Magic of the Mire Dizardfolk Spells

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ROLEPLAYING GAME COMPATIBLE

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Introduction

From the misty swamps come these secret spells of primal and potent magic. The spells presented in this book are meant to inspire a feeling of primal and dread power used by the denizens of the marshes and swamps. While these spells are perfect for swampdwelling shamans and evil lizardfolk witch doctors, any character desiring to utilize potent plant, poison, and earth magic will find these spells a useful addition to their repertoire.

New Spells

The following spells are presented in alphabetical order.

BITTER BERRY

School necromancy; Level cleric 1, druid 1, sorcerer/ wizard 1, witch 1 Casting Time 1 standard action Components V, S, M/DF (ground mosquitoes) Range touch Target fruit-bearing plant touched Duration 1 day/level Saving Throw Fortitude negates; see text; Spell Resistance no

You cause the fruit of a plant to wither and die, and it their place grow several berries filled with the corruption and sickness of your swampy homeland. The target plant immediately sprouts a wealth of healthy-looking fruit which appears both edible and highly nutritious; only with a successful Survival or Knowledge (nature) check (DC 10 + your caster level + your primary spellcasting ability score) can the truth about these fruits be discovered. Any creature which eats the fruit brought forth by *bitter berry* suffers 1 point of bleed damage and gains the sickened condition for 24 hours; a successful Fortitude save negates this effect. Regardless of whether or not the save is successful, the fruit does provide food sufficient to sustain a Medium creature for 24 hours.

BLACK RAIN

School transmutation; Level druid 5, sorcerer/wizard 5, witch 5 Casting Time 1 minute Components V, S, M/DF (a black pearl worth 200 gp) Range 1 mile Area 1-mile-radius emanation Duration 1 hour/level Saving Throw Fortitude partial; Spell Resistance no

You transform the rain in the area into noxious black water, causing afflictions to take hold more readily and severely irritating the bodies of creatures in the area. This spell can only be cast outdoors while it is raining; the rain then continues to fall for the spell's duration, regardless of what the weather would have otherwise done (though it must be raining each round you spend casting the spell). The water from the rain is transfigured by your magic, becoming black and obviously unnatural, and taking on a horrible smell of decay. Creatures in the area of the rain must make a Fortitude save every hour or become fatigued. Additionally, the black rain causes curses, diseases, and poisons to thrive within the rain. The saving throw DC to resist any curse, disease, or poison within the spell's area, as well as any spell with those descriptors, is increased by 5. Further, creatures that are normally immune to one or more of those conditions can be affected by it as though they were not immune, though they gain a +5 bonus on their saving throws to resist the condition they would normally be immune to.

When you cast this spell, you may choose a specific group of people to exclude from it. You can choose to exclude up to 1 individual per caster level, or you can choose to exclude an entire type of creatures (if you choose to exclude humanoids or outsiders, you must also choose a subtype).

BLIGHT BOMB

School necromancy; **Level** druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M/DF (a rotten apple core)

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

Target one plant of at least Small size or one plant creature

Duration instantaneous

Saving Throw Fortitude negates; see text; Spell Resistance yes

You fill the target plant or plant creature with blackened ichors that cause extremely rapid decay,



and which expand until the plant bursts, spraying a bubbling black liquid that damages and cripples nearby creatures. If the spell targets a non-creature plant, it is immediately destroyed, exploding in a 10-foot radius burst of black ichor that deals 5d6 points of damage to creatures in the area and forces all damaged creatures to succeed on a Fortitude save or become nauseated for 1 round per 3 levels (minimum 1).

If the spell instead targets a plant creature, the target receives a Fortitude save to negate the effects of the spell; if it fails, it suffers 1d6 points of damage per level. If that damage is sufficient to kill the plant creature, it explodes and deals 1d6 points of damage per CR it possessed to surrounding creatures.

FEVER CURSE

School necromancy [curse, disease]; Level druid 6, witch 6 Casting Time 1 standard action Components V, S, M/DF (a maggot) Range touch Target living creature touched **Duration** permanent **Saving Throw** Will negates, and Fortitude partial; **Spell Resistance** yes

You cause the target to suffer from a debilitating disease which recurs constantly, festering within him. After failing the initial Will save, the target is wracked by a dire disease. The disease forces the victim to make a Fortitude save initially, then once each day at midnight until the disease is contracted. Once contracted, the disease functions as described below, except that it cannot truly be cured. Successfully curing the disease merely activates the curse's magic again, forcing the target to succeed on saving throws made to resist the disease every day unless the curse is broken. Breaking the curse requires a *remove curse* spell or more powerful magic, and the caster must succeed on a caster level check (DC 10 + your caster level).

Type disease, injury; **Save** Fortitude (DC equals spell's DC)

Onset -; **Frequency** 1/day **Effect** 1d4 Con damage; **Cure** 2 consecutive saves

LILY PAD MINE

School conjuration (creation); Level druid 3 Casting Time 1 standard action Components V, S, DF Range close (25 ff. + 5 ft./2 levels) Effect 1d4 explosive lily pads Duration instantaneous Saving Throw Fortitude partial, Reflex partial; see text; Spell Resistance no

From the water you conjure forth several magical lily pads, each crested with a flower which produces flammable spores when approached by the unwary. This spell produces 1d4 highly explosive lily pads, which can be placed individually within any body of water within range. When a creature approaches within 10 feet of one of these lily pads, it produces great gout of spores and explosive gasses. Each creature within 15 feet of the explosive lily pad must succeed on a Fortitude save as the spores burrow into him or gain the nauseated condition for 1d4 rounds. Additionally, each creature within 20 feet of the lily mine suffers 10d6 points of fire damage; a successful Reflex save halves this damage. Finally, any amount of hit point damage from any source, including fire damage from a nearby lily pad mine, will cause a lily pad mine to detonate, even if no creature is within 10 feet.

MUD SERPENT

School conjuration; Level druid 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M/DF (a snake's fang) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Reflex negates and Fortitude partial; Spell Resistance no

You call forth a hideous fanged serpent from the very earth, which strikes out, sinking its earthen teeth into its target and injecting him with arcane poison. This spell can only be cast in an area of natural earthen ground and causes the serpent to immediately appear, just in time for one strike. The target is entitled to a Reflex save in order to avoid the serpent; if he fails, he suffers 2d4 point of piercing damage and must succeed on a Fortitude save or be affected by the serpent's venom, suffering a -1 penalty to his Strength score per 2 levels (maximum -5 at 10th level) for 1 minute.

POISON PLANTS

School conjuration (creation) [poison]; **Level** druid 3, witch 3

Casting Time 1 standard action Components V, S, M/DF (a dead beetle) Range close (25 ft. + 5 ft./2 levels) Area 10-ft. radius emanation Duration 1 round/level Saving Throw Reflex negates and Fortitude partial; Spell Resistance no

From the ground burst writhing vines with wicked thorns dripping hot golden venom, which lash out to strangle and impale anything in their way. This spell can only be cast outdoors in areas with light undergrowth or similar concentrations of plant life. Writhing vines wrap about all those in the area, holding immobile any creature that fails his Reflex save and continuing to constrict the targets every round. Each round a target remains trapped within the vines, he suffers 1d4 points of damage and must succeed on a Fortitude save or suffer 1 point of Strength and Dexterity damage from the spell's poison. While trapped in the vines, the target is held immobile, unable to act as though pinned in a grapple (though he is not helpless). A successful Strength check or Escape Artist check (DC equals this spell's DC) can be used to escape the vines. The spell's area is considered difficult terrain, and any creature that enters the spell's area is required to make a Reflex save to avoid being entangled by the vines.

PRIMAL AWAKENING

School transmutation; Level druid 8 Casting Time 1 standard action Components V, S, DF Range touch Target animal or magical beast touched Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You awaken the latent intelligence in a truly monstrous creature and bend it to your will. This spell functions similarly to the druid spell *awaken*, with the following differences. *Primal awakening* cannot affect plants, but can affect animals and magical beasts, so long as the magical beast does not have an Intelligence of greater than 3. Additionally, the creature may not necessarily befriend you, but may fall under your control. At the completion of the spell, the target must succeed on a Will save or fall under your control as the spell *dominate monster* for 24 hours, after which time this spell must be recast or the creature returns to its previous mental state and becomes free-willed once more.

SWELTERING HEAT

School evocation; Level druid 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a lizard's heart) Range o ft. Area 20-ft. radius emanation, centered on you Duration 1 minute/level Saving Throw Fortitude partial; Spell Resistance no

You greatly increase the level of heat around you, causing all cold-blooded creatures to gain in power while warm-blooded creatures become uncomfortable and have trouble functioning. All cold-blooded creatures (such as reptilian humanoids, dragons, and dinosaurs) within the area or entering the area gain a +2 enhancement bonus to Strength, Dexterity, and Constitution so long as they remain within the area. Conversely, warm-blooded creatures within the area or entering the area must succeed on a Fortitude save or become fatigued for as long as they remain within the spell's area.

WEATHER CURSE School transmutation (curse) Level druid 9

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one living creature, or 200-ft.-radius emanation touched

Duration permanent

Saving Throw Will negates; see text; **Spell Resistance** yes

You curse a single living creature or a single area to always suffer extremely poor weather. If you cast this spell on a creature, he is entitled to a Will save to negate the effect; otherwise, you can control the weather in the area 200 feet around the target as though by the spell *control weather*. You can change what kind of weather the target is experiencing with a standard action. If you instead choose to target an area, the weather merely persists in that area. In either case, a *break enchantment* spell or more powerful magic can dispel the effect, if the caster succeeds on a caster level check.



WITHERING WATER

School transmutation; Level druid 7, sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S, M/DF (a may fly) Range touch Area 30-ft.-radius emanation Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance yes

You transmute a large area of water into a withering acidic liquid which froths and foams in the presence of living creatures larger than a fish, but which is otherwise indistinguishable from regular water. Any living creature of Tiny size or larger that enters the spell's area activates the water's withering magic. A creature that enters or begins his turn within the affected area suffers 5d6 points of acid damage and must succeed on a Fortitude save or suffer a -8 Strength penalty for as long as he remains within the water, plus 1d4 rounds thereafter. Additionally, swimming in the water is nearly impossible, as creatures swim at half speed through the churning waves and suffer a penalty on all Swim checks equal to half your caster level. Finally, water affected by this spell cannot be frozen, even by such magic as a freezing sphere spell, though any spell which can freeze acid or lava affects the water normally.

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Discover the Magie of the Swamplands!

There are many different approaches to magic, and different groups are able to master it in different ways, creating strange and exotic spells that others would never dream of. The lizardfolk of the swamps are no different in this regard, and their strange magic, which is a mix of primitive naturalistic mysticism, and dark unspeakable ritual, provides a number of potent spells for those who have a chance to learn them. While such secrets are rarely shared with outsiders, and the lizardfolk who use them almost never write them down, a number of these lost spells of the swamp have been collected in this tome.

This book contains 11 new spells for the druid, sorcerer/wizard, and witch spell lists, all of which are thematically linked to lizardfolk and their swampy homes. The black rain spell allows you to bring misery and misfortune to a large stretch of land by cursing it with foul, black rain, while the mud screpent spell conjures a snake made of living earth to rise up and attack your foes. Use poison plants to create a tangled mass of thorny, poisonous vines, which entraps your foes and injects them with a deadly toxin. Or, call upon sweltering heat to empower cold=blooded creatures, while rendering the warm=bloods uncomfortable and weakened. Whether you're looking for unique and exciting spells for your swamp=dwelling or reptilian NDCs, or just want to expand your wizard's ever=growing spellbook, the magic of the mire is not to be overlooked!

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