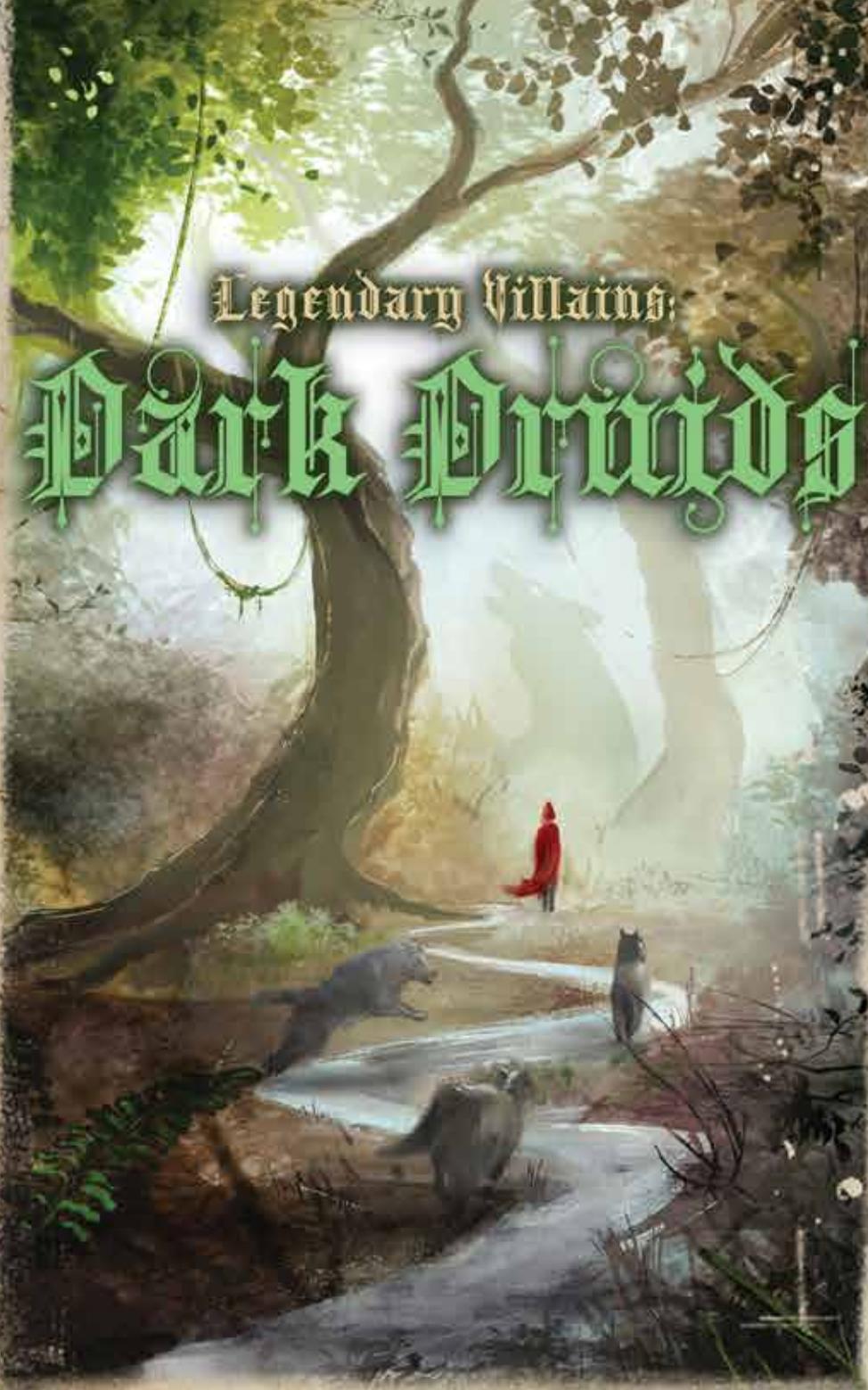




Legendary Villains:
Dark Druids



Clinton J. Boomer and Jason Nelson



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Legendary Villains: Dark Druids

CREDITS

Authors: Clinton J. Boomer and Jason Nelson

Artist: Frank Hessefort, Jethro Lentle, Tanyaporn Sangsnit, Rian Trost, Steve Wood

Design and Layout: Rick Hershey

Legendary Games Team Members: Clinton J. Boomer, Benjamin Bruck, Matt Goodall, Jim Groves, Tim Hitchcock, Jonathan Keith, Jason Nelson, Tom Phillips, Alistair Rigg, Neil Spicer, Todd Stewart, Russ Taylor, Greg Vaughan, and Clark Peterson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

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3734 SW 99th St.

Seattle, WA 98126-4026

makeyourgamelegendary.com

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WHAT YOU WILL FIND INSIDE DARK DRUIDS

DRUIDS HAVE LONG BEEN AN AFTERTHOUGHT IN RPGS, RELEGATED TO THE SIDELINES OF ADVENTURE as harmless hermits or tree-hugging environmentalists. NO LONGER! Though little noticed, evil alignments have been open to druids since the dawn of 3rd Edition, and in a wilderness-based campaign they make magnificent and malevolent menaces. This product discusses the role of druids as villains and introduces the concept of the Umbral Wood, a transplanar wilderness that reaches across the Shadow Plane, the Fey Realms, and into the Material Plane. Deep in the heart of this blackest forest lies the realm of the Midnight Master, a debauched and debased deity that embodies every awful possibility that might darken the heart of a corrupted warden of the wilderness. What follows is a collection of archetypes, richly detailed and thematic feats, and druid spells. With over 30 new rules elements, this sourcebook offers a bevy of options for making your druids dangerous and deadly!

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Dark Druids

THIS PRODUCT IS A CELEBRATION OF THE dark and dangerous side of nature. Where most druids are hermits and recluses, benign guardians of the wilderness and its creatures or silent avengers of the ravages of civilization, it is often forgotten that neutral EVIL is just as valid an alignment for druids as is any other flavor of neutrality. There are druids devoted to dark paths of destruction, who see nature as a ripe field ready for plucking, and they its true masters. They see nature as a tool for their own aims, a thing to be understood and mastered and turned to fell purposes, not some sentimental exercise in caretaking and husbandry. An evil druid may be evil first and druid second, or they may see their evil as a natural outcome of the savagery and primal ruthlessness of the wild. Mercy is weakness and hesitation is vulnerability. They are the hunters and every living thing is their prey, whether they choose to walk on two legs, four legs, or none at all.

UMBRAE-TOKENS

The iconic *Shade of the Woodlands* feat is used extensively within this text as a prerequisite; in many ways, it forms the dark cornerstone to our book, acting as the poisonous “root” of feat-trees and as a bitter well-spring from which inhuman ideas take strange shape and begin to breathe in their obscene life. That feat, of course, has descriptive text that includes a special rule:



“Ordained as one of the sinister albino druids, you carry with you into the wider world a powerful effigy of hair, twigs, and blood that crawls with the deepening cold of the hallowed hunting grounds.”

“As part of this feat, you create a personal token that ties your soul and your doings to the fell power of the dark forest. This potent object is treated as a wooden unholy symbol that radiates faint *necromancy* magic. If your token is ever destroyed, your connection to the shadowy heart of the forest is severed and all benefits of this feat are lost until another is created. This process requires a journey to the same forest and an *atonement* spell cast by a fellow worshiper of your dark god.”

Many of the feats within this book directly modify a dark druid’s umbrae token in some way, causing it to radiate additional magics—or to become more subtle—as an individual worshiper grows in power, devotion, and flexibility. Moreover, there is no reason you could not add an umbrae-token requirement to the house-rules of any non-druid feat or archetype: perhaps a certain type of eerie, woodlands-touched warrior, hunter, or arcanist requires access to exactly such a device for her powers to truly manifest in full.

As a GM incorporating the ideas of this text into your game, you will find that you must decide several things, the first of which is the specific appearance of such an object. Is each token unique? If so, do their disparate designs demonstrate any recognizable pattern? Do the tokens incorporate writing, pictograms, or runes in any intelligible language? Are they crafted of particularly exotic materials? Are they formed of raw, untreated substances or are they painted, dyed, or colored in some way? Does the druid who carries such a symbol handcraft their own token, or is each such object a trophy given by higher-ups, long ago or dained to the cult in an unbroken procession back to the unknowable founding of the faith?

In addition to adding flavor and verisimilitude to your campaign, you will find that making such decisions aids greatly in rules-adjudication. For example: is the umbrae token a “common” or obscure” religious symbol for purposes of the Knowledge: Religion skill? – <http://www.d2opfsrd.com/skills/knowledge>

Above all, the object should be unsettling: equal parts scarecrow doll from *Blair Witch Project* and creaking, nest-like devil’s trap from *True Detective*; it should evoke the deep woods of *Evil Dead* and the quiet, lonely dread of *Slender*.

ON THE UMBRAL WOOD

Those who carry with them an umbrae token unanimously bear the sign of the Umbral Wood, a legendary and mysterious dark forest of pale and shifting shadows, stalked by unearthly and unseen predators, a place inimical to safety and sanity, life and light.

So ... what *is* this place? That a decision you’ll need to make within your own campaign world, and there are several options available.

It could be ...

- A real location, haunted and strange, called holy by a living and growing faith,
- A particularly wild section of the Plane of Shadow, co-terminus to the real,
- A blasphemous shard of the Realms of Faerie, oozing across unclean borders,
- An ancient and long-ago destroyed place, the ghostly home to a forgotten god,
- A wandering, spectral blot in the mist that appears only when certain stars shine,
- A possible future, reaching back through ages to a time when humans still lived,
- A floating prison-demesne to a particularly weird – and wicked! – demon or devil,
- A seed from another, more awful plane of existence, putting down thick roots,
- any of a dozen other intriguing possibilities. Perhaps it was once the home of a winter-worshipping assassin-warrior cult, uprooted and destroyed; yet the land itself had achieved a kind of sentience ... and with it, something that we might understand as lich-dom. Now, it appears again only when the full moon glares down upon fog-shrouded cedars and blood runs black into the hungry earth.

In addition, you may wish to mix and match these options: you might decide that the Umbral Wood is a permanent fixture in the Plane of Shadow, sliding back and forth between points in the living realms and the far-off lands of the Fae with the turning of the moon, as steady as heartbeat. It may even be a transitive demiplane all its own, that grows within and through the Material Plane, the Fey Realms, and the Shadow Plane. Such a transdi-

mensional woodland might then contain the seeping essence of a particularly vile beast – one that might be called a god by mortals – chained in place but gaining strength with each murder made in its name.

Or it might be something else entirely. No matter your choice, it should be a place of mystery: beautiful and deep, foreboding and ominous, crypt-quiet and starkly terrifying by turns, never truly comprehensible to any mortal mind.

If you choose to make your own Umbral Wood particularly primordial, feral and aggressively untamed, you might select to make those who serve it chaotic: either exclusively or in addition to being palpably and overwhelmingly evil. If, instead, the dark forest is a cold, precise and clockwork domain as utterly devoid of joy as it is compassion, then you might choose to make it lawful. In either instance, you can choose to allow for Neutral, non-Evil druids to thereby serve the wood – a complication your players will likely not be expecting – or to open up the normal alignment limitations of druids as you see fit.

ON DRUIDS AS VILLAINS

Druids make uniquely captivating and intriguing villains because they are, above all, familiar-seeming creatures who are also fundamentally *alien*; even the most bloodthirsty vampire-prince, tyrannical lich-king or cruel-hearted undying warlord is assumed to have some recognizable, sane and human-like desires, drives or emotions. Not so the wicked forest-dwelling wood-worshiper; she has devoted her life to something utterly incomprehensible, and her motives are – in all ways – quite a bit beyond the grasp of the unenlightened. And yet the dark druid was also once human, or something very much like it: as opposed to a dragon or demon-lord, elder god or aberration or nameless terror from beyond outer stars, the blood-letting servant to the shadowy wilderness was once a child ... and once counted other humans as her family and even friends. In theory, a dark druid is remarkably different from a “normal” member of her species for three specific reasons:

Rejection of Technology: Though your game presumably takes place in a fantastic world of elves and wizards, where physical laws are more mutable, it is assumed that most humans there still love what few comforts of civilization might be had: warm beds, thick blankets, hot soup and fresh bread on a mid-winter’s night. Yet the dark druid instead chooses shrieking wind, icy mud and gnarled black roots in the trackless wood, often preferring death to the loss of power which girding herself in steel would bring. In a realm where electricity, refrigeration, literacy and germ-theory are cutting-edge science, the dark druid is all the more horrifying for literally choosing to go without technology for the sake of magical might. When the light of all knowledge is extinguished, only the dark druids will smile.

Rejection of Humanity: The humanoid races are fundamentally corrupt, and like a weed, an infestation, or even a virus they must be exterminated, or at the very least the herd must be culled of its weak and sickly so that the strong may survive and assume their rightful place at the head of the pack. Dark druids are more at home among the feral beasts of the wild than in civilized society. They may seek vengeance for some real or imagined slight and engage their power over nature to bring ruin upon those who have wronged them. Alternatively, they may have little true antipathy for the humanoid world, but rather feel an amoral dissociation from it, the sense that humanoid concerns are no longer theirs and that they have become wholly one with the wild, its two-legged avatar, savage guardian, or terrible taskmaster.

Rejection of Rationality: Wizards and alchemists study and practice for their spells and formulae; warriors and thieves train with their chosen tools to achieve mastery. Even priests go about the performance of good works, spreading the name of her faith. The dark druid, however, gains greater insight only from the enduring of agony and awfulness. Though she may stoically contemplate the inhuman horrors native to places untrod by the sane and the civilized, it is only by stripping herself bare and indulging therein in naked, whirlwind abandon that her power grows. The most far-gone of dark druids cannot be bought or bullied, for she might have no desire unfulfilled nor precious thing to lose; she cannot be reasoned or negotiated with, for she has sacrificed reason itself on an altar of gore and respects only the most brutal of eternal, sadistic power-struggles.

By accentuating the otherworldly, insane rejections of a dark druid, you can make her all the more memorable as a villain.

DRUID ARCHETYPES

The following archetypes represent several paths that druids with a sadistic and evil bent might adopt.

DARKWOLF (DRUID ARCHETYPE)

Darkwolves are druids that intentionally expose themselves to the curse of lycanthropy, attenuating its advance through eldritch rituals and allowing them to change slowly but surely into a special type of werewolf.

Alignment: Darkwolves can be of any non-good, non-lawful alignment.

Argentum Allergen (Ex): Darkwolves are sensitive to the touch of silver. Even momentary contact with silver causes a darkwolf to become dazzled for 1 round (DC 11 Fortitude negates). A critical hit with a silver weapon causes the darkwolf to become sickened for a number of rounds equal to the weapon's critical multiplier (DC 15 Fortitude half); this save DC is increased by 2 for every step of the weapon's critical multiplier above x2.

Lycanthropic Empathy (Ex): Darkwolves gain a +4 bonus on wild empathy and Handle Animal checks made with wolves and dire wolves. This ability modifies wild empathy.

Nature Bond (Ex): A darkwolf that acquires an animal companion must select a bird or wolf. A darkwolf that selects a domain must select one of the following: Animal, Arctic, Badlands, Mountain, Plains, Plant, Weather, Wolf.

Limited Lycanthropy (Ex): Unlike a true lycanthrope, darkwolves do not pass on the curse of lycanthropy with their bite, and they are themselves immune to the curse of lycanthropy. They are not forced to transform during the time of the full moon; however, when the moon is full darkwolves take a -2 penalty on saves against mind-affecting effects. If outdoors at night when the moon is visible, a darkwolf gains the blood rage universal monster ability. If the darkwolf is in human form when it activates this ability, he can activate his wild shape as a move action to assume wolf, dire wolf, or hybrid form.

Wild Senses (Ex): At 4th level, a darkwolf gains low-light vision and scent. If the darkwolf already has low-light vision, he can see out to triple the normal range rather than double. This ability replaces resist nature's lure.

Wild Shape (Su): At 4th level, a darkwolf can change into a wolf as if using *beast shape I*. At 6th level, a darkwolf can change into a dire wolf as if using *beast shape II*, or may assume the form of a medium-sized humanoid-wolf hybrid; this functions as *monstrous physique I*. In all of these forms the darkwolf's natural armor bonus to AC is increased by 2 and it gains DR 5/silver and the trip special attack with its bite. At 10th level, a darkwolf gains an additional +2 bonus to Strength and Constitution and DR 10/silver when in these forms.

At 8th level and above, a darkwolf can change into a plant creature as a standard druid and can change into animal forms other than a wolf or dire wolf as a druid 4 levels lower. A darkwolf cannot change into elementals.

Wild Wisdom (Ex): At 4th level, a darkwolf gains 2 points of Wisdom and loses 2 points of Charisma.

Packmaster (Su): At 9th level, a darkwolf can summon werewolves (using the standard werewolves found in the *Pathfinder Roleplaying Game Bestiary*) with *summon nature's ally III* (or higher-level summoning spells). In addition, casting *summon nature's ally* to summon wolves, dire wolves, or werewolves is a standard action. A darkwolf can apply the advanced or giant simple template to wolves, dire wolves, or werewolves he summons, treating them as one category higher than normal if one template is applied or two categories higher than normal if both templates are applied. This ability replaces venom immunity.

UNSEELIE OVATE (DRUID ARCHETYPE)

Unseelie ovates are druids that commune and cavort with the darkest and most fell of the fey, treading into beshadowed realms beyond dream and into nightmare, with a penetrating wildness of heart and raw and vicious spirit.

Alignment: Unseelie ovates can be of any non-good, non-lawful alignment.

Weapon and Armor Proficiency: An unseelie ovate is not proficient with medium armor or shields.

Languages: An unseelie ovate can learn Aklo, Goblin, and Sylvan as bonus languages.

Skills: Bluff (Cha), Climb (Str), Craft (Int), Diplo-

macy (Cha), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str) are class skills for an unseelie ovate.

Low-Light Vision (Ex): An unseelie ovate gains low-light vision. If she already has low-light vision, she can see to triple the normal range rather than double. This ability replaces wild empathy.

Unseelie Arts: An unseelie ovate adds *daze* (orison), *ghost sound* (orison), *murderous command* (1st), *sleep* (1st), *haunting mists* (2nd), *unadulterated loathing* (2nd), *deep slumber* (3rd), *malicious spite* (3rd), *crushing despair* (4th), *fear* (4th), *nightmare* (5th), *shadow step* (5th), *cloak of dreams* (6th), *shadow walk* (6th), *mage's magnificent mansion* (7th), *waves of ecstasy* (7th), *irresistible dance* (8th), *maze* (8th), *overwhelming presence* (9th), and *weird* (9th) to her druid spell list. This ability replaces nature bond.

Spontaneous Casting: An unseelie ovate can channel stored spell energy into spells from her unseelie arts list that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any fey allure spell of the same level or lower. This replaces the ability to spontaneously cast *summon nature's ally* spells.

Wild Heart (Ex): An unseelie ovate gains a +2 bonus on Intimidate and Knowledge (nature) checks. This ability replaces nature sense.

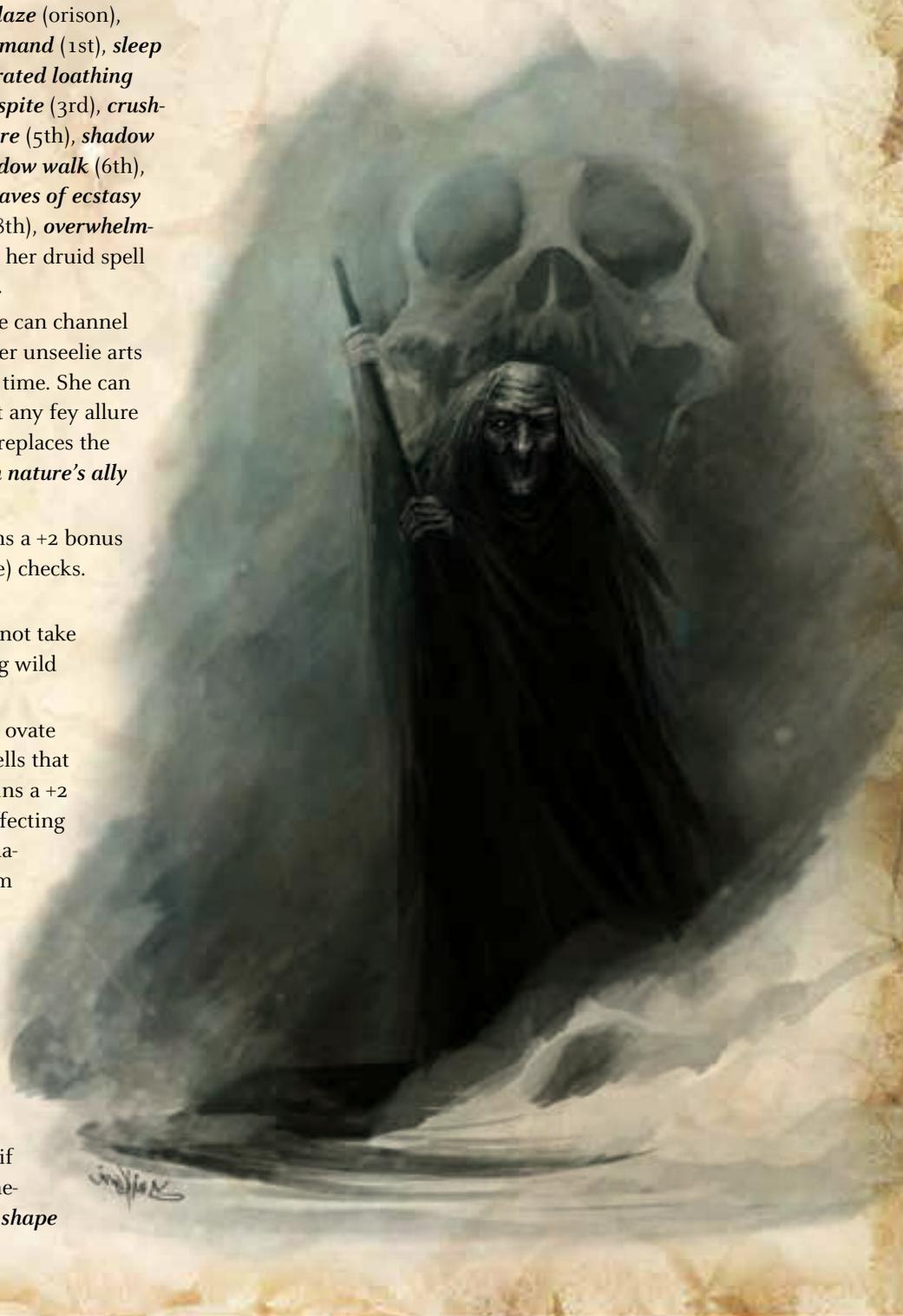
Wild Shape (Su): An unseelie ovate cannot take the form of elementals or plants using wild shape.

Fey Mind (Su): At 9th level, an unseelie ovate gains immunity to mind-affecting spells that specifically affect humanoids. She gains a +2 bonus on saves against other mind-affecting spells. This bonus stacks with resist nature's lure. This ability replaces venom immunity.

Unseelie Shape (Su): At 6th level, the druid can use wild shape to change into a Small or Medium fey, as if using *faerie form I*. At 8th level, the druid can take the form of a Tiny or Large fey, as if using *faerie form II*. At 10th level, the druid can take the form of a Diminutive or Huge fey, as if using *faerie form III*, or a small or medium magical beast, as if using *beast shape*

III. At 12th level, a druid can take the form of a fey creature as if using *faerie form IV* or a Tiny or Large magical beast as if using *beast shape IV*. An unseelie ovate cannot take the form of a creature that normally has a lawful or good alignment with this ability. This ability replaces the ability to wild shape into elementals and plants.

Darkvision (Ex): At 13th level, an unseelie ovate gains darkvision 60 feet (or increases the range of its existing darkvision by 60 feet). This ability replaces a thousand faces.



DRUID FEATS

The following feats are mostly centered around the darkling mysteries of the transplanar Umbral Wood and the painful torments sacred to the mysterious elder entity known as the Midnight Master and the Dark Prince of Pain. Generally speaking, only those sworn to his perverse and sadomasochistic rites learn the terrible secrets of these feats.

BURNING SHADE OF THE UMBRAL WOOD

You wield an incongruous and fearsome power, for your anguished visions have led you to gaze deep into the heart of twilight. Between ragged gasps, there in the choking fumes, you have seen the insane truth behind the Midnight Master's potent gifts: the great Dark Prince of Pain cares not for blooms of frost, nor does he despise the blaze of a quickening flame ... he desires and cherishes only darkness, envy, terror, chains and the slick beauty of exquisite suffering. For his glory, therefore, you gladly build — with trembling hands — a black pyre from spilled ichor and still-shrieking flesh.

Prerequisites: Shade of the Umbral Wood, Welcome Pain.

Benefit: You may cast or activate spells with the fire descriptor normally, and you may use wild-shape to take the form of creatures with the fire subtype.

Whenever you cast a spell or use an ability that deals acid, cold, electricity, or fire damage, you may freely change the damage dealt to another of those four energy types. This changes the descriptor of the spell or ability to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them: thus, an ice storm that deals acid or fire damage would still provide a penalty on Perception checks due to a spray of smoke or fumes, but it would most likely not create difficult terrain. Such effects are subject to GM discretion.

In addition, you may spontaneously cast *sympathetic wounds* in place of any spell of 2nd-level or higher; the damage dealt to your target by this spell is of the fire energy type.

Your maximum hit-points are reduced by 1 per Hit Die, and you gain the light blindness special quality.

Special: Your personal Umbrae-Token now radiates faint abjuration and evocation magic as well as necromancy. You may never acquire the Frozen Shade of the Umbral Wood nor the Winter Shade of the Umbral Wood feat.

FERAL COMPANION

Your bond with nature calls to you vicious and rabid beasts that hunger for violence and the taste of blood, able to subsist on flesh and carrion even if normally herbivorous. This feral beast is untamable by anyone but you.

Prerequisites: Any evil alignment, hunter's bond, mount, nature bond, or similar class feature that grants an animal companion.

Benefit: Your animal companion gains a +2 profane bonus to Strength and Constitution and a +2 profane bonus on saves vs. mind-affecting effects. This is doubled to +4 on saves against effects that specifically target animals. Any creature other than you takes a -10 penalty on Handle Animal or wild empathy checks it makes with your animal companion.

In addition, your companion is a carrier for a type of rabies. This does not harm the animal itself, but any creature damaged by its bite attack contracts rabies (DC 14 Fortitude negates). If your animal companion does not normally possess a bite attack, it gains a bite attack appropriate for its size as a secondary natural weapon.

When you reach 15th level in the class that grants you your companion, your companion gains Bleeding Critical as a bonus feat in place of gaining improved evasion.

FROZEN SHADE OF THE UMBRAL WOOD

Raised high in the esteem of that pale procession which stalks the heart of the Midnight Lord's hunting grounds, you are granted even greater power to carve his icy will into yielding, shrieking flesh. These incredible gifts mimic many of those attributed to heretic oracles and witches who would pretend to some mastery over your cruel god's portfolio, but the cold majesty of your will outshines the most potent of their feeble dabblings.

Prerequisites: Neutral evil, Shade of the Umbral Wood.

Benefit: Whenever a creature fails a saving throw and takes cold damage from one of your druid spells, it is slowed (as the slow spell) for 1 round. Spells that do not allow a save do not slow creatures. At 11th level, the duration increases to 1d4 rounds.

Whenever you cast a touch or ranged touch spell, you may infuse the magic with cold as a swift action. This grants the spell the cold descriptor, and adds 1d4 points of cold damage to the spell's effect.

If the spell allows a saving throw, a successful save negates this additional cold damage.

Add the following spells to your druid spell list: 3rd—*draconic reservoir* (may absorb fire, but that energy is released as cold); 4th—*wall of ice*, *freezing strike* (as *flame strike*, but with the cold descriptor and dealing cold instead of fire damage); 5th—*ice body*, *icy prison*; 6th—*cone of cold*; 7th—*freezing sphere*; 8th—*polar ray*; 9th—*icy prison*, *mass*. You also may spontaneously cast *frostbite* in place of any spell of 1st-level or higher, and *frigid touch* in place of any spell of 2nd-level or higher.

Special: You may never again light a fire, including a torch or candle, nor use a sun rod, alchemist's fire or firearm of any kind. You may not consume cooked meat, nor anything that has been baked or fried, nor drink any liquid that has been warmed by a hearth — violating any of these tenets instantly destroys your Umbrae-Token. In addition, you gain vulnerability to fire.

Special: Your personal Umbrae-Token now radiates faint evocation magic as well as necromancy.

GRIM-MASKED SHADE OF THE UMBRAL WOOD

The dreadful, soulless gaze of your awful fetish-effigy allows you to reach much farther with your terrible magics.

Prerequisites: Neutral evil, *Shade of the Umbral Wood*, able to cast 2nd level spells.

Benefit: You may deliver touch spells at range as long as you are within an area of dim or lower lighting. After casting a touch spell, as a *full-round action*, you can designate a target and focus upon them, delivering the spell as a ranged *touch attack*. The target must be within 25 ft. At 5th level and every 2 levels thereafter, the range of this ability increases by 5 feet, to a maximum of 70 feet at 20th level.

Special: Your personal Umbrae-Token is incorporated into a hideous mask, which must be worn to gain the effects of this feat.

IRON SHADE OF THE UMBRAL WOOD

You have willingly made your flesh a canvas for the agonizing art of your fellow Kuthites, and have shown them the full measure of your cruel inventiveness in turn - all under the black, ever-watchful gaze of the Midnight Lord's most pious.

In the course of your excruciating devotion, deep in halls beneath the earth, you have been ordained as a full member of that sadistic clergy in fellow service to the Dark Prince; many terrible, dimly-lit secrets of slick, gore-drenched steel have been unveiled before you.

Prerequisites: Neutral evil, Heal 3 ranks, Knowledge (planes) 3 ranks, Knowledge (religion) 3 ranks, patron deity The Dark Prince of Pain, *Shade of the Umbral Wood*.

Benefit: You are no longer prohibited from wearing metal armor, and you gain proficiency with the spiked chain. However, you permanently lose 1 hit point per Hit Die you possess, and you gain the *light blindness* special quality.

Whenever you use *summon nature's ally*, you may choose to summon any of the following creatures in place of other creatures of the appropriate level: 1st—*lesser shadow*; 2nd—*augur kyton*; 3rd—*shadow*; 4th—*ostiarus kyton*, *umbral shepherd*; 5th—*evangelist kyton*, *shadow mastiff*; 6th—*shadow demon*; 7th—*greater shadow*; 8th—*interlocutor kyton*. In addition, you may spontaneously cast *sympathetic wounds* in place of any spell of 2nd-level or higher.

Special: Your personal Umbrae-Token now radiates faint abjuration and conjuration magic as well as necromancy.

SHIFTING SHADE OF THE UMBRAL WOOD

Long and lonely pilgrimage on bare and bleeding feet brought you to the smoking rift where your god shattered his chains and emerged into the unready world; in the blasted volcanic wastes of Ridwan, you supplicated yourself and were tested by the iron might of the Midnight Lord's champions. You were found worthy. Blessed, anointed and united by the strange shadowcallers of your faith, you and your hunting-companion have become something more than mere blood and bone, bound together by something more supple than silk yet stronger than steel.

Prerequisites: Neutral evil, patron deity The Dark Prince of Pain, *Shade of the Umbral Wood*, *Welcome Pain*.

Benefit: Your animal companion gains an evolution pool as if it were an *eidolon*, with a class level equal to one half your druid level, rounded down [minimum 1]. You and your animal companion gain the evil and extraplanar subtypes; you are both considered evil outsiders in addition to all other types for purposes of smite, bane weapons, favored enemy and other attacks. Your animal companion does not gain any other restrictions or benefits of an *eidolon*, such as evasion, additional feats,

enhanced Strength or Dexterity scores, nor vulnerability to *banishment* or *dismissal*. You may change your animal companion's evolutions any time you gain a new level or gain a new animal companion.

You gain the class feature of aspect and life link with your animal companion; your animal companion gains the link extraordinary ability, and as you advance in level you gain the following summoner class abilities, which apply to your companion as if it were an eidolon: 3rd—*bond senses*; 7th—*maker's call*; 11th—*greater aspect*; 15th—*life bond*. In addition, you add the following spells to your druid spell list: 3rd—*evolution surge, lesser*; 4th—*evolution surge*; 5th—*transmogrify*; 6th—*evolution surge, greater*.

SILENT SHADE OF THE UMBRAL WOOD

Through prayer and agonizing sacrifice, you have honed your ghostly form into a lethal, ultimately-quiet hunter in service to the Midnight Lord. Via black rituals, you have obtained incredible talents for use in assassination and surgical elimination of those deemed fit for destruction by the cult. Mistrusted by the more cloistered, city-dwelling members of your faith, these gifts come at the cost of your voice and a measure of your freedom.

Prerequisites: Neutral evil, Shade of the Umbral Wood.

Benefit: As a swift action, you may gain the ability to make sneak attacks for one round, as per a ninja of a level equal to your druid level -4. You may use this ability a number of times per day equal to one-half your druid level, rounded down. Your eyes turn a fathomless and inky black while doing reveling in these obsidian gifts, as a mark of your god's favor; this effect cannot be disguised in any way.

You may may never again speak to those not of the faith. Spell-casting is unaffected; in addition, you are allowed to make nonvocal noises, and use gestures or motions, to communicate (including sign language). You are allowed to write. In regards to other worshipers of the Midnight Master — you may not deliberately speak any lies, including bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This applies to all forms of communication — violating any of these tenets instantly destroys your Umbrae-Token.

SOUL-BOUND SHADE OF THE UMBRAL WOOD

Your ties to darkness have grown ever more potent, capable now of imbuing living flesh with the black, cold power of the Midnight Lord's subtle strength. You may even forge intangible chains of obsidian obligation between yourself and the base & bestial creatures who serve you, making yourself into a likeness of the Dark Prince himself.

Prerequisite: Shade of the Umbral Wood, Welcome Pain, wild shape class feature.

Benefit: As a standard action, you may expend one daily use of your wild shape ability to grant yourself — or your animal companion — the shadow creature template for 10 minutes per druid level. You may use this ability upon yourself and on your animal companion simultaneously, although it costs two daily uses of your wild shape ability to do so.

In addition, you may expend one daily use of your wild shape ability as a standard action to apply a condition identical to the shield guardian template to your animal companion for 10 minutes per druid level. Your Umbrae-Token is treated as the amulet for this ability.

Special: Your personal Umbrae-Token now radiates faint abjuration and transmutation magic as well as necromancy.

SUBTLE SHADE OF THE UMBRAL WOOD

Your secret devotion to the Midnight Lord is hidden in depths of cold emotion so murky and still that true knowledge of your heart's desire cannot be obtained by mere mortal intrigue, nor by their feeble magics. You walk the wider world beyond the woods, a wolf amongst sheep, ever careful and always watching; your inscrutable goals may build kingdoms, reforge nations and sow the seeds of shadows which will stretch into eternity. With time, you may become a lich who pretends at mortality, quietly tending an immaculate garden of lies pleasing to your master.

Prerequisites: Neutral evil, patron deity The Dark Prince of Pain, Shade of the Umbral Wood, Welcome Pain.

Benefit: Your scars, wounds, brands, piercings, tattoos and other signs of ecstatic worship at the feet of the Dark Prince fade from your flesh; you may pass as a normal, unmarked and unremarkable living member of your species in polite company amongst heretics and in foreign nations, even when viewed with true seeing; only a properly-worded *wish* or *miracle* spell can unveil your disguise. Your

personal Umbræ Token no longer radiates magic of any kind. You may dismiss, refresh or resume this effect as a free action.

Your prayers are likewise innocuous; a Knowledge: Religion check (DC: 20 + your Wisdom modifier + your character level) by an observer is required to determine that you are not (as you see fit) merely a cleric of a pastoral or nature deity, a follower of the traditional druidic faith, or a benign spellcaster of some exotic but ultimately harmless origin and ideology.

In addition, add the following spells to your druid spell list as 1st-level spells: charm person, disguise self, and undetected alignment. You are considered Lawful Evil for purposes of entrance to the Umbral Court Agent prestige class.

THORN-WREATHED SHADE OF THE UMBRAL WOOD

The dark heart of the woods flowers beneath your flesh; jagged vines of unwholesome life run in tandem with black veins and coil around your bones, blooming in long, pale needles through your skin. As it grows, the entirety of your form begins to dance to the power of that hidden garden which sprawls, unseen, through your mansion of meat. You have given up much, to hold such power inside the cage of your aching body, but the blades of an alien forest dance to your whispered song.

Prerequisites: Neutral evil, patron deity The Dark Prince of Pain, Improved Unarmed Strike, Shade of the Umbral Wood, Welcome Pain.

Benefit: All unarmed strikes and natural attacks you make, in any form, deal piercing damage in addition to all normal types. You lose all use of the nature bond class feature, sacrificing your animal companion or your domain, though you are still considered to have this class ability for purposes of archetypes, prestige classes and other rule effects.

All of your unarmed strikes and natural attacks deal a minimum damage equal to that of a monk of your level and size; thus, an 8th-level Medium druid would deal 1d10 base damage with a normal unarmed strike, and deal 1d10 base damage when in the form of a Medium air elemental, rather than 1d6 as normal. Upon reaching 10th level, this same druid would deal 2d8 base damage while in the form of a Large air elemental, and this damage would increase to 3d6 at 12th level.

If you have the Shifting Shade of the Umbral

Wood feat, you may apply the evolution points due to your animal companion to yourself, as per the normal rules of the aspect ability.

You are highly susceptible to thirst, even if you become undead, and must drink 10 gallons of water or one gallon of blood each day to avoid dehydration; if you become fatigued due to thirst, you lose all benefits of this feat until such time as you drink again. In addition, you are considered a living plant creature for purposes of favored enemy, smite, bane weapons and spells such as antilife shell and horrid wilting, although you gain no benefits of the creature type.

TIDALWAVE OF ROT

Something slick and black stirs within you, composed of that raw, unmatched power which rages in the wild; where you stride, cities shake and fall. You are the slow but unstoppable force of a hideous and inhuman world behind the illusions of shelter, love and warmth — one without a word for mercy.

Prerequisite: Any evil alignment, druid level 1st.

Benefit: You are no longer prohibited from wearing metal armor; in addition, you are always considered to be Neutral Evil for purposes of your druid class levels, although you must still fulfill the alignment restrictions of any other class you take, such as antipaladin.

If you have the touch of corruption class ability, add your druid level to your antipaladin level when determining the final hit point effect of your touch. You may spend a move action to focus your dark power immediately before using this ability; if you do so, half of your druid level and your Wisdom modifier are added to the DC of your cruelty.

In addition, when casting any druid spell, you may expend a number of daily uses of touch of corruption, up to your druid level, as a free action. You may apply any one metamagic feat you know to the spell as it is cast; the level increase upon the spell is reduced by 1 for every 2 touches of corruption you expend in this way. You must reduce the spell's final level increase to +0 when it is cast.

Special: If you are a Lawful Evil dual-class Druid and Lord of Darkness in service to The Dark Prince of Pain, you may choose one of the special Shade of the Umbral Wood feats — see below — in place



of any of the following antipaladin class abilities: channel negative energy (4th level), fiendish boon (5th level), aura of despair (8th level), domination (11th level), aura of sin (14th level), aura of depravity (17th level).

You must meet the prerequisites of these feats, as normal: Ghost of Rooftop & Alleyway, Shade of the Umbral Wood, Shapeless & Primal Terror, Bloody Shade, Frozen Shade, Silent Shade, Iron Shade, Shifting Shade, Unhallowed Shade, Subtle Shade, Thorn-Wreathed Shade, Winter Shade.

UNHALLOWED SHADE OF THE UMBRAL WOOD

Through inhumanly-prolonged study of your god's complex, dualistic tenets as laid down in the Umbral Leaves, mingled with ecstatic vision-quests, mortification of the flesh and dark inner journeys through self-inflicted deprivation, you have achieved an understanding of your god's will unattainable by any sane mind. These cycled rituals of excruciation, denial, indulgence, solitude and joyous sacrifice have yielded up to you incredible gifts, and your soul swims in the deepest and most unnatural of secrets.

Prerequisites: Neutral evil, patron deity The Dark Prince of Pain, Shade of the Umbral Wood.

Benefit: choose one of the following Domains or Sub-Domains. You gain the powers and spells granted by the domain, as a cleric of your druid level; you also receive additional domain spell slots, just like a cleric. You must prepare the spell from this domain in this slot, and this spell cannot be used to cast a spell spontaneously: Darkness, Death, Destruction, Evil, Loss, Murder, Night, Torture, Undead

Alternatively, you may gain the bonus spells and bloodline powers of the Shadow bloodline as a sorcerer of your druid level, using Wisdom in place of Charisma. These bonus spells are added to your druid spell list.

In addition, choose and apply one of the following oracle curses: Blackened, Clouded Vision, Consumed, Deaf, Lame, Legalistic, Wasting.

Special: this feat may be taken multiple times; you gain access to another of the listed Domains, including additional spell slots or spells, and suffer an additional self-inflicted curse.

WELCOME PAIN

Your appreciation of pain grants you great stamina.

Prerequisites: Iron Will, worshiper of an evil god.

Benefit: Whenever you would be reduced to 0 or fewer hit points because of an ongoing or repeating damage effect (such as bleed), you may make a last-ditch effort to shed the condition. If you succeed at a DC 25 Will save, you ignore the damage that would reduce you to 0 or fewer hit points that turn. The DC of each subsequent save made in this manner increases by 1. In addition, spells or abilities that have the pain descriptor deal only half damage to you (if any).

WINTER SHADE OF THE UMBRAL WOOD

The black and brackish cold which runs in your veins seethes into the world around you with the darkest kind of killing hate; your excruciating devotion to the Midnight Lord grants you both incredible power and terrible weaknesses. Forever unwelcome and alone, your very presence exudes the most unpleasant of chills, marking the movement of shadow over the world as you pass; your mere gaze shudders and collapses the unworthy power of fire mages.

Prerequisites: Neutral evil, patron deity The Dark Prince of Pain, Frozen Shade of the Umbral Wood, Shade of the Umbral Wood and Welcome Pain feats.

Benefit: You are always considered to be at the center of a cold snap, with a radius of one hundred feet: the ambient temperature around you drops by 10 degrees wherever you linger from more than one minute. At the beginning of your turn each round, you are the center of a 5 ft. radius quench effect, cast at your druid caster level; you may suppress this effect with a move action. In addition, you may the spell-like ability of quench, at will as an immediate action, to dispel a fire spell as it is cast.

You gain use of the freeze special attack ability for all natural and unarmed attacks. In addition, you may choose to gain the ice elemental special abilities (in addition to normal special abilities) whenever you use wild shape, regardless of the form you choose to take.

Special: You recoil from torches, and holy or running water as well as strongly presented holy symbols; these things do not harm you, but do

keep you at bay. You must stay at least 10 feet away from open flames, running water, holy water or holy symbols, and you cannot touch or make melee attacks against a creature holding you at bay with such an object or substance — holding you at bay in this manner requires a standard action. After two full rounds held at bay, you may attempt to overcome your revulsion of the object: you may function normally each round that you succeed at a DC 25 Will save. You cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

DRUID SPELLS

The following spells are accessible to all druids, though they are particularly popular among dark druids of the Lost Lands and the Umbral Wood.

ALGAL BLOOM

School conjuration (creation or summoning; see text);

Level alchemist 6, druid 7

Casting Time 1 round

Components V, S, DF

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

Effect one or more summoned creatures or areas of slime

Duration 1 minute/level (D)

Saving Throw see text; **Spell Resistance** no

You can cast this spell as a creation spell or a summoning spell. As a creation spell, you can create one 10-foot square area of cloying green algae per caster level. The algae floats on the surface of liquid and blocks line of sight into or out of the water. In addition, swimming creatures touching it must succeed on a Reflex save or be coated with the slippery algae, affecting them as *grease* (as the spell). A creature coated in algae takes a -20 penalty on Stealth checks, and its location is clearly visible even if the creature itself is invisible. You can create this algae on land, in which case it affects all surfaces within the target area as *grease*, but it dries out quickly, its duration reduced to 1 round per level. All areas of *grease* you create must be adjacent to each other (including diagonally).

You can instead create one 5-foot patch of green slime (as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*) per caster level. This green slime floats on water. If you create green slime in a space occupied by a creature, that creature may avoid contacting the slime with a successful Reflex save, though it must leave the area occupied by green slime by the end of its next turn or be exposed to the slime. All areas of green slime you create must be adjacent to each other (including diagonally).

Alternatively, you may summon 1d4+1 ochre jellies, 1d3 advanced or giant ochre jellies, or one advanced giant ochre jelly. These jellies are comprised of sickly green algae and are treated as having plant traits as well as ooze traits, and are vulnerable to effects that affect plants. Creatures damaged by a summoned jelly must succeed at a Fortitude save at the conclusion of combat or contract slimy doom. This initial save to avoid contracting the disease uses the spell's DC, but subsequent saving throws use the save DC of the disease. Though mindless, these summoned oozes understand your speech and obey basic commands. Using this version of the spell is otherwise like *summon nature's ally*.

BLOODSPEAR

School transmutation; **Level** druid 3, ranger 2

Casting Time 1 standard action

Components V, S, M, DF (drop of the caster's blood)

Range touch

Effect one longspear, shortspear, or spear

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

The target spear drips blood but also sheds the blood of your enemies, gaining the wounding property. In addition, if you wield the *bloodspear*, you may prick yourself with the spear as a swift action before throwing it, dealing 1 point of damage to yourself but granting your *bloodspear* the returning property for 1 round, returning to your hand just before your next turn. If you hit a creature that is already bleeding with your *bloodspear*, you gain a number of temporary hit points equal to the points of bleed damage that creature has taken since the end of your last turn.

CALL WOODLAND BEINGS

School conjuration (calling); **Level** druid 6, witch 6

Components V, S, M (offerings worth 500 gp plus payment), DF

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

Target up to three called creatures, totaling no more than 12 Hit Dice, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser call woodland beings*, except that you can call a single creature of up to 12 Hit Dice or up to four creatures of the same kind whose Hit Dice total no more than 12.

CALL WOODLAND BEINGS, GREATER

School conjuration (calling); **Level** druid 8, witch 8

Components V, S, M (offerings worth 1,000 gp plus payment), DF

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

Target up to four called creatures, totaling no more than 18 Hit Dice, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser call woodland beings*, except that you can call a single creature of up to 18 Hit Dice or up to four creatures of the same kind whose Hit Dice total no more than 18.

CALL WOODLAND BEINGS, LESSER

School conjuration (calling); **Level** druid 4, ranger 4, witch 4

Casting Time 10 minutes

Components V, S, M (offerings worth 200 gp plus payment), DF

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

Target one or two called creatures, totaling no more than 6 Hit Dice, which cannot be more than 30 ft. apart when they appear

Duration instantaneous

Saving Throw none; **Spell Resistance** no

By casting this spell, you call upon the powers of nature to send you one or two natural or supernatural servants, either a single creature with up to 6 Hit Dice or two creatures of the same kind whose Hit Dice total no more than 6. These creatures must be animals, fey, plants, or magical beasts, or animals with the fey animal template, and they must

be creatures that naturally inhabit forest terrain. If you are not in forest terrain when the spell is cast, or if you attempt to call creatures from a different climate (e.g., creatures native to temperate forest when you are in a cold or warm forest or jungle), the number of Hit Dice of creatures you call is reduced by one-third. You can cast this spell in any terrain in the Fey Realms with no loss of efficacy. If you know the name of a specific creature of an appropriate type, you can request that individual by speaking the name during the spell (though you might get a different creature anyway).

This spell otherwise functions identically to *lesser planar ally*. If you call a creature whose alignment is more than one step away from yours, the offerings and payment required in exchange for its services are increased by 50% for each additional step away from your alignment. If you call more than one creature, the called creatures agree to help you and request your return payment together.

DROUGHT

School transmutation [water]; **Level** druid 8

Casting Time 10 minutes

Components V, S, DF

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

Area 1 mile/level radius burst

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

You cause all exposed water sources to ebb away and dry up. All areas of water to which you have line of effect are lowered as if you had used *control water*. Living creatures in the area feel parched and require twice the normal amount of water per day to avoid suffering the effects of thirst, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. Living plants take 1d6 points of damage per hour after the first 24 hours, bypassing hardness. Creatures with the aquatic or water subtype must immediately begin making Constitution checks each hour to avoid taking 1d6 points of nonlethal damage and becoming fatigued, no matter how much water they drink. They can avoid this damage by remaining completely immersed in water. Creatures that do not eat or drink are unaffected. Creatures in a hot climate (see Heat

Dangers in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*) take a -4 penalty on their Constitution checks to avoid thirst and on Fortitude saves to withstand the effects of the hot environment.

You can extend the duration of the *drought* to 1 year by reducing its area to a 1-mile radius.

FAERIE FORM I

School transmutation (polymorph); Level druid 3, ranger 3, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the fey type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. If the form you assume has the aquatic subtype, you gain the aquatic and amphibious subtypes.

Small fey: If the form you take is that of a Small fey, you gain a +2 size bonus to your Dexterity and DR 1/cold iron.

Medium fey: If the form you take is that of a Medium fey, you gain a +2 size bonus to your Strength and DR 2/cold iron.

FAERIE FORM II

School transmutation (polymorph); Level druid 4, ranger 4, witch 4

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

This spell functions as *faerie form I*, except it also allows you to assume the form of a Tiny or Large creature of the fey type. If the form you assume has any of the following abilities, you gain

the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, bleed, boot stomp, cold iron killer, cold touch, heavy weapons, icewalking, keen scent, poison, poison use, sneak attack +1d6, rage, tree meld, vault, vermin empathy.

Tiny fey: If the form you take is that of a Tiny fey, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength and DR 1/cold iron.

Large fey: If the form you take is that of a Large fey, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity and DR 3/cold iron.

FAERIE FORM III

School transmutation (polymorph); Level druid 5, witch 5

This spell functions as *faerie form II*, except it also allows you to assume the form of a Diminutive or Huge creature of the fey type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, darkvision 60 feet, low-light vision, scent, allergen aura, bleed, blend with light, blood drain, boot stomp, bramble jump, cold iron killer, cold touch, feather step, fiddle, heavy weapons, icewalking, keen scent, luminous, poison, poison use, rage, sneak attack +2d6, splinterspray, transparency, tree meld, tremorsense, vanish, vault, vermin empathy, and weep. If the creature has immunity or resistance to any energy types, you gain resistance 10 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has a weakness or dependency (e.g., water dependency, tree dependent, light blindness, light sensitivity), you gain it. If the creature has immunity to poison, you gain a +4 bonus on saves against poison.

Diminutive fey: If the form you take is that of a Diminutive fey, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength and DR 1/cold iron.

Huge fey: If the form you take is that of a Huge fey, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity and DR 4/cold iron.

FAERIE FORM IV

School transmutation (polymorph); Level druid 7, witch 7

This spell functions as *faerie form III*, except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, darkvision 60 feet, low-light vision, scent, allergen aura, bleed, blend with light, blinding beauty, blood drain, boot stomp, bramble jump, captivating dance, cold iron killer, cold touch, DR 10/cold iron, feather step, fiddle, heavy weapons, icewalking, keen scent, luminous, natural invisibility, poison, poison use, rage, sneak attack +2d6, spell resistance, splinterspray, supernatural speed, transparency, tree meld, tremorsense, vanish, vault, vermin empathy, and weep. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has a weakness or dependency (e.g., water dependency, tree dependent, light blindness, light sensitivity), you gain it. If the creature has immunity to poison, you gain a +4 bonus on saves against poison.

FEY CROSSROADS

School conjuration (teleportation); Level druid 5, witch 5

Casting Time 1 round or 10 minutes

Components V, S, M (offerings worth 100 gp, or see text), DF

Range touch

Target up to one touched creature/level

Duration 1 hour/level (D)

Saving Throw Will negates;

Spell Resistance yes

To create a *fey crossroads* you must be at an actual crossroads where two or more paths, roads, trails, or streets intersect, allowing you to cast this spell as a standard action. If no such crossroads exist, you can create one by treading back and forth repeatedly along two intersecting lines to create an impromptu crossroads, requiring 10 minutes; if you are

interrupted during the creation of the crossroads, the spell fails. Once the crossroads is established and the *fey crossroads* spell completed, you and any creature you touch traverse into the numinous verges of the Fey Realms that glide along coterminously with the Material Plane. You can take more than one creature along with you on this journey through the *fey crossroads*, but all must be touching each other.



Traveling through the *fey crossroads* is similar in effect to using a *shadow walk* spell to traverse the edges of the Plane of Shadow, following all of the rules for that spell unless otherwise noted here. A *fey crossroads* can be used to cross the Fey Realms into other planes that border upon it (GM's discretion). Traveling through the surreal delights of the Fey Realms is highly disturbing to the mortal psyche, and the hallucinatory revels they experience drain the body as well. Hence, any non-fey creatures traveling through a *fey crossroads* take 1d3 points of Charisma damage and are fatigued when they return to the Material Plane (Will negates). Creatures that gain a bonus on saving throws against effects created by fey can apply that bonus to this Will save.

The material component cost of this spell can be reduced or eliminated entirely if the caster or a creature targeted with this spell provides a suitable performance for the benefit of the fey spirits that gather around a *fey crossroads*. This requires a Perform check with a DC equal to 20 plus the number of creatures targeted with the spell. If the check succeeds, the required offering for the spell's material component is halved; if the check succeeds by 5 or more, the material component of the spell is eliminated.

LIGHTNING FIELD

School evocation [electricity]; **Level** druid 6, magus 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You surround yourself with an aura of crackling electricity, shedding light as a torch. You gain immunity to electricity, and any creature striking you in melee takes 1d6 points of electricity damage plus 1 point per caster level (maximum +20) unless using a reach weapon. This damage also applies to creatures making successful combat maneuvers against you, and creatures attempting combat maneuvers to bull rush, drag, grapple, or overrun you take half damage even on a failed check. A creature

using an engulf or swallow whole attack against you takes an additional 1d6 points of electricity damage, regardless of whether the attempt succeeds. Any weapon, natural weapon, or unarmed strike you use deals 1d6 points of electricity damage on a successful hit; this stacks with damage from other electricity effects, such as weapons with the *shock* weapon property or the *shocking grasp* spell.

NIGHTWING DUSK

School conjuration (summoning) [darkness]; **Level** anti-paladin 4, druid 4, witch 4

Casting Time 1 round

Components V, S, M, DF (pitch and a bat wing)

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

Effect one swarm of bats per three levels, each of which must be adjacent to another swarm

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You summon a number of bat swarms (one per three levels, to a maximum of six swarms at 18th level), which must be summoned so that each swarm is adjacent to at least one other swarm. You may summon them so that they share the area of other creatures. Each swarm is stationary after being summoned and will not pursue fleeing creatures. The illumination level in a space occupied by a bat swarm is reduced by one step, as the *darkness* spell. This *darkness* dissipates if the bat swarm is killed.

TALL GRASS

School transmutation; **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S, M (a blade of grass)

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

Area two 10-foot cubes per level (S)

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

You cause grass to grow to a height of 10 feet, obscuring all forms of vision beyond 5 feet. Large or smaller creatures within the *tall grass* gain concealment when within 5 feet of another creature, while creatures farther away gain total concealment.

Huge or Gargantuan creatures gain concealment or total concealment within the *tall grass* only if they are prone. The *tall grass* offers concealment but no cover and does not impede movement, though the save DC of plant-based spells cast in an area of *tall grass* is increased by 2. This does not stack with the increase granted by *plant growth*.

You may choose to double the length and width of the *tall grass* by reducing its height to 5 feet. If you do so, Medium or smaller creatures gain concealment within 5 feet and total concealment beyond this range, while Large creatures gain concealment or total concealment only while prone. Creatures larger than Large gain no concealment in an area of *tall grass*.

This spell cannot be cast indoors, underground, or on a worked stone surface, nor in arctic terrain such as ice or very deep snow. It can be cast on any other type of horizontal natural surface. If cast un-

derwater or in boggy terrain, *tall grass* grows from the ground up and may be partly submerged and partly extending above the waterline.

THREEFOLD THUNDER

School evocation [sonic]; **Level** druid 5, witch 5

Casting Time 1 standard action

Components V, S, DF

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

Area 60-ft.-radius spread; see text

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You unleash three shattering peals of thunder emanating from a point you designate. The first peal deals 1d8 points of sonic damage and deafens creatures within a 60-foot-radius spread for 1 minute. The second peal deals 1d8 points of sonic damage and stuns creatures in a 30-foot-radius spread for 1 round. The third peal deals 1d8 points of sonic



damage and knocks creatures prone in a 10-foot-radius spread. The effects of the *threefold thunder* stack in the areas where they overlap. A successful Fortitude save negates deafness, stunning, and being knocked prone, as appropriate, but does not reduce damage. Animals or magical beasts with Intelligence of 2 or less are panicked for 1d8 rounds on a failed save, in addition to the above effects.

WYVERN WATCH

School conjuration (creation); **Level** druid 7, witch 7

Casting Time 1 standard action

Components V, S, M (a wyvern scale and a tiny bell)

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

Effect phantom wyvern

Duration 1 hour/level until discharged, then 1 round/level (see text)

Saving Throw none (see text); **Spell Resistance** no

You conjure a phantom wyvern that is invisible to everyone except you. The *wyvern watch* functions like a *mage's faithful hound*, though hissing loudly rather than barking to signal when Small or larger creatures approach within 30 feet. Once triggered, a *wyvern watch* attacks twice per round using your caster level plus your Wisdom modifier as its attack bonus. A successful hit deals 2d6+3 points of piercing damage and paralyzes the target as *hold monster* (Will negates).



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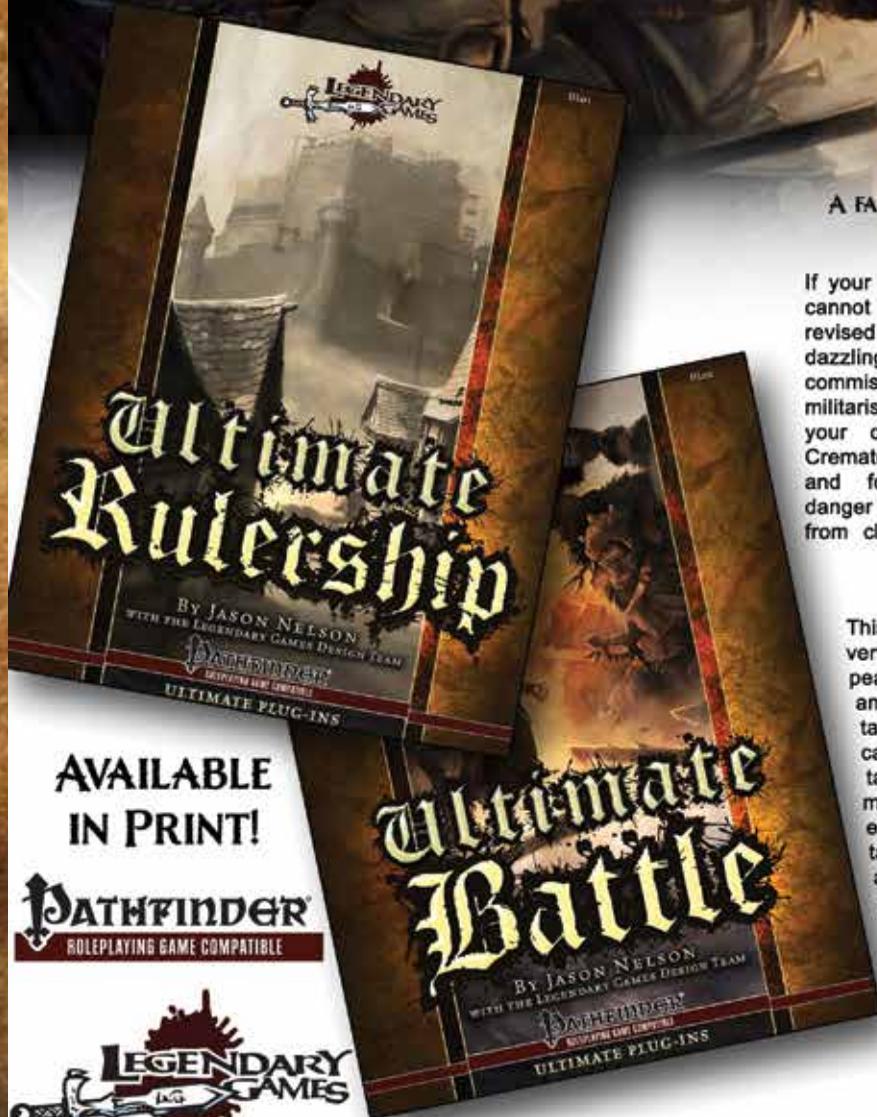


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