As *greater invisibility* but you become briefly visible when you attack.

Tongues of the Crypt: Speak and understand communication to or from undead.

Unwelcome Charisma: Undead are relentlessly attracted to the target.

4th-Level Antipaladin Spells

Derro's Madness: Target becomes afflicted with a powerful longing to avoid sunlight. It loses 6 points of Wisdom, gains 6 points of Charisma, and is immune to insanity and confusion effects.

Lich's Vitality: Gain +5 natural armor, DR 15/bludgeoning and magic, and cold and electricity resistance 10.

Bard Spells

0-Level Bard Spells

Crypt Sight: You determine whether something is an undead creature.

Smooth Surface: Remove debris, repair cracks, and otherwise render a stony surface smooth.

1st-Level Bard Spells

At Ease in the Crypts: +1 on saves against undead or necromantic fear, +2 on one skill check.

Darkscript: Magical writing can only be read in darkness.

Daze Skeleton: Daze one skeleton creature of up to 5 HD.

Divine Depth: You drop a stone into a pit and learn about the depth and surfaces of the pit.

Echoing Bells: Creatures with blindsense and blindsight must succeed at Perception checks to pinpoint foes.

Metal Sense: Detect the presence of metals by scent within 90 feet.

Necromantic Bulwark: Target receives resistance against spells from the necromancy school.

Read Darkscript: As *read magic* but only with respect to magical writing written by *darkscript*.

2nd-Level Bard Spells

Discerning Ear: Hear sound through solid objects.

Engulfing Cloak: Cloak animates and grapples its wearer.

Lead the Way: You gain a +4 insight bonus to Knowledge, Perception and Survival checks.

Lighted Trail: Create a nearly-invisible trail that glows when you're near.

Scream in the Light: Lighted object or creature causes 1d4 sonic damage per round to creatures within 30 feet.

3rd-Level Bard Spells

Enhanced Invisibility: As *greater invisibility* but you become briefly visible when you attack.

Fungal Cloud: Invisible, 20-ft.-radius cloud persists and induces hallucinations in those within.

Gibbering Nonsense: Creatures in a 30-ft.-radius burst begin babbling and are fascinated by it.

Mask Earthen Tremors: Vibrations through solid matter, and the ability of tremorsense to detect them, are negated.

Morlock Squad: Targets gain leap attack and swarming abilities.

Speak with Bugs: Cursed subject believes that insects and other vermin are trying to communicate with her.

Tongues of the Crypt: Speak and understand communication to or from undead.

4th-Level Bard Spells

Control Swarm: You control and direct an otherwise mindless vermin swarm.

Infrasonic Moan: 30 ft. cone of inaudible sound causes nausea and panic.

Only the Dead May Speak: As *silence* except that the dead, undead, and those that can speak with the dead or undead may speak.

Paralyzing Bloodspray: 20-ft. cone sprays blood slowing and potentially paralyzing targets.

Roper's Discourse: Targets are fascinated, potentially for hours, discussing esoteric concepts.

5th-Level Bard Spells

Curse of the Caves: Targets suffer 2d4 Wisdom and 2d4 Constitution damage and may be cursed.

Terrify: Instill target creatures with incredible fear.

6th-Level Bard Spells

Crystalline Skin: Target's skin becomes exceptionally brittle.

Summon Dark Assassin: Summons a svartalfar to fight for you.

Vampire Destroyer Weapon: Weapon becomes +3 *vampire bane* causes acid and fire damage, and overcomes silver damage reduction.

Bloodrager Spells

1st-Level Bloodrager Spells

Cave Adventurer: +4 on initiative, Perception and Stealth checks while below ground.

Daze Skeleton: Daze one skeleton creature of up to 5 HD.

Echoing Bells: Creatures with blindsense and blindsight must succeed at Perception checks to pinpoint foes.

Pebble Pummel: Whirlwind of pebbles causes 1d6 + 1/level nonlethal damage and dazzles those who fall their save.

Zombie Touch: Your touch leaves others staggered.

2nd-Level Bloodrager Spells

Acidic Stench: 20-ft. line of acid that also nauseates or sickens targets.

Burrowing Breather: Creatures can breathe earth while burrowing.

Into the Caverns Below: Gain *resist acid*, a +2 on saves and checks to avoid being grappled.

Slayer's Advantage: Attacks against flat-footed or flanked foes cause more damage and you gain temporary hit points.

Tunnel Glide: You gain flight while within 10 ft. of the walls, ceilings or floors of tunnels or halls.

Zombie's Resilience: You gain DR 5/slashing and resistance to mind-affecting and sleep effects.

3rd-Level Bloodrager Spells

Burning Bones: Bones in the area become inflamed, some literally catch fire.

Deep Vapors: Foul-smelling cloud sickens and then damages those caught within.

Sticky Mass: Thick adhesive binds two adjacent creatures.

Strangling Grasp: Gain a claw attack that can grab and strangle opponents.

4th-Level Bloodrager Spells

Diamond Fist: Your unarmed attacks are very lethal.

Ignore Metal: Your body ignores metal.

Infrasonic Moan: 30 ft. cone of inaudible sound causes nausea and panic.

Rotting Touch: Gain a tentacle attack that rots flesh causing poisonous Str and Con damage.

Stone Conduit: Electricity flows from you into surrounding stone and into the targets you select.

Cleric/Oracle Spells

0-Level Cleric/Oracle Spells

Crypt Sight: You determine whether something is an undead creature.

Smooth Surface: Remove debris, repair cracks, and otherwise render a stony surface smooth.

1st-Level Cleric/Oracle Spells

At Ease in the Crypts: +1 on saves against undead or necromantic fear, +2 on one skill check.

Darksript: Magical writing can only be read in darkness.

Necromantic Bulwark: Target receives resistance against spells from the necromancy school.

Read Darksript: As *read magic* but only with respect to magical writing written by *darksript*.

2nd-Level Cleric/Oracle Spells

Blessing of the Dead: Target gains +4 on saves against death effects, +2 on saves against undead special abilities and attacks.

Darkness Prevails: You and those in your aura are immune to the effects of light evocations.

Lead the Way: You gain a +4 insight bonus to Knowledge, Perception and Survival checks.

Lighted Trail: Create a nearly-invisible trail that glows when you're near.

Zombie's Resilience: You gain DR 5/slashing and resistance to mind-affecting and sleep effects.

3rd-Level Cleric/Oracle Spells

Burrower's Bane: Creature loses its burrow speed for 1 minute/level.

Claustrophobia: Target becomes permanently claustrophobic.

Into the Caverns Below: Gain *resist acid*, a +2 on saves and checks to avoid being grappled.

Death Will Catch You: Subject's speed is reduced by 10 ft., is staggered in the presence of undead, and cannot run or charge in a place of the dead.

Grant Zombie's Resilience: Touched creature gains DR 5/slashing and resistance to mind-affecting and sleep effects.

Mask Earthen Tremors: Vibrations through solid matter, and the ability of tremorsense to detect them, are negated.

Mask Metal: Metal objects in the area are undetectable by creatures normally able to detect metal.

Tongues of the Crypt: Speak and understand communication to or from undead.

Unwelcome Charisma: Undead are relentlessly attracted to the target.

Unwitting Undead Ally: One adjacent undead creature absorbs the damage from one attack directed at you.

4th-Level Cleric/Oracle Spells

Crypt Transfer: You exchange locations with an undead creature within range.

Derro's Madness: Target becomes afflicted with a powerful longing to avoid sunlight. It loses 6 points of Wisdom, gains 6 points of Charisma, and is immune to insanity and confusion effects.

Mummy's Visage: Targets viewing you are paralyzed with fear.

Only the Dead May Speak: As *silence* except that the dead, undead, and those that can speak with the dead or undead may speak.

Ravage the Undead: Melee weapon becomes +2 *undead bane*.

5th-Level Cleric/Oracle Spells

Gravesleep Curse: Subject heals best while sleeping in graves.

Into the Caverns Below, Mass: Extend the benefits of *into the caverns below* to several creatures.

Wrest Skeleton: You gain limited control over a creature's skeleton.

6th-Level Cleric/Oracle Spells

Call Dark Assassin: Call a svartalfar for an assassination request.

Lich's Vitality: Gain +5 natural armor, DR 15/bludgeoning and magic, and cold and electricity resistance 10.

Near Death Experience: Subject receives visions from beyond while dying.

Summon Dark Assassin: Summons a svartalfar to fight for you.

Vampiric Curse: You convince someone that he's recently become a vampire and is getting stronger.

7th-Level Cleric/Oracle Spells

Absorb Undead Spell Power: Permanently gain one spell from an undead spellcaster.

Crystalline Wall: Creates a shapeable stone wall covered in razor-sharp bits.

Fires of Hell: A crack opens to the fires of Hell releasing fire and unholy damage and toxic fumes.

8th-Level Cleric/Oracle Spells

Ageless: You no longer age or are subject to age effects.