Rite Publishing Presents

101 Forest Spells



by Dave Paul





Rite Publishing Presents:

101 Forest Spells

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101 Forest Spells

Most of the spells in this supplement are designed for use by spellcasters who happen to adventure in, or reside in or near, forests of all types, from rainforest jungles to arctic pine forests. Many of the spells will be useful to those who don't live near or visit the woods, particularly the spells which affect creatures traditionally associated with sylvan enclaves but which may be found nearly anywhere. GMs will find many spells, and combinations of spells, that will be excellent tools for NPC casters (especially some multiclass and monster NPCs!) to give players some new and unexpected experiences. GMs should feel free to allow PC spellcasters to discover some of these spells, but, they should be handled carefully. Many of the spells here are designed to be very advantageous in narrow circumstances. If there are few or no circumstances for characters to explore woods or forests, several of these spells will be of no use. Many of the spells are maximally effective when used in combinations with other spells, and clever casters will discover great pairings of spells here. The intended recipients of this work are druids, rangers and shamans, though bards, bloodragers, and the more traditional wizards and clerics will find plenty of new spells here as well. There are very few spells for alchemists, inquisitors, magi, summoners, paladins and antipaladins, but, the focus is the forest, and, in particular, spells used by those who make the forest their home.

Spell Tists

Alchemist Spells

1st-Jevel Alchemist Spells Liquid Repellant: Subject is coated with an acid resisting layer which also repels other liquids.

2nd-Jevel Alchemist Spells

Travel Amid Din: Noises are masked in a 20-ft.-radius area.

3rd-Jevel Alchemist Spells

Euphoric Breath: Gain 15-ft. cone euphoric breath weapon.

4th-Tevel Alchemist Spells

Acid Cloak: You are surrounded by a small mist of strong acid.

Confounding Aura: Dazes targets, impedes Survival and concentration checks, and gives a -4 penalty to attack.

Forest Troll Form: You assume the form of a moss troll.



Quickling Transformation

Quickling Transformation: You gain +4 Dex, +30 speed, and Spring Attack.

5th-Jevel Alchemist Spells

Aurumvorax Form: You become an aurumvorax. **Forest Giant Form:** Turns you into a wood giant. **Mandragora Manifestation:** You take on the form of a mandragora.

Antipaladin Spells

1st-Tevel Antipaladin Spells

Touch of Iron: Melee weapon becomes cold iron for 1 round/level.

3rd-Jevel Antipaladin Spells

Sylvan Silence: Creatures are unable to read, speak or understand Aklo, Common, Druidic or Sylvan.

4th-Jevel Antipaladin Spells

Sylvan Champion's Blade: Weapon becomes +5, deals +2d6 damage against those seeking to harm the forest or its creatures.

Bard Spells

o-Jevel Bard Spells

Blossom: One flowering plant blossoms. **Gather Kindling:** Summons a pile of kindling.

1st-Jevel Bard Spells

Cicada Chorus: Deafens those in area, and deals 1d6 nonlethal damage per 2 caster levels to those who fail a save.

Speak With Birds: You can communicate with birds. **Sprite Lights:** You and up to several allies become luminous, each able to control his own color and intensity.

2nd-Jevel Bard Spells

Bower: Natural shelter against wind, rain and cold. **Detect Fey:** Reveals fey within 60 ft.

Korred's Beard: Entangle 1 adjacent creature as a swift action.

Leaf on the Wind: As *feather fall* but with horizontal as well as vertical movement.

Sagari Shriek: Sickens creatures for 1d4 rounds.

Speak in a Common Tongue: One animal speaks a common language.

Travel Amid Din: Noises are masked in a 20-ft.-radius area.

3rd-Jevel Bard Spells

Euphoric Breath: Gain 15-ft. cone euphoric breath weapon.

Eyes in the Dark: Frightening eyes appear in the darkness.

Fey Lure: Entice and fascinate a fey creature.

Fey's Obsession: Creatures are obsessed with counting grains of salt.

Sylvan Silence: Creatures are unable to read, speak or understand Aklo, Common, Druidic or Sylvan.

Thicket: Undergrowth becomes twisted and impassable.

4th-Jevel Bard Spells

Confounding Aura: Dazes targets, impedes Survival and concentration checks, and gives a -4 penalty to attack.

Fey Form, Satyr: You transform into a satyr.

Pixie's Arrows: Multiple arrows produce a variety of magical effects.

5th-Jevel Bard Spells

Alraune's Aroma: Targets remain passive, as if affected by *calm emotions*, even if attacked.

Forlarren's Remorse: Victim suffers -2 Charisma killing and becomes nauseated whenever it kills a living creature.

Labyrinthine Forest: Subjects are convinced they're lost in a forest of indistinguishable trees.

6th-Jevel Bard Spells

Shadow Treant: Mimics the summoning of a treant, but only 20% real.

Bloodrager Spells

1st-Jevel Bloodrager Spells

Needle Spray: Pine needles and thorns shoot in a cone causing up to 2d6 piercing damage and dazzling foes. **Sticks and Stones:** Transforms a stick or stone into a one- or two-handed simple melee weapon.

2nd-Jevel Bloodrager Spells

Green Shot: Attacks made with a ranged weapon ignore concealment and cover granted by plants.

Leaf on the Wind: As *feather fall* but with horizontal as well as vertical movement.

Willow-Walk: You can move from limb to limb through trees.

3rd-Jevel Bloodrager Spells

Acid Cloak: You are surrounded by a small mist of strong acid.

Quickling Transformation: You gain +4 Dex, +30 speed, and Spring Attack.

4th-Tevel Bloodrager Spells

Sylvan Champion's Blade: Weapon becomes +5, deals +2d6 damage against those seeking to harm the forest or its creatures.

Cleric/Oracle Spells

o-Jevel Cleric/Oracle Spells

Friend of the Forest: Creates semi-permanent tattoo on target creature.

Recognize Friend: Automatically determine that a marked creature is an ally.

1st-Jevel Cleric/Oracle Spells

Abundance of the Wild: You gain a +10 on Survival checks to find food and water.

Liquid Repellant: Subject is coated with an acid resisting layer which also repels other liquids.

Sprite Lights: You and up to several allies become luminous, each able to control his own color and intensity. **Sticks and Stones:** Transforms a stick or stone into a one- or two-handed simple melee weapon.

Touch of Iron: Melee weapon becomes cold iron for 1 round/level.

2nd-Jevel Cleric/Oracle Spells

Bones and Branches: Creates undead skeletons Out of bones and branches.

Bower: Natural shelter against wind, rain and cold. **Declaw:** Animal's claws are temporarily rendered useless.

Detect Fey: Reveals fey within 60 ft.

Friends Defend the Forest: Allies receive morale bonus on attacks based on number of allies within 30 ft.

3rd-Jevel Cleric/Oracle Spells

Fey Bane: Plants are coated in cold iron.

Into the Forest: Gain +2 on saves and +5 on Acrobatics, Climb, Escape Artist and Perception checks against natural forest hazards.

Lucent Garden: Plants are infused with positive energy, healing the living and harming undead.

Sylvan Silence: Creatures are unable to read, speak or understand Aklo, Common, Druidic or Sylvan.

Thicket: Undergrowth becomes twisted and impassable.

4th-Jevel Cleric/Oracle Spells

Declaw Monster: Magical beast's or monstrous humanoid's claws are temporarily rendered useless.

Woodland Dragon: Transform foliage into a green dragon that can fly you about.

5th-Jevel Cleric/Oracle Spells

Declaw, Mass: As *declaw* affecting up to 1 animal/level. **Fey Bane, Greater:** Plants are coated in cold iron and are aligned.

Forest Giant Form: Turns you into a wood giant. **Forlarren's Remorse:** Victim suffers -2 Charisma killing and becomes nauseated whenever it kills a living creature.

Hair of the Dog: Cures all the deleterious effects from poison in creature touched.

Into the Forest, Mass: Extend the benefits of *into the forest* to several creatures.

6th-Jevel Cleric/Oracle Spells

Gather Friends: Teleports several marked creatures to you.

Sylvan Champion's Blade: Weapon becomes +5, deals +2d6 damage against those seeking to harm the forest or its creatures.

7th-Jevel Cleric/Oracle Spells

Quickwood Fear: You absorb spells and release a fear aura causing victims to flee in panic.

Unicorn's Prowess: Subject gains many resistances of a unicorn, a powerful charge, and a single teleport.

9th-Jevel Cleric/Oracle Spells

Gather Friends, Greater: Teleports several marked creatures to you from any plane.

Druid Spells

o-Jevel Druid Spells

Blossom: One flowering plant blossoms. **Friend of the Forest:** Creates semi-permanent tattoo on target creature.

Gather Kindling: Summons a pile of kindling. **Recognize Friend:** Automatically determine that a marked creature is an ally.

Seal Cut: Stops bleed damage and stabilizes target. Speak With Birds: You can communicate with birds.

1st-Jevel Druid Spells

Abundance of the Wild: You gain a +10 on Survival checks to find food and water.

Bower: Natural shelter against wind, rain and cold. **Cicada Chorus:** Deafens those in area, and deals 1d6 nonlethal damage per 2 caster levels to those who fail a save.

Curtain of Leaves: Curtain of leaves blocks line of sight and hinders movement.

Declaw: Animal's claws are temporarily rendered useless.

Detain Animal: Animal is paralyzed for 1 round. **Hide from Vermin:** Vermin can't perceive one subject/level.

Liquid Repellant: Subject is coated with an acid resisting layer which also repels other liquids.

Needle Spray: Pine needles and thorns shoot in a cone causing up to 2d6 piercing damage and dazzling foes.

Remove Undergrowth: Undergrowth is removed.

Resin Splash: Coats targets with flammable sap. **Sprite Lights:** You and up to several allies become luminous, each able to control his own color and intensity. **Touch of Iron:** Melee weapon becomes cold iron for 1 round/level.

Tree: A tree grants partial cover.

2nd-Tevel Druid Spells

Blight, Lesser: Withers one tree of up to 2-inch diameter/level size or one similarly-sized non-tree plant. **Briar Patch:** Briars damage those not originally in the patch who try to pass through it.

Detect Fey: Reveals fey within 60 ft.

Entangle Undead: Entangles undead as *entangle* while leaving others free to pass.

Friends Defend the Forest: Allies receive morale bonus on attacks based on number of allies within 30 ft.

Green Shot: Attacks made with a ranged weapon ignore concealment and cover granted by plants.

Hide from Plants: Plants and plant creatures can't perceive one subject/level.

Living Steel Item: Wooden item temporarily becomes living steel item.

Quarry's Vigilance: Gain +4 on Perception and Stealth checks, and uncanny dodge.

Shielded Skin: Shield transforms into layer of fibers granting DR 5/piercing.

Speak in a Common Tongue: One animal speaks a common language.

Sticks and Stones: Transforms a stick or stone into a one- or two-handed simple melee weapon.

Thicket: Undergrowth becomes twisted and impassable. **Travel Amid Din:** Noises are masked in a 20-ft.-radius area.

Wildsight: You gain low-light vision, and can see through some fey illusions and transmutations.

3rd-Jevel Druid Spells

Deadwood Drop: Dead limbs fall from a tree damaging those below.

Fey Bane: Plants are coated in cold iron.

Follow Trail: You grant others an insight bonus to follow tracks using Survival.

Hide from Fey: Fey creatures can't perceive one subject/level.

Host of Sparrows: You and allies transform into sparrows and gain fly, low-light vision, +6 Dex, and save bonuses.

Into the Forest: Gain +2 on saves and +5 on Acrobatics, Climb, Escape Artist and Perception checks against natural forest hazards.

Lucent Garden: Plants are infused with positive energy, healing the living and harming undead.

Russet Mold Blast: Targets in cone are covered in russet mold spores and take 2 Constitution damage per round.

Sleuth of Bears: You and up to 1 ally/level are transformed into black bears.

Willow-Walk: You can move from limb to limb through trees.

4th-Tevel Druid Spells

Acid Cloak: You are surrounded by a small mist of strong acid.

Aspect of the Mighty Tree: You gain an enhancement and natural armor bonus, and gain plant traits.

Declaw Monster: Magical beast's or monstrous humanoid's claws are temporarily rendered useless.

Declaw, Mass: As *declaw* affecting up to 1 animal/level. **Forest Troll Form:** You assume the form of a moss troll.

Fruit of Nature: The bounty of nature produces sufficient food to feed many.

Massive Tree: A massive tree grants cover.

Restrain Plants: Plant creatures suffer -4 Str and Dex, one-quarter speed, and are staggered.

Summon Slime Mold: You summon one slime mold.

Sylvan Senses: You have heightened senses, especially in forest terrain.

Viny: +4 Str, Con and Dex, +4 natural armor bonus and DR 10/slashing

Wooden Reversion: Returns animated wooden objects to their original form.

Woodland Dragon: Transform foliage into a green dragon that can fly you about.

5th-Jevel Druid Spells

Alraune's Aroma: Targets remain passive, as if affected by *calm emotions*, even if attacked.



Aspect of the Wolverine

Aspect of the Jaguar: +4 Str and Dex, +4 Acrobatics, Perception and Stealth checks.

Aspect of the Wolverine: +2 Str, Dex and Con, +4 Climb and Perception checks, specialized rage.

Barkskin, Mass: As *barkskin*, affects 1 living creature/level.

Death by Grubs: Summons swarm of rot grubs

Fey Bane, Greater: Plants are coated in cold iron and are aligned.

Hair of the Dog: Cures all the deleterious effects from poison in creature touched.

Hodag Guardian: Summon one hodag.

Into the Forest, Mass: Extend the benefits of *into the forest* to several creatures.

6th-Jevel Druid Spells

Blight, Mass: As *blight*, affects 1 plant/level.

Commune with Fey: Fey answer up to 1 question per two levels.

Dormant: Plant creature becomes a plant; magical beast or dragon becomes an animal.

Gather Friends: Teleports several marked creatures to you.

Labyrinthine Forest: Subjects are convinced they're lost in a forest of indistinguishable trees.

Summon Moonflower: You summon a moonflower. **Sylvan Champion's Blade:** Weapon becomes +5, deals +2d6 damage against those seeking to harm the forest or its creatures.

Transmute Rock to Wood: Rock within 15 ft. becomes wood or one touched stone creature becomes wood.

7th-Jevel Druid Spells

Begone: Creatures are killed or destroyed, or suffer 20d6 sonic and are slowed.

Hag Form, Winter: You become a winter hag.

Living banyan: Banyan becomes kapre guardian.

8th-Jevel Druid Spells

Great Blight: All plants die in 40-ft. radius; area remains blighted for weeks.

Woodbound: Subject gains many extraordinary abilities of druids and rangers and gains greensight, immunity to poison, and resist 5 acid, cold, electricity and fire.

9th-Jevel Druid Spells

Bear Guardians: Creates 1d4+2 grizzly bears to fight for you.

Call Forest's Queen: You call upon the services of a hamadryad.

Gather Friends, Greater: Teleports several marked creatures to you from any plane.

Restore Nature: Return 10 square miles/level of natural terrain to any previous natural state.

Inquisitor Spells

1st-Jevel Inquisitor Spells

Liquid Repellant: Subject is coated with an acid resisting layer which also repels other liquids.

Sticks and Stones: Transforms a stick or stone into a one- or two-handed simple melee weapon.

Touch of Iron: Melee weapon becomes cold iron for 1 round/level.

2nd-Jevel Inquisitor Spells

Detect Fey: Reveals fey within 60 ft.

3rd-Jevel Inquisitor Spells

Follow Trail: You grant others an insight bonus to follow tracks using Survival.

Into the Forest: Gain +2 on saves and +5 on Acrobatics, Climb, Escape Artist and Perception checks against natural forest hazards.

Sylvan Silence: Creatures are unable to read, speak or understand Aklo, Common, Druidic or Sylvan.

5th-Jevel Inquisitor Spells

Forlarren's Remorse: Victim suffers -2 Charisma killing and becomes nauseated whenever it kills a living creature.

Into the Forest, Mass: Extend the benefits of *into the forest* to several creatures.

6th-Jevel Inquisitor Spells

Sylvan Champion's Blade: Weapon becomes +5, deals +2d6 damage against those seeking to harm the forest or its creatures.

Unicorn's Prowess: Subject gains many resistances of a unicorn, a powerful charge, and a single teleport.

Magus Spells

1st-Jevel Magus Spells

Curtain of Leaves: Curtain of leaves blocks line of sight and hinders movement.

Sticks and Stones: Transforms a stick or stone into a one- or two-handed simple melee weapon.

2nd-Tevel Magus Spells

Detect Fey: Reveals fey within 60 ft. **Leaf on the Wind:** As *feather fall* but with horizontal as well as vertical movement.

3rd-Jevel Magus Spells

Russet Mold Blast: Targets in cone are covered in russet mold spores and take 2 Constitution damage per round.

Willow-Walk: You can move from limb to limb through trees.

4th-Tevel Magus Spells

Acid Cloak: You are surrounded by a small mist of strong acid.

Cloud of Iron: Cold iron filings fill an area causing 1 hp/level damage and increasing the effect of cold, electricity and fire.

Fey Form, Satyr: You transform into a satyr.

Forest Troll Form: You assume the form of a moss troll.

Quickling Transformation: You gain +4 Dex, +30 speed, and Spring Attack.

5th-Jevel Magus Spells

Aurumvorax Form: You become an aurumvorax. Forest Giant Form: Turns you into a wood giant. Mandragora Manifestation: You take on the form of a mandragora.

Paladin Spells

1st-Tevel Paladin Spells

Friends Defend the Forest: Allies receive morale bonus on attacks based on number of allies within 30 ft. **Touch of Iron:** Melee weapon becomes cold iron for 1 round/level.

4th-Jevel Paladin Spells

Sylvan Champion's Blade: Weapon becomes +5, deals +2d6 damage against those seeking to harm the forest or its creatures.

Ranger Spells

1st-Jevel Ranger Spells

Abundance of the Wild: You gain a +10 on Survival checks to find food and water.

Bower: Natural shelter against wind, rain and cold.

Curtain of Leaves: Curtain of leaves blocks line of sight and hinders movement.

Declaw: Animal's claws are temporarily rendered use-less.

Detain Animal: Animal is paralyzed for 1 round. **Detect Fey:** Reveals fey within 60 ft.

Friend of the Forest: Creates semi-permanent tattoo

on target creature. Friends Defend the Forest: Allies receive morale bo-

nus on attacks based on number of allies within 30 ft. **Hide from Vermin:** Vermin can't perceive one sub-

ject/level. **Quarry's Vigilance:** Gain +4 on Perception and Stealth checks, and uncanny dodge.

Recognize Friend: Automatically determine that a marked creature is an ally.

Remove Undergrowth: Undergrowth is removed. **Resin Splash:** Coats targets with flammable sap.

Seal Cut: Stops bleed damage and stabilizes target.

Touch of Iron: Melee weapon becomes cold iron for 1 round/level.

2nd-Jevel Ranger Spells

Entangle Undead: Entangles undead as *entangle* while leaving others free to pass.

Follow Trail: You grant others an insight bonus to follow tracks using Survival.

Green Shot: Attacks made with a ranged weapon ignore concealment and cover granted by plants.

Hide from Plants: Plants and plant creatures can't perceive one subject/level.

Into the Forest: Gain +2 on saves and +5 on Acrobatics, Climb, Escape Artist and Perception checks against natural forest hazards.

Speak in a Common Tongue: One animal speaks a common language.

Thicket: Undergrowth becomes twisted and impassable.

Travel Amid Din: Noises are masked in a 20-ft.-radius area.

Wildsight: You gain low-light vision, and can see through some fey illusions and transmutations.

Willow-Walk: You can move from limb to limb through trees.

3rd-Tevel Ranger Spells

Aspect of the Mighty Tree: You gain an enhancement and natural armor bonus, and gain plant traits.

Declaw Monster: Magical beast's or monstrous humanoid's claws are temporarily rendered useless. **Hide from Fey:** Fey creatures can't perceive one subject/level.

4th-Jevel Ranger Spells

Aspect of the Jaguar: +4 Str and Dex, +4 competence bonus on Acrobatics, Perception and Stealth checks.

Aspect of the Wolverine: +2 Str, Dex and Con, +4 Climb and Perception, specialized rage

Barkskin, Mass: As *barkskin*, affects 1 living creature/level.

Declaw, Mass: As *declaw* affecting up to 1 animal/level. **Fruit of Nature:** The bounty of nature produces sufficient food to feed many.

Gather Friends: Teleports several marked creatures to you.

Hair of the Dog: Cures all the deleterious effects from poison in creature touched.

Into the Forest, Mass: Extend the benefits of *into the forest* to several creatures.

Restrain Plants: Plant creatures suffer -4 Str and Dex, one-quarter speed, and are staggered.

Sylvan Champion's Blade: Weapon becomes +5, deals +2d6 damage against those seeking to harm the forest or its creatures.

Sylvan Senses: You have heightened senses, especially in forest terrain.

Shaman Spells

o-Jevel Shaman Spells

Blossom: One flowering plant blossoms.

Friend of the Forest: Creates semi-permanent tattoo on target creature.

Gather Kindling: Summons a pile of kindling.

Recognize Friend: Automatically determine that a marked creature is an ally.

Seal Cut: Stops bleed damage and stabilizes target.

1st-Jevel Shaman Spells

Abundance of the Wild: You gain a +10 on Survival checks to find food and water.

Cicada Chorus: Deafens those in area, and deals 1d6 nonlethal damage per 2 caster levels to those who fail a save.

Curtain of Leaves: Curtain of leaves blocks line of sight and hinders movement.

Declaw: Animal's claws are temporarily rendered use-less.

Detain Animal: Animal is paralyzed for 1 round. **Needle Spray:** Pine needles and thorns shoot in a cone causing up to 2d6 piercing damage and dazzling foes. **Remove Undergrowth:** Undergrowth is removed. **Resin Splash:** Coats targets with flammable sap. **Sprite Lights:** You and up to several allies become luminous, each able to control his own color and intensity. **Touch of Iron:** Melee weapon becomes cold iron for 1 round/level.

Tree: A tree grants partial cover.

2nd-Tevel Shaman Spells

Blight, Lesser: Withers one tree of up to 2-inch diameter/level size or one similarly-sized non-tree plant. **Bower:** Natural shelter against wind, rain and cold.

Briar Patch: Briars damage those not originally in the patch who try to pass through it.

Detect Fey: Reveals fey within 60 ft.

Entangle Undead: Entangles undead as *entangle* while leaving others free to pass.

Friends Defend the Forest: Allies receive morale bonus on attacks based on number of allies within 30 ft.

Green Shot: Attacks made with a ranged weapon ignore concealment and cover granted by plants.

Hide from Plants: Plants and plant creatures can't perceive one subject/level.

Speak in a Common Tongue: One animal speaks a common language.

Thicket: Undergrowth becomes twisted and impassable. **Travel Amid Din:** Noises are masked in a 20-ft.-radius area.

Wildsight: You gain low-light vision, and can see through some fey illusions and transmutations.

zrd-Jevel Shaman Spells

Deadwood Drop: Dead limbs fall from a tree damaging those below.

Fey Bane: Plants are coated in cold iron.

Follow Trail: You grant others an insight bonus to follow tracks using Survival.

Hide from Fey: Fey creatures can't perceive one subject/level.

Host of Sparrows: You and allies transform into sparrows and gain fly, low-light vision, +6 Dex, and save bonuses.

Into the Forest: Gain +2 on saves and +5 on Acrobatics, Climb, Escape Artist and Perception checks against natural forest hazards.

Lucent Garden: Plants are infused with positive energy, healing the living and harming undead.

Sleuth of Bears: You and up to 1 ally/level are transformed into black bears.

Sylvan Silence: Creatures are unable to read, speak or understand Aklo, Common, Druidic or Sylvan.

4th-Tevel Shaman Spells

Acid Cloak: You are surrounded by a small mist of strong acid.

Declaw, Mass: As declaw affecting up to 1 animal/level.

Declaw Monster: Magical beast's or monstrous humanoid's claws are temporarily rendered useless.

Fruit of Nature: The bounty of nature produces sufficient food to feed many.

Massive Tree: A massive tree grants cover.

Restrain Plants: Plant creatures suffer -4 Str and Dex, one-quarter speed, and are staggered.

Sylvan Senses: You have heightened senses, especially in forest terrain.

5th-Tevel Shaman Spells

Alraune's Aroma: Targets remain passive, as if affected by *calm emotions*, even if attacked.

Barkskin, Mass: As *barkskin*, affects 1 living creature/level.

Fey Bane, Greater: Plants are coated in cold iron and are aligned.

Hair of the Dog: Cures all the deleterious effects from poison in creature touched.

Hodag Guardian: Summon one hodag.

Into the Forest, Mass: Extend the benefits of *into the forest* to several creatures.

6th-Jevel Shaman Spells

Blight, Mass: As *blight*, affects 1 plant/level.

Commune with Fey: Fey answer up to 1 question per two levels.

Labyrinthine Forest: Subjects are convinced they're lost in a forest of indistinguishable trees.

7th-Jevel Shaman Spells

Begone: Creatures are killed or destroyed, or suffer 20d6 sonic and are slowed.

Dormant: Plant creature becomes a plant; magical beast or dragon becomes an animal.

8th-Tevel Shaman Spells

Great Blight: All plants die in 40-ft. radius; area remains blighted for weeks.

9th-Jevel Shaman Spells

Gather Friends, Greater: Teleports several marked creatures to you from any plane.

Sorcerer/Wizard Spells

o-Jevel Sorcerer/Wizard Spells

Conjuration

Gather Kindling: Summons a pile of kindling.

Divination

Recognize Friend: Automatically determine that a marked creature is an ally.

Transmutation

Blossom: One flowering plant blossoms. **Friend of the Forest:** Creates semi-permanent tattoo on target creature.

1st-Jevel Sorcerer/Wizard Spells

Abjuration

Liquid Repellant: Subject is coated with an acid resisting layer which also repels other liquids.

Conjuration

Curtain of Leaves: Curtain of leaves blocks line of sight and hinders movement.

Needle Spray: Pine needles and thorns shoot in a cone causing up to 2d6 piercing damage and dazzling foes.

Evocation

Cicada Chorus: Deafens those in area, and deals 1d6 nonlethal damage per 2 caster levels to those who fail a save.

Sprite Lights: You and up to several allies become luminous, each able to control his own color and intensity.

Transmutation

Sticks and Stones: Transforms a stick or stone into a one- or two-handed simple melee weapon.

2nd-Jevel Sorcerer/Wizard Spells

Divination **Detect Fey:** Reveals fey within 60 ft.

Evocation

Sagari Shriek: Sickens creatures for 1d4 rounds. **Travel Amid Din:** Noises are masked in a 20-ft.-radius area.

Necromancy

Bones and Branches: Creates undead skeletons Out of bones and branches.

Remove Undergrowth: Undergrowth is removed.

Transmutation

Bower: Natural shelter against wind, rain and cold. **Declaw:** Animal's claws are temporarily rendered useless.

Korred's Beard: Entangle 1 adjacent creature as a swift action.

Leaf on the Wind: As *feather fall* but with horizontal as well as vertical movement.

Speak in a Common Tongue: One animal speaks a common language.

3rd-Jevel Sorcerer/Wizard Spells

Conjuration

Deadwood Drop: Dead limbs fall from a tree damaging those below.



Russet Mold Blast

Russet Mold Blast: Targets in cone are covered in russet mold spores and take 2 Constitution damage per round.

Enchantment

Fey Lure: Entice and fascinate a fey creature. **Fey's Obsession:** Creatures are obsessed with counting

grains of salt. **Sylvan Silence:** Creatures are unable to read, speak or understand Aklo, Common, Druidic or Sylvan.

Illusion

Eyes in the Dark: Frightening eyes appear in the darkness.

Necromancy

Blight, Lesser: Withers one tree of up to 2-inch diameter/level size or one similarly-sized non-tree plant.

Transmutation

Euphoric Breath: Gain 15-ft. cone euphoric breath weapon.

Fey Form, Brownie: You become a brownie.

Host of Sparrows: You and allies transform into sparrows and gain fly, low-light vision, +6 Dex, and save bonuses.

Thicket: Undergrowth becomes twisted and impassable. **Willow-Walk:** You can move from limb to limb through trees.

4th-Jevel Sorcerer/Wizard Spells

Conjuration

Acid Cloak: You are surrounded by a small mist of strong acid.

Cloud of Iron: Cold iron filings fill an area causing 1 hp/level damage and increasing the effect of cold, electricity and fire.

Fey Bane: Plants are coated in cold iron.

Enchantment

Confounding Aura: Dazes targets, impedes Survival and concentration checks, and gives a -4 penalty to attack.

Transmutation

Declaw Monster: Magical beast's or monstrous humanoid's claws are temporarily rendered useless.

Fey Form, Sprite: You assume the form of a sprite. **Forest Troll Form:** You assume the form of a moss troll.

Quickling Transformation: You gain +4 Dex, +30 speed, and Spring Attack.

Sleuth of Bears: You and up to 1 ally/level are transformed into black bears.

Wooden Reversion: Returns animated wooden objects to their original form.

Woodland Dragon: Transform foliage into a green dragon that can fly you about.

5th-Jevel Sorcerer/Wizard Spells

Conjuration

Hodag Guardian: Summon one hodag. **Pixie's Arrows:** Multiple arrows produce a variety of magical effects.

Enchantment

Alraune's Aroma: Targets remain passive, as if affected by *calm emotions*, even if attacked.

Forlarren's Remorse: Victim suffers -2 Charisma killing and becomes nauseated whenever it kills a living creature.

Labyrinthine Forest: Subjects are convinced they're lost in a forest of indistinguishable trees.

Transmutation

Aurumvorax Form: You become an aurumvorax. Declaw, Mass: As *declaw* affecting up to 1 animal/level. Fey Form, Satyr: You transform into a satyr. Forest Giant Form: Turns you into a wood giant.

6th-Jevel Sorcerer/Wizard Spells

Conjuration

Fey Bane, Greater: Plants are coated in cold iron and are aligned.

Gather Friends: Teleports several marked creatures to you.

Illusion

Shadow Treant: Mimics the summoning of a treant, but only 20% real.

Transmutation

Mandragora Manifestation: You take on the form of a mandragora.

7th-Jevel Sorcerer/Wizard Spells

Divination

Commune with Fey: Fey answer up to 1 question per two levels.

Necromancy

Blight, Mass: As *blight*, affects 1 plant/level. **Quickwood Fear:** You absorb spells and release a fear aura causing victims to flee in panic.

Transmutation

Hag Form, Winter: You become a winter hag.

8th-Jevel Sorcerer/Wizard Spells

Conjuration

Moonflower Menace: Cone of silky fibers engulfs targets in cocoons causing 2d6 bludgeoning and 2d6 acid damage per round until targets are killed.

oth-Jevel Sorcerer/Wizard Spells

Conjuration

Gather Friends, Greater: Teleports several marked creatures to you from any plane.

Necromancy

Great Blight: All plants die in 40-ft. radius; area remains blighted for weeks.

Summoner Spells

3rd-Jevel Summoner Spells Summon Slime Mold: You summon one slime mold.

4th-Jevel Summoner Spells

Death by Grubs: Summons swarm of rot grubs **Hodag Guardian:** Summon one hodag.

5th-Jevel Summoner Spells

Summon Moonflower: You summon a moonflower.

Witch Spells

o-Jevel Witch Spells Gather Kindling: Summons a pile of kindling.

1st-Jevel Witch Spells

Curtain of Leaves: Curtain of leaves blocks line of sight and hinders movement. **Sprite Lights:** You and up to several allies become luminous, each able to control his own color and intensity.

2nd-Jevel Witch Spells

Blight, Lesser: Withers one tree of up to 2-inch diameter/level size or one similarly-sized non-tree plant. **Bower:** Natural shelter against wind, rain and cold. **Detect Fey:** Reveals fey within 60 ft. **Sagari Shriek:** Sickens creatures for 1d4 rounds.

3rd-Jevel Witch Spells

Fey Bane: Plants are coated in cold iron. **Fey's Obsession:** Creatures are obsessed with counting grains of salt.

Sylvan Silence: Creatures are unable to read, speak or understand Aklo, Common, Druidic or Sylvan.

Thicket: Undergrowth becomes twisted and impassable.

4th-Teyel Witch Spells

Acid Cloak: You are surrounded by a small mist of strong acid.

Cloud of Iron: Cold iron filings fill an area causing 1 hp/level damage and increasing the effect of cold, electricity and fire.

Confounding Aura: Dazes targets, impedes Survival and concentration checks, and gives a -4 penalty to attack.

Summon Slime Mold: You summon one slime mold.

5th-Jeyel Witch Spells Fey Bane, Greater: Plants are coated in cold iron and are aligned.

Hodag Guardian: Summon one hodag.

6th-Jevel Witch Spells

Summon Moonflower: You summon a moonflower.

7th-Jevel Witch Spells

Blight, Mass: As *blight*, affects 1 plant/level. **Quickwood Fear:** You absorb spells and release a fear aura causing victims to flee in panic. **Hag Form, Winter:** You become a winter hag.

8th-Jevel Witch Spells

Great Blight: All plants die in 40-ft. radius; area remains blighted for weeks.



Spell Descriptions

Abundance of the Wild

School: Divination; Level: Cleric/Oracle 1, Druid 1, Ranger 1, Shaman 1 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: You Duration: 1 hour/level

Saving Throw: No; see text; **Spell Resistance:** No You find food and water in the wild, gaining a +10 on Survival checks to find provisions.

If you are in terrain that could normally be particularly abundant (swamp, forest, etc.), you can provide food and water for one person per point by which your check exceeds 10 and can do so within one hour.

See the Survival skill description in the *Pathfinder Roleplaying Game Core Rulebook* for more.

Acid Cloak

School: Conjuration (creation) [acid]**; Level:** Alchemist 4, Bloodrager 3, Druid 4, Magus 4, Shaman 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (green dragon scale) **Range:** Personal

Effect: 5 ft.-radius mist centered on you

Duration: 1 round/level until dissipated; see text

Saving Throw: Reflex for half; **Spell Resistance:** Yes A mist of acidic vapors forms around you and moves with you. Creatures in your space are unaffected. Any creature in an adjacent space when it is created takes 1d6 acid damage per your caster level (maximum 10d6), with a Reflex save for half damage. Each round thereafter, the mist weakens, causing 2 less dice of damage to any creature that moves through or starts its turn in the affected area. If *acid cloak* is active within temperate forest terrain, the save DC is increased by +2 and the mist dissipates more slowly, causing 1 less die of damage per round rather than 2 less dice of damage per round.

Alraune's Aroma

School: Enchantment (compulsion) [mind-affecting]; Level: Bard 5, Druid 5, Shaman 5, Sorcerer/Wizard 5 Casting Time: 1 standard action **Components:** V, S, M (alraune root) Range: Medium (100 ft. + 10 ft./level) Area: Creatures in a 20-ft.-radius spread Duration: Instantaneous and 1 round/level; see text Saving Throw: Will negates; Spell Resistance: Yes A powerful and attractive aroma fills the area briefly; creatures in the region that fail their saves are rendered passive as though under the effect of calm emotions except that they may remain passive even if they are attacked. All who fail their save remain affected for 1 round/level though the aroma does not persist. Each subject of *alraune's aroma* may attempt a Will save at the start of its turn if it has suffered damage since the end of



Aspect of the Jaguar

its previous turn. Each individual's subsequent saves are attempted with a cumulative +1 per round.

None of the other effects of *calm emotions* (such as the negation of a bard's ability to inspire courage) apply to those affected by *alraune's aroma*.

If *alraune's aroma* is cast in temperate forest terrain, the save DC is increased by +2 and the affected area is a 30-ft.-radius spread.

Aspect of the Jaguar

School: Transmutation (polymorph); **Level:** Druid 5, Ranger 4

Casting Time: 1 standard action **Components:** V, S, DF **Range:** Personal **Target:** You

Duration: 1 min./level

You take on an aspect of a jaguar. Your body becomes both sleeker and more muscular. You gain a +4 enhancement bonus to Strength and Dexterity, the pounce ability (you may make a full attack on a charge), and a +4 competence bonus on Acrobatics, Perception and Stealth checks. You may take 5-foot steps in undergrowth.

If you are in temperate or warm forest terrain or terrain that could be considered a jungle, your competence bonus to Acrobatics, Perception and Stealth is +8 instead of +4 and you treat light undergrowth as normal terrain and heavy undergrowth as light undergrowth.

Aspect of the Mighty Tree

School: Transmutation (polymorph); **Level:** Druid 4, Ranger 3

Casting Time: 1 standard action **Components:** V, S, M (see text)

Range: Personal

Target: You

Duration: 1 min./level

Your body takes on many of the attributes of a species of tree. Regardless of tree type, you are immune to all mind-affecting effects, paralysis, poison, polymorph, sleep, and stun. You may not change form while under the effect of *aspect of the mighty tree*.

Powerful Oak Your skin appears bark-like, your hair and eyes take on the brown color of autumn oak leaves, and your body becomes strong and resilient. You gain a +2 enhancement bonus to Strength and Constitution and your natural armor bonus improves by +2. The material component is an acorn.

Flexible Willow Your skin becomes more pliant, your hair becomes fuller, and your eyes take on the green color of a majestic willow. You gain a +4 enhancement bonus to Dexterity and your natural armor bonus improves by +2. You gain fast healing 1. The material component is a willow branch.

Resilient Spruce Your body's hair becomes prickly and tough. Your hair becomes spiky and takes on a dull green hue. Your eyes are a splendid share of grey. You gain a +2 enhancement bonus to Constitution and your natural armor bonus improves by +2. You gain resist cold 10. The material component is a spruce pinecone.

If you cast *aspect of the might tree* while in forest terrain and remain in that terrain, the duration is doubled.

Other mighty tree options may be available per the GM's discretion.

Aspect of the Wolverine

School: Transmutation (polymorph); **Level:** Druid 5, Ranger 4

Casting Time: 1 standard action **Components:** V, S, DF

Range: Personal

Target: You

Duration: 1 min./level

Saving Throw: None or Will; see text; Spell Resistance: No

You take on the aspect of a wolverine. You gain powerful claws and fangs, your body becomes more rugged, and you are covered in fur. You gain a +2 enhancement bonus to Strength, Dexterity and Constitution, the scent ability, and a +4 competence bonus to Climb and Perception checks.

The first time you take damage while affected by this spell, you fly into a rage on your next turn. While raging, you gain an additional +4 to Strength, +4 to Constitution, and -2 to AC. At the end of each of your turns, you may attempt a Will save to end the rage. If you are raging when the spell ends, the rage ends.

If you are in cold forest terrain, your competence bonus to Climb is +8 instead of +4, and you gain low-light vision.

Aurumvorax Form

School: Transmutation (polymorph); **Level:** Alchemist 5, Bloodrager 4, Magus 5, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S

Range: Personal

Target: You

Duration: 1 min./level (D)

You transform into an aurumvorax. Having eight legs is disconcerting; despite this, you gain a +4 enhancement bonus to Strength and Dexterity. Your natural armor bonus improves by +4, and you gain 4 claw attacks (1d4 damage + Str plus grab) and rake (4 claws 1d4 + Str), darkvision 60 ft., low-light vision, and scent.

While in this form, you have a powerful drive to act alone. Whenever you do so, you gain +4 on Perception and Stealth checks. Whenever you fail to do so, you suffer a -2 on any checks based on Intelligence or Wisdom. You also acquire a taste for metals and suffer no ill effects from eating them.

If you are in plains, hills or forest terrain, you gain ferocity, resist fire 10, and gain a +4 on saves against poison.

Barkskin, Mass

School: Transmutation; **Level:** Druid 5, Ranger 4, Shaman 5

Casting Time: 1 standard action

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 10 min./level

Saving Throw: None; Spell Resistance: Yes (harm-less)

Mass barkskin works like *barkskin* except that it affects multiple creatures.

Bear Guardians

School: Conjuration (creation); **Level:** Druid 9 **Casting Time:** 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level) **Effect:** Three or more grizzly bears, no two of which may be more than 30 ft. apart; see text

Duration: 7 days or 7 months (D); see text **Saving Throw:** None; **Spell Resistance:** No

The *bear guardians* spell creates 1d4+2 grizzly bears with the advanced template. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for 7 days unless you dismiss them. If the bears are created only for guard duty, however, the duration of the spell is 7 months. In this case, the bears can only be ordered to guard a specific site or location. Bears summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. You can only have one *bear guardians* spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Clerics with the animal domain have access to *bear guardians* as a 9th level cleric/oracle spell. Witches with the animal patron theme have access to *bear guardians* as a 9th level witch spell.

Begone

School: Evocation [chaotic, evil, good, or lawful; sonic]; **Level:** Druid 7, Shaman 7

Casting Time: 1 standard action

Components: V

Range: 40 ft.

Area: Specified creatures in a 40-ft.-radius spread centered on you; see text

Duration: Instantaneous

Saving Throw: Will partial; Spell Resistance: Yes

With a word resonating with the caster's power to protect and defend nature, all outsiders of an opposed alignment to this spell, all undead, and all constructs suffer from a powerful repulsion effect with the following results. Affected creatures with 3 or fewer HD are killed (if living) or destroyed (no save). All other affected creatures suffer 1d6 points of sonic damage per caster level (maximum 20d6) and are slowed as if affected by *slow*. A successful Will save halves the damage and negates the slowed effect. Affected creatures with 6 or fewer HD surviving the damage are forcibly moved away from the caster until they are outside the area; if they are unable to do so, they are immobilized (no save).

Begone has the alignment of its caster. If the caster is neutral, she chooses its alignment when the spell is cast. If this spell is cast outdoors and within 1 mile/level of the caster's home, the range is 100 ft., the area is a 100-ft.radius spread, and the save DC is increased by+2. If the spell is cast in an environment that is entirely or nearly entirely unnatural (for example, within a carved stone building in the middle of a city), its range and area are halved.

Blight, Tesser

School: Necromancy; **Level:** Druid 2, Shaman 2, Sorcerer/Wizard 3, Witch 2 **Casting Time:** 1 standard action

Components: V, S, DF **Range:** Touch

Target: One plant touched; see text **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: No

Lesser blight withers a single plant, though it has no effect on plant creatures. A plant that is not a creature immediately withers and dies. The size of the plant affected by *lesser blight* is determined by caster level. A tree up to 2-inch diameter/caster level is affected (a 6th level caster withers a 1-foot diameter tree); non-tree plants of equivalent mass are similarly affected.

This spell has no effect on the soil or surrounding plant life.

Blight, Mass

School: Necromancy; **Level:** Druid 6, Shaman 6, Sorcerer/Wizard 7, Witch 6

Casting Time: 1 standard action

Components: V, S, DF

Range: Medium (100 ft. + 10 ft./level)

Target: One plant/level, no two of which may be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half; see text; Spell Resistance: Yes

Mass blight withers many plants of any size. Affected plant creatures take 1d6 points of damage per level (maximum 20d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Blossom

School: Transmutation; **Level:** Bard 0, Druid 0, Shaman 0, Sorcerer/Wizard 0

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target: Flowering plant touched

Duration: 1 round/level

Saving Throw: Will negates (harmless); see text; **Spell Resistance:** Yes (harmless)

This spell causes up to one flower per caster level to bloom on a flowering plant. Only plant creatures receive a saving throw.

Bones and Branches

School: Necromancy; Level: Cleric/Oracle 2, Sorcerer/Wizard 2 Casting Time: 1 standard action

Components: V, S, M (an onyx gem worth at least 10 gp per Hit Die of the undead) **Range:** Touch

Target: One or more bones touched

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

This spell fuses bones and branches into more-fragilethan-usual undead creatures that obey your spoken commands. In most respects, this spell functions as *animate dead* with the exceptions noted here.

You can only create skeletons with *bones and branches*. It does not have to be mostly intact, but, whatever bones are missing have to be replaced with other dead matter (the most common being branches, sticks, and the like).

The skeletons you create have -2 on all rolls (including damage rolls), their natural armor bonus is halved, and they have -1 hp/HD; they retain their cold resistance and undead traits.

If the skeleton is created in forest terrain, the abundant supply of wood is infused with the necromantic magic of the spell such that the skeletons have -1 on all rolls (including damage) instead and do not suffer the hit point penalty.

Bower

School: Transmutation; **Level:** Bard 2, Cleric/Oracle 2, Druid 1, Ranger 1, Shaman 2, Sorcerer/Wizard 2, Witch 2 **Casting Time:** 1 standard action

Components: V, S, M (bird's nest; see text)

Range: 0 ft.

Effect: Undergrowth in 10-ft. radius forms natural shelter

Duration: 1 day/level (D)

Saving Throw: None; Spell Resistance: No

When this spell is cast, bushes and shrubs in the area of effect entwine and form a low hut-like shelter. The shelter is large enough to accommodate 8 Small, 4 Medium, or 2 Large creatures. Within the bower, all negative climate conditions (precipitation, temperature, wind, etc.) are lessened one step. Anyone outside the bower suffers a -10 penalty on Perception checks to notice those within the bower. Those within the bower have concealment from those who are outside of it. The bird's nest material component need not have actually been made by a bird.

Briar Patch

School: Conjuration (creation); **Level:** Druid 2, Shaman 2

Casting Time: 1 standard action

Components: V, S

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Thorny briar patch, up to one 10-ft. cube/level (S)

Duration: 1 min./level (D)

Saving Throw: None; Spell Resistance: No

A shapeable briar patch of at least 5-ft. thickness springs up around you. You and any allies within the *briar patch* are shielded from the piercing damage caused by briars as the leaves, stems and thorns move around you all, offering safe passage. For anyone else, the briars in the patch cause piercing damage per round of movement equal to 20 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an AC of 20 or higher, without considering Dexterity and dodge bonuses, take no damage from the *briar patch*.) Each square of the *briar patch* is treated as difficult terrain. Moving through or chopping at the *briar patch* is treated the same as if this were a *wall of thorns.*

If the entire area of the *briar patch* is created in forest terrain, the size and duration of the patch are doubled and all piercing damage caused by moving through the patch is increased by +2 (though the calculation remains the same).

Call Forest's Queen

School: Conjuration (calling) [chaotic, good]; Level: Druid 9

Casting Time: 10 minutes

Components: V, S, M (offerings worth 2,500 gp plus payment, see text), DF

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called hamadryad

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

You request nature or your deity to send a hamadryad to aide you. Provided you are recognized as serving the powers of nature, your request may be granted and one hamadryad will appear within range. You may ask her to perform one task in exchange for payment from you. The payment required could vary considerably and will depend upon negotiation between you and the hamadryad. Provided an agreement is made, payment might range as follows.

A task taking up to 1 minute per caster level requires a payment of 1500 gp. For a task taking up to 1 hour per caster level, the creature requires a payment of 7,500 gp. A long-term task, one requiring up to 1 day per caster level, requires a payment of 15,000 gp.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. The hamadryad will not accept a task that seems suicidal. However, if the task is strongly aligned with the aims of chaos and good (not necessarily likely for druids), it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the hamadryad returns to her home (after reporting back to you, if appropriate and possible).

Cicada Chorus

School: Evocation [sonic]; **Level:** Bard 1, Druid 1, Shaman 1, Sorcerer/Wizard 1

Casting Time: 1 standard action

Components: V, S, M (a cicada wing)

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius spread

Duration: 1 round/level; see text

Saving Throw: Will negates; **Spell Resistance:** Yes *Cicada chorus* creates extremely loud noise, duplicating the sound of thousands of cicadas. All creatures in the area of effect are immediately deafened and, if they fail a saving throw, also suffer 1d6 nonlethal damage per 2 caster levels (to a maximum of 5d6). For every 2 rounds that anyone deafened by the *cicada chorus* remains exposed, the duration of the deafened condition increases by 1 round after the spell ends. (Someone subjected to 5 rounds of this has ringing ears and deafness for 2 more

rounds after the spell ends.) The nonlethal damage occurs only when first exposed to the sound; further damage is not incurred by the spell.

If *cicada chorus* is cast in an environment where cicadas normally live and during a season when cicadas are normally active, actual cicadas join in the chorus, doubling the duration of the deafened state after the spell's duration (1 round persists per 1 round of exposure) and increasing the nonlethal damage by +2 points of nonlethal damage per die.

Cloud of Iron

School: Conjuration (creation); Level: Magus 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a pinch of cold iron filings) **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Cloud spreads in a 20-ft. radius

Duration: 3 rounds

Saving Throw: See text; Spell Resistance: Yes

You create a cloud of roiling, moving cold iron filings that fills the area, obscuring vision and making breathing very difficult. The cloud impairs vision completely; creatures within the cloud are blinded and creatures outside the cloud cannot see creatures within the cloud. The density of the iron filings is so great that any creature in the cloud is considered entangled. Flight through the cloud is additionally taxing, requiring a Fly check (add +10 to the DC of the Fly check).

The individual cold iron filings themselves aren't moving rapidly enough to cause damage, and sufficient protection renders them nearly harmless. However, the movement of hundreds or thousands of little bits against skin can have an abrasive effect. Creatures suffer 1 point of damage per caster level (to a maximum of 15 points) from the iron filings, but the damage is reduced by a creature's armor (including natural armor) bonus each round. For example, a creature with +1 natural armor and wearing leather armor would ignore 3 points of damage each round. Daemons, demons, fey and any other creatures particularly vulnerable to cold iron damage take double damage from moving through the cloud (though still are protected by armor).

Creatures in the cloud of iron are highly susceptible to certain kinds of damage; creatures in the cloud take 50% more damage from cold and fire damage as the iron filings magnify the power of the heat or cold to cause damage. Further, any effect which causes electricity damage at any location within the cloud causes that same electricity damage to all locations within that cloud.

The cloud dissipates rapidly, as it does, its damaging effects weaken. At the beginning of the second round, the damage anyone suffers from the moving filings in the cloud is reduced by 2 points and the extra damage caused by cold or fire is reduced to a 25% increase. At the beginning of the third round, the damage is reduced by another 2 points and there is no extra damage from cold or fire. The increased effective area of electricity damage remains the same for the duration of the spell.



Commune with Fey

Commune with Fey

School: Divination; **Level:** Druid 6, Shaman 6, Sorcerer/Wizard 7

Casting Time: 10 minutes

Components: V, S

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates; Spell Resistance: Yes

You initiate contact with the powers accessed by the fey in the area. The fey are aware of your request and choose whether to respond. If they agree to respond, no save is needed; if they chose to ignore you, they must succeed on a Will save or be compelled to reply. You may ask one question per two caster levels. The answers given are correct within the limits of the knowledge of the fey in the area (you don't contact an individual fey, but rather the community of fey at large, if any of the fey knows the answer to your question, your question will be answered). Given the capricious nature of fey, it's entirely possible that the correct answer will be stated ambiguously or in a way intended to deceive.

Generally, there are greater concentrations of fey farther away from the civilizations of other creatures. If you are at least 40 miles from the nearest settlement, you may ask two additional questions, the DC for the save is at +2, and the fey will generally be more willing than otherwise to be direct in their answers.

Confounding Aura

School: Enchantment [compulsion, mind-affecting]; **Level:** Alchemist 4, Bard 4, Sorcerer/Wizard 4, Witch 4 **Casting Time:** 1 standard action

Components: V, S, M (piece of a kapre) **Range:** 0 ft.

Effect: A 60-ft.-radius aura

Duration: 1 round/level

Saving Throw: Will partial; see text; Spell Resistance: Yes

A magical aura of nearly invisible, very pale green wisps surrounds you and produces multiple, confounding effects. Any creature in the aura who has not yet acted and who is unaware of you suffers a -8 penalty to its initiative check and is dazed (no save, though spell resistance applies). Creatures who have not yet acted but are aware of you are dazed for 1 round (or staggered for 1 round on a successful Will save).

Creatures in the aura suffer a cumulative -2 penalty to their Survival and concentration checks each round while in the aura (if they leave the aura and return, the cumulative increase continues rather than restarts); a successful Will save negates the penalty from accruing that round. A creature suffering a -6 or greater penalty to Survival who is not trained in Survival becomes lost.

Creatures in the aura that attempt to target you with an attack find that you're harder to target than they'd thought and suffer a -4 to their attack rolls unless they succeed on a Will save (the Will save against this penalty is attempted when the attack is declared and the consequences of its failure persists until the beginning of their next turn). Any creature who succeeds on this save no longer needs to make this save unless it leaves the aura and returns.

If you cast this spell in warm or temperate forest terrain, then any creature failing three consecutive Will saves against any effects of the spell is nauseated for 1 round.

Curtain of Teaves

School: Conjuration (creation); **Level:** Druid 1, Magus 1, Ranger 1, Shaman 1, Sorcerer/Wizard 1, Witch 1 **Casting Time:** 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 5 ft./level long and 5 ft./2 levels high (S)

Duration: Concentration +1 round

Saving Throw: Will negates; see text; Spell Resistance: No

You cause a 1-foot thick curtain of swirling, fallen autumn leaves to appear. This swirling torrent of leaves blocks line of sight and has a minor disruptive effect on anything traveling through it. Unlike the winds produced by *wind wall*, the winds produced by *curtain of leaves* is much weaker. Tiny and smaller creatures can move through the curtain, though 2 squares of movement are required to move into all squares touched by or adjacent to the curtain. Arrows and bolts moving through the curtain have a 20% chance to be blown off course. Gases and vapors are eroded and dissipated, but only the portions in contact with the curtain. The curtain must be vertical, but you can shape it into any continuous path you'd like. If it is enclosed, it must be cy-lindrical.

You can move the curtain on your turn (as a move action you can move the curtain up to 15 ft.). If a creature and the curtain occupy the same space, that creature must succeed on a Will save or be dazzled while in that space. Moving into a square occupied by the *curtain of leaves* requires a Strength or Escape Artist check (at the same DC as the save for this spell).

If the curtain is created in forest terrain, the curtain's effect is a wall up to 10 ft./level long and 5 ft./level high instead, and the Will save, and Strength and Escape Artist DCs are all increased by +2. If the season is also autumn, then the penalties associated with being dazzled are -2 instead of -1.

Deadwood Drop

School: Conjuration (creation); **Level:** Druid 3, Shaman 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, DF

Range: Medium (100 ft. + 10 ft./level); see text **Effect:** 1 dead tree limb

Duration: Instantaneous

Saving Throw: Reflex half; see text; Spell Resistance: No

You cause a dead tree limb to appear above the ground and fall; the maximum height of the limb when it appears is 10 ft. per caster level (maximum 100 ft.) above the ground. The limb created by deadwood drop occupies a space 5 ft. wide and 5 ft./2 caster levels long (maximum 25 ft. long). Any creature in a space onto which the limb drops takes 1d6 bludgeoning damage per caster level (maximum 5d6). A successful Reflex save halves this damage. Any creature failing its save by 10 or more is pinned beneath the limb. The creature remains pinned until help arrives or it extricates itself by making a Strength check (DC 20) or an Escape Artist check (DC 25). While pinned, the creature takes 1d4 points of nonlethal damage per minute until it falls unconscious. Once unconscious, it must make a Constitution check (DC 15) every minute. If it fails, it takes 1d6 points of lethal damage per minute until it is freed or dies.

Death by Grubs

School: Conjuration (summoning); **Level:** Druid 5, Summoner 4

Casting Time: 1 standard action

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned rot grub swarm

Duration: 1 min./level

Saving Throw: None; Spell Resistance: No

This spell summons a rot grub swarm which immediately attacks a creature in its space.

Declaw

School: Transmutation; **Level:** Cleric/Oracle 2, Druid 1, Ranger 1, Shaman 1, Sorcerer/Wizard 2 **Casting Time:** 1 standard action Components: V, S, DF Range: Touch Target: Animal touched Duration: 1 round/level Saving Throw: Fortitude negates; Spell Resistance: Yes

With a touch, you cause an animal's claws to be temporarily rendered useless. Affected creatures attempting a claw attack do so as if using an improvised weapon (-4 on attack rolls, critical threat only on a 20). In addition, the attack, if successful, is treated as an unarmed attack, not a claw attack, and the damage is accordingly reduced (1 for Tiny creatures, 1d2 for Small creatures, 1d3 for Medium, 1d4 for Large, GM adjudication for other sizes) and made nonlethal. Feats which depend on a claw attack (such as Weapon Focus) cannot be used, though other feats, such as Weapon Finesse, may still apply.

When the spell ends, the animal's claws return to normal.

Declaw Monster

School: Transmutation; Level: Cleric/Oracle 4, Druid 4, Ranger 3, Shaman 4, Sorcerer/Wizard 4 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Magical beast or monstrous humanoid touched Duration: 1 round/level Saving Throw: Fortitude negates; Spell Resistance: Yes Except that it affects magical beasts and monstrous humanoids, *declaw monster* functions as *declaw*.

Declaw, Mass

School: Transmutation; Level: Cleric/Oracle 5, Druid 4, Ranger 4, Shaman 4, Sorcerer/Wizard 5 Casting Time: 1 standard action Components: V, S, DF Range: Medium (100 ft. + 10 ft./level) Target: One animal/level, no two of which may be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates; **Spell Resistance:** Yes

Except as otherwise noted, this spell duplicates the effect of *declaw*.

Detain Animal

School: Enchantment (compulsion) [mind-affecting]; Level: Druid 1, Ranger 1, Shaman 1 Casting Time: 1 swift action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One animal

Duration: 1 round/level

Saving Throw: Will negates; Spell Resistance: Yes

The target animal failing its save will not voluntarily move out of its space unless it believes its life is threatened. If the target's HD are more than twice your caster level it gains a +2 on its save; if the target's HD are more than four times your caster level, it gains a +4 on its save. If the animal's attitude toward you is friendly or helpful, it voluntarily fails its save. If the animal's attitude toward you is unfriendly or hostile it gains a +2 on its save (this bonus stacks with its HD bonus, if any).

Detect Fey

School: Divination; Level: Bard 2, Cleric/Oracle 2, Druid 2, Inquisitor 2, Magus 2, Ranger 1, Shaman 2, Sorcerer/Wizard 2, Witch 2 Casting Time: 1 standard action Components: V, S, DF Range: 60 ft. Area: Cone-shaped emanation Duration: Concentration, up to 1 min./level (D) Saving Throw: Will negates; see text; Spell Resistance: Yes; see text You can detect the aura that surrounds fey creatures. The amount of information revealed depends on how long

amount of information revealed depends on how long you study a particular area. Due to the inherently magical and capricious nature of fey, they are resilient to being detected, even by magic. The GM should secretly roll for spell resistance and the saving throws for the creatures that might otherwise be detected. If a fey's spell resistance and saving throw fail, then it is revealed by *detect fey* regardless of what form it currently takes.

1st Round: Presence or absence of fey auras.

2nd Round: Number of fey auras in the area and the strength of the strongest fey aura present. If you are of a diametrically opposed alignment to the strongest fey, and the strongest fey aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. *3rd Round*: The strength and location of each fey aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a fey aura is determined by the HD of the fey creature, as given on the table below. *Lingering Aura*: A fey aura lingers after its original source is destroyed. If *detect fey* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below. The lingering aura has no spell resistance or saving throw unless specifically noted in the creature's description.

HD	Strength	Lingering Aura Du- ration
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	$1d6 \times 10$ minutes
11 or	Overwhelm-	1d6 days
higher	ing	-

Each round, you can turn to detect fey in a new area. The spell can penetrate barriers, 1 inch of cold iron blocks it.

Dormant

School: Necromancy [curse]; **Level:** Druid 6, Shaman 7 **Casting Time:** 1 standard action **Components:** V, S, DF **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** Awakened animal or plant, magical beast, plant creature or dragon

Duration: Permanent

Saving Throw: Will negates; **Spell Resistance:** Yes *Dormant* suppresses an awakened creature's transformation, or transforms a magical beast or dragon into an animalistic version of itself, or transforms a plant crea-

ture into a plant version of itself. If the target is an awakened creature, it reverts to its former form, becoming the animal or plant that it was prior to being awakened. In this case, *dormant* suppresses the effect of *awaken*.

If the target is an Intelligent plant creature, it is transmuted into a similar plant (i.e. a shambling mound becomes a large shrub, a treant becomes an oak tree, etc.). It is treated as an object and not a creature, it loses its Intelligence, Wisdom and Charisma scores, and is immobile.

If the target is a magical beast or dragon, it is transmuted into a similar and similarly sized animal (if it was a magical beast) or dinosaur (if it was a dragon) chosen by the caster at the time the spell is cast (e.g. a griffon becomes a lion or a Huge black dragon becomes a stegosaurus). The creature's type changes to animal and its Intelligence score is 2. It becomes the animal into which it is transformed (losing its spell-like and special abilities, many of its skills and feats, etc.).

Dormant can be used on creatures of 15 HD or lower. For every 3 caster levels above 11th, creatures of 5 more HD can be affected (casters of 14th level or higher can affect 20 HD creatures, 17th level casters can affect 25 HD creatures, and 20th level casters can affect 30 HD creatures). The curse bestowed by this spell cannot be dispelled, but it can be removed with *awaken, break enchantment, limited wish, miracle, remove curse,* or *wish.* This use of *awaken* requires a successful caster level check (DC = 11+ caster level).

Entangle Undead

School: Transmutation; **Level:** Druid 2, Ranger 2, Shaman 2

Casting Time: 1 standard action

Components: V, S, DF

Range: Long (400 ft. + 40 ft./level)

Targets: Plants in a 40-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: Reflex partial; see text; Spell Resistance: No

This spell duplicates the effect of *entangle* but the plants in the affected region only wrap around undead creatures within the area. All other creatures pass safely through the area. If an undead creature and a creature that is not undead occupy the same space, the non-undead creature is subject to the entangled condition; however, that nonundead creature gains a +5 on its saves and skill or ability checks to overcome the effects of the spell. Like *entangle*, the entire area is considered difficult terrain, for all creatures, while the effect lasts.

Note: Variations such as *entangle construct* are reasonable alternatives per GM adjudication.

Euphoric Breath

School: Transmutation; **Level:** Alchemist 3, Bard 3, Sorcerer/Wizard 3

Casting Time: 1 standard action **Components:** V, S **Range:** Personal **Target:** You **Duration:** 1 round/level

Saving Throw: See text; Spell Resistance: No

Your mouth and lungs fill with a tangy fluid so when you speak or exhale, a fine, shimmering mist leaks from your nose and mouth. After casting this spell, you gain a supernatural euphoric breath weapon; you may activate this breath weapon once every 1d4 rounds as a standard action.

Breath Weapon (Su): 15-ft. cone, DC as per the spell, instantaneously cause subjects to be staggered, sickened, and immune to fear effects for 1d6 rounds (a successful Fortitude save negates).

If you cast or use *euphoric breath* in forest terrain, the DC of the save is increased by +2; also, its use has a 1% cumulative chance per round of attracting the attention of 1 or more faerie dragons.

Eyes in the Dark

School: Illusion (phantasm) [fear, mind-affecting]; **Level:** Bard 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: Will negates; see text; Spell Resistance: Yes

You send concern and worry into the minds of your targets. They feel what they might describe as a sixth sense that someone is watching them and they are shaken for 1 round. All affected targets who fail a Will save momentarily see a pair of eyes somewhere in the distance, but if the target attempts to get a closer look (such as by actively attempting a Perception check), the eyes disappear. Those who fail the save remain shaken for the duration.

For every 10 minutes that pass, each affected target is granted another Will save; throughout that duration, the target intermittently sees (or thinks it sees, it can't really tell) one or more fleeting pairs of eyes in the darkness. For each failure, the degree of fear escalates (for the first 10 minutes, the target is shaken, after that it is frightened, after the next ten minutes it is panicked and remains panicked until the spell ends or a save is made).

If the targets are in terrain or conditions that would be conducive for hiding, such as a forest, a building filled with rubble, etc., the DC for the save is +2, and the target assumes that the creatures whose eyes it sees are hiding behind something just at the edge of where it might otherwise be safe to explore.

If an affected target is exposed to normal or brighter lighting conditions for at least one full-round, it may attempt a Will save on its turn, one per round as a swift action. For each round the target is exposed to these lighting conditions, a cumulative +1 is added to the save. This spell automatically fails if the targets are in normal or brighter lighting conditions when the spell is cast.

Fey Bane

School: Conjuration (creation); Level: Cleric/Oracle 3, Druid 3, Shaman 3, Sorcerer/Wizard 4, Witch 3 Casting Time: 1 standard action Components: V, S, M/DF (a pinch of cold iron dust) Range: Medium (100 ft. + 10 ft./level) Area: Plants in a 30-ft.-radius spread Duration: 1 min./level (D)

Saving Throw: None or Reflex negates; see text; Spell Resistance: No or Yes; see text

The external surfaces of the plants in the area are temporarily coated in iron equivalent to cold iron. This has no deleterious effects on the plants themselves (the weight of a leaf coated in iron does not cause it to break and fall, for instance). Any creature subjected to damage from cold iron (in particular, daemons, demons and fey) suffers damage from any plants in the area which are also otherwise able to cause damage (such as from a thorny *entangle* or *wall of thorns*). The damage caused in this way is treated as cold iron and overcomes damage reduction accordingly.

Though the iron causes no damage to the plants themselves, creatures attempting to move through undergrowth or who otherwise might scrape against the iron may suffer damage. Light undergrowth costs 3 squares of movement to move into; heavy undergrowth costs 6. Damage caused by the plants (being pierced or scratched by a thorn, for instance) is doubled.

Plant creatures in the area avoid being coated with a successful Reflex save.

Fey Bane, Greater

School: Conjuration (creation) [see text]; **Level:** Cleric/Oracle 5, Druid 5, Shaman 5, Sorcerer/Wizard 6, Witch 5

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of cold iron dust) **Range:** Long (400 ft. + 40 ft./level)

Area: Plants in a 60-ft.-radius spread

Duration: 10 min./level (D)

Saving Throw: None or Reflex negates; see text; Spell Resistance: No or Yes; see text

Except as otherwise noted, this spell duplicates *fey bane*. The cold iron coating takes on one alignment of the caster, at the caster's choosing (e.g. a lawful good cleric can imbue the coated plants with either the lawful or good alignment); a neutral druid may select any alignment. When cast in this way, *greater fey bane* is a chaotic, evil, good or lawful spell, respectively. The aligned cold iron coating overcomes damage reduction against both cold iron and the chosen alignment.

All damage caused by plants affected by *greater fey bane* is increased by 1 point per die of damage and the DCs of saving throws made against effects or damage caused by these plants is increased by +2.

Fey Form, Brownie

School: Transmutation (polymorph); **Level:** Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, M (a bit of hair from a brownie) **Range:** Personal

Target: You

Duration: 10 min./level (D)

Saving Throw: See text; Spell Resistance: No

You become a brownie. Your size becomes Tiny giving you a -4 penalty to Strength but a +4 size bonus to Dexterity. In addition, you gain low-light vision and DR 5/cold iron. In addition to these changes, you gain the constant use of *dancing lights* and *prestidigitation*.

While in the form of a brownie, you have a strong drive to honesty and repayment of debts. If you receive a benefit, or believe you receive a benefit, from someone you feel a need to repay that kindness many times over. You also fear dogs, foxes and wolves while in this form and avoid such creatures.

If you cast this spell in forest terrain, then, while you remain in forest terrain, you may cast any one of the following once without it counting against your spells per day if you know or have access to it: *lesser confusion, mirror image,* and *ventriloquism.*

Fey Form, Satyr

School: Transmutation (polymorph); **Level:** Bard 4, Magus 4, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S, M (a bit of horn from a satyr) **Range:** Personal

Target: You

Duration: 1 min./level (D)

Saving Throw: See text; Spell Resistance: No

You become a satyr. You gain a +2 size bonus to Strength, a +2 natural armor bonus, low-light vision and DR 5/cold iron. Your body appears muscled and attractive. In addition to these changes, you gain the constant use of *dancing lights* and *ghost sound*.

While in the form of a satyr, you have many powerful drives. You are strongly attracted to wine, music and carnal delights. Should you wish to pursue those drives, you gain a +4 on Bluff, Diplomacy, Perception, Perform and Stealth checks when you are using them toward those ends. In addition, if you are attempting to seduce some-one using music, you may use *charm person* or *sleep* once while in this form. If you succeed in charming someone with the *charm person* granted by *fey form, satyr*, you must make a Will save (same DC as the *charm person*) or become infatuated with the subject of your spell. This infatuation persists even after *fey form, satyr* ends. (The duration is ultimately per GM adjudication and the infatuation should not otherwise impede play.)

If you cast this spell in forest terrain, then, while you remain in forest terrain, you may cast any one of the following once without it counting against your spells per day if you know or have access to it: *summon nature's ally I, II* or *III*; or *summon monster I, II* or *III*. If you summon a monster, it must be a creature that could normally be found in a forest. A witch with a transformation patron may select *fey form, satyr* as a 4th level spell.

Fey Form, Sprite

School: Transmutation (polymorph) [chaotic]; Level: Sorcerer/Wizard 4 Casting Time: 1 standard action Components: V, S, M (a sprite's arrow)

Range: Personal Target: You

Duration: 1 min./level (D)

Saving Throw: See text; Spell Resistance: No

You become a sprite. Your size becomes Diminutive giving you a +6 size bonus to Dexterity, a -4 penalty to Strength, a +1 natural armor bonus, low-light vision and a fly speed of 60 ft.

While in the form of a sprite, you are anxious and distrustful except regarding those whom you know very well. Whenever your distrust impels you to flee or seek safety, you gain a +8 bonus to Escape Artist, Fly and Stealth checks and your senses heighten granting you a +4 on Perception checks. If you are surprised or flat-footed, then, on your turn, you must succeed on a Will save (same DC as this spell) or flee as far as you can on that turn.

If you cast this spell in forest terrain, then, while you remain in forest terrain, you may cast any one of the following once without it counting against your spells per day if you know or have access to it: *color spray, detect evil, detect good, dancing lights,* and *daze.*

Fey Jure

School: Enchantment (compulsion) [mind-affecting]; Level: Bard 3, Sorcerer/Wizard 3 Casting Time: 1 minute Components: V, S Range: See text Target: See text Duration: 10 min./level; see text Saving Throw: None or Will negates; Spell Resistance: No or Yes

You spend a minute carefully arranging the features of your lure. Generally, *fey lure* is cast on an object that is part of a natural setting. The object itself must fit within a 5-cubic-foot volume (though it could be, for example, three-feet on a side and 10 feet high). This object receives no save unless it is a magic item.

When the lure has been set, fey within 30 ft. are particularly likely to notice it (+5 to any fey creature's Perception check to notice) though any fey capable of seeing (or noticing by any sense) the lure from any distance might be interested. The first fey to notice the lure must attempt a Will save. If this save is successful, that fey creature is immune to the lure's magic for 24 hours but the lure itself remains to tempt another fey creature.

The first fey creature to fail its save is fascinated by the lure and remains within 10 feet of the lure, exploring all of its many magnificent attributes, about which it will be eager to have discussions with anyone nearby.

Non-fey creatures are immune to this spell. If the fey lured by the spell is native to the terrain wherein the lure is set, the DC for the Will save is increased by +2.



Fey Form, Sprite

Fey's Obsession

School: Enchantment (compulsion) [mind-affecting]; Level: Bard 3, Sorcerer/Wizard 3, Witch 3 Casting Time: 1 standard action Components: V, S, M (sugar or salt; see text) Range: 30 ft. Area: Cone-shaped burst Duration: 1 round/level Saving Throw: Will partial; Spell Resistance: Yes

You toss a small handful of salt or sugar in front of you and the grains are magically scattered throughout the area. Intelligent creatures in the area are compelled to stop what they're doing and count the grains. Any creature with an Intelligence score of 6 or greater failing its save against this effect is fascinated, attending to nothing other than attempting to count the grains. Even those who succeed are temporarily perplexed by an overwhelming desire to count the scattered grains and are dazed for 1 round.

Fey creatures are particularly vulnerable to *fey's obsession*; fey creatures suffer a -4 penalty on all saves associated with *fey's obsession* and the duration of the effect is doubled. Even if a fey creature makes its initial save, it is fascinated for 1 round.

Follow Trail

School: Divination; **Level:** Druid 3, Inquisitor 3, Ranger 2, Shaman 3 **Casting Time:** 1 standard action **Components:** V, S, DF **Range:** Close (25 ft. + 5 ft./2 levels)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

You extend to others some of your knack for following tracks. The targets of *follow trail* are treated as if they were trained in Survival and gain an insight bonus equal to one-half your ranks in Survival and the numerical benefits of any feats you have that modify your Survival checks made while tracking. For example, if you have the Self-Sufficient feat and 6 ranks in Survival, then the targets of *follow trail* gain a +5 insight bonus (2 from the feat, 3 from one-half your ranks) to Survival checks made to follow tracks. These benefits do not apply to other uses of the Survival skill such as foraging for food or water.

If the caster has a favored terrain, then, while the targets of *follow trail* are in that terrain, they gain an additional +1 to their insight bonus to use Survival to follow tracks.

Forest Giant Form

School: Transmutation (polymorph); Level: Alchemist 5, Magus 5, Sorcerer/Wizard 5 Casting Time: 1 standard action **Components:** V, S, M (a hair or nail of a wood giant)

Range: Personal

Target: You

Duration: 1 min./level (D)

When you cast this spell you can assume the form of a wood giant (a Large humanoid creature of the giant subtype). Once you assume your new form you gain the following abilities: a +4 size bonus to Strength, a -2 penalty to Dexterity, a +2 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. You also gain rock catching (but not rock throwing) and your base speed increases by +10 feet.

If your transformation occurs in forest terrain, then you also gain charm animal and quench as spell-like abilities (useable once each while you remain in this form) and the constant use of speak with animals (animals indigenous to this forest only) while you remain in this form.

A witch with a transformation patron may select forest giant form as a 5th level spell.

Forest Troll Form

School: Transmutation (polymorph); Level: Alchemist 4, Druid 4, Magus 4, Sorcerer/Wizard 4, Witch 4 Casting Time: 1 standard action

Components: V, S, M (a hair or nail of a moss troll) Range: Personal

Target: You

Duration: 1 min./level (D)

When you cast this spell you can assume the form of a moss troll (a Large humanoid creature of the giant subtype). Once you assume your new form you gain the following abilities: a +4 size bonus to Strength, a -2 penalty to Dexterity, a +4 natural armor bonus, darkvision 60 ft., low-light vision and scent. You also gain a climb speed of 30 ft.

If your transformation occurs in forest terrain, then you also gain regeneration 5 (fire), but, you also gain vulnerability to fire (you take +50% damage from fire) and a fear of fire (you gain the shaken condition when you are within 30 ft. of visible fire). While in forest terrain, you also gain +2 on Acrobatics and Stealth checks.

A witch with a transformation patron may select *forest* troll form as a 4th level spell.

Forlarren's Remorse

School: Enchantment (compulsion) [curse, mind-affecting]; Level: Bard 5, Cleric/Oracle 5, Inquisitor 5, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: One living creature

Duration: 1 day/level

Saving Throw: Will negates; Spell Resistance: Yes The victim of this curse is overwhelmed with remorse whenever it kills a living creature. This remorse results in the subject becoming nauseated for 1d6 minutes. The subject is also constantly distracted with concern over those it has killed, might have killed, or may someday kill; frequently the subject mutters to himself about these things. These distracting concerns reduce the subject's Charisma by -2.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Friend of the Forest

School: Transmutation; Level: Adept 0, Cleric/Oracle 0, Druid 0, Ranger 1, Shaman 0, Sorcerer/Wizard 0

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target: Creature touched

Duration: Varies; see text

Saving Throw: None or Fortitude negates; see text; Spell Resistance: No or Yes; see text

First taught to others by elves, friend of the forest places a small tattoo on an exposed portion of the target creature. The tattoo must fit within a space no larger than 3square inches (i.e. a circle smaller than 1-in. radius, or a rectangle as long as 6 inches if 0.5 inches wide). The symbol must depict something natural (a vine, an acorn, etc.), and is chosen by the caster at the time the spell is cast. The tattoo can be hidden by clothing or removed by scraping it away (causing 1d4 points of nonlethal damage), though it returns if the damage is healed. The duration of the tattoo is determined by the caster (usually on consultation and agreement with the recipient) when the spell is cast, lasting anywhere from 1 hour/level to 1 year. (If the target is unwilling, the duration is chosen by the caster, though the target receives a saving throw and spell resistance applies.)

Adepts cast friend of the forest as a 0-level spell; however, they have come to use it as a pain-free way of branding animals when they serve as a rural community's animal handler. When used in this way by any spellcaster, the target animal is treated as voluntarily forgoing its saving throw if the caster succeeds on a Handle Animal check, DC 10. Adepts usually refer to the spell by another name, such as *animal branding*.

Friends Defend the Forest

School: Enchantment (compulsion) [mind-affecting]; **Level:** Cleric/Oracle 2, Druid 2, Ranger 1, Paladin 1, Shaman 2

Casting Time: 1 standard action

Components: V, S, DF

Range: Medium (100 ft. + 10 ft./level); see text

Targets: Self and up to 2 marked friends/level within range

Duration: 1 min./level

Saving Throw: None; Spell Resistance: Yes (harmless)

Friends (defined as marked by either your or an ally's tattoos from a casting of *friend of the forest*) within the range of *friends defend the forest* receive a +1 morale bonus (maximum +5) on attack rolls for every 2 marked allies within 30 ft. For example, the party's ranger casts *friends defend the forest* on five allies as well as himself; each had previously received a tattoo of a holly leaf. During combat, a cavalier, a marked friend of the ranger, is within 30 ft. of the ranger and three other marked allies and so receives a +2 morale bonus on his attack rolls. To gain the benefit, the recipient must be aware of the presence of the others; had even one of the cavalier's four allies been invisible to him, or successfully hiding, the cavalier's bonus would have been +1 instead.

When all the recipients of *friends defend the forest* are in forest terrain, the morale bonus is +1 per marked ally within 30 ft. (maximum +5).

Fruit of Nature

School: Transmutation; **Level:** Druid 4, Ranger 4, Shaman 4

Casting Time: 1 standard action

Components: V, S

Range: See text **Effect:** Vegetative food; see text

Duration: See text

Saving Throw: None; Spell Resistance: No

When you cast this spell you cause the plants within long range of you (400 ft. + 40 ft./level) to rapidly produce fruits, seeds, roots and whatever other parts it has which are nutritious for animals and humanoids. This food becomes available for consumption within an hour and remains as long as it would naturally remain or 1 day/level, whichever is longer. At the end of the duration, these magically-enhanced portions of these plants rapidly decay and become part of the natural surroundings.

Gathering the food in this area is simple, requiring a DC 5 Survival check. Each hour spent gathering food produces enough bounty to sustain one person for one day. The total amount that the region can support, if it is all gathered, is enough to feed one person per your spellcaster level for a week. Throughout the duration, the plants do not produce more food—if all the food is gathered, it is exhausted. Animals and others in the area will consume the food as well, and per GM adjudication might reduce the overall amount available for you and your companions.

If you cast this spell in relatively lush terrain (such as a forest, jungle or prairie), the quantity of food produced is doubled.

Gather Friends

School: Conjuration (teleportation); **Level:** Cleric/Oracle 6, Druid 6, Ranger 4, Shaman 6, Sorcerer/Wizard 6 **Casting Time:** 1 minute or 1 round; see text

Components: V, S, DF

Range: Unlimited

Targets: Up to 1 individual marked by *friend of the for-est/*level; see text

Duration: Instantaneous

Saving Throw: None or Will negates; see text (harmless, object); **Spell Resistance:** No or Yes (harmless, object)

This spell instantly teleports marked friends to you, regardless of their present location or circumstances (though you and they must all be on the same plane); they appear in spaces you choose around you subject to these limitations: all creatures appear within 30 ft. of you, and each creature is adjacent to at least one other gathered creature or you. Each individual teleported must currently have a tattoo from *friend of the forest* cast by you. When the spell is cast, any tattooed individual may attempt to resist the teleportation effect with a successful Will save.

Gather friends cannot be used to intentionally harm the intended recipients (for example, by gathering them while you are in the sea or standing near lava); if a target would appear in an unsafe space and a safe space is available (and meets the criteria above) then that space will automatically be chosen instead. If a target would appear in an unsafe space and no safe spaces are available then the spell ends and no further friends are gathered. The order in which the gathered friends appears may be determined by you (if you do not decide, the order is randomly determined by the GM).

Unconscious, helpless, and even recently deceased (deceased for no more than 1 hour/caster level) individuals can be targets of the spell; so long as the mark remains. Living targets otherwise unable to take actions (unconscious, helpless, etc.) are allowed a save to resist being gathered; however, they automatically forego the saving throw if the spell is being used as a rescue attempt.

Large creatures count as two Medium creatures, a Huge creature counts as two Large creatures, and so forth as per *teleport*.

If *gather friends* is cast from forest terrain, and all the targets marked by *friend of the forest* received their tattoo in that same forest, then the casting time of *gather friends* is 1 round.

Gather Friends, Greater

School: Conjuration (teleportation); **Level:** Cleric/Oracle 9, Druid 9, Shaman 9, Sorcerer/Wizard 9 **Casting Time:** 1 standard action **Components:** V, S, DF **Range:** Unlimited **Targets:** Up to 1 individual marked by *friend of the forest/*level; see text **Duration:** Instantaneous

Saving Throw: None or Will negates (harmless, object); **Spell Resistance:** No or Yes (harmless, object) Except as noted here, this spell functions as *gather friends*.

The individual targets of *greater gather friends* may be on any plane. So long as there is a pathway through a transitive plane (such as the Astral Plane) between the target and the spaces you designate for your friends, that target will be successfully teleported by this spell. Any target's pathway being blocked has no effect on any other target's being successfully gathered.

If *greater gather friends* is cast from forest terrain, and all the targets marked by *friend of the forest* received their tattoo in that same forest, then each intended target is retrieved even in the absence of a pathway through a transitive plane.

Gather Kindling

School: Conjuration (creation); **Level:** Bard 0, Druid 0, Shaman 0, Sorcerer/Wizard 0, Witch 0 **Casting Time:** 1 standard action

Components: V, S

Range: 0 ft.

Effect: Sufficient kindling to start a campfire **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: No

Gather kindling creates a small pile of kindling, enough to start a campfire. The twigs, branches, leaves, dried grasses or similarly easily combustible materials appear in your hands or at your feet (your choice). The kindling disappears after 1 day if not used.

Great Blight

School: Necromancy; Level: Druid 8, Shaman 8, Sorcerer/Wizard 9, Witch 8 Casting Time: 1 standard action Components: V, S, DF Range: Long (400 ft. + 40 ft./level) Area: 40-ft. radius emanating from a selected point Duration: Instantaneous; see text

Saving Throw: Fortitude half; see text; Spell Resistance: Yes

Great blight withers all the plants in an area. Affected plant creatures take 1d6 points of damage per level (maximum 20d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies. The negative energy powering *great blight* is powerful and persistent. Plants will not regrow in this area for at least one year + one month per caster level. This spell otherwise has no effect on the soil.

Green Shot

School: Transmutation; **Level:** Bloodrager 2, Druid 2, Ranger 2, Shaman 2

Casting Time: 1 standard action Components: V, S Range: Touch Target: Ranged weapon Duration: 1 round/level Saving Throw: Will negates (harmless, object); Spell

Resistance: Yes (harmless, object)

Your touch grants a ranged weapon the ability to ignore concealment and cover provided by plants (for example, that provided by undergrowth, foliage or a tree trunk). *Green shot* may be cast on a thrown or projectile weapon. The weapon's wielder is not granted any special ability to see through concealment or otherwise identify targets; only those the wielder can target normally can be targeted using a weapon affected by *green shot*.

Hag Form, Winter

School: Transmutation (polymorph) [evil]; **Level:** Druid 7, Sorcerer/Wizard 7, Witch 7

Casting Time: 1 standard action

Components: V, S, M (a fingernail or hair of a winter hag)

Range: Personal

Target: You

Duration: 1 day/level; see text (D)

Saving Throw: See text; Spell Resistance: No; see text

You become a winter hag. You gain a +2 size bonus to Strength, a +4 natural armor bonus, darkvision 60 ft., Spell Resistance (10 + 1/2 your level), immunity to cold, vulnerability to fire, two claw attacks (1d4 + Str), the ability to see perfectly well in snowy conditions (no penalties to Perception checks while in snow), and a breath weapon (30-ft. cone, 4d6 cold and blinded for 1d6 rounds, Reflex partial, usable 1/day). You also gain these spell-like abilities (which permits spell resistance if the spell itself does):

3/day—chill metal, fog cloud, frostbite 1/day—wall of ice

While in the form of a winter hag, you have a powerful urge to be worshipped by humanoids and anyone whom you find subordinate to yourself. In addition, you crave warm, raw flesh, especially the flesh of children. Should you wish to pursue those drives, you gain a +6 on Bluff, Disguise, Intimidate and Perception checks when you are using them toward those ends. You do not receive these bonuses simply because you are in the form of a winter hag; if you are engaging in other pursuits while in this form, you do not gain the +6 bonus. If you encounter a winter wolf while in the form of a winter hag, that creature regards you with a starting attitude of friendly.

If the terrain from which you cast this spell is cold forest terrain and the season is winter, a winter wolf arrives 2d4 rounds after you transform and its starting attitude is helpful.

A creature that successfully saves against your breath weapon takes half damage and is not blinded.

Hair of the Dog

School: Conjuration (healing); **Level:** Cleric 5, Druid 5, Ranger 4, Shaman 5

Casting Time: 1 standard action Components: V, S, M (one drop of any poison) Range: Touch Targets: Creature touched Duration: Instantaneous Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Hair of the dog channels positive energy into a creature to remove all the deleterious effects of poisoning in that creature. Any effect from poisoning that the creature has been subjected to within 24 hours, which has not already been eliminated, is eliminated by *hair of the dog*.

Hair of the dog cures hit points, negative levels, permanently drained ability score points, and any other afflictions, but only if they were caused by poison. It has no curative effect of any kind on the creature against afflictions caused by anything other than poison.

Unlike *neutralize poison, hair of the dog* cannot be used to neutralize the poison in a poisonous creature.

Hide from Fey

School: Abjuration; **Level:** Druid 3, Ranger 3, Shaman 3

Casting Time: 1 standard action **Components:** V, S, DF **Range:** Touch **Targets:** One creature touched/level

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless); see text; Spell Resistance: Yes

Fey creatures cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. A fey creature gets a single Will saving throw. If it fails, the subject can't detect any of the warded creatures. If it has reason to believe opponents are present, however, it can attempt to find or strike them. If a warded character touches a fey creature or attacks any creature, even with a spell, the spell ends for all recipients.

If the warded creatures are in a region or terrain type with which a particular fey creature is intimately familiar, that fey creature has a +2 on its initial save. However, if that save fails, then the duration of the protection is doubled.

Hide from Plants

School: Abjuration; **Level:** Druid 2, Ranger 2, Shaman 2

Casting Time: 1 standard action **Components:** S, DF **Range:** Touch **Targets:** One creature touched/level **Duration:** 10 min./level (D)

Saving Throw: Will negates (harmless); see text; Spell Resistance: Yes

Plants and plant creatures cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Plants and nonintelligent plant creatures are automatically affected and act as though the warded creatures are not there. An intelligent plant creature gets a single Will saving throw. If it fails, the subject can't detect any of the warded creatures. If it has reason to believe opponents are present, however, it can attempt to find or strike them. If a warded character touches a plant creature or attacks any creature, even with a spell, the spell ends for all recipients.

Hide from Vermin

School: Abjuration; Level: Druid 1, Ranger 1 Casting Time: 1 standard action Components: S, DF Range: Touch Targets: One creature touched/level Duration: 10 min./level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes Except that it affects vermin instead of animals, this spell duplicates the effects of *hide from animals*.

Hodag Guardian

School: Conjuration (summoning); Level: Druid 5, Shaman 5, Sorcerer/Wizard 5, Summoner 4, Witch 5 Casting Time: 10 minutes Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: One summoned hodag Duration: 1 hour/level (D) Saving Throw: None; Spell Resistance: No This spell summons a hodag; it regards you as an ally and

regards anything demonstrating aggression toward you as its own enemy. It serves you as a loyal guard. You may never have more than one summoned hodag and may not cast *hodag guardian* more than once in any 24-hour period.

If you cast this spell in temperate forest or marsh terrain, the hodag you summon has the Advanced Creature template.

Host of Sparrows

School: Transmutation (polymorph); **Level:** Druid 3, Shaman 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, M/DF (a few grain seeds) **Range:** 20 ft.

Targets: You and one living creature/level within range; see text

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

You and up to 1 living creature per level within 20 ft. of you transform into sparrows (for comparison see the statistics for the thrush familiar, see *Pathfinder Roleplaying Game Ultimate Magic*). Large creatures count as 2 and Huge or larger creatures count as 4 against your target limit; familiars and animal companions are unaffected by *host of sparrows*. While in sparrow form you gain a fly speed of 40 ft. and low-light vision; in addition, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.



Into the Forest, Mass

All the targets of the spell who remain within 10 feet of one another, also gain evasion, uncanny dodge (those who already have these abilities gain the improved versions of the abilities instead), and a cumulative +1 per member of the group to all saving throws. (For example, Arianna casts *host of sparrows* on herself, the party's cleric, wizard, and two cavaliers; for the duration of the spell, in addition to having evasion and uncanny dodge while within 10 feet of one another, they also all gain +5 on all saving throws. If any member moves away from the rest, that individual loses these additional benefits, and everyone else's saving throw bonus drops to +4.)

Into the Forest

School: Divination; Level: Cleric/Oracle 3, Druid 3, Inquisitor 3, Ranger 2, Shaman 3 Casting Time: 1 standard action Components: V, S, DF Range: Touch Targets: Creature touched Duration: 10 min./level; see text Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) Into the forest grants special temporary insight into navigating the kinds of hazards one might face in a forest. The recipient gains an uncanny awareness of natural threats (such as poison oak and animal holes hidden under leaves or foliage) granting a +2 on all saving throws due to naturally occurring dangers (naturally occurring dangers to be determined by GM adjudication, but can include things like softened earth left behind by a burrowing magical creature). Further, the recipient gains +5 on Acrobatics and Escape Artist checks (such as could be used to overcome the hazards of undergrowth and the like), a +5 on Climb checks (which could prove useful in getting around in trees and moving over limbs), and a +5 on Perception checks (which helps someone to see or hear things that might otherwise be concealed by the naturally occurring plants and animals in the forest).

Though so named, this spell grants the same bonuses to the creature touched whether or not the recipient is using the insights within forest terrain.

Into the Forest, Mass

School: Divination; **Level:** Cleric/Oracle 5, Druid 5, Inquisitor 5, Ranger 4, Shaman 5 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature/level, no two of which may be more than 30 ft. apart Duration: 10 min./level; see text Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) This spell functions like *into the forest* except that it affects multiple creatures.

Korred's Beard

School: Transmutation; **Level:** Bard 2, Sorcerer/Wizard 2 **Casting Time:** 1 standard action

Components: V, S

Range: Personal

Target: You **Duration:** 1 round/level

Saving Throw: Reflex negates; see text; Spell Resistance: No

You instantly have a magnificent and enormous beard. This beard does not in any way interfere with your own actions. On your turn, as a swift action, you can cause the hairs from your beard to lash out and interfere with adjacent creatures. You select an adjacent creature who becomes entangled for 1 round unless it succeeds on a Reflex save. Fey creatures are immune to being entangled by your beard.

Jabyrinthine Forest

School: Enchantment (compulsion) [mind-affecting]; Level: Bard 5, Druid 6, Shaman 6, Sorcerer/Wizard 5 Casting Time: 1 standard action Components: V Range: Long (400 ft. + 40 ft./level)

Targets: One creature/level, no two of which may be more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates; **Spell Resistance:** Yes Those failing their save believe themselves to have wandered into a forest and that the trees, undergrowth and foliage are so similar that there's no way to be sure where one is. Treat all who fail their save as lost (see Getting Lost in the *Pathfinder Roleplaying Game Core Rulebook*). If the targets are in terrain that is utterly incompatible with their belief (at sea, in the middle of a city, in a desert, etc.), then the saving throw is made at +4 and an additional save is allowed every minute. In addition, there is no illusory component of this spell and vigorous attempts by allies to persuade someone that one really can't be lost in the woods (when in fact, it's clear that one is not in the woods) allows an additional save to be made each round until the save is successful.

If the targets are in forest terrain when the spell is cast, then the DC of the saving throw is increased by +2, and attempts at persuading someone that one isn't really lost automatically fail.

If targets who have failed their save while not in forest terrain move into forest terrain, then subsequent saves to overcome *labyrinthine forest* are made at -2, as are checks made to overcome being lost.

If the spell's duration ends, the subject is still lost, and the subject is in forest terrain, then, though the spell no longer is in effect, the subject is still lost and must regain its bearings normally.

Leaf on the Wind

School: Transmutation; **Level:** Bard 2, Bloodrager 2, Magus 2, Sorcerer/Wizard 2

Casting Time: 1 immediate action

Components: V

Range: Medium (100 ft. + 10 ft./level)

Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 30 ft. apart

Duration: Until landing or 1 round/level

Saving Throw: Will negates (harmless) or Will negates (object); **Spell Resistance:** Yes (object)

Unless otherwise specified, this spell acts as *feather fall*, with the notable distinction that during a fall, a creature may move horizontally up to the same distance that it travels vertically in a round. If the target creature falls for more than one round, then the movement that occurs during its turn is counted as its move action.

Liquid Repellant

School: Abjuration; Level: Alchemist 1, Cleric/Oracle 1, Druid 1, Inquisitor 1, Sorcerer/Wizard 1 Casting Time: 1 standard action Components: V, S, M (a drop of pine sap) Range: Touch Target: Creature touched Duration: 10 min./level; see text

Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless)

The skin and hair of the creature you touch temporarily glistens with an almost-invisible golden liquid. For the duration, the creature emits a faint odor of pine. Liquids will bead and roll off the creature, generally causing no damage. The creature has resist acid 5 and gains a +4 to saving throws against contact poisons.

The repellant can be washed off by the concentrated application of mild or stronger solvents (including soaps and alcohols); this takes 1 minute. When the repellant resists 50 points of acid damage, it loses its protective effect and fades away within 1 round. The repellant can be burned off if the subject fails a save against fire or electricity and suffers at least 10 points of electricity or fire damage at once.

Tiving Banyan

School: Transmutation; Level: Druid 7 Casting Time: 10 minutes Components: V, S Range: Touch Target: Tree touched Duration: 1 day/level Saving Throw: None; Spell Resistance: No

This spell turns a banyan or similar tree into a protector or guardian. The spell can only be cast on a single tree at a time; while *living banyan* is in effect, you can't cast it again on another tree. *Living banyan* must be cast on a healthy, Huge banyan (or similar tree). A triggering phrase of up to one word per caster level is placed on the targeted tree. The *living banyan* spell triggers the tree into animating as a kapre.

If *living banyan* is dispelled, the tree takes root immediately wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Tiving Steel Item

School: Transmutation; Level: Druid 2 Casting Time: 1 standard action Components: V, S

Range: Touch

Target: One wooden object weighing up to 3 lbs./level or one wooden shield

Duration: 1 min./level; see text

Saving Throw: None; Spell Resistance: No

With a touch, you alter the structure of a wooden object so that it temporarily takes on some of the characteristics of living steel, giving it a green hue and increasing its weight by 50%. In most respects, the item's properties do not change (a shield's shield bonus does not change, a weapon's damage type or die does not change, etc.). However, objects composed of living steel can damage metal weapons that strike them. Whenever the wielder of a metal weapon rolls a natural 1 on an attack roll against a creature wearing living steel armor or wielding a living steel shield, the item must make a DC 20 Fortitude save or gain the broken condition. Sundering attempts made by metal weapons against living steel objects produce similar results. If the weapon already has the broken condition, it is instead destroyed. Living steel cannot damage adamantine weapons in this way.

Living steel has 35 hit points per inch of thickness and hardness 15.

Tucent Garden

School: Evocation [good]; Level: Cleric/Oracle 3, Druid 3, Shaman 3 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Targets: Plants in a 30-ft.-radius spread Duration: 1 round/level Saving Throw: None; see text; Spell Resistance: No Plants in the region glow with white and golden light and

temporarily are infused with positive energy. Living creatures that move through the affected region gain 1d6 hit points for each non-overlapping 10-ft. region of affected plants they move through on their turn (maximum 3d6 hit points per round). Undead creatures suffer that much damage instead. Creatures forced through the region on another's turn can gain hit points (or be damaged), but, the maximum hit points gained or lost per round remains. If a creature remains in its space on its turn, it gains or loses 1d6 hit points for each non-overlapping 10ft.-square space it occupies on that turn (maximum 3d6).

Mandragora Manifestation

School: Transmutation; **Level:** Alchemist 5, Magus 5, Sorcerer/Wizard 6

Casting Time: 1 standard action **Components:** V, S, M (mandrake root) **Range:** Personal

Target: You

Duration: 1 min./level

Saving Throw: See text; Spell Resistance Yes

You are transformed into a plant-like version of yourself, akin in many ways to a mandragora. You gain low-light vision, a +4 size bonus to Dexterity, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun. Outwardly, you appear to be a slightly shorter, slightly more childlike version of yourself, but composed of plant matter, appearing to be covered in vines, roots and dirt. While in this form you have a strong aversion to darkness and if subjected to magical darkness at least as powerful as *deeper darkness*, you are slowed, as the *slow* spell.

You also gain a powerful urge to stand, barefoot, in grave dirt or adjacent to a corpse. If you do so while under the effect of this spell, you become rooted to that spot for 1d4 rounds, after which time your touch causes fatigue—anyone you touch must save (Fort, same DC as this spell) or be fatigued for 1 round/level. When the spell ends, your ability to deliver fatigue by touch also ends.

While in forest terrain in this form, you gain +4 to Stealth checks.

Massive Tree

School: Conjuration (creation); **Level:** Druid 4, Shaman 4

Casting Time: 1 standard action

Components: V, S, M (a leaf or twig of the tree type to be created)

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One massive tree

Duration: 1 hour/level or instantaneous

Saving Throw: None; Spell Resistance: No

This spell creates a massive tree which vanishes after 1 hour/level. The general type (maple, oak, pine, etc.) and whether it is bare or covered in leaves (summer or autumn), and other considerations are determined by the material component and chosen during casting. The height of the tree depends upon the type of tree, but will be approximately 50 ft. if a flowering tree, 70 ft. otherwise. You may not choose to create the tree in a space occupied by a creature (naturally occurring vermin, small animals, etc. are exempt and will accommodate to the change) or in a space where the tree cannot fit (such as in room with a 20-ft. ceiling). A massive tree provides cover, which grants a +4 bonus to Armor Class and a +2 bonus on Reflex saves. The trunk of a massive tree has AC 3, hardness 5, and 600 hp. A DC 15 Climb check is sufficient to climb a tree.

The created tree must have sufficient support; the spell fails if the chosen space is worked stone or a rope bridge, for instance. This spell can be cast underwater if there is sufficient support for the tree's roots (such as would be the case near the edge of a pond or river).

If the tree is created in forest terrain, and the type of tree chosen fits with prevailing trees of that forest, then the created tree is sturdier than usual, it has 750 hp instead of 600, is 10 feet taller, and the duration is instantaneous.

Moonflower Menace

School: Conjuration (creation); Level: Sorcerer/Wizard 8

Casting Time: 1 standard action **Components:** V, S, M (moonflower blossom)

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: See text; Spell Resistance Yes

Enormous quantities of sticky silk-like fibers engulf targets in the area. Creatures initially targeted by moonflower menace may attempt a Reflex save to avoid being engulfed. Any creature failing this initial save is wrapped tightly in a cocoon from which escape is nearly impossible without external aid (Escape Artist or Strength check DC 20 + caster level to escape). Unless the target is rescued, it takes 2d6 bludgeoning and 2d6 acid damage every round until it is killed. Creatures sufficiently resistant to bludgeoning and acid damage may survive the digestive cocoon, but may eventually die of dehydration or starvation if not rescued. The cocoon will remain for up to 1 day/level; if the creature within the cocoon dies, the cocoon will decay within 1 hour after the creature dies. The bodies (and perhaps gear) of creatures killed by the cocoon may have sustained crushing and acid damage; objects may gain the broken condition (per GM adjudication).

The cocoon has AC 15 and 25 hp. Creatures outside the cocoon can attack it with piercing or slashing weapons, but the creature in the cocoon takes half the damage from any attack against the cocoon (this does not reduce the damage caused to the cocoon). When the cocoon is reduced to 0 hp it decays and the prisoner is freed.

Needle Spray

School: Conjuration (creation); Level: Bloodrager 1, Druid 1, Shaman 1, Sorcerer/Wizard 1 Casting Time: 1 standard action Components: V, S Range: 20 ft. Area: Cone-shaped burst Duration: Instantaneous

Saving Throw: Reflex partial; **Spell Resistance:** Yes *Needle spray* creates thousands of pine needles and thorns and shoots them forth at terrific speed. Creatures in the area are dazzled for 1 round by the flying needles and take 2d6 piercing damage reduced by 1 point per point of armor, natural armor, or shield bonus warding the target (a halfling ranger affected by *barkskin*, using a wooden shield and wearing a chain shirt might have a combined +7 bonus to AC and so have his damage reduced by 7 points). Creatures who suffer damage for 1d4 rounds from many minor lacerations. Creatures with

damage reduction 5 or greater that is not overcome by piercing damage are immune to this bleed damage. A successful Reflex save reduces the damage by half and negates both the bleed damage and the dazzled effect. If *needle spray* is cast in a region where pine needles or thorns are plentiful, naturally occurring needles or thorns join with those created by this spell. The save DC and damage caused are each increased by +2.

Pixie's Arrows

School: Conjuration (creation); **Level:** Bard 4, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S, M (pixie dust)

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more arrows

Duration: Instantaneous

Saving Throw: Will negates; see text; Spell Resistance Yes

Several tiny arrows shoot forth from your hands and speed toward targets you select. *Pixie's arrows* produces 1 arrow per 3 caster levels (maximum of 5 arrows). The arrows may be aimed at the same or different targets, but all the arrows must be aimed at targets within 30 feet of each other and fired simultaneously. Each arrow requires a ranged touch attack to hit. The effects of the arrows are determined randomly as follows. The save DC for each effect is the save DC of *pixie's arrows*.

1d3 Effect

1	charm monster (5 minute duration)	
2	sleep (2 minute duration, not limited by crea-	
	ture's HD)	
3	<i>memory loss</i> (per <i>modify memory</i> , 5 minutes	
	of memory are lost)	

If a subject is affected by the same effect more than once, the durations stack. If a subject is affected by different effects simultaneously, resolve them per GM adjudication, but allow each to have an effect if possible.

If this spell is cast in temperate forest terrain, the save DCs are increased by +2 and the spell produces 1 additional arrow (to a maximum of 6 arrows).

Quarry's Vigilance

School: Divination; Level: Druid 2, Ranger 1 Casting Time: 1 standard action Components: V, S, M (a bit of rabbit fur) Range: Personal

Target: You

Duration: 1 round/level

You gain the discriminating senses of prey animals. You gain +4 on Perception and Stealth checks. While under the effect of *quarry's vigilance* you have uncanny dodge as the barbarian's class feature. (If you already have uncanny dodge, you gain improved uncanny dodge instead.) Being hyper-alert has its disadvantages; when *quarry's vigilance* ends you are fatigued for 1d4 rounds.

When in forest terrain, you do not suffer from the Perception DC penalty normally caused by the background sounds. If you are successfully hidden in forest terrain, you gain an additional +5 on your Perception checks while you remain still.

Quickling Transformation

School: Transmutation (polymorph); Level: Alchemist 4, Bloodrager 3, Magus 4, Sorcerer/Wizard 4 Casting Time: 1 standard action Components: V, S, M (hair of a quickling) Range: Personal Target: You

Duration: 1 round/level

You temporarily assume the form of a quickling. Your size becomes Small, you gain low-light vision, a +4 size bonus to your Dexterity, +30 to your base speed (+10 in Medium or Heavy armor), and Dodge, Mobility and Spring Attack if you otherwise meet their prerequisites.

While in forest terrain, you are invisible whenever the terrain would grant you concealment and you do not move or attack.

While in this form, you are sickened and lose your base speed bonus whenever you are subjected to a slow effect; the sickened condition lasts for 1 round after the slow effect ends.

Quickwood Fear

School: Necromancy [emotion, fear]; Level: Cleric/Oracle 7, Sorcerer/Wizard 7, Witch 7 Casting Time: 1 standard action Components: V, S, M/DF (quickwood root)

Range: Personal

Target: You

Duration: 1 min./level

Saving Throw: Will negates; see text; Spell Resistance: Yes

Quickwood fear is a multi-part spell. After you cast the spell you gain a temporary form of spell resistance. The spell resistance you gain from this spell is equal to 11+ your caster level. Your spell resistance, however, absorbs magical energy rather than simply resisting it. Once you've successfully resisted a spell or effect with the spell resistance granted from quickwood fear you may, once on your turn as a standard action, generate a fear aura. Generating the aura requires you to spend some of the magical energy you've absorbed. The aura's radius is 10 feet per spell level you release (maximum of 90 feet); you may not create an aura corresponding to a spell level greater than a spell level you can cast. The aura lasts until the start of your next turn. Anyone exposed to the aura must succeed on a Will save (same DC as this spell) or become panicked for 1 minute. Whenever you are generating this aura, your spell resistance is lowered by -5. Until the spell expires, you can continue to absorb spell energy and release it through this fear aura. Any remaining absorbed energy dissipates immediately when quickwood fear ends. There is no upper limit to the amount of magical energy you can store.

The DC of the fear effect generated by your aura is increased by +4 in temperate forest terrain. Subjects failing their saves, in addition to being panicked, have a sense of impending doom that the forest itself has turned against them and is closing in on them.

Recognize Friend

School: Divination; Level: Adept 0, Cleric/Oracle 0, Druid 0, Ranger 1, Shaman 0, Sorcerer/Wizard 0 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched Duration: Varies; see text

Saving Throw: None or Will negates; see text; Spell Resistance: No or Yes; see text

This spell attunes the sight of the touched creature to grant it a supernatural ability to notice the tattoos of *friend of the forest.* When a creature marked with a tattoo the target knows (as determined by the GM in unclear cases) is within 30 ft. and the tattoo is visible, the target automatically is aware that the creature has been marked on a reactively made Perception check (DC 10, as a free action). Intentionally finding the mark requires a DC 10 Perception check made as a move action (the target of *recognize friend* can take 10 on that check).

The duration of *recognize friend* is determined by the caster (usually on consultation and agreement with the recipient) when the spell is cast, lasting anywhere from 1 hour/level to 1 week/level. (If the target is unwilling, the duration is chosen by the caster, though the target receives a saving throw and spell resistance applies.)

Animals capable of being trained can be targets of this spell; they are considered to have voluntarily foregone their saving throw on a successful DC 10 Handle Animal check. Unless an animal affected by *recognize friend* has conflicting motives, it treats any creature so marked as non-threatening.

Remove Undergrowth

School: Necromancy; Level: Druid 1, Ranger 1, Shaman 1, Sorcerer/Wizard 2

Casting Time: 1 standard action

Components: V, S, M (pinch of lye)

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: None or Fortitude half; see text; **Spell Resistance:** Yes

Remove undergrowth destroys or weakens the vines, twigs, thorns and other components of undergrowth in the area. Non-plant creatures within the area are unaffected. Plant creatures in the area suffer 1d6 + 1/level points of damage (half damage with a successful save). Though the vines, twigs, thorns and other components of the undergrowth will grow back, the region remains clear of undergrowth for at least 1 day/level.

Resin Splash

School: Conjuration (creation) [water]; Level: Druid 1, Ranger 1, Shaman 1 Casting Time: 1 standard action Components: V, S, M (drop of pine sap) Range: 15 ft. Area: Cone-shaped burst Duration: Instantaneous; see text **Saving Throw:** Reflex negates; **Spell Resistance:** Yes Targets failing their save are sparsely coated with a sticky, aromatic spray of golden yellow sap. This sap has the beneficial effect of being an insect repellant, but, more importantly, it also is highly flammable such that anyone coated with it is vulnerable to fire (+50% fire damage). The sap retains these properties until it is washed off with a mild or stronger solvent such as soap or alcohol (requiring 1 minute), until it is burned away (which happens when the target takes at least 2 points of fire damage), or after 1 hour.

Restore Nature

School: Transmutation; Level: Druid 9 Casting Time: 1 standard action Components: V, S, DF Range: See text Area: 10 square miles/level; see text Duration: A year and one day; see text Saving Throw: None; Spell Resistance: No

You select a number of 10 square mile contiguous regions (up to your caster level) of land; you must have at least visited some space within each of the ten-square-mile areas and you must be within any of the regions when you cast this spell. You must have accurate knowledge of the history of the nature of the region. Over the course of a year and a day, this region reverts as closely as possible into a state it had once been (a state of your choosing). If trees had long since been felled and crops planted, and you choose a time when that area was forest, then trees grow plentifully in the area and planted crops struggle to thrive. If a river had been diverted by artificial constructions, then rains and seasonal patterns produce conditions allowing the river to revert to its former path. Such changes, even over a period of a year, might be dramatic. The reversion generally operates around structures, though there are limits. A house built upon a riverbank which is going to move will end up on a bit of land, perhaps an island or peninsula. However, a mill powered by a running river might find itself without a power source as the river moves elsewhere. Powerful magic might very well struggle against these changes, and GM adjudication will resolve conflicts.

After the spell has run its course, the existing changes are permanent though are susceptible to future alterations.

Restrain Plants

School: Transmutation; **Level:** Druid 4, Ranger 4, Shaman 4

Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Target: All plants and one plant creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude partial; Spell Resistance: Yes

The plants in the area become rigid and inflexible, vines cannot climb, limbs resist swaying, blossoming flowers remain still. For the duration, plants and plant creatures that otherwise could move (including both having a speed



Restore Nature

and being able to entwine, entangle, or otherwise move parts of themselves) are unable to move normally. All speeds are reduced to one-quarter normal (minimum 5 ft. per round), Strength and Dexterity scores suffer a -4 penalty, and the creatures are staggered. A successful Fortitude save reduces the speed to one-half normal, the Strength and Dexterity penalties to -2, and prevents the creature from being staggered.

Russet Mold Blast

School: Conjuration (creation); Level: Druid 3, Magus 3, Sorcerer/Wizard 3 Casting Time: 1 standard action Components: V, S, M (a russet mold spore) Range: 30 ft. Area: Cone-shaped burst Duration: Instantaneous; see text Saving Throw: Fortitude partial; see text; Spell Resistance: No Creatures in the area are splattered with russet mold spores. Living, non-plant creatures failing a save take 2 points of Constitution damage (other creatures are unaffected by the spores). Each round, creatures that suffered Constitution damage from *russet mold blast* in the previous round must attempt another save or suffer another 2 points of Constitution damage. Any creature whose Constitution score is reduced to 0 by *russet mold blast* dies, and, 24 hours later, a fully grown vegepygmy appears from that creature's corpse (if it is Small or larger).

Anyone who has taken Constitution damage from this spell and who is exposed to sunlight or targeted by *remove disease* (or a similar spell) automatically succeeds on their next save.

Any target exposed to sunlight when the spell is cast automatically succeeds on its first save attempt.

Sagari Shriek

School: Evocation [mind-affecting, sonic]; Level: Bard 2, Sorcerer/Wizard 2, Witch 2 Casting Time: 1 standard action Components: V, S

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Will negates; Spell Resistance: Yes

You produce a terrible whinny-sound that causes creatures in the area who fail their save to be sickened for 1d4 rounds. Any creature subjected to your casting of *sagari shriek* is immune to further castings of *sagari shriek* by you for 24 hours.

If *sagari shriek* is cast in forest terrain, the DC of the save is increased by +2, the duration of the sickness is increased by 1 round, and if the save is failed by 5 or more, the target is also nauseated for 1 round.

Seal Cut

School: Conjuration (creation) [water]; **Level:** Druid 0, Ranger 1, Shaman 0

Casting Time: 1 standard action

Components: V, S, M (a drop of pine sap)

Range: Touch

Target: Creature touched **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes

You touch a creature and all the cuts and punctures on its body are covered in a thin layer of pine sap. This stops any bleed damage the creature is suffering from if the bleed damage was caused by a cut or puncture (which also then negates any bleed condition caused by the cuts or punctures) and stabilizes the target (if it was dying).

Shadow Treant

School: Illusion (shadow); Level: Bard 6, Sorcerer/Wizard 6 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: One shadow treant Duration: 1 round/level Saving Throw: Will disbelief (if interacted with); varies; see text; Spell Resistance: Yes; see text. You use material from the Plane of Shadow to shape an illusion of a treant. Though it is a shadow being, it is onefifth as strong as a real treant; but those who believe it is real are affected by it as if it were full strength. Any creature that interacts with the shadow treant can make a Will save to recognize its true nature. Anyone with ranks in Knowledge (nature) gets a +1 on this save per 3 ranks. The shadow treant cannot animate trees or use treespeech. It can, however, use its slam and ranged attacks (the thrown rock is also shadow material) and its trample. For any other concerns, treat shadow treant as relevantly similar to shadow conjuration (that is, treat this as if there were a spell to summon a treant that was being mimicked by a variant of *shadow conjuration*). Any damage caused by the treant is treated as normal unless the damaged creature disbelieves. A disbelieving creature takes only one-fifth damage from any attack. If both the caster and the shadow treant are in forest terrain, the DC for the save is increased by +2 and the damage caused (and other features, such as hit points and AC bonuses) is two-fifths instead of one-fifth.

Shielded Skin

School: Transmutation; Level: Druid 2 Casting Time: 1 standard action Components: V, S, F (wooden shield) Range: Touch Target: Shield touched Duration: 10 min./level

Saving Throw: Will (harmless, object); Spell Resistance: Yes (harmless, object)

With a touch, your wooden shield transforms into a thin, flexible layer of wooden fibers which surrounds your torso, arms and legs (this layer is under your armor). Your movement is not impeded by this layer which grants you DR 5/piercing. This protection increases to DR 10/piercing at 7th caster level and DR 15/piercing at 11th caster level. When the spell ends, the fibers return to the form of the shield which returns to your hand (if that is impossible, the shield appears at your feet in your space).

Sleuth of Bears

School: Transmutation; Level: Druid 3, Shaman 3, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, M (hair or nails from 1 bear/target) **Range:** 20 ft.

Target: You and up to 1 ally/level

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless); **Spell Re**sistance Yes (harmless)

You and up to 1 ally/level (maximum of 8 allies) are transformed into black bears. Your sizes are Medium, you all gain a +2 size bonus to Strength and a +2 natural armor bonus. Everyone gains low-light vision and scent.

If *sleuth of bears* is cast in temperate or cold forest terrain, you all also gain Endurance and Run, a +2 competence bonus to Perception and Survival checks, and the duration is 1 hour/level.

Speak in a Common Tongue

School: Transmutation; Level: Bard 2, Druid 2, Ranger 2, Shaman 2, Sorcerer/Wizard 2 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: One animal Duration: 1 min./level

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

With a touch, you grant one animal the ability to communicate in one of these languages: Common, Elven, Gnome, Goblin, Halfling, Orc or Undercommon. You cannot grant an animal the ability to speak a language that you yourself do not speak. The animal's Intelligence score is unchanged, however, it can communicate very basic concepts and may answer questions. Whether the animal will be willing to communicate depends upon its attitude toward you. The animal is not necessarily predisposed to regard you as an ally, and only if its attitude is friendly or helpful will it voluntarily fail its Will save. The magic of the spell prevents the animal from being frightened or uneasy about its ability to speak in this new language. The animal is dazed for 1 round when the spell ends.

Speak with Birds

School: Divination; Level: Bard 1, Druid 0 Casting Time: 1 standard action Components: V, S Range: Personal Targets: You

Duration: 1 min./level

Except that this spell only affects birds, it is otherwise equivalent to *speak with animals*. Intelligent and mistrustful birds are likely to respond to you in ways that benefit them if they respond to you at all; birds that tend to associate in large groups are likely to chatter all at once.

Sprite Tights

School: Evocation [light]; **Level:** Bard 1, Cleric/Oracle 1, Druid 1, Shaman 1, Sorcerer/Wizard 1, Witch 1 **Casting Time:** 1 standard action **Components:** V, S, DF **Range:** Close (25 ft. + 5 ft./2 levels)

Targets: You and up to one ally/level, no two of which may be more than 30 ft. apart

Duration: 10 min./level

Saving Throw: None or Will negates; see text; **Spell Resistance:** No or Yes; see text

Sprite lights grants each recipient the ability to shed light equal to that provided by a torch. On its turn, as a swift action, each recipient can change the color and intensity of the light, reducing it to the dimness of a candle or even extinguishing it entirely if desired. If any target moves in such a way that it no longer is within 30 feet of all the other targets, its light extinguishes.

The caster of *sprite lights* can, on her turn, end *sprite lights* by having the lights from the recipients transform into *dancing lights* (the lights of those within 10 feet of

the caster become part of the *dancing lights* the rest merely extinguish). This effect is available so long as at least one of the original targets is still emanating light. The duration of *dancing lights* is 1 minute or the remaining duration of *sprite lights*, whichever is shorter. If all the original targets are in temperate forest terrain, each with its light currently active, then the caster can end the spell on her turn, as a standard action, by having a 15-ft. cone-shaped burst of sparkling lights originate from the space of any of the targets. All creatures caught in this area are blinded for 1 round on a failed save or daz-

Sticks and Stones

zled for 1 round on a successful save.

School: Transmutation; Level: Bloodrager 1, Cleric/Oracle 1, Druid 1, Inquisitor 1, Magus 1, Shaman 1, Sorcerer/Wizard 1 Casting Time: 1 standard action Components: V, S Range: Touch Effect: One touched stick or stone Duration: 1 min./level Saving Throw: Will negates (object); Spell Resistance: Yes (object) With *sticks and stones* you are virtually never without a weapon. Any kind of natural stick (from a fragile 1-inch

weapon. Any kind of natural stick (from a fragile 1-inch twig to a fallen branch) or stone (from a pebble to a onefoot diameter rock) is transformed into a one-handed or two-handed melee weapon with which you are proficient and familiar (if you have no weapon proficiencies, the spell produces a club). The touched object changes shape and becomes a wooden or stone (as appropriate) weapon of the sort chosen. Regardless of the weapon chosen, the magic of sticks and stones makes the item cause damage (amount and type) as though it were a normal version of its type (i.e. a stone quarterstaff behaves as a normal quarterstaff and a wooden broadsword behaves as a normal, metal broadsword (though it is not metal)). Either the length or weight of the stick or stone must be approximately the same (within 20% of normal values) as the weapon into which it transforms (a 4-inch long twig cannot be made into a two-handed sword). You may give this weapon to another person, it retains its properties until the duration ends, regardless of wielder.

Worked materials (such as a statue made of wood or stone, a brick, or a weapon etc.) and magical items are unaffected by this spell. If you use *sticks and stones* to produce a club or quarterstaff it may be the subject of a *shillelagh* spell regardless of its material type. Any weapon produced by *sticks and stones* may be affected by *magic weapon*.

When the duration expires, the weapon reverts to its former material.

Summon Moonflower

School: Conjuration (summoning); Level: Druid 6, Summoner 5, Witch 6 Casting Time: 1 round Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Effect: One summoned moonflower

Duration: 1 round/level (D) **Saving Throw:** None; **Spell Resistance:** No

This spell summons a moonflower. Summoning a moonflower is dangerous as it does not regard you as an ally and will not communicate with you. However, it also does not immediately recognize you as an enemy and, if your own enemies attack it, it will attack them in defense. Creatures killed by a summoned moonflower's pod prison do not become pod spawn.

Summon Slime Mold

School: Conjuration (summoning); Level: Druid 4, Summoner 3, Witch 4 Casting Time: 1 round Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Effect: One summoned slime mold Duration: 1 round/level (D)

Saving Throw: None; Spell Resistance: No

This spell summons to your side a slime mold. It appears where you designate and acts immediately, on your turn. As it is non-intelligent, you are unable to communicate with it and you cannot control it (though you retain the ability to dismiss it).

If you are in a forest or swamp, the mold you summon has the Advanced Creature template; if you are in a region that is both forest and swamp, the mold also has maximum hit points per hit die.

Sylvan Champion's Blade

School: Evocation [chaos, evil, good or law]; Level: Antipaladin 4, Bloodrager 4, Cleric/Oracle 6, Druid 6, Inquisitor 6, Paladin 4, Ranger 4 Casting Time: 1 standard action Components: V, S Range: Touch Targets: Melee weapon creature touched Duration: 1 round/level

Saving Throw: None; Spell Resistance: No

This spell allows you to channel power into your sword, or any other melee weapon you choose. The weapon acts as a +5 weapon (+5 enhancement bonus on attack and damage rolls) and when used in defense of a forest or its creatures (as determined by the GM) causes an extra 2d6 damage against opponents seeking to harm that forest or its creatures. If it is being used in forest terrain, it also emits a magic circle against evil (or chaos, or good, or law) effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one sylvan champion's blade at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.



Sylvan Champion's Blade

If you are a paladin, you may choose either *magic circle against chaos* or *magic circle against evil*. You cannot have both a *holy sword* and a *sylvan champion's blade* in effect at the same time. Your actions must still be aimed at defending a forest or its creatures.

If you are an antipaladin, you may choose either *magic circle against good* or *magic circle against law*. You cannot have both an *unholy sword* and a *sylvan champion's blade* in effect at the same time. Your actions must still be aimed at defending a forest or its creatures (in this case, the forest is likely inhabited with chaotic or evil beings).

Sylvan Senses

School: Transmutation; Level: Druid 4, Ranger 4, Shaman 4 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Humanoid creature touched Duration: 1 min./level The senses of the creature you touch are highly attuned to survival in the forest; the color of its eyes becomes green and its ears become somewhat pointed or feral in appearance. The target gains low-light vision, darkvision 60 ft. (if it already has darkvision, the range extends by 30 ft.), greensight 60 ft., scent, and keen hearing (+4 on Perception checks made when listening).

If the target is in forest terrain, it also gains an additional +4 on any check made to determine whether it is surprised (or can surprise another) and a +4 on initiative checks.

Sylvan Silence

School: Enchantment (compulsion) [mind-affecting]; **Level:** Antipaladin 3, Bard 3, Cleric/Oracle 3, Inquisitor 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M (earwax)

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 10 min./level

Saving Throw: Will negates; **Spell Resistance:** Yes Creatures failing their saves are unable to speak, read or understand Aklo, Common, Druidic, Elven, Gnome, Halfling or Sylvan. For each of these languages that a target normally is able to speak, it suffers a -1 on this save. A target under the effect of a spell or ability such as *tongues* gains a +4 on the save to overcome the effect of *sylvan silence. Tongues* cast on an affected target dispels *sylvan silence* for that creature. Creatures with telepathy are unaffected by *sylvan silence*.

If this spell is cast in forest terrain, the DC of the save is increased by +2 for any target creature dwelling in that forest.

Thicket

School: Transmutation; **Level:** Bard 3, Cleric/Oracle 3, Druid 2, Ranger 2, Shaman 2, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M/DF (tangle of twigs and vines woven together)

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 10-ft. square/level

Duration: 10 min./level (D)

Saving Throw: None; see text; Spell Resistance: No When this spell is cast, undergrowth in the area of effect enlarges and entwines to form a dense and thorny tangle. Any creature trying to move through this area must make a Strength or Escape Artist check (DC equal to the save DC of the spell) to move out of its space. On a successful check, a creature may move through the thicket at only one-quarter its normal speed (minimum of 5 ft. per round); if a creature were to use both its move actions in a round, the quarter speed applies to the total (so a creature able to move 30 ft. on a single move could move 15 feet through the thicket). Huge sized creatures that succeed on a save move at one-half speed; creatures larger than Huge or smaller than Tiny are unaffected. Creatures unable to move into, through or out of a space at any given time are not considered entangled, they are merely unable to make progress. The entire area of effect is considered difficult terrain while the effect lasts except to those who are currently moving thanks to a successful check.

If the plants in the area are sufficiently thorny, creatures take 1 point of damage for each square they pass through. Other effects, depending on the local plants, might be possible at GM discretion.

Jouch of Iron

School: Transmutation; **Level:** Antipaladin 1, Cleric/Oracle 1, Druid 1, Inquisitor, Paladin 1, Ranger 1, Shaman 1

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

The melee weapon you touch becomes cold iron, enabling it to bypass damage reduction to cold iron. The affected weapon still inflicts damage of its normal type and its hardness and hit points are unchanged. *Touch of iron* has no effect on natural weapons. While transformed by *touch of iron* a weapon is susceptible to rusting attacks, though if the item is magical it remains magical and retains any protections that provides.

Transmute Rock to Wood

School: Transmutation [earth]; Level: Druid 6 Casting Time: 1 standard action

Components: V, S, DF

Range: Medium (100 ft. + 10 ft./level) or touch; see text **Area/Target:** All unworked rock or stone objects within a 15-ft.-radius burst; one worked object; or stone creature touched; see text

Duration: Instantaneous

Saving Throw: None or Fortitude negates; see text; **Spell Resistance:** Yes; see text

This spell has three different versions.

The first version changes all unworked rock within the area of effect to wood. This version of the spell is typically used to overcome natural barriers (a boulder turned to wood weighs less, is more easily broken, and can be burned). In this case, the rock receives no save. If any of the rock in the area is magical (even if temporarily and only because it is currently affected by a spell, for instance), that region effectively has Spell Resistance equal to 20 + the spell's caster level against this spell.

The second version affects one stone, piece of jewelry, or other object made of worked rock in the area. In this case, things like worked stone floors, doors and ceilings can be affected, as can things like the worked gemstones in jewelry. Treat things like a door or a region of the floor, wall or ceiling affected by the spell as a single object; such an object cannot be more voluminous than a 5-ft. cube. Treat collective objects (a necklace containing many stones) as a single object. Each nonmagical object automatically fails its save if it is unattended, otherwise it makes its save (unless its owner rolls a natural 1 on the save, see Smashing Objects in the *Pathfinder Roleplaying Game Core* *Rulebook*). Magical items effectively have Spell Resistance equal to 20 + the spell's caster level against this spell.

Finally, *transmute rock to wood* spell can be used against creatures made of rock or stone, though doing so requires a successful melee touch attack. Creatures made of rock (including things like animated stone statues) avoid being turned to wood on a successful Fortitude save. If such creatures fail this save, they are composed of wood instead of stone, but are otherwise unaffected. (Generally, a transmutation from rock to wood for a creature results in a -3 penalty to its natural armor bonus, a drop in hardness by 3 points, and vulnerability to fire. Other changes are reasonable, per GM adjudication.)

A *transmute rock to wood* spell (which requires a successful melee touch attack) lowers a stone golem's AC by -2, and reduces its attack and damage rolls by -2, for 2d6 rounds, with no saving throw. A petrified creature is unconscious and therefore helpless and so automatically fails its save against *transmute rock to wood*.

Only *limited wish, miracle, wish,* or similar magic can restore a transmuted object to its original state.

Travel Amid Din

School: Evocation [sonic]; **Level:** Alchemist 2, Bard 2, Druid 2, Ranger 2, Shaman 2, Sorcerer/Wizard 2 **Casting Time:** 1 standard action

Components: V, S, M (a cicada)

Range: Touch

Area: 20-ft.-radius emanation centered on creature or object touched

Duration: 1 hour/level (D)

Saving Throw: Will negates; see text or none (object); Spell Resistance: Yes; see text or no (object)

Noise just barely sufficient to conceal the normal sounds of conversation or travel fill the area and extend beyond to any who could hear. Creatures outside the area can identify that the sounds are primarily within a specified region only with concentrated effort (Perception, DC 15 + 1/2 caster level). The sounds produced are natural for the environment and without expert knowledge, draw no suspicion (appropriate Knowledge checks, DC 15 + 1/2caster level, would indicate that the sounds aren't entirely what they seem to be; rangers apply their favored terrain bonus to this check).

Even a party moving through a forest cluttered with brittle and snapping branches will have its noises muted by the sounds produced by *travel amid din*. Noises made within the area can be detected by those outside the area. Anyone attempting to do so attempts a Perception check opposed by Stealth produced by the effect of this spell (15 + caster level). The noise from this spell has no effect against abilities such as tremorsense.

Tree

School: Conjuration (creation); **Level:** Druid 1, Shaman 1 **Casting Time:** 1 standard action

Components: V, S, M (a leaf, seed or twig of the tree type to be created)

Range: Close (25 ft. + 5 ft./2 levels)



Unicorn's Prowess

Effect: One typical tree Duration: 10 min./level (D)

Saving Throw: None; Spell Resistance: No

This spell creates a typical tree. The general type (maple, oak, pine, etc.) and whether it is bare or covered in leaves (summer or autumn), and other considerations are determined by the material component and chosen during casting. The height of the tree depends upon the type of tree, but will be approximately 15 ft. if a flowering tree, 20 ft. otherwise. You may choose to create the tree in the same square as another Medium or smaller creature, including yourself. A creature standing in the same square as a tree gains partial cover, which grants a + 2 bonus to Armor Class and a +1 bonus on Reflex saves. The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree.

The created tree must have sufficient support; the spell fails if the chosen space is worked stone or a rope bridge, for instance. This spell can be cast underwater if there is sufficient support for the tree's roots (such as would be the case near the edge of a pond or river).

If the tree is created in forest terrain, and the type of tree chosen fits with prevailing trees of that forest, then the created tree is a bit sturdier than usual, it has 200 hp instead of 150, is 5 feet taller, and the spell's duration is 1 day/level.

Unicorn's Prowess

School: Transmutation [good]; **Level:** Cleric/Oracle 7, Inquisitor 6

Casting Time: 10 minutes **Components:** V, S, M (a unicorn hair)/DF **Range:** Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will (harmless); **Spell Resistance:** Yes (harmless)

The touched subject is treated as though simultaneously under the effects of *light, magic circle against evil* and *delay poison* for the duration of the spell. The subject is also temporarily immune to charm and compulsion effects. In addition, the subject gains the powerful charge ability (the subject scores x2 dice and Strength damage on a charge) and its melee attack is treated as a magic good weapon for the purposes of overcoming damage reduction.

If the recipient of *unicorn's prowess* is in forest terrain, it can use *greater teleport* once to any location within the forest known by the subject. Using the *greater teleport* feature ends *unicorn's prowess*.

Viny

School: Transmutation; Level: Druid 4 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: Self Duration: 1 round/level

Your body becomes very thin and supple though it also becomes tougher, more pliant, and more resilient. You gain a +4 enhancement bonus to Strength, Constitution and Dexterity. Your natural armor bonus improves by +4 and you gain DR 10/slashing. Despite the improved Dexterity, your manual dexterity decreases somewhat. You suffer a -4 penalty on attack rolls except when using natural weapons. Additionally, non-magical armor, rings, and other adornments will tend to drape over you or fall off (magical items may change shape to remain in place); as a result, poorly fitting armor is less effective (-2 to the armor bonus).

If you change shape while *viny* is in effect, the spell ends.

Wildsight

School: Divination; Level: Druid 2, Ranger 2, Shaman

Casting Time: 1 standard action **Components:** V, S, DF **Range:** Personal **Target:** You

Duration: 1 minute/level

You can see twice as far as normal in conditions of dim light (if you already have low-light vision, this has no effect). You are automatically allowed a save to disbelieve the illusions produced by fey (and gain a +2 on all such saves; the GM may make this roll in secret) and recognize whether any fey you can see is under the effect of a polymorph spell or effect such as *alter self* or the seeming spell-like ability (see Rite Publishing's *In the Company of Fey*).

Wildsight does not allow you to see a transmuted fey's actual form unless you are yourself a fey, an elf or a gnome, or have the fey bloodline.

Willow-Walk

School: Transmutation; Level: Bloodrager 2, Druid 3, Magus 3, Ranger 2, Sorcerer/Wizard 3 Casting Time: 1 standard action Components: V, S, M (a tree leaf and a feather) Range: Personal Target: You Duration: 1 min./level

You become able to stand on, walk, and even run across the leaves of trees and other branchy foliage. You may move at your normal speed (half speed if in Medium or Heavy armor) along outer branches and leaves within a forest or forest-like area. This includes moving vertically or at an upward or downward slope among the leaves at your standard movement rate. At the end of the spell's duration, a *feather fall* effect allows you to drift safely to the ground.

Note: Clerics or inquisitors with the plant domain may cast *willow-walk* as a 3rd level spell.

Woodbound

School: Transmutation; Level: Druid 8 Casting Time: 1 minute Components: V, S, DF Range: Touch Target: Living creature touched Duration: Permanent (D); see text

Saving Throw: Will negates; **Spell Resistance:** Yes Most creatures subject to *woodbound* voluntarily restrict their freedoms in exchange for great powers within the woods; some such creatures accept the pledge of the *woodbound* as repayment for a debt.

The effects of *woodbound* vary somewhat by the choices made by the target of the spell. If a target is willing, it is granted all the benefits and none of the penalties (except being bound) described below. Unwilling targets who fail their saves gain fewer benefits and more penalties. Unwilling targets who save are unaffected.

The willing subject of woodbound agrees not to leave the designated forest for more than 48 hour periods and never more than one such period each week. In exchange for this pledge, she receives the following benefits: greensight 60 ft.; resist nature's lure, trackless step, wild empathy, and woodland stride as though she were a druid 4 levels lower than her actual level; immunity to poison; resist 5 acid, cold, electricity, and fire; and favored terrain (forest) as though she were a ranger 4 levels lower than her actual level. If the willing subject fails to keep the pledge, the caster is immediately aware and may choose to dismiss the spell. If the caster does not choose to dismiss the spell, and the willing subject remains outside the designated forest for more than 7 days, the spell ends. Unwilling subjects who leave the forest suffer a penalty of -3 on each ability score each day (maximum -12 per score); no score can be brought lower than 1 by this effect.

An unwilling subject who returns to the forest has all these ability score penalties restored after 24 hours. Unwilling targets gain only greensight, immunity to poison, and the elemental resistances.

The maximum number of recipients of *woodbound* for any particular druid is equal to that druid's Charisma modifier (minimum 1) at the time each spell is cast. If *woodbound* is cast on a creature that would exceed this limit, the subject who has been affected by it the longest is no longer affected.

While *woodbound* is not a curse, a *limited wish, miracle, wish,* or similar magic releases an unwilling subject from the spell. A *limited wish* requires a successful caster level check (DC = 11+ caster level) to release the subject.

Wooden Reversion

School: Transmutation; **Level:** Druid 4, Sorcerer/Wizard 4 **Casting Time:** 1 standard action **Components:** V, S, DF Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 construct made of wood/level, all within a 20 ft. radius; see text

Duration: Permanent

Saving Throw: Fortitude negates (object); Spell Resistance: Yes (object)

Animated objects composed primarily of wood are instantly and permanently transformed into a normal object of their type (i.e. an animated treasure chest becomes a normal treasure chest).

You may revert one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

Wooden reversion renders a wood golem immobile for 1d4 rounds (no save). No more than 1 wood golem can be targeted by *wooden reversion* per casting. Wood golems suffer no other effect from *wooden reversion*.



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