

Rite Publishing Presents

# 101 Plains Spells

By David J. Paul



Rite Publishing Presents:



# 101 Plains Spells

**Author:** David J. Paul

**Editor:** Leslee Beldotti

**Cover Artist:** Adobe Stock

**Interior Artists:** Adobe Stock, Gin L, GVB10, Jacob E. Blackmon, Jesus Blones, Leksaart, Markus Art Design, Mharkneilcudal, Soldatnordsken-Walid Feghali Tacosauceninja, Tom Prante

**Layout & Design:** Lj Stephens

**Publisher:** Steven D. Russell

**Dedication:** Steven D. Russell

**Special Thanks:** To Rod Rynearson and Carol Paul for their valuable contributions to this, and all my work.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

101 Plains Spells © 2017 Rite Publishing LLC, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some images are licensed under a Creative Commons Attribution-No Derivative Works 3.0 License; <http://creativecommons.org/licenses/by-nd/3.0/> Some images are licensed under a Creative Commons Attribution-Share Alike 3.0 License; <http://creativecommons.org/licenses/by-sa/3.0/> Some images are licensed under a Creative Commons Attribution 3.0 License. <http://creativecommons.org/licenses/by/3.0/>



### 101 Plains Spells

Virtually everyone travels across the plains in some form or fashion. The Pathfinder Roleplaying Game recognizes three kinds of plains terrain: farms, grasslands, and battlefields. These are all common enough locations for adventurers whether they've holed up in a farming community as a temporary headquarters while exploring some local bandit problem, or operating as mercenaries for the highest paying local lord, or guarding caravans traveling to or from some faraway city. The plains in some very generic sense are the spaces between mountains, forests, swamps and bodies of water. The plains are easy enough to overlook or ignore, but they're filled with adventure.

Goblins and some others who often travel the plains have managed to discover spells that aren't as well known to other races. Many of those spells are found in this collection. Feel free to adapt them to the uses of other races if that fits your style and game.





## Spell Lists

### Alchemist Formulae

#### 1st-Level Alchemist Formulae

**Fire Stomp:** Target fire spreads whenever an attempt is made to smother it.

**Porcupine Armor:** Target is covered in quills.

**Sudden Charge:** Gain a free trip attempt after a successful charge.

**Weedwhip Shield:** Shield has tentacles that spray poison when cut.

#### 2nd-Level Alchemist Formulae

**Giant Flea Leap:** You jump 120 feet as a full-round action.

**Gnawing Strike:** +2 attack and +1d6 acid damage against non-metal, non-stone surfaces, and ignore hardness of 5 or less

**Longshanks:** Creature's legs grow 50% longer, increasing its speed but causing some deleterious effects.

#### 3rd-Level Alchemist Formulae

**Ankheg's Awareness:** +2 size bonus to Strength and Constitution, +2 competence bonus to Perception checks.

**Identify by Scent:** You detect some creature types by their scent.

**Kamadan Hunter:** Gain +2 Dex, and Combat Reflexes, Dodge and Mobility.

**Petrification Resistance:** +4 on all saving throws against petrification.

#### 4th-Level Alchemist Formulae

**Dragonfly Deftness:** Gain exceptional flight speed and maneuverability.

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

**We Change Together:** One or more transmutation (polymorph) spells affects additional targets.

#### 5th-Level Alchemist Formulae

**Withstand the Fire:** If your body is killed by fire, it will be restored.

#### 6th-Level Alchemist Formulae

**Hag Form, Storm:** You transform into a storm hag.

### Antipaladin Spells

#### 1st-Level Antipaladin Spells

**Nimble Courser:** Mount gains +10-foot enhancement bonus to base speed.

#### 2nd-Level Antipaladin Spells

**Stumbling Panic:** Creatures fear you but stumble as they attempt to flee.

#### 3rd-Level Antipaladin Spells

**Insatiable Hunger:** Target is cursed with constant hunger.

**Insightful Magehunter:** Target gains bonuses on attacks, damage and saves against arcane spellcasters.

#### 4th-Level Antipaladin Spells

**Nimble Courser, Mass:** As *nimble courser* except that it affects multiple creatures.

**Witchcrow Covey:** Call a murder of witchcrows to help carry out your nefarious plans.

### Bard Spells

#### 0-Level Bard Spells

**Vermine Ward:** Invisible barrier keeps out annoying but harmless vermin.

#### 1st-Level Bard Spells

**Comforting Campfire:** Create the illusion of a campfire.

**Hide Like Halflings:** You and your allies are harder to spot.

**Kaleidoscope of Butterflies:** You summon a swarm of butterflies.

**Sudden Charge:** Gain a free trip attempt after a successful charge.

#### 2nd-Level Bard Spells

**Mask of Horror:** Emit a screech that causes targets to become frightened.

**Mesmerizing Waves of Grain:** Creatures are enthralled by undulating plants.

**Outnumbered:** Creatures become anxious about being outnumbered.

**Peculiar Evader:** Find many ways to avoid harm and avoid harming others.

**Stay on the Trail:** Allies who stay on an identified trail gain bonuses on checks and saves.

**Stumbling Panic:** Creatures fear you but stumble as they attempt to flee.

**Wet Boots:** Target has permanently wet boots and an irrational compulsion to try to dry them.

#### 3rd-Level Bard Spells

**Atomie Gang:** Summon 1d4+2 atomies.

**Converse with Clan Companions:** Communicate with others who may be nearly anywhere.

**Phantasmal Prairie:** Target creatures believe themselves to be standing in grasses taller than themselves.



## 101 PLAINS SPELLS

### 4th-Level Bard Spells

**Band of Centaurs:** Summon 3-8 centaurs.

**Blinking Pack:** As a weaker version of *blink* but affecting multiple targets.

**There's a Better Way:** Targets believe they know a better way to get the party to its destination.

### 5th-Level Bard Spells

**Stepping through Fields:** Move as *dimension door* once per round through plains terrain.

## Bloodrager Spells

### 1st-Level Bloodrager Spells

**Fire Stomp:** Target fire spreads whenever an attempt is made to smother it.

**Nimble Courser:** Mount gains +10-foot enhancement bonus to base speed.

**Sudden Charge:** Gain a free trip attempt after a successful charge.

**Unavoidable Sun:** Targets can't stop sunlight from shining in their eyes.

**Unearth Sling Bullets:** Produce up to 1d3 sling bullets/round for 1 minute.

**Weedwhip Shield:** Shield has tentacles that spray poison when cut.

### 2nd-Level Bloodrager Spells

**Burn on Through:** Shift out of phase, deal fire damage to those you move through.

**Giant Flea Leap:** You jump 120 feet as a full-round action.

**Gnawing Strike:** +2 attack and +1d6 acid damage against non-metal, non-stone surfaces, and ignore hardness of 5 or less

**Longshanks:** Creature's legs grow 50% longer, increasing its speed but causing some deleterious effects.

**Mask of Horror:** Emit a screech that causes targets to become frightened.

**Nightvision:** You have low-light vision and darkvision at night.

**Plains Savagery:** A weapon becomes chaotic and seems to have its own goals.

**Sore Horse:** As *slow* but targeting only horses.

**Stumbling Panic:** Creatures fear you but stumble as they attempt to flee.

### 3rd-Level Bloodrager Spells

**Ankheg's Awareness:** +2 size bonus to Strength and Constitution, +2 competence bonus to Perception checks.

**Fire Bleeder:** Targets suffer bleed damage and their blood sprays fire.

**Kamadan Hunter:** Gain +2 Dex, and Combat Reflexes, Dodge and Mobility.

**Petrification Resistance:** +4 on all saving throws against petrification.

**Shadow Gnolls:** You appear to be a gnoll and you create two shadowy gnoll allies.

**Stone Strike:** Weapon causes 1d4 Dexterity damage on a hit, eventually petrifying a target.

**Wasting Trembles:** Your touch causes Strength and Dexterity damage.

### 4th-Level Bloodrager Spells

**Blinding Razors:** Razor-sharp, highly reflective wings can be used as weapons or to blind.

**Dragonfly Deftness:** Gain exceptional flight speed and maneuverability.

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

**Longshanks, Mass:** As *longshanks* except that it affects multiple creatures.

**We Change Together:** One or more transmutation (polymorph) spells affects additional targets.

## Cleric/Oracle Spells

### 0-Level Cleric/Oracle Spells

**Recognize Clan Companion:** Grant the supernatural ability to recognize companions of the same clan.

**Sunshower:** Produce light rain while the sun shines.

**Vermin Ward:** Invisible barrier keeps out annoying but harmless vermin.

### 1st-Level Cleric/Oracle Spells

**Alleviate Animal Affliction:** You remove one disease from one animal.

**Irrigation:** Provide some of the water to crops in an area for 1 week/level.

**Plains Savagery:** A weapon becomes chaotic and seems to have its own goals.

### 2nd-Level Cleric/Oracle Spells

**Feed from Friends:** Cause damage to a touched ally and gain the same number of hit points.

**Outnumbered:** Creatures become anxious about being outnumbered.

**Spiders Everywhere:** Target of the spell hallucinates spiders and gains arachnophobia.



**Stay on the Trail:** Allies who stay on an identified trail gain bonuses on checks and saves.

**Wet Boots:** Target has permanently wet boots and an irrational compulsion to try to dry them.

### 3rd-Level Cleric/Oracle Spells

**Assured Diviner:** Gain constant use of *detect evil* and *detect good*.

**Easy Pathway:** Create a pathway through tall grasses for easy travel.

**Insatiable Hunger:** Target is cursed with constant hunger.

**Insightful Magehunter:** Target gains bonuses on attacks, damage and saves against arcane spellcasters.

**Into the Weeds:** Benefits while navigating plains terrain.

**Protect Plants from Fire:** Plants and plant creatures in the area are immune to fire.

### 4th-Level Cleric/Oracle Spells

**Converse with Clan Companions:** Communicate with others who may be nearly anywhere.

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

**Plains Clan:** Community of companions gain benefits for belonging to clan.

**Summon Ant Mounts:** Summon 1 giant drone ant/level to serve as mounts.

### 5th-Level Cleric/Oracle Spells

**Earthen Spellpath:** Underground pathway transports spells to distant spaces.

**Into the Weeds, Mass:** Benefits for many while navigating plains terrain.

**Revealing Winds:** Scents and sounds from up to 1 mile/level away travel rapidly to you and reveal what's there.

**Summon Thundercloud:** Summon a thundercloud.

**Witchcrow Covey:** Call a murder of witchcrows to help carry out your nefarious plans.

**Withstand the Fire:** If your body is killed by fire, it will be restored.

**Zone of Desiccation:** Area becomes tinder dry and exceptionally flammable.

### 6th-Level Cleric/Oracle Spells

**Cleave Herd:** Potentially dozens of animals and magical beasts become panicked.

**Divine Doe's Grace:** Recipient gains supernatural movement and resilience.



**Dry Spell:** No precipitation in a 1-mile/level-radius circle centered on you for 1 week plus 1 day/level.

**On the Plains of Avernus:** Fire and poison pour in from the Hells.

### 7th-Level Cleric/Oracle Spells

**Unending Plague of Spiders:** You open a portal which calls forth an unending plague of spiders.

### 9th-Level Cleric/Oracle Spells

**Eclipse the Sun:** A solar eclipse extends to 1 mile/2 levels around you.

## Druid Spells

### 0-Level Druid Spells

**Recognize Clan Companion:** Grant the supernatural ability to recognize companions of the same clan.

**Sunshower:** Produce light rain while the sun shines.

**Vermin Ward:** Invisible barrier keeps out annoying but harmless vermin.



## 101 PLAINS SPELLS

### 1st-Level Druid Spells

**Alleviate Animal Affliction:** You remove one disease from one animal.

**Irrigation:** Provide some of the water to crops in an area for 1 week/level.

**Kaleidoscope of Butterflies:** You summon a swarm of butterflies.

**Nimble Courser:** Mount gains +10-foot enhancement bonus to base speed.

**Porcupine Armor:** Target is covered in quills.

**Unearth Sling Bullets:** Produce up to 1d3 sling bullets/round for 1 minute.

**Weedwhip Shield:** Shield has tentacles that spray poison when cut.

### 2nd-Level Druid Spells

**Death by Locusts:** Summon two locust swarms.

**Easy Pathway:** Create a pathway through tall grasses for easy travel.

**False Trail:** Your animal companion, familiar or spirit animal leaves behind your trail as it moves.

**Gnawing Strike:** +2 attack and +1d6 acid damage against non-metal, non-stone surfaces, and ignore hardness of 5 or less

**Nightvision:** You have low-light vision and darkvision at night.

**Plains Loper:** +5 on Acrobatics checks when jumping, may make up to 4 jumps on your turn

**Stay on the Trail:** Allies who stay on an identified trail gain bonuses on checks and saves.

### 3rd-Level Druid Spells

**Aspect of the Cheetah:** +2 Str and Dex, +4 initiative, 4 times speed on a charge

**Bevy of Bumblebees:** You summon 1 giant bumblebee per level (to a maximum of 10 bees).

**Disease Spreader:** Target is protected from diseases and can also spread disease.

**Drove of Hares:** You and allies transform into hares, gaining incredible speed, perceptiveness and stealth.

**Field of Blades:** Conjure a field of razor-sharp grasses to severely cut those who move through.

**Identify by Scent:** You detect some creature types by their scent.

**Into the Weeds:** Benefits while navigating plains terrain.

**Join Swarm:** You become a member of, and gain control over, an animal or vermin swarm.

**Poisoned Plants:** Plants in an area are poisonous.

**Protect Plants from Fire:** Plants and plant creatures in the area are immune to fire.

**Wall of Weeds:** Weeds block those who try to pass.

### 4th-Level Druid Spells

**Converse with Clan Companions:** Communicate with others who may be nearly anywhere.

**Death by Ants:** Summon one army ant swarm.

**Downdraft:** Sudden downdraft grounds flying creatures and tosses objects aside.

**Earthen Spellpath:** Underground pathway transports spells to distant spaces.

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

**Nimble Courser, Mass:** As nimble courser except that it affects multiple creatures.

**Plains Clan:** Community of companions gain benefits for belonging to clan.

**Revealing Winds:** Scents and sounds from up to 1 mile/level away travel rapidly to you and reveal what's there.

**Stable of Horses:** You and up to 1 ally/level are transformed into light horses.

**Summon Ant Mounts:** Summon 1 giant drone ant/level to serve as mounts.

**Summon Thundercloud:** Summon a thundercloud.

**We Change Together:** One or more transmutation (polymorph) spells affects additional targets.

**Zone of Desiccation:** Area becomes tinder dry and exceptionally flammable.

### 5th-Level Druid Spells

**Aspect of the Lion:** +4 Str, +2 Dex, +5-foot speed, +4 on Acrobatics, Perception and Stealth

**Hyaenodon Pack:** Summons 1 dire hyena/2 levels.

**Into the Weeds, Mass:** Benefits for many while navigating plains terrain.

**Join Swarm, Mass:** As *join swarm* except you bring your allies with you.

**There's a Better Way:** Targets believe they know a better way to get the party to its destination.

**Withstand the Fire:** If your body is killed by fire, it will be restored.

### 6th-Level Druid Spells

**Cleave Herd:** Potentially dozens of animals and magical beasts become panicked.





**Dry Spell:** No precipitation in a 1-mile/level-radius circle centered on you for 1 week plus 1 day/level.

**Long-Range Forecast:** You know the weather for months in advance.

**Ravaging Winds:** An enormous wall of accelerating winds moves forward, damaging things in its path.

### 7th-Level Druid Spells

**Hag Form, Storm:** You transform into a storm hag.

**Unending Plague of Spiders:** You open a portal which calls forth an unending plague of spiders.

### 8th-Level Druid Spells

**Mastodon Massacre:** Summon a small herd of stampeding mastodons.

**Prairie Lightning Storm:** Incredible storm produces bludgeoning, electricity and sonic damage.

### 9th-Level Druid Spells

**Eclipse the Sun:** A solar eclipse extends to 1 mile/2 levels around you.

## Inquisitor Spells

### 1st-Level Inquisitor Spells

**Sudden Charge:** Gain a free trip attempt after a successful charge.

### 2nd-Level Inquisitor Spells

**Nightvision:** You have low-light vision and darkvision at night.

**Outnumbered:** Creatures become anxious about being outnumbered.

**Stay on the Trail:** Allies who stay on an identified trail gain bonuses on checks and saves.

**Stumbling Panic:** Creatures fear you but stumble as they attempt to flee.

### 3rd-Level Inquisitor Spells

**Assured Diviner:** Gain constant use of *detect evil* and *detect good*.

**Easy Pathway:** Create a pathway through tall grasses for easy travel.

**Insightful Magehunter:** Target gains bonuses on attacks, damage and saves against arcane spellcasters.

**Into the Weeds:** Benefits while navigating plains terrain.

### 4th-Level Inquisitor Spells

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

**Revealing Winds:** Scents and sounds from up to 1 mile/level away travel rapidly to you and reveal what's there.

### 5th-Level Inquisitor Spells

**Earthen Spellpath:** Underground pathway transports spells to distant spaces.

**Into the Weeds, Mass:** Benefits for many while navigating plains terrain.

**Withstand the Fire:** If your body is killed by fire, it will be restored.

### 6th-Level Inquisitor Spells

**Divine Doe's Grace:** Recipient gains supernatural movement and resilience.

## Magus Spells

### 1st-Level Magus Spells

**Fire Stomp:** Target fire spreads whenever an attempt is made to smother it.

**Hide Like Halflings:** You and your allies are harder to spot.



## 101 PLAINS SPELLS

**Sudden Charge:** Gain a free trip attempt after a successful charge.

**Unavoidable Sun:** Targets can't stop sunlight from shining in their eyes.

**Unearth Sling Bullets:** Produce up to 1d3 sling bullets/round for 1 minute.

**Weedwhip Shield:** Shield has tentacles that spray poison when cut.

### 2nd-Level Magus Spells

**Burn on Through:** Shift out of phase, deal fire damage to those you move through.

**Giant Flea Leap:** You jump 120 feet as a full-round action.

**Gnawing Strike:** +2 attack and +1d6 acid damage against non-metal, non-stone surfaces, and ignore hardness of 5 or less

**Longshanks:** Creature's legs grow 50% longer, increasing its speed but causing some deleterious effects.

**Plains Savagery:** A weapon becomes chaotic and seems to have its own goals.

**Sore Horse:** As *slow* but targeting only horses.

### 3rd-Level Magus Spells

**Ankheg's Awareness:** +2 size bonus to Strength and Constitution, +2 competence bonus to Perception checks.

**Fire Bleeder:** Targets suffer bleed damage and their blood sprays fire.

**Kamadan Hunter:** Gain +2 Dex, and Combat Reflexes, Dodge and Mobility.

**Mercurial Cover:** Like *floating disk* except much larger and above you.

**Petrification Resistance:** +4 on all saving throws against petrification.

**Phantasmal Prairie:** Target creatures believe themselves to be standing in grasses taller than themselves.

**Shadow Gnolls:** You appear to be a gnoll and you create two shadowy gnoll allies.

**Stone Strike:** Weapon causes 1d4 Dexterity damage on a hit, eventually petrifying a target.

**Wasting Trembles:** Your touch causes Strength and Dexterity damage.

### 4th-Level Magus Spells

**Blinding Razors:** Razor-sharp, highly reflective wings can be used as weapons or to blind.

**Blinking Pack:** As a weaker version of *blink* but affecting multiple targets.

**Dragonfly Deftness:** Gain exceptional flight speed and maneuverability.

**Longshanks, Mass:** As *longshanks* except that it affects multiple creatures.

**We Change Together:** One or more transmutation (polymorph) spells affects additional targets.

### 5th-Level Magus Spells

**Earthen Spellpath:** Underground pathway transports spells to distant spaces.

**Stepping through Fields:** Move as *dimension door* once per round through plains terrain.

**Variable Volume Fireball:** You cast *fireball* but in a much larger or smaller area of effect.

**Withstand the Fire:** If your body is killed by fire, it will be restored.

**Zone of Desiccation:** Area becomes tinder dry and exceptionally flammable.

### 6th-Level Magus Spells

**Hag Form, Storm:** You transform into a storm hag.

**Ravaging Winds:** An enormous wall of accelerating winds moves forward, damaging things in its path.

**Transmute Gnome to Goblin:** Transform one touched gnome into a goblin.

## Paladin Spells

### 1st-Level Paladin Spells

**Nimble Courser:** Mount gains +10-foot enhancement bonus to base speed.

**Stay on the Trail:** Allies who stay on an identified trail gain bonuses on checks and saves.

### 4th-Level Paladin Spells

**Divine Doe's Grace:** Recipient gains supernatural movement and resilience.

**Nimble Courser, Mass:** As *nimble courser* except that it affects multiple creatures.

## Ranger Spells

### 1st-Level Ranger Spells

**Nimble Courser:** Mount gains +10-foot enhancement bonus to base speed.

**Plains Savagery:** A weapon becomes chaotic and seems to have its own goals.

**Porcupine Armor:** Target is covered in quills.

**Recognize Clan Companion:** Grant the supernatural ability to recognize companions of the same clan.



**Stay on the Trail:** Allies who stay on an identified trail gain bonuses on checks and saves.

**Sudden Charge:** Gain a free trip attempt after a successful charge.

**Weedwhip Shield:** Shield has tentacles that spray poison when cut.

### 2nd-Level Ranger Spells

**Easy Pathway:** Create a pathway through tall grasses for easy travel.

**False Trail:** Your animal companion, familiar or spirit animal leaves behind your trail as it moves.

**Giant Flea Leap:** You jump 120 feet as a full-round action.

**Identify by Scent:** You detect some creature types by their scent.

**Into the Weeds:** Benefits while navigating plains terrain.

**Nightvision:** You have low-light vision and darkvision at night.

**Plains Loper:** +5 on Acrobatics checks when jumping, may make up to 4 jumps on your turn

**Protect Plants from Fire:** Plants and plant creatures in the area are immune to fire.

### 3rd-Level Ranger Spells

**Aspect of the Cheetah:** +2 Str and Dex, +4 initiative, 4 times speed on a charge

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

**Field of Blades:** Conjure a field of razor-sharp grasses to severely cut those who move through.

**Insightful Magehunter:** Target gains bonuses on attacks, damage and saves against arcane spellcasters.

**Plains Clan:** Community of companions gain benefits for belonging to clan.

**Poisoned Plants:** Plants in an area are poisonous.

**We Change Together:** One or more transmutation (polymorph) spells affects additional targets.

### 4th-Level Ranger Spells

**Aspect of the Lion:** +4 Str, +2 Dex, +5-foot speed, +4 on Acrobatics, Perception and Stealth

**Earthen Spellpath:** Underground pathway transports spells to distant spaces.

**Into the Weeds, Mass:** Benefits for many while navigating plains terrain.

**Long-Range Forecast:** You know the weather for months in advance.

**Nimble Courser, Mass:** As *nimble courser* except that it affects multiple creatures.

**Revealing Winds:** Scents and sounds from up to 1 mile/level away travel rapidly to you and reveal what's there.

**Withstand the Fire:** If your body is killed by fire, it will be restored.

**Zone of Desiccation:** Area becomes tinder dry and exceptionally flammable.

## Shaman Spells

### 0-Level Shaman Spells

**Recognize Clan Companion:** Grant the supernatural ability to recognize companions of the same clan.

**Sunshower:** Produce light rain while the sun shines.

**Vermin Ward:** Invisible barrier keeps out annoying but harmless vermin.

### 1st-Level Shaman Spells

**Alleviate Animal Affliction:** You remove one disease from one animal.

**Irrigation:** Provide some of the water to crops in an area for 1 week/level.

**Kaleidoscope of Butterflies:** You summon a swarm of butterflies.

**Nimble Courser:** Mount gains +10-foot enhancement bonus to base speed.

**Porcupine Armor:** Target is covered in quills.

### 2nd-Level Shaman Spells

**Death by Locusts:** Summon two locust swarms.

**Easy Pathway:** Create a pathway through tall grasses for easy travel.

**False Trail:** Your animal companion, familiar or spirit animal leaves behind your trail as it moves.

**Nightvision:** You have low-light vision and darkvision at night.

**Outnumbered:** Creatures become anxious about being outnumbered.

**Plains Loper:** +5 on Acrobatics checks when jumping, may make up to 4 jumps on your turn

**Spiders Everywhere:** Target of the spell hallucinates spiders and gains arachnophobia.



## 101 PLAINS SPELLS

**Stay on the Trail:** Allies who stay on an identified trail gain bonuses on checks and saves.

**Wet Boots:** Target has permanently wet boots and an irrational compulsion to try to dry them.

### 3rd-Level Shaman Spells

**Assured Diviner:** Gain constant use of *detect evil* and *detect good*.

**Bevy of Bumblebees:** You summon 1 giant bumblebee per level (to a maximum of 10 bees).

**Disease Spreader:** Target is protected from diseases and can also spread disease.

**Drove of Hares:** You and allies transform into hares, gaining incredible speed, perceptiveness and stealth.

**Field of Blades:** Conjure a field of razor-sharp grasses to severely cut those who move through.

**Identify by Scent:** You detect some creature types by their scent.

**Insatiable Hunger:** Target is cursed with constant hunger.

**Insightful Magehunter:** Target gains bonuses on attacks, damage and saves against arcane spellcasters.

**Into the Weeds:** Benefits while navigating plains terrain.

**Join Swarm:** You become a member of, and gain control over, an animal or vermin swarm.

**Poisoned Plants:** Plants in an area are poisonous.

**Protect Plants from Fire:** Plants and plant creatures in the area are immune to fire.

**Stable of Horses:** You and up to 1 ally/level are transformed into light horses.

**Wall of Weeds:** Weeds block those who try to pass.

### 4th-Level Shaman Spells

**Converse with Clan Companions:** Communicate with others who may be nearly anywhere.

**Death by Ants:** Summon one army ant swarm.

**Downdraft:** Sudden downdraft grounds flying creatures and tosses objects aside.

**Dragonfly Deftness:** Gain exceptional flight speed and maneuverability.

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

**Nimble Courser, Mass:** As *nimble courser* except that it affects multiple creatures.

**Plains Clan:** Community of companions gain benefits for belonging to clan.

**Revealing Winds:** Scents and sounds from up to 1 mile/level away travel rapidly to you and reveal what's there.

**Summon Ant Mounts:** Summon 1 giant drone ant/level to serve as mounts.

**We Change Together:** One or more transmutation (polymorph) spells affects additional targets.

**Zone of Desiccation:** Area becomes tinder dry and exceptionally flammable.

### 5th-Level Shaman Spells

**Black Art of the Bouda:** Gain several powers of a gnoll witch.

**Earthen Spellpath:** Underground pathway transports spells to distant spaces.





**Hyaenodon Pack:** Summons 1 dire hyena/2 levels.

**Into the Weeds, Mass:** Benefits for many while navigating plains terrain.

**Join Swarm, Mass:** As *join swarm* except you bring your allies with you.

**Summon Thundercloud:** Summon a thundercloud.

**There's a Better Way:** Targets believe they know a better way to get the party to its destination.

**Withstand the Fire:** If your body is killed by fire, it will be restored.

### 6th-Level Shaman Spells

**Cleave Herd:** Potentially dozens of animals and magical beasts become panicked.

**Dry Spell:** No precipitation in a 1-mile/level-radius circle centered on you for 1 week plus 1 day/level.

**Long-Range Forecast:** You know the weather for months in advance.

### 8th-Level Shaman Spells

**Prairie Lightning Storm:** Incredible storm produces bludgeoning, electricity and sonic damage.

### 9th-Level Shaman Spells

**Eclipse the Sun:** A solar eclipse extends to 1 mile/2 levels around you.

## Sorcerer/Wizard Spells

### 0-Level Sorcerer/Wizard Spells

#### Abjuration

**Vermin Ward:** Invisible barrier keeps out annoying but harmless vermin.

#### Conjuration

**Sunshower:** Produce light rain while the sun shines.

### 1st-Level Sorcerer/Wizard Spells

#### Conjuration

**Kaleidoscope of Butterflies:** You summon a swarm of butterflies.

**Rat Pack:** You create 1d4+1 dire rats but have no control over what they do.

**Unearth Sling Bullets:** Produce up to 1d3 sling bullets/round for 1 minute.

#### Illusion

**Comforting Campfire:** Create the illusion of a campfire.

**Hide Like Halflings:** You and your allies are harder to spot.

**Unavoidable Sun:** Targets can't stop sunlight from shining in their eyes.

#### Transmutation

**Fire Stomp:** Target fire spreads whenever an attempt is made to smother it.

**Raven's Eye:** Low-light vision and a +3 on Perception checks.

**Sudden Charge:** Gain a free trip attempt after a successful charge.

**Weedwhip Shield:** Shield has tentacles that spray poison when cut.

### 2nd-Level Sorcerer/Wizard Spells

#### Abjuration

**Peculiar Evader:** Find many ways to avoid harm and avoid harming others.

#### Enchantment

**Outnumbered:** Creatures become anxious about being outnumbered.

**Wet Boots:** Target has permanently wet boots and an irrational compulsion to try to dry them.

#### Evocation

**Gnawing Strike:** +2 attack and +1d6 acid damage against non-metal, non-stone surfaces, and ignore hardness of 5 or less

#### Illusion

**Mesmerizing Waves of Grain:** Creatures are enthralled by undulating plants.

#### Necromancy

**Feed from Friends:** Cause damage to a touched ally and gain the same number of hit points.

**Stumbling Panic:** Creatures fear you but stumble as they attempt to flee.

#### Transmutation

**Burn on Through:** Shift out of phase, deal fire damage to those you move through.

**False Trail:** Your animal companion, familiar or spirit animal leaves behind your trail as it moves.

**Giant Flea Leap:** You jump 120 feet as a full-round action.

**Longshanks:** Creature's legs grow 50% longer, increasing its speed but causing some deleterious effects.

**Mask of Horror:** Emit a screech that causes targets to become frightened.

**Plains Savagery:** A weapon becomes chaotic and seems to have its own goals.

**Sore Horse:** As *slow* but targeting only horses.



## 101 PLAINS SPELLS



### 3rd-Level Sorcerer/Wizard Spells

#### Abjuration

**Petrification Resistance:** +4 on all saving throws against petrification.

#### Conjuration

**Atomie Gang:** Summon 1d4+2 atomies.

#### Evocation

**Mercurial Cover:** Like *floating disk* except much larger and above you.

#### Illusion

**Phantasmal Prairie:** Target creatures believe themselves to be standing in grasses taller than themselves.

**Shadow Gnolls:** You appear to be a gnoll and you create two shadowy gnoll allies.

**Spiders Everywhere:** Target of the spell hallucinates spiders and gains arachnophobia.

#### Necromancy

**Insatiable Hunger:** Target is cursed with constant hunger.

**Wasting Trembles:** Your touch causes Strength and Dexterity damage.

#### Transmutation

**Ankheg's Awareness:** +2 size bonus to Strength and Constitution, +2 competence bonus to Perception checks.

**Drove of Hares:** You and allies transform into hares, gaining incredible speed, perceptiveness and stealth.

**Easy Pathway:** Create a pathway through tall grasses for easy travel.

**Fire Bleeder:** Targets suffer bleed damage and their blood sprays fire.

**Fowl Conversion:** Transform a chicken into a cockatrice.

**Join Swarm:** You become a member of, and gain control over, an animal or vermin swarm.

**Kamadan Hunter:** Gain +2 Dex, and Combat Reflexes, Dodge and Mobility.

**Stone Strike:** Weapon causes 1d4 Dexterity damage on a hit, eventually petrifying a target.

### 4th-Level Sorcerer/Wizard Spells

#### Abjuration

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

#### Conjuration

**Band of Centaurs:** Summon 3-8 centaurs.

**Field of Blades:** Conjure a field of razor-sharp grasses to severely cut those who move through.

**Hive Movement:** You and your allies move on one another's turns.

**Summon Ant Mounts:** Summon 1 giant drone ant/level to serve as mounts.

#### Enchantment

**There's a Better Way:** Targets believe they know a better way to get the party to its destination.

#### Evocation

**Converse with Clan Companions:** Communicate with others who may be nearly anywhere.

#### Transmutation

**Blinding Razors:** Razor-sharp, highly reflective wings can be used as weapons or to blind.

**Blinking Pack:** As a weaker version of *blink* but affecting multiple targets.

**Dragonfly Deftness:** Gain exceptional flight speed and maneuverability.



**Longshanks, Mass:** As *longshanks* except that it affects multiple creatures.

**Stable of Horses:** You and up to 1 ally/level are transformed into light horses.

**We Change Together:** One or more transmutation (polymorph) spells affects additional targets.

### 5th-Level Sorcerer/Wizard Spells

#### Conjuration

**Hyaenodon Pack:** Summons 1 dire hyena/2 levels.

**Stepping through Fields:** Move as *dimension door* once per round through plains terrain.

**Summon Thundercloud:** Summon a thundercloud.

**Witchcrow Covey:** Call a murder of witchcrows to help carry out your nefarious plans.

#### Divination

**Revealing Winds:** Scents and sounds from up to 1 mile/level away travel rapidly to you and reveal what's there.

#### Evocation

**Variable Volume Fireball:** You cast *fireball* but in a much larger or smaller area of effect.

#### Necromancy

**Withstand the Fire:** If your body is killed by fire, it will be restored.

#### Transmutation

**Earthen Spellpath:** Underground pathway transports spells to distant spaces.

**Join Swarm, Mass:** As *join swarm* except you bring your allies with you.

**Zone of Desiccation:** Area becomes tinder dry and exceptionally flammable.

### 6th-Level Sorcerer/Wizard Spells

#### Conjuration

**Infested House:** Creates a spooky-looking house and summons an infestation of hobkins gremlins.

**On the Plains of Avernus:** Fire and poison pour in from the Hells.

#### Evocation

**Ravaging Winds:** An enormous wall of accelerating winds moves forward, damaging things in its path.

#### Necromancy

**Cleave Herd:** Potentially dozens of animals and magical beasts become panicked.

#### Transmutation

**Black Art of the Bouda:** Gain several powers of a gnoll witch.

**Transmute Gnome to Goblin:** Transform one touched gnome into a goblin.

### 7th-Level Sorcerer/Wizard Spells

#### Conjuration

**Unending Plague of Spiders:** You open a portal which calls forth an unending plague of spiders.

#### Necromancy

**Guardian Naga Soul:** Gain several powers of a guardian naga including many of its spells.

### 8th-Level Sorcerer/Wizard Spells

#### Conjuration

**Prairie Lightning Storm:** Incredible storm produces bludgeoning, electricity and sonic damage.

#### Transmutation

**Hag Form, Storm:** You transform into a storm hag.

### 9th-Level Sorcerer/Wizard Spells

#### Illusion

**Eclipse the Sun:** A solar eclipse extends to 1 mile/2 levels around you.

## Summoner Spells

### 1st-Level Summoner Spells

**Kaleidoscope of Butterflies:** You summon a swarm of butterflies.

**Nimble Courser:** Mount gains +10-foot enhancement bonus to base speed.

### 2nd-Level Summoner Spells

**Atomie Gang:** Summon 1d4+2 atomies.

**Identify by Scent:** You detect some creature types by their scent.

### 3rd-Level Summoner Spells

**Summon Ant Mounts:** Summon 1 giant drone ant/level to serve as mounts.

### 4th-Level Summoner Spells

**Dragonfly Deftness:** Gain exceptional flight speed and maneuverability.

**Fickle Protection:** One creature is immune to either electricity or fire for a random duration.

**Hyaenodon Pack:** Summons 1 dire hyena/2 levels.

**Nimble Courser, Mass:** As *nimble courser* except that it affects multiple creatures.

**Stepping through Fields:** Move as *dimension door* once per round through plains terrain.

**Summon Thundercloud:** Summon a thundercloud.



## 101 PLAINS SPELLS



### 5th-Level Summoner Spells

**On the Plains of Avernus:** Fire and poison pour in from the Hells.

### 6th-Level Summoner Spells

**Mastodon Massacre:** Summon a small herd of stampeding mastodons.

**Unending Plague of Spiders:** You open a portal which calls forth an unending plague of spiders.

## Witch Spells

### 0-Level Witch Spells

**Sunshower:** Produce light rain while the sun shines.

**Vermin Ward:** Invisible barrier keeps out annoying but harmless vermin.

### 1st-Level Witch Spells

**Kaleidoscope of Butterflies:** You summon a swarm of butterflies.

**Rat Pack:** You create 1d4+1 dire rats but have no control over what they do.

**Raven's Eye:** Low-light vision and a +3 on Perception checks.

### 2nd-Level Witch Spells

**Death by Locusts:** Summon two locust swarms.

**False Trail:** Your animal companion, familiar or spirit animal leaves behind your trail as it moves.

**Feed from Friends:** Cause damage to a touched ally and gain the same number of hit points.

**Giant Flea Leap:** You jump 120 feet as a full-round action.

**Longshanks:** Creature's legs grow 50% longer, increasing its speed but causing some deleterious effects.

**Mask of Horror:** Emit a screech that causes targets to become frightened.

**Nightvision:** You have low-light vision and darkvision at night.

**Outnumbered:** Creatures become anxious about being outnumbered.

**Peculiar Evader:** Find many ways to avoid harm and avoid harming others.

**Spiders Everywhere:** Target of the spell hallucinates spiders and gains arachnophobia.

**Stumbling Panic:** Creatures fear you but stumble as they attempt to flee.

**Wet Boots:** Target has permanently wet boots and an irrational compulsion to try to dry them.

### 3rd-Level Witch Spells

**Atomie Gang:** Summon 1d4+2 atomies.

**Disease Spreader:** Target is protected from diseases and can also spread disease.

**Easy Pathway:** Create a pathway through tall grasses for easy travel.

**Fowl Conversion:** Transform a chicken into a cockatrice.

**Insatiable Hunger:** Target is cursed with constant hunger.

**Join Swarm:** You become a member of, and gain control over, an animal or vermin swarm.

**Phantasmal Prairie:** Target creatures believe themselves to be standing in grasses taller than themselves.



**Wasting Trembles:** Your touch causes Strength and Dexterity damage.

#### 4th-Level Witch Spells

**Converse with Clan Companions:** Communicate with others who may be nearly anywhere.

**Death by Ants:** Summon one army ant swarm.

**Dragonfly Deftness:** Gain exceptional flight speed and maneuverability.

**Field of Blades:** Conjure a field of razor-sharp grasses to severely cut those who move through.

**Longshanks, Mass:** As *longshanks* except that it affects multiple creatures.

**Summon Ant Mounts:** Summon 1 giant drone ant/level to serve as mounts.

**There's a Better Way:** Targets believe they know a better way to get the party to its destination.

**We Change Together:** One or more transmutation (polymorph) spells affects additional targets.

#### 5th-Level Witch Spells

**Black Art of the Bouda:** Gain several powers of a gnoll witch.

**Earthen Spellpath:** Underground pathway transports spells to distant spaces.

**Join Swarm, Mass:** As *join swarm* except you bring your allies with you.

**Revealing Winds:** Scents and sounds from up to 1 mile/level away travel rapidly to you and reveal what's there.

**Stepping through Fields:** Move as *dimension door* once per round through plains terrain.

**Summon Thundercloud:** Summon a thundercloud.

**Witchcrow Covey:** Call a murder of witchcrows to help carry out your nefarious plans.

**Withstand the Fire:** If your body is killed by fire, it will be restored.

**Zone of Desiccation:** Area becomes tinder dry and exceptionally flammable.

#### 6th-Level Witch Spells

**Cleave Herd:** Potentially dozens of animals and magical beasts become panicked.

**Dry Spell:** No precipitation in a 1-mile/level-radius circle centered on you for 1 week plus 1 day/level.

**Infested House:** Creates a spooky-looking house and summons an infestation of hobkins gremlins.

**Ravaging Winds:** An enormous wall of accelerating winds moves forward, damaging things in its path.

**Transmute Gnome to Goblin:** Transform one touched gnome into a goblin.

#### 7th-Level Witch Spells

**Guardian Naga Soul:** Gain several powers of a guardian naga including many of its spells.

**Hag Form, Storm:** You transform into a storm hag.

**Unending Plague of Spiders:** You open a portal which calls forth an unending plague of spiders.

#### 8th-Level Witch Spells

**Prairie Lightning Storm:** Incredible storm produces bludgeoning, electricity and sonic damage.

#### 9th-Level Witch Spells

**Eclipse the Sun:** A solar eclipse extends to 1 mile/2 levels around you.





## Spell Descriptions

### Alleviate Animal Affliction

**School:** Conjuration (healing); **Level:** Adept 1, Cleric/Oracle 1, Druid 1, Shaman 1  
**Casting Time:** 1 minute  
**Components:** V, S, DF  
**Range:** Touch  
**Target:** One animal; see text  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

You must touch or hold the target animal throughout the casting. At the end of the casting time, the target animal is relieved of any one disease or similar ailment afflicting it provided you succeed on a caster level check (1d20 + caster level) against the DC of the disease. *Alleviate animal affliction* can affect any disease that *remove disease* could affect though it has no effect on hazards such as green slime. You are not required to make a caster level check for *alleviate animal affliction* if the ailment has a non-magical origin.

You may target animals of Large size or smaller. At 5th level you may target Huge animals, at 10th level you may target Gargantuan animals, and at 15th level you may target Colossal animals.

If you tend to animals regularly and the target animal is familiar with you (which could be the case for many farm animals, per GM discretion) or if the target is your animal companion, the casting time is halved and you gain a +2 on your caster level check.

### Ankheg's Awareness

**School:** Transmutation (polymorph); **Level:** Alchemist 3, Bloodrager 3, Magus 3, Sorcerer/Wizard 3  
**Casting Time:** 1 standard action  
**Components:** V, S, M (part of an ankheg's leg)  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level

Your body transforms somewhat as you take on the appearance of a monstrous insect. Your skin becomes a bit scaly, your hair becomes coarser and wiry. You become somewhat larger though your actual size category does not change (for example, if you are Medium you do not become Large). As a result of these changes, you gain a +2 size bonus to your Strength and Constitution scores and you gain

a heightened ability to perceive your surroundings granting you low-light vision and a +2 competence bonus on Perception checks.

If you cast *ankheg's awareness* in temperate or warm plains terrain, you gain darkvision 60 ft. and tremorsense 60 ft. If you cast *ankheg's awareness* within 5 miles of the hunting grounds of the ankheg from which you gathered the material component for this spell, you also gain a burrow speed of 20 ft., though you can only burrow through soil and not stone.

### Aspect of the Cheetah

**School:** Transmutation (polymorph); **Level:** Druid 3, Ranger 3  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level

You take on an aspect of a cheetah. Your features become sinewy and you grow a tail which does not interfere with your movement. You gain a +2 enhancement bonus to both Strength and Dexterity, and a +4 insight bonus on initiative checks.

If you are in warm plains terrain, you gain a +4 competence bonus to Acrobatics and Perception checks and a +8 competence bonus to Stealth checks. In addition, if you charge, you may move at 4 times your normal speed on that charge; doing so shortens the duration of the spell by 5 rounds (if fewer than 5 rounds remain when you use this feature of the spell, the spell ends at the end of your turn on that round).

### Aspect of the Lion

**School:** Transmutation (polymorph); **Level:** Druid 5, Ranger 4  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level

You take on an aspect of a lion. Your body becomes muscular and all your hair becomes blond. You gain a +4 enhancement bonus to Strength, a +2 enhancement bonus to Dexterity, the pounce ability (you may make a full attack on a charge), a +5 foot enhancement bonus to your base speed, and a +4 competence bonus on Acrobatics, Perception and Stealth checks.



If you are in warm plains terrain, your competence bonus to Acrobatics, Perception and Stealth checks is +8 instead of +4 and your enhancement bonus to your base land speed is +10 instead of +5.

## Assured Diviner

**School:** Divination; **Level:** Cleric/Oracle 3, Inquisitor 3, Shaman 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (pegasus feather)

**Range:** 60 ft.

**Area:** 60-ft. radius emanation

**Duration:** 1 minute/level (D)

**Saving Throw:** None; **Spell Resistance:** No

You gain the constant ability to *detect evil* and *detect good* within 60 feet. In addition, you gain darkvision 60 ft., low-light vision and scent. You are always aware, without having to concentrate, of the presence of evil and good within 60 feet of you. If you wish to learn more about any good or evil auras that you detect, you must concentrate as if you were using the associated spell. At 10th level, you also gain a +4 insight bonus on Perception checks when observing anything within 60 feet.

If you have the knowledge domain, the lore mystery or the lore spirit, the duration is doubled.

## Atomie Gang

**School:** Conjunction (summoning) [chaotic]; **Level:** Bard 3, Sorcerer/Wizard 3, Summoner 2, Witch 3

**Casting Time:** 1 round

**Components:** V, S, F/DF (a tiny bag and a small candle)

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

**Effect:** 1d3+2 summoned atomies

**Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** No

Several atomies are summoned from the faerie realm within range where you designate and act immediately, on your turn. Generally, they make excellent use of *reduce person* on your humanoid opponents (they are aware that creatures with greater Fortitude saves are more resilient and select their targets appropriately). They are quite competent in combat and will make excellent use of their ability to fly into flanking positions or engage the battlefield in other ways that benefit you and your party.

If you are a chaotic cleric with the arcane subdomain, you may select *atomie gang* as a replacement domain spell for your 3rd level domain spell. If you are a sorcerer with the fey bloodline or if you are a witch with a deception or trickery patron, you always summon the maximum number of atomies and the duration of the spell is doubled.

If you cast *atomie gang* in any temperate terrain known to be commonly visited by fey (especially particularly wild prairies or forests), you summon 1 additional atomie and all the summoned atomies have the advanced creature template.

## Band of Centaurs

**School:** Conjunction (summoning) [see text]; **Level:** Bard 4, Sorcerer/Wizard 4

**Casting Time:** 1 round

**Components:** V, S, F (a miniature, carved centaur figurine)

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

**Effect:** A band of summoned centaurs

**Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** No

This spell summons 1d6+2 centaurs. They appear where you designate and act immediately, on your turn.

The centaurs are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the centaurs. The summoned centaurs' alignment matches yours and the spell's type matches your alignment.





## 101 PLAINS SPELLS

If you cast *band of centaurs* in temperate forests or plains, you summon 1 additional centaur.

If you are an elf or gnome, a sorcerer with the fey bloodline, or a conjurer, the duration of the spell is doubled and all the centaurs' swords and spears are enchanted as if subject to a *greater magic weapon* spell.

### Bevy of Bumblebees

**School:** Conjuration (summoning); **Level:** Druid 3, Shaman 3

**Casting Time:** 1 round

**Components:** V, S, DF

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

**Effect:** 1 summoned giant bumble/level (maximum of 10)

**Duration:** 1 minute/level

**Saving Throw:** None; **Spell Resistance:** No

You summon several giant bumblebees; each attacks its nearest enemy (several might attack the same enemy). Each appears in its own space and within 30 ft. of all the other bees you summon. The bees are unintelligent vermin and so could even be a threat to you or your allies; however, because you control where they initially appear, and because they attack their nearest enemy, you can mitigate this risk. These bees are aggressive and will continue seeking creatures to attack until the spell ends. They will avoid smoky areas, which you can use to your advantage when you summon them.

### Black Art of the Bouda

**School:** Transmutation [evil]; **Level:** Shaman 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, F (a bouda's fetish)

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None; see text; **Spell Resistance:** No

You are infused with the power of the bouda from whom you obtained the focus for this spell. You gain darkvision 60 ft. (if you already had darkvision, your ability to see in the darkness extends an additional 30 ft.). For the duration of *black art of the bouda*, each round on your turn you may, as a standard action which does not provoke an attack of opportunity, use or gain any of the following for the indicated cost.

*Hyena form:* You transform into a hyena as per *beast shape I*; doing so reduces the remaining duration of this spell by 5 minutes.

*Dire hyena form:* You transform into a dire hyena as per *beast shape II*; doing so reduces the remaining duration of this spell by 10 minutes.

*Bestow ill fortune:* You gaze upon a creature within 30 feet and cause it to suffer a -2 penalty on one of the following (your choice): AC, ability checks, attack rolls, saving throws, or skill checks. This penalty lasts for a number of rounds equal to 3 + your spellcasting ability modifier. A successful Will save reduces the duration to 1 round. This is a mind-affecting effect. Using this power reduces the remaining duration of this spell by 20 minutes.

*Afar touch:* The next touch spell that you cast may be cast instead at any target within 60 feet. Instead of making a touch attack for that spell to succeed, you must make a ranged touch attack for that spell to succeed. Using this power reduces the remaining duration of this spell by 30 minutes.

You may not use an ability if doing so would reduce the remaining duration of the spell to fewer than 5 minutes.

If you are in warm plains or desert terrain while *black art of the bouda* is in effect, the save DCs of any of your uses of bestow ill fortune are increased by +2. If you cast this spell outdoors at night, the duration of the spell and the range of your darkvision are doubled.

### Blinding Razors

**School:** Transmutation; **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a stymphalidies's wing feather)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None or Fortitude negates; see text;

**Spell Resistance:** No

Casting *blinding razors* covers you in highly-reflective, razor-thin, metallic feathers. In addition, you sprout two wings covered with the same reflective, metallic feathers. This covering gives you a +4 natural armor bonus. These wings do not grant you flight, but you can extend and slash with them. While *blinding razors* is in effect, your wings are a natural, secondary attack for you, made at your base attack bonus -5, causing 1d6 slashing damage + 1/2 Str modifier plus bleed (1d6); the reach of these wings is 5 feet.

As a standard action, you may flap your wings vigorously and cause two razor-sharp wings to dislodge and be flung at a single target. Treat this as thrown weapon with a ranged increment of 30



feet. If your attack hits, the damage is 2d6 slashing damage plus bleed (1d6). (The visual is that the attacker fires two knife-sized feathers, one from each wing; in game terms, make one roll and allow the narrative to be directed by the results. For example, if the damage is low, perhaps one feather hits and the other misses, if the hit is a critical, perhaps both feathers hit and strike vital targets.) Each time you make this ranged attack, the duration of the spell is reduced by 1 minute. If the duration is less than 1 minute when you use this feature of the spell, the spell ends after the attack is resolved.

As a full-round action, you may ruffle your feathers causing a blinding display of bright light if you are in normal or brighter lighting conditions. Any creature within 30 feet must succeed at a Fortitude save or be blinded for 1d6 rounds if in normal lighting, 2d6 rounds if in bright light. A creature can defend against this effect in the same way it would a gaze attack. This is a sight-based effect. Each time you produce this blinding effect, the duration of the spell is reduced by 1 minute. If the duration is less than 1 minute when you use this feature of the spell, the spell ends after the effect is resolved.

If you cast *blinding razors* in warm plains or coastlines terrain, the duration is doubled. If you cast *blinding razors* outdoors in bright sunlight, the range of the blinding effect is doubled and the save DC is increased by +2.

## Blinking Pack

**School:** Transmutation; **Level:** Bard 4, Magus 4, Sorcerer/Wizard 4

**Casting Time:** 1 round

**Components:** V, S, M (1 hair from 1 blink dog/target)

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

**Targets:** You and up to 1 ally/level, no two of which can be more than 30 feet apart

**Duration:** 15 rounds -1 round/target

**Saving Throw:** None; **Spell Resistance:** No

You and each target is treated as though subject to a *blink* spell except that all the miss chances are 10% lower than those described in the description of *blink* (i.e. 40% instead of 50% and 10% instead of 20%). Your own miss chance (and the miss chance of everyone affected by *blinking pack*) when making attacks remains 20%. The other respects of *blink* remain the same as that spell (you and other targets only take half damage from area attacks and falling, you can attempt to step through solid objects with a 50% chance of becoming material when you do, etc.).

Any target of *blinking pack* may, on its turn as a standard action, use *dimension door* as a spell-like ability (use that target's level as the caster level for determining distance and number of additional creatures it may take with it). Doing so ends the spell for that target and reduces the duration for all the remaining targets by 1 round per number of creatures brought along by that use of *dimension door*.

If you are lawful good and speak Sylvan, then the duration of the spell is increased by 5 rounds. If you cast *blinking pack* in temperate forest or plains terrain then you may select 1 target more than your normal maximum.

## Burn on Through

**School:** Transmutation [fire]; **Level:** Bloodrager 2, Magus 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (fur from a pard's paw)

**Range:** Personal

**Target:** You

**Duration:** 2 rounds

**Saving Throw:** Reflex partial; see text; **Spell**

**Resistance:** No

You transform into a sleeker version of yourself, are surrounded by an aura of shifting colors, and you temporarily gain resist electricity 10 and resist fire 10.

At the start of your first turn after you cast this spell, your speed is increased by 30 feet and you shift slightly out of phase, giving you the ability to pass through solid matter (including the spaces occupied by other creatures).

As a full-round action, you may spend your turn moving through creatures. You must move at least 30 feet on your turn to cause damage by your movement, but if you do, treat each creature moved through as though subject to an overrun attempt. You gain a +4 on your combat maneuver check against each opponent. If you succeed, the target suffers 2d6 fire damage; if your check exceeds a creature's CMD by 5 or more, that creature is stunned instead of being knocked prone.

The target may attempt an attack of opportunity against you, but at a -4 penalty. If a target chooses not to make an attack of opportunity against you, it can try to avoid some of the consequences of your moving through its space with a successful Reflex save; if it succeeds, it takes half damage.

If you move through any creature's space more than once, you can only deal damage to it once on your turn. When using this ability, you can move



## 101 PLAINS SPELLS

through up to 5 feet of any solid object, barrier, or difficult terrain as if it were a normal open square. Your movement through objects does not cause them damage. You may not end your movement in an occupied space (including spaces occupied by creatures or solid matter).

Creatures protected from or immune to trample effects are similarly protected against your overrun attempt. Your movement while shifted counts as trample for the purposes of effects that enhance or protect against trample.

A shaman who selects the flame spirit may add *burn on through* to her list of spirit magic spells, replacing *resist energy*.

### Cleave Herd

**School:** Necromancy [fear, mind-affecting]; **Level:** Cleric/Oracle 6, Druid 6, Shaman 6, Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a bit of matter from an undead creature)

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

**Targets:** One creature per level per round, no two of which can be more than 120 feet apart; see text

**Duration:** Concentration; see text

**Saving Throw:** Will partial; **Spell Resistance:** Yes

You cause target creatures to become emotionally overwhelmed by fear and flee; each creature failing its save gains the panicked condition. Each round on your turn you may select new targets (including targets you've previously selected but that have made a save) and the distance restriction applies anew each round to the targets you select that round. You may only include animals or magical beasts as targets. The smarter a creature is, and the more often it has saved, the more resistant it is to your persistent attempts to make it flee; on the other hand, the more creatures you've already affected and that are displaying their panic to an individual creature that has not yet succumbed, the harder it is for that creature to resist. Each time a creature attempts a save, it gains a bonus equal to 4 + its Intelligence modifier and another bonus equal to the number of cumulative rounds it has already saved against this casting of the spell. Whenever a creature does attempt a save, it receives a penalty to that save equal to -1/4 creatures that it can perceive within 60 ft. that have the panicked condition.

### Comforting Campfire

**School:** Illusion (figment); **Level:** Bard 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Effect:** Figment of one small campfire

**Duration:** 1 hour/level (D)

**Saving Throw:** Will disbelief; **Spell Resistance:** No

You create the sensation of a small campfire, occupying a space no larger than a square 2-ft. on a side. It gives off only dim light and only in a 10-ft. radius. It crackles like a campfire, provides faint pleasant odors of burning wood, and produces a sensation of warmth to those who occupy its space or an adjacent space. The illusion does not provide enough warmth to actually produce beneficial effects (it cannot prevent frostbite, it cannot warm food, etc.) and there are no actual flames so it cannot set anything on fire. Once created, it cannot be moved. The figment of the campfire that you create must be on a solid surface, but it can be on any such surface (the top of a table, the deck of a ship, the dirt floor of a simple home, out of doors in a natural setting, etc.).

Those who save may choose whether to ignore the spell's effects.



### Converse with Clan Companions

**School:** Evocation; **Level:** Bard 3, Cleric/Oracle 4, Druid 4, Shaman 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** See text

**Targets:** One clan companion (as determined by *plains clan*)/level; see text

**Duration:** 10 minutes

**Saving Throw:** None; **Spell Resistance:** No



At the outset of the spell, the caster identifies the clan companions to be targeted by the spell; each individual clan companion may then elect or deny to participate. If a subject is on a plane other than the plane from which the caster has cast *converse with clan companions*, there is a 10% chance that the initial contact was prevented (in such a case, the intended recipient is never aware of the attempt, though the caster is aware that the recipient was not contacted because of an interruption between planes—the specifics, however, are unknown).

For the duration of the spell, all of those who elected to participate may converse as though they were all participating in a normal conversation in the same room. Anyone participating in the conversation who changes planes (including using any form of teleportation or dimensional travel) before the spell ends interrupts her own connection to the others and no longer remains part of the conversation.

## Death by Ants

**School:** Conjuraton (summoning); **Level:** Druid 4, Shaman 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** One summoned army ant swarm

**Duration:** 1 minute

**Saving Throw:** None; **Spell Resistance:** No

You summon an army ant swarm which immediately attacks the creature in its spaces.

If you cast *death by ants* in any tropical terrain, you summon two army ant swarms which must appear adjacent to one another.

## Death by Locusts

**School:** Conjuraton (summoning); **Level:** Druid 2, Shaman 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** Two summoned locust swarms

**Duration:** 1 minute

**Saving Throw:** None; **Spell Resistance:** No

This spell summons two locust swarms, which appear adjacent to one another and which immediately attack the creatures in their spaces. Each round on your turn, if no living creatures are within a swarm's area, that swarm attacks or pursues the nearest creature as best it can. You have no control over its target or direction of travel.

If you cast *death by locusts* in temperate or warm plains terrain, you summon a third locust swarm which must appear adjacent to at least one of the other two swarms.

## Disease Spreader

**School:** Transmutation; **Level:** Druid 3, Shaman 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, F (giant vulture's beak)

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 minute/level (D)

**Saving Throw:** None or Fortitude negates; see text;

**Spell Resistance:** Yes (harmless) or No

The target is temporarily protected against diseases. Against diseases having a Fortitude save DC of 16 or lower, the target is immune. Against diseases having a Fortitude save DC of 17 to 21, the target gains a +4 on its saves. Against all other diseases, the target gains a +2 on its saves.

In addition, at the time of casting, choose filth fever, red ache or shakes. Each time the target causes damage with any natural attack, the creature damaged has a 10% chance of being exposed to that disease.

## Divine Doe's Grace

**School:** Transmutation; **Level:** Cleric/Oracle 6, Inquisitor 6, Paladin 4

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a hair from the head of a cerynitis, freely offered)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

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

The creature you touch is invested with incredible grace and resilience. The recipient gains a sacred bonus to its AC and initiative checks equal to the higher of your Charisma or Wisdom modifiers. The recipient also gains uncanny dodge (or improved uncanny dodge if it already has uncanny dodge) and the ability to act normally during any surprise round.

As an immediate action, the recipient may move up to half its speed. This movement may occur when an attack targets the recipient. In this case, any melee or ranged attack is interrupted and if the movement takes the recipient out of the area of effect of a spell or ability that affects an area, the recipient avoids that spell or ability.



## 101 PLAINS SPELLS

As an immediate action, the recipient may gain the benefits of *freedom of movement* with a duration of 1 round.

Whenever the recipient uses an immediate action to gain either of these benefits, the duration of the spell is reduced by 1 minute; if less than 1 minute of duration remains, these features of the spell may not be used. These uses of an immediate action cannot take place on two consecutive rounds.

If *divine doe's grace* is cast in plains, hills or forest terrain where Sylvan is spoken by many inhabitants (as determined by the GM) or where a cerynitis dwells, then the duration of the spell is doubled and the recipient may make use of the abilities granted as immediate actions in consecutive rounds.

### Downdraft

**School:** Evocation [air]; **Level:** Druid 4, Shaman 4

**Casting Time:** 1 standard action

**Components:** V, S,

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

**Area:** 40 ft./level radius cylinder 40 ft. high

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

You create a very short-lived downward blast of incredibly powerful air moving at a speed of 50 mph + 10 mph/level. This quick blast is disorienting and disrupting. It forces all unsecured objects aloft in the area (potentially including flying creatures) to the ground. Flying creatures must succeed on a Fly check (DC 25, with a penalty to that check equal to your level (to a maximum penalty of -15) or be forced to the ground. Non-flying creatures must succeed on either a Strength or Escape Artist check (DC 25, with a penalty to that check equal to your level (to a maximum penalty of -15) or be knocked prone. Unsecured, unattended objects (such as books on a table, etc.) weighing less than 5 pounds/level are cast aside by the powerful blast and are tossed away from the center of the area (but otherwise in a random direction) 2d4 x 5 feet. Creatures holding objects that are not tied, strapped or otherwise secured to those creatures risk losing those objects; creatures failing a DC 20 Strength check lose their grip on held objects (which are then tossed aside as if they were unsecured, unattended objects). All non-magical flames in the area are extinguished (magical flames generated by an effect with a persistent duration rekindle immediately thereafter). If the area into which you intend to cast the spell cannot accommodate its entire size, the spell fails.

All creatures in the area, regardless of the above effects, also suffer 4d6 bludgeoning damage (Reflex save for half).

*Downdraft* has no effect on incorporeal, ethereal, or similarly displaced creatures or objects in the area.

If you cast this spell in areas that are naturally subject to occasional bursts of high-speed winds (such as wide-open prairies), all Escape Artist, Fly and Strength check DCs resulting from this spell are increased by +5, the wind speed is increased by 50 mph, and the radius of the area of effect is doubled. If you are a druid with the air or weather domain or a shaman with the nature spirit, the range of the spell is doubled, your caster level is treated as if it were 1 higher than it actually is, the save DC is increased by +2, and if an object is tossed aside by the blast of wind, you may choose the direction that it moves (if you do not choose it is determined randomly).

### Dragonfly Deftness

**School:** Transmutation; **Level:** Alchemist 4, Bloodrager 4, Magus 4, Shaman 4, Sorcerer/Wizard 4, Summoner 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a giant dragonfly wing)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None; **Spell Resistance:** No

You gain the ability to fly as with the *fly* spell except that your speed is 80 feet (or 60 if you wear medium or heavy armor, or if you carry a medium or heavy load). You have perfect maneuverability and you gain Flyby Attack (and are treated as though you had a fly speed). You gain a bonus on your Fly skill checks equal to 1/2 your caster level. If you charge while flying, you gain a +4 bonus on CMB checks made to grapple foes. Unlike a *fly* spell, if *dragonfly deftness* ends while you're in flight, you fall from that height and take appropriate falling damage.





If you cast *dragonfly deftness* while already subject to a *fly* spell you may double the duration of *dragonfly deftness* if at least 2 minutes of duration of *fly* remains. Making this choice causes the *fly* spell to end.

## Drove of Hares

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

**Casting Time:** 1 immediate action

**Components:** V, S

**Range:** 20 ft.

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

**Duration:** 1 minute/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 hares. Large creatures count as 2 and Huge creatures count as 4 against your target limit (you cannot target creatures larger than Huge); familiars and animal companions are unaffected by *drove of hares*. While in hare form, each target's size becomes Tiny, its base speed becomes 40 ft. (unless its base speed is higher), and it gains low-light vision and scent. In addition, each target gains a +4 size bonus to Dexterity, a -2 penalty to Strength, and a +1 natural armor bonus. All the targets of the spell also gain a +4 enhancement bonus on Perception and Stealth checks, Run, and evasion and uncanny dodge (those who already have these abilities gain the improved versions of the abilities instead).

On the same turn that you cast *drove of hares* and as part of the immediate action of the spell, each target may make the equivalent of a single move action. This movement does not provoke attacks of opportunity but must otherwise conform to the normal limits of movement (regarding difficult terrain, inability to move through occupied spaces, etc.).

If you cast *drove of hares* in plains terrain, each target's enhancement bonuses to Perception and Stealth are +8, and each target also gains sprint (see below).

**Sprint (Ex)** Once per minute, a hare can move at a speed of 80 feet as a standard action.

## Dry Spell

**School:** Transmutation [air]; **Level:** Cleric/Oracle 6, Druid 6, Shaman 6, Witch 6

**Casting Time:** 1 hour

**Components:** V, S, DF

**Range:** 1 mile/3 levels

**Area:** 1-mile/3 levels-radius circle, centered on you or a point in space; see text

**Duration:** 1 week plus 1 day/level

**Saving Throw:** None; **Spell Resistance:** No

For a stretch of time ranging from about two weeks to about a month, the air in the general vicinity is particularly dry. If you cast *dry spell* on a point in space, the area is stationary; otherwise, the area of effect moves with you. During this time, there is no non-magical precipitation in the affected area. Clouds continue to form normally, and sometimes even very heavy-looking clouds seemingly ready to burst with rain will float by, but none will release their water while over or within the affected area. Fog and dew may form naturally, and the air may get particularly hazy from humidity, but there will be no precipitation. *Dry spell* grants you no other power over the weather. When you cast the spell, if precipitation is already occurring anywhere within the affected area, that precipitation stops (and appears to do so somewhat naturally—the raindrops already falling continue to fall, etc., but additional raindrops do not descend from the clouds).

If you are a druid, a cleric with the air or weather domain, an oracle with the winds mystery, or a shaman with the wind spirit, then the range is 1 mile/2 levels and the area is similarly increased.

If you cast *dry spell* in an area that normally requires somewhat frequent rain for the proper management of crops or the normal growth of plants, then plants and other living creatures in the area may suffer normally from lack of water.

## Earthen Spellpath

**School:** Transmutation [earth]; **Level:** Cleric/Oracle 5, Druid 4, Inquisitor 5, Magus 5, Ranger 4, Shaman 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (an ankheg's claw)

**Range:** Long (400 ft. + 40 ft./level); see text

**Effect:** One earthen pathway

**Duration:** Concentration; see text

**Saving Throw:** None; **Spell Resistance:** No

*Earthen spellpath* creates a one-way pathway between your space and a 5-ft. space at a specified destination. You don't have to be able to see the destination to identify it, but it must be one you know and could describe clearly, it must be within long range (400 ft. + 40 ft./level), and there must be a contiguous earthen path between your position and the destination (the path need not be straight, but cannot move outside the radius of long range from your starting point). The designation of the destination must be specific and focus on geography rather than targets; it cannot be within a non-natural dwelling (it could be at the site of a deer's nest, but not a home or even a tent). The destination space does not have to



## 101 PLAINS SPELLS

be above ground (it could be underground or in the middle of a shallow pond or stream, for instance) but cannot be within solid ground or under an obstacle that takes up the entire 5-ft. space (such as a Large-sized boulder or tree). For example “right between the apple tree and the cabin, over by the river” is a little bit vague but still works, if the caster knows the tree, cabin and river in question, but “right under the ogre’s feet” does not work even if the ogre hasn’t moved lately and even if you can see the ogre. As a rule of thumb, if a DC 20 Knowledge (geography) check would identify the spot, it can be chosen, though this does not prevent the caster from identifying a specific site that is well-known to the caster but relatively unknown to others.

After you’ve created the pathway, you or others may use it as a channel for casting spells. Spells cast in this way must be cast either from the space where you cast the spell or in a space adjacent to that space, and then the magic of *earthen spellpath* moves the energies of that spell through the pathway and to the destination. The more powerful the spell, the longer it takes to arrive at the destination. Cantrips and 1st level spells move through the pathway instantly and take effect immediately. Higher level spells are delayed by 1 round per spell level, minus 1 round (so a 6th level spell takes 5 rounds to take effect at the destination), and take effect on the caster’s turn (or its equivalent) on that future round.



The spell cast in this way must be one that could target a creature, object, space or area at the destination; it cannot be a spell with a range of touch or one that requires an attack roll. While both *fireball* and *silence* would work, *acid arrow* and *bull’s strength* would not. If the spell affects an area, whether a line, cone, cylinder or otherwise, treat the 5-ft. space at the destination, or any of its adjacent squares or corners, as the origin of the effect.

No more than one spell at any time can be moving through the pathway (casters cannot cast several spells in a row and have them all take effect one after another at the destination). The pathway remains available for use in this way for as long as you maintain concentration to keep it open. A successful use of *dispel magic* or a similar effect, anywhere along the path’s route, ends the spell. If you stop concentrating, then *earthen spellpath* ends, and if there had been an undelivered spell in the pathway, its magical energies dissipate harmlessly. If the pathway’s contiguous nature is broken (such as by an earthquake or flood), the spell ends.

On your turn as a standard action, so long as there are no spells moving through the pathway, you may designate a new destination point for the pathway so long as the new destination meets all the criteria it would have had to have met if it had been the original destination.

If you are a cleric or inquisitor with the earth domain, a druid, an oracle with the nature mystery or a ranger whose favored terrain is the terrain above the entire pathway, then any spell moving through the pathway is treated as though it were one level lower for purposes of determining how long it takes to arrive at the destination. If the spell moving through the pathway has been cast by a cleric or inquisitor with the earth domain, a druid, an oracle with the nature mystery or a ranger whose favored terrain is the terrain above the entire pathway, then the spell is treated as though it were two levels lower for purposes of determining how long it takes to arrive at the destination. If both of these conditions are met, only the more favorable applies.

### Easy Pathway

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

**Casting Time:** 1 standard action

**Components:** V, S, DF/F (a tiny replica of a rake)

**Range:** 60 ft.

**Area:** 60 ft. line; see text

**Duration:** Concentration; see text

**Saving Throw:** None; **Spell Resistance:** Yes



The grasses and other similar natural plants ahead of you bend as if held down by someone pressing on them with a wide rake. As you move, the plants in a 10-foot wide space in front of you extending to the range of the spell are temporarily pressed downward creating an easy path for your travels. The plants behind you spring back to their original position slowly over 1d6 rounds after you pass by. Anyone using the cleared pathway finds that any area that had been light undergrowth is now normal terrain, and any area that had been heavy undergrowth is now light undergrowth.

Each round on your turn as a free action you may change the dimensions of the affected area to 40 feet long by 15 feet wide, or to 30 feet long by 20 feet wide, or back to the original dimensions. When you make one of these changes, the new pathway each round replicates your choice from the previous round.

Maintaining concentration of this spell is particularly easy: you add twice your caster level instead of your caster level whenever you have to make a concentration check to maintain *easy pathway*. In addition, as a free action you may choose to stop maintaining concentration (in order to accomplish other tasks requiring a standard action, including casting spells) and the spell will return to normal functioning 1 minute later if you are within 60 feet of the location where you chose to stop maintaining concentration. At that time, if you are unable or unwilling to reinvest in maintaining concentration, the spell ends.

*Easy pathway* has no effect on plant creatures or on plants already affected by magic (such as those affected by *entangle*).

If you are a cleric or druid with the plant domain, a ranger with plains as a favored terrain, or a shaman with a nature spirit, you may choose for the duration of the spell to be 2 hours/level (maximum of 16 hours) and maintaining the spell will require no concentration.

## Eclipse the Sun

**School:** Illusion (shadow) [darkness, shadow];  
**Level:** Cleric/Oracle 9, Druid 9, Shaman 9, Sorcerer/Wizard 9, Witch 9

**Casting Time:** Varies, see text

**Components:** V, S, M

**Range:** 1 mile/2 levels

**Effect:** Solar eclipse

**Duration:** Permanent (D)

**Saving Throw:** None; **Spell Resistance:** No

The casting time of *eclipse the sun* depends entirely upon the circumstances of your location when you cast the spell. The magic of the spell attunes the sun to you. Regardless of where you are, you must begin casting the spell at sunrise and you do not finish

casting the spell until sunset (you must be able to see the sun throughout the casting). On some worlds, in some seasons, the casting time is relatively short, in other circumstances it could take almost an entire day, in some places, casting the spell won't be possible. A single cloud blocking the sun even for a moment will interrupt the casting. The next time the sun rises, and until you dismiss the spell or it is dispelled, it appears as though it were perfectly eclipsed by a moon that was just the right size to block the entire visible surface of the sun (but no more than that).

This eclipsing only occurs in your presence. If you are underground, indoors or otherwise not in a place where the sun could otherwise shine upon you, there is no eclipse. When you are in a space where the sun could otherwise shine upon you, there is an eclipse. The eclipse extends to an enormous radius around you equal to 1 mile/2 levels. The light level in this entire region is lowered by two steps (though unlike *deeper darkness*, areas of normal light or dimmer become normal darkness rather than supernaturally dark).

The effects of *eclipse the sun* duplicate those of *protective penumbra* except they apply to any creature in the entire area affected.

If you are a cleric with the darkness domain, an oracle with the heavens mystery, a shaman with the heavens spirit, a sorcerer with the shadow bloodline, a witch with the shadow patron, or a wizard specializing in the illusion school, then whenever you are within this eclipsed area, your effective caster level is increased by +1 whenever you cast a spell with the darkness or shadow descriptor (and this caster level increase applies as well to the range of this spell).

While you are in an area where you have an unimpeded view of the horizon in all directions (such as on plains or desert terrain, or perhaps aboard a ship at sea), the range of the effect is 1 mile/level instead.

## False Path

**School:** Transmutation; **Level:** Druid 2, Ranger 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Touch

**Target:** Animal companion, familiar or spirit animal

**Duration:** Concentration; see text

**Saving Throw:** None; **Spell Resistance:** No

You impart to your animal companion, familiar or spirit animal the ability to leave a trail that is otherwise identical to the trail that you would have left behind in that same space. If your animal companion, familiar or spirit animal flies, the trail it leaves behind is on the ground in the spaces



## 101 PLAINS SPELLS

directly beneath its path. While the spell is in effect you can suspend or resume this ability for your animal companion, familiar or spirit animal to leave a false trail as a free action. You may, for instance, suspend the effect, have the animal companion, familiar or spirit animal move to some other location, and then resume the effect. The false trail created by your animal companion, familiar or spirit animal is nearly indistinguishable from the trail you would leave behind (a creature with scent would detect you at the other trail and, following it, would assume it would eventually find you on that trail). The trail created by the spell faintly gives off the signature of transmutation magic to anyone who might be able to detect that, and a successful Perception check (DC 10 + 1/2 your caster level + your spellcasting ability modifier) reveals that there is something amiss with the false trail. The trail left behind by the spell lasts as long as your own trail would normally be left behind.

Your own ability to move without leaving a trail (should you have this ability) is not compromised in any way by this spell. If you are a ranger (or have the ability to have a favored terrain) and the trail that you create is in one of your favored terrains, you add the skill bonus that you would add in that terrain to the DC of the Perception check for others to identify that the trail is false.

### Feed from Friends

**School:** Necromancy [see text]; **Level:** Cleric/Oracle 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** 1 touched living ally

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** No

You touch an ally and cause it to lose 1d4 hit points/level (maximum 5d4) if you succeed on a touch attack. You gain as temporary hit points the same number of points of damage you cause to your ally. The ally may choose to allow your touch attack to automatically succeed. If your touch attack is a critical hit, your ally also suffers 1 negative level and you gain a +1 enhancement bonus to Constitution; both of these effects last for 1 minute. The negative level bestowed by *feed from friends* has no chance of becoming permanent and is regained without requiring a save.

If your ally would be killed by the damage caused by *feed from friends* it only takes as much damage as is required to reduce it to 0 hit points.

*Feed from friends* automatically fails if cast on a non-ally. You may not target yourself or a familiar with this spell. If you cast *feed from friends* on an ally and that ally is unaware of the purpose of the spell (which could include casting the spell on a mount or a pet), then the spell gains the evil descriptor.

During the casting, and for as long as any temporary hit points remain, you produce an excess of saliva and suffer a -2 penalty on Diplomacy checks.

If you are a goblin, then any goblinoid creature is considered an ally for the purposes of this spell. In addition, if you are a goblin, then unless you are good-aligned, the spell has the evil descriptor.

### Fickle Protection

**School:** Abjuration; **Level:** Alchemist 4, Bloodrager 4, Cleric/Oracle 4, Druid 4, Inquisitor 4, Ranger 3, Shaman 4, Sorcerer/Wizard 4, Summoner 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Touch

**Target:** Creature touched

**Duration:** 1d6 rounds/level (maximum 10d6); see text

**Saving Throw:** Fortitude negates (harmless); **Spell**

**Resistance:** Yes (harmless)

*Fickle protection* grants immunity to either electricity or fire, specified at the time of casting. Unlike the benefit granted by *protection from energy*, this immunity persists for the duration regardless of the amount of damage the warded creature would otherwise have suffered. However, the protection's duration is unknown to the caster and unknown to the beneficiary (in game terms, the GM rolls the duration and does not reveal this information to the player).

If you are a ranger with plains as your favored terrain and cast *fickle protection* in warm plains terrain, or other terrains highly susceptible to fires, especially those caused by lightning, *fickle protection* provides immunity to both electricity and fire for the duration.

If you are a bloodrager or sorcerer with the elemental bloodline, a cleric, druid or inquisitor with the fire or weather domain, an oracle with the flame mystery, a shaman with the flame spirit, a naturalist summoner, or a fire elemental wizard, then you can target both yourself and one other creature you can touch, granting the full benefits of the spell to both you and the other target.



## Field of Blades

**School:** Conjuration (creation); **Level:** Druid 3, Ranger 3, Shaman 3, Sorcerer/Wizard 4, Witch 4  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a razor blade)  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** Grasses or similar plants within one 10-ft.-square/level (S)  
**Duration:** 1 round/level (D)  
**Saving Throw:** None or Reflex partial (see text);  
**Spell Resistance:** No

You create a region thick with grasses such that all their blades, leaves and other edges are razor sharp. The plants themselves do not entangle or otherwise inhibit movement differently than normal. However, anyone moving through the area suffers slashing damage for every 5-ft. square area traversed. The amount of damage suffered is 2d6 minus the creature's armor and natural armor bonuses (for example, a creature that has a +1 natural armor bonus and who is wearing leather armor would suffer 2d6-3 slashing damage per 5-ft.-square it walks through). If a creature walking through the razor-sharp grasses is wearing armor above the waist, and this armor does not protect the creature's legs, then the benefit of the armor bonus is halved (so a human wearing a chain shirt would suffer 2d6-2 slashing damage rather than 2d6-4 slashing damage if the chain shirt does not in any way protect the human's legs). A creature in the area that does not move does not suffer damage (when the spell is cast, it causes no damage to those in the area).

The area you select can be of any shape you choose so long as each 10-ft.square area touches at least one other 10-ft. square area. You cannot create the grasses on a surface that cannot support grass (such as over lava, a lake, or empty space).

Plants and plant creatures suffer no damage from this spell and, other than possibly being temporarily transformed (see below), are immune to its effects. Class abilities such as woodland stride, or abilities which mimic those abilities, protect the individual normally (i.e. a 2nd level druid suffers no damage from walking through an affected area).

A creature may attempt to navigate slowly and carefully through a portion of the area. Doing so requires the creature to move at half speed. If, while doing so, the creature succeeds at an Acrobatics check (same DC as would be the save for this spell) it suffers half damage for each such square traversed during that movement. If the Acrobatics check succeeds by 10 or more, the creature suffers no damage for each such square traversed.

If a creature is caused to move through such a region against its will but could have some control over stopping itself (such as being knocked over on a hillside that is covered in these blades, but not such as being subjected to a push or pull effect), it may attempt a Reflex save to halt its motion and reduce the damage it takes. Calculate the distance the creature would have moved without stopping itself. If the creature saves, it stops itself early (if it saves by 10 or more or rolls a natural 20, it stops in the first square and takes no damage; if it saves by 5 or more it stops in the second square and takes no damage from the second square; if it saves otherwise, it stops in the third square and takes no damage from the third square). If the creature fails its save, it moves through all the squares and takes damage for moving through the squares. If the total distance is 15 feet or less and the creature saves, the GM will adjust the damage accordingly.

If you cast *field of blades* in terrain that is already thick with grasses, you may choose to double either the duration or the area of the spell, and all the naturally occurring grasses (but not shrubs, trees, or other plants) in the affected area become similarly razor sharp. In addition, all the skill check and save DCs are increased by +2.

## Fire Bleeder

**School:** Transmutation [fire]; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3  
**Casting Time:** 1 standard action  
**Components:** V, S, M (a pinch of blood mixed with ash)  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** 1 missile/2 levels (maximum 5)  
**Duration:** Instantaneous; see text  
**Saving Throw:** Fortitude partial; **Spell Resistance:** No

You fire missiles at 1 or more targets within range; you may fire more than 1 missile at a single target if you wish. With each missile, you must succeed on a ranged touch attack to hit your target (multiple missiles fired at a single target each requires their own attack rolls). Each missile that hits causes 2d4 points piercing damage and 1d3 points bleed damage. Each target that is hit must attempt 1 Fortitude save per hit. A successful save reduces the piercing damage of that hit to 2 points and reduces the bleed damage of that hit to 1. A target that is hit also gains the fire bleeder special ability.



## 101 PLAINS SPELLS

**Fire Bleeder (Su)** A creature with this special ability has its blood transformed such that its blood reacts upon contact with air. Whenever the creature takes bleed damage, the blood from its wounds aerosolizes, forcefully sprays outward, and combusts. Each creature and object adjacent to the fire bleeder creature must succeed on a Reflex save ( $10 + 1/2$  fire bleeder's HD + fire bleeder's Con modifier) or suffer 1d6 fire damage per point of bleed damage the fire bleeder is taking (maximum 10d6). A creature with the fire bleeder special ability does not suffer fire damage from its own blood but it gains no special immunity or resistance to the fire damage caused by another fire bleeder creature's blood.

If you are a goblin and have the Fire Tamer feat, you may suppress your +2 bonus on saves against spells with the fire descriptor for 1 minute when you cast this spell. If you do, then everyone who gains the fire bleeder special ability from your casting of this spell has the fire damage that they cause increase by +1 point of fire damage per die, and the Reflex save DC to avoid that damage is increased by +2.

### Fire Stomp

**School:** Transmutation [fire]; **Level:** Alchemist 1, Bloodrager 1, Magus 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One 5-ft. square/3 levels section of a fire

**Duration:** 1 minute/level

**Saving Throw:** None and Reflex negates; see text;

**Spell Resistance:** No and Yes

You select a region of a fire and make it both more difficult to quench and more likely to spread. *Fire stomp* always affects at least one 5-ft. section of fire, always affects sections of fire that are adjacent to other affected regions, and cannot affect a fire larger than ten 5-ft. squares. The affected section of fire cannot be extinguished by normal, non-magical smothering means (i.e. pouring sand on it, covering it with a tarp, or stomping it out, etc.), though rapid cooling (such as using copious amounts of water) and magical means still work. Any attempt to quench





the flames by smothering them causes the flames to flare up and spread into an adjacent square (similar to how spraying water on a grease fire causes it to spread). This initial flare-up causes an additional 1d6 fire damage to creatures and objects both in the spaces affected and in the adjacent square (Reflex negates, spell resistance applies). A creature or object that takes this damage has caught fire and automatically takes 1d6 fire damage every round until it succeeds on a Reflex save indicating that it has stopped the fire. Creatures, objects, and non-initially-targeted adjacent areas that are set on fire in this way do not suffer the same fate as the original target of this spell. (The flames in an adjacent space that have been newly set alight can be extinguished by normal smothering means. This also means that someone could wrap an ally that had caught fire in a tarp to quench the flames on that ally.)

Particularly dry areas with an abundance of fuel, such as an arid prairie or forest, could very quickly be subjected to a wildfire by means of this spell.

If you are a goblin, the target is one 5-ft. square/2 levels, the duration is doubled, the Reflex DC to avoid the fire damage is increased by +2, and you gain fire resistance 5 against this fire and any fires caused by the spreading of this fire.

*"Toast the puppy, start the fire  
Stomp the flames, they gets higher!"*

## Fowl Conversion

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a 100 gp gem)

**Range:** Touch

**Target:** One chicken or other Tiny fowl

**Duration:** 1 round/level or permanent; see text

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

You change the target fowl into a cockatrice, with all its abilities and vulnerabilities. The target creature must be an animal and have an Intelligence score of 2 or lower. If the target fails its save, the duration is permanent; if the target succeeds on its save, the duration is 1 round/level. You gain no special protections by casting this spell; when the target transforms it may very well see you as a threat.

If you cast *fowl conversion* in temperate plains terrain (including typical farms), the save DC of the spell is increased by +2 and you may target two Tiny fowl so long as you can touch both of them during the casting.

## Giant Flea Leap

**School:** Transmutation; **Level:** Alchemist 2, Bloodrager 2, Magus 2, Ranger 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of blood from a giant flea)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level; see text

**Saving Throw:** Fortitude negates; **Spell Resistance:** No

You must consume the drop of blood when you cast the spell. Doing so requires making a successful Fortitude save. If you fail the save you are sickened for 1d4 rounds; if you fail the save on a roll of a natural 1 you are nauseated instead for 1d4 rounds. If you succeed on the Fortitude save then, on your turn, as a full-round action, you may jump up to 120 feet. You gain a +20 circumstance bonus on any Acrobatics check you make during that round. The spell ends at the end of your turn when you make this jump.

If you are an alchemist, add your poison resistance bonus to your Fortitude save. If you are a ranger and the giant flea from which you obtained the material component lived in one of your favored terrains then add the bonus you normally gain to skills and initiative in that terrain to your Fortitude save when you cast this spell. If you are a witch and have a giant flea as a familiar you automatically succeed on your Fortitude save.

If you cast *giant flea leap* in terrain where fleas are normally found, the duration of the spell is 1 minute/level and you may make 1 jump/5 levels before the spell ends.

## Gnawing Strike

**School:** Evocation [acid]; **Level:** Alchemist 2, Bloodrager 2, Druid 2, Magus 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (1 drop of giant termite saliva)

**Range:** Touch

**Target:** Melee weapon, touched

**Duration:** 1 round/level

**Saving Throw:** None; **Spell Resistance:** No

You channel unusual acid into the chosen weapon. For the duration, the weapon excretes this acid granting it the ability to ignore hardness of 5 points or less, and the weapon causes an additional 1d6 points of acid damage each time it hits. In addition, if your attack is against an opponent made of or protected by materials other



## 101 PLAINS SPELLS

than stone or metal, you gain a +2 on your attack (i.e. against most creatures not wearing armor or against leather armor or wooden shields, you gain this bonus).

If you are a druid, you also target yourself when you cast the spell and all of your natural attacks, regardless of the form you are in, gain the benefits of the spell.

### Guardian Naga Soul

**School:** Necromancy [evil]; **Level:** Sorcerer/Wizard 7, Witch 7

**Casting Time:** 7 hours

**Components:** V, S, M (the tongue from a guardian naga)

**Range:** Personal

**Target:** You

**Duration:** 1 day/2 levels

You gain strange arcane and divine powers while under the influence of this spell. The duration of the casting of *guardian naga soul* need not be continuous, but all the hours of casting must be completed within 14 hours once you've begun. At the conclusion of every hour of casting, you gain a benefit which then lasts until the spell ends. You gain these benefits, in this order: Alertness, Improved Trip, Lightning Reflexes, Blind-Fight, Combat Expertise, Combat Casting, and Eschew Materials. If you had any of these feats, you do not gain any other instead, and the order in which you gain these feats remains the same.

When you finish casting the spell, you also gain the following spell-like abilities:

Constant – *detect magic, read magic*

3/day each – *cure serious wounds, divine favor, divine power, lesser restoration*

You also gain a poisonous spit attack. Treat this as a ranged touch attack (range 30 feet, no range increment) that causes only poison damage. On a successful hit, the target is poisoned (see below).

**Poison (Ex)** Spit—contact; *save* Fort DC (10 + 1/2 your level + your Constitution modifier); *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

If you cast *guardian naga soul* in temperate plains terrain, you also gain these spell-like abilities:

3/day each – *greater invisibility, lightning bolt, scorching ray, see invisibility*

While you are affected by *guardian naga soul* you find a strong urge to protect treasures and sanctuaries. If you choose to follow these urges, you gain a +4 circumstance bonus on Diplomacy, Perception and Sense Motive checks. Casting this spell tends to attract the attention of both lawful good

powers and a variety of evil powers. In many cases, such an evil being will choose to grant the spell-like abilities granted by this spell, tying the caster to that being. In other cases, a lawful good power tied to the naga whose tongue was used as the component of this spell will send agents to investigate.

### Hag Form, Storm

**School:** Transmutation (polymorph); **Level:** Alchemist 6, Druid 7, Magus 6, Sorcerer/Wizard 8, Witch 7

**Casting Time:** 1 standard action

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

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

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

You become a storm hag. Your size becomes Large, you gain a -1 size penalty to AC and attacks, a +4 size bonus to Strength and Constitution, a +4 natural armor bonus, fly 60 ft. (good), darkvision 60 ft., Spell Resistance (10 + 1/2 your level), storm strike, whipping winds, and two claw attacks (1d4 + Str plus 1d6 electricity).

You also gain these spell-like abilities:

At will – *gust of wind, whispering wind*

**Storm Strike (Su)** Each time you hit a foe with your claw attack or with a weapon that is predominately made of metal, the attack deals an additional 1d6 points of electricity damage.

**Whipping Winds (Su)** As a standard action, you can use *gust of wind* to trip foes. This ability can only affect one target within 30 feet, and you use your normal CMB. The *gust of wind* doesn't create its normal effects. The trip attempt does not provoke an attack of opportunity, but casting the spell-like ability does as normal.

While in the form of a storm hag, you have a powerful drive to abduct humanoid children and immature animals. Should you wish to pursue those drives, you gain a +4 on Bluff, Perception and Stealth checks when you are using them toward those ends. You do not receive these bonuses simply because you are in the form of a storm hag; if you are engaging in other pursuits while in the form of a storm hag, those skill checks do not gain the +4 bonus.

If you are in the form of a storm hag while there are storms in the area, you gain both *lightning bolt* and *river of wind* as spell-like abilities, each of which can be used three times per casting of *storm hag form*.



## Hide Like Halflings

**School:** Illusion (glamer); **Level:** Bard 1, Magus 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 20 ft.

**Targets:** You and several allies within 20 feet; see text

**Duration:** Up to 1 minute/level; see text

**Saving Throw:** None; **Spell Resistance:** No

You and any of your allies between Small and Large size within 20 feet of you are hard to spot whenever you and your allies are in territory that creatures of Small size or smaller could hide in. For example, if you and your allies are in tall grasses, heavy undergrowth in a forest, a room filled with crates and barrels, or the like, you and your allies are disguised by the magic of *hide like halflings* such that you're all treated as if you were two size categories smaller than you actually are for purposes of being noticed by anyone making a Perception check to attempt to find you by sight. The relevant size bonuses to Stealth checks are: Small +4, Tiny +8, and Diminutive +12.

You are not hidden from creatures that could perceive you with other senses such as hearing or scent. Creatures immune to illusions, mind-affecting effects, or that can see invisible creatures or are otherwise able to overcome illusions are unaffected by the glamor.

The duration of the spell is 1 minute/level if you target yourself and 4 or fewer allies. Beyond 4 allies targeted, the duration of the spell is decreased by 1 round/level per additional targeted ally.

## Hive Movement

**School:** Conjunction (teleportation); **Level:** Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (an ant)

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

**Targets:** You and up to 1 ally/level, no two of which can be more than 30 feet apart

**Duration:** 1 round/level

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

The targets of this spell gain the Hive Movement ability.

**Hive Movement:** On your turn you may grant movement to one or more other creatures within 30 feet with this ability. For every ten feet of movement you give up, one creature may move five feet. This movement happens immediately and even though the other individual moves, the movement counts as part



of your turn. The ally's movement provokes attacks of opportunity normally. All forms of movement are possible with this ability, provided that sufficient distance is made available and provided you and the chosen ally share the capacity for that movement form. For example, swimming is normally one-quarter speed and climbing is one-half speed, so if you and an ally are swimming, you could give up 40 feet of your movement (which would allow you to move 10 feet) so that your ally could gain 20 feet of movement (which would actually move that ally 5 feet). You may transfer portions of a double move if you wish (though this only permits you a small amount of movement of your own on your turn). You may not transfer running or jumping movement. One creature with a speed of 50 could give up all 100 feet of movement on its turn, in increments of 10 feet; if it had 5 allies, it could grant 10 feet of movement to each ally.

If *hive movement* is cast in terrain where hive animals thrive, the duration is doubled.

## Hyaenodon Pack

**School:** Conjunction (summoning) [see text]; **Level:** Druid 5, Shaman 5, Sorcerer/Wizard 5, Summoner 4

**Casting Time:** 1 round

**Components:** V, S, F/DF (a bone, nail or tooth from a gnoll ranger)

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

**Effect:** 1 summoned dire hyena/2 levels

**Duration:** 1 round/level

**Saving Throw:** None; **Spell Resistance:** No

When you cast *hyaenodon pack*, a group of dire hyenas appears approximately 50 feet from a point you designate. When the group appears, each member is in motion and runs toward your



## 101 PLAINS SPELLS

opponents and attacks those opponents to the best of its ability. Members of the pack will treat you and your allies as pack members. Whenever it would be to the advantage of anyone in your party, they will use their size, their speed, and their ability to trip opponents, to improve the combat effectiveness of you and your allies. The dire hyenas are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the dire hyenas. The summoned dire hyenas' alignment matches yours and the spell's type matches your alignment.

If you cast *hyaenodon pack* in warm plains, you summon an additional 1d3 dire hyenas and each dire hyena summoned by the spell also has the advanced creature template.

### Identify by Scent

**School:** Transmutation; **Level:** Alchemist 3, Druid 3, Ranger 2, Shaman 3, Summoner 2

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a drop of nasal secretion from a creature with scent)

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You gain the ability to detect creatures by scent. The spell is limited in its application and improves with caster level. For purposes of *identify by scent*, creatures are grouped as follows:

*Alien:* aberration, outsider

*Magical:* dragons, fey, magical beast, monstrous humanoid

*Natural:* animal, humanoid, plant, vermin

*Other:* construct, ooze, undead

While *identify by scent* is in effect, you have the scent extraordinary ability to detect creatures from the natural group, and also from one of the other three groups (you choose which type when you cast the spell and this does not change for the duration). At caster level 7, you may choose two of the other three groups, and at caster level 14 you can detect creatures from all four groups. If you already have scent, then you gain a +2 bonus to both Perception and Survival checks when the scent ability is relevant to the situation.

If you cast *identify by scent* in plains terrain, the duration is 1 hour/level instead.

### Infested House

**School:** Conjuration (creation); see text; **Level:** Sorcerer/Wizard 6, Witch 6





**Casting Time:** 1 standard action  
**Components:** V, S, M/F (a small pane of glass)  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Extra-dimensional house, up to three 10-ft. cubes/level (S), and several hobkins gremlins  
**Duration:** 1 hour/level (D)  
**Saving Throw:** None; **Spell Resistance:** No

This spell creates a temporary house and summons an infestation of hobkins gremlins to haunt it. The house is generally of the spooky, run-down type though it otherwise is similar in size and layout to one created by *mage's magnificent mansion*. The atmosphere of the house is unkempt and run-down, but not dilapidated or in a state of disrepair. There are furnishings, but they are aged and worn. There is no food, the cabinets are bare, and there is no wood for a fire. There is a well, but the pump is broken and so there is no water. When the house is created, it contains no living creatures, no spiders or mice, for instance, though such creatures would seem entirely appropriate.

The spell also summons 1d6/2 levels (with a maximum of 30 individuals) hobkins gremlins (and in this respect, it is a conjuration (summoning) spell). These hobkins gremlins are not organized by a malefactor as would normally be the case in an infestation. They are, however, tied to the house and take great delight in scaring (and harming, if they get the chance) anyone staying in the house. Because they are out of phase, can levitate and are racially inclined toward stealth, they are treated as invisible when the spell is cast. Each hobkins gremlin summoned by *infested house* remains invisible until it chooses to be seen or it attacks.

You and your allies may choose to stay in the house, though the hobkins gremlins do not treat you or your allies as friendly (that is, they are just as inclined to attempt to frighten you as they would be anyone else). Generally, you will use *infested house* as a means of trapping others, such as causing a party of lower-level and meddling adventurers to meet their ends at their own hands.

If you cast *infested house* in an area where no other dwellings are visible from the house (such as on an open prairie or deep in the woods), the spell also summons a hobkins malefactor, each with the advanced creature template and the ability to cast *hold portal*, *obscuring mist*, and *chill touch* (DC 15) as spell like abilities, each 3/day. (Optionally, treat the malefactor as having levels in mesmerist or psychic instead, giving it 1 class level for each of your 3 caster levels.)

## Insatiable Hunger

**School:** Necromancy [curse]; **Level:** Antipaladin 3, Cleric/Oracle 3, Shaman 3, Sorcerer/Wizard 3, Witch 3  
**Casting Time:** 1 standard action  
**Components:** V, S, M (a goblin tooth)  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Permanent  
**Saving Throw:** Will negates; **Spell Resistance:** Yes

The creature you touch becomes able to obtain nutrients from anything it eats though it remains hungry regardless of how much it eats. Note that *insatiable hunger* does not grant the target the ability to physically break up things with its teeth that it normally could not (for example, a human does not gain the ability to chew nails). But, anything that the creature can chew up and swallow will provide it both brief relief from its hunger and some nutrition. Generally, anything the creature eats won't make it sick (even if it normally would), however, *insatiable hunger* does not provide any magical defenses against poison, disease or other conditions which might actually render the target sickened (though see below).

The target must eat its body weight in food every day. Every 8 hours, the target must eat approximately one-third its body weight or it begins suffering from starvation (see Starvation and Thirst in the *Pathfinder Roleplaying Game Core Rulebook*). The discomfort from hunger is constant, but the need to make Constitution checks to avoid nonlethal damage from hunger doesn't begin until eight hours has passed from when it last satisfied its hunger.

If the tooth used as the material component of this spell came from a goblin with the eat anything racial trait, then the cursed creature also gains a +4 bonus on saves versus effects that cause nausea or the sickened condition.

*Insatiable hunger* has no effect on the cursed creature's thirst.

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.

## Insightful Magehunter

**School:** Enchantment [compulsion]; **Level:** Antipaladin 3, Cleric/Oracle 3, Inquisitor 3, Ranger 3, Shaman 3  
**Casting Time:** 1 round  
**Components:** V, S, M/DF (a drop of blood from a magehunter hobgoblin)  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes



## 101 PLAINS SPELLS

The creature you touch gains insight and motivation to combat users of arcane magic. The target gains a morale bonus of +1/3 levels (maximum +5) on attack rolls, damage rolls and saving throws made against arcane spellcasters. The target also gains an insight bonus of +1/3 levels (maximum +5) on Spellcraft checks to identify a spell being cast and on any skill checks made to overcome, negate or respond to the effects of an arcane spell or effect.

If *insightful magehunter* is cast within any goblinoid territory, the duration is doubled and the morale and insight bonuses are +1/2 levels with a maximum of +6.

### Into the Weeds

**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 minutes/level; see text

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

*Into the weeds* grants special temporary insight into navigating the kinds of hazards one might face in wide open grasslands. The recipient gains an uncanny awareness of natural threats (such as dangerous thistles and animal holes hidden under grasses or leaves) 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, Escape Artist and Perception checks.

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

### Into the Weeds, 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 can be more than 30 feet apart

**Duration:** 10 minutes/level; see text

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

This spell functions like *into the weeds* except that it affects multiple creatures.

### Irrigation

**School:** Transmutation; **Level:** Adept 1, Cleric/Oracle 1, Druid 1, Shaman 1

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** See text

**Area:** Up to 1 acre/level; see text

**Duration:** Up to 1 week/level; see text

**Saving Throw:** None; **Spell Resistance:** No

Beseeking the natural and divine spirits in the area, you cause the naturally-existing sources of water to respond by irrigating crops in the area. The effect of *irrigation* is to provide needed water to crops with the following limitations. You can provide up to 10% of the necessary water, per caster level (to a maximum of 100% at 10th level), to up to 1 acre of crops, per caster level (to a maximum of 10 acres), for up to 1 week per caster level (to a maximum of 10 weeks). At 5th level the water provided by your casting of *irrigation* provides 50% of the needed water to up to 5 acres of crops for up to 5 weeks. If there is no other source of water, some crops will fail regardless of your efforts, some crops will provide diminished returns, etc. These details will be determined by the GM.

If *dispel magic* or something similar is successfully used anywhere in the affected area (specifically to affect *irrigation*), the effects of *irrigation* end immediately.

If you cast this spell in temperate plains terrain, your effective caster level is increased by +1.

### Join Swarm

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

**Casting Time:** 1 standard action

**Components:** V

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

You must be adjacent to or sharing the space of a swarm when you cast *join swarm* or the spell fails. You transform into a member of the swarm (you become a spider if it's a spider swarm, a locust if it's a locust swarm, etc.) and join the swarm. While a member of the swarm you gain all the immunities and other benefits of being in the swarm and you gain the typical, physical traits of the creature (if you become a spider you can climb, if you become a wasp you can fly, etc.). You maintain the form only as long as the swarm persists and revert to your



own form immediately if the swarm is dispersed or destroyed. While a part of the swarm you can only take actions that the swarm could take, except that you can choose to end your participation and revert to your normal form, though you will occupy the same space as the swarm when you revert and the swarm will no longer recognize you as part of it. While you are a member of the swarm you can influence it. You can determine the path that it travels, the creatures that it attacks, and so on.

You may only join a swarm of vermin or animals, and the creatures in the swarm must be of fine or diminutive size. Attempting to join a swarm of another kind of creature or of another size of creature causes the spell to fail.

You may join a summoned swarm. You revert to your normal form when the duration of the summoning ends. If the original caster of the summoned swarm has the ability to control that swarm, then whenever you attempt to control the swarm instead you must succeed at an opposed Charisma check against that other caster.

When you revert to your normal form, if you are in a space which cannot accommodate your body, you are moved to the nearest adjacent space and suffer 2d6 damage per 5 feet of space between where the swarm had been and where you appear.

If you join a swarm of the same kind of creature as your animal companion, familiar or spirit animal, the DCs of the saves of all of your special attacks while in the form of the swarm are increased by +2. If you are a druid with the animal domain, a shaman with the nature spirit, or a witch with the animals patron, the duration of the spell is doubled. In this case if you are required to make a check to control the swarm you add +2 to your roll.

## Join Swarm, Mass

**School:** Transmutation (polymorph); **Level:** Druid 5, Shaman 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V

**Range:** 20 ft.

**Targets:** You and up to 1 ally/level

**Duration:** 1 minute/level (D)

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

This spell functions as *join swarm* except that it allows your allies (who must share the space of the swarm or be adjacent to it when you cast the spell) to join the swarm as well. Your allies give up their independence while under the influence of this spell. They take no actions on their turns; only you can control the swarm. If the swarm is dispersed or destroyed, you and your allies revert to your original forms and occupy the nearest available spaces. If you are somehow killed or rendered unconscious without the swarm itself being dispersed or destroyed, your allies revert to their original forms and occupy the nearest available spaces.

When you or your allies revert to your normal forms, if you or your allies are in spaces which cannot accommodate your body or your allies' bodies, each body is moved to the nearest adjacent space and suffers 2d6 damage per 5 feet of space between where the swarm had been and where the body appears. In cases where two bodies could occupy the same space but for this constraint, and one body will suffer more damage than the other because it must appear farther away, the destination spaces of those bodies are determined randomly.





## 101 PLAINS SPELLS

### Kaleidoscope of Butterflies

**School:** Conjuration (summoning); **Level:** Bard 1, Druid 1, Shaman 1, Sorcerer/Wizard 1, Summoner 1, Witch 1

**Casting Time:** 1 round

**Components:** V, S, F/DF (a miniature butterfly net)

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

**Effect:** One swarm of butterflies

**Duration:** Concentration + 1 minute

**Saving Throw:** None; **Spell Resistance:** No

You summon a swarm of butterflies (the species will be native to the area or to a nearby area). This swarm is harmless and does not attack creatures within its area except with its distraction special attack.

If you cast *kaleidoscope of butterflies* in a time and place where butterflies naturally occur, you summon two swarms which appear adjacent to one another.

### Butterfly Swarm

*A kaleidoscope of color announces the arrival of a mass of thousands of beautiful, fluttering insects.*

#### BUTTERFLY SWARM

CR 1

XP 400

N Diminutive vermin (swarm)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +1

#### DEFENSE

**AC** 15, **touch** 15, **flat-footed** 14; (+1 Dex, +4 size)

**hp** 9 (2d8)

**Fort** +2, **Ref** +1, **Will** +1

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

**Weakness** swarm traits

#### OFFENSE

**Speed** 5 ft., fly 20 ft. (average)

**Melee** none

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 10)

#### STATISTICS

**Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

**Base Atk** +1; **CMB** —; **CMD** —

**Skills** Fly +8, **Perception** +3

**SQ** swarm traits, vermin traits

#### ECOLOGY

**Environment** temperate or warm forests or plains

**Organization** solitary, pair, flutter (3–6) or ramble (7–12)

**Treasure** none

### Kamadan Hunter

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a kamadan's tooth)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None and Fortitude negates; see text; **Spell Resistance:** No and no

You gain heightened, supernatural senses and abilities which improve your ability to hunt. You gain a +2 enhancement bonus to your Dexterity and you gain the Combat Reflexes and Dodge feats. If you meet the prerequisites, you also gain the Mobility feat. In addition, you gain a +2 circumstance bonus to Acrobatics, Perception and Stealth checks.

Once, on your turn as a standard action that does not provoke an attack of opportunity, you may produce a 30-ft. cone of gas that causes living creatures caught in the cone to fall asleep for 1d4+1 minutes (Fortitude negates). Slapping or wounding a creature put to sleep by this cone will awaken the creature, but normal noise will not. This is a sleep effect. This cone is produced as a breath weapon and when you use it, the spell ends.

If you cast *kamadan hunter* in temperate or warm plains terrain, you also gain the pounce ability and the save DC of the sleep cone is increased by +2.

### Longshanks

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a grasshopper leg)

**Range:** Touch

**Target:** One Small or Medium humanoid creature touched

**Duration:** 10 minutes/level

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

The legs of the creature you touch grow approximately 50% in length. If the creature is Small its size changes to Medium. If the creature is Medium, its size remains unchanged. The awkwardness of having one's legs substantially longer than normal causes a -2 penalty to all of the creature's Dexterity-based skill checks; having longer legs does mean the creature has a longer stride and so its base speed increases by 10 feet (to a maximum base speed of 40 feet). The changes brought about by this spell have potentially deleterious effects on some



creatures' abilities. For example, a dwarf loses stability, a fetchling's racial bonus on Stealth checks is lost, a gnome's defensive training benefit is reduced from +4 to +2, a goblin loses its +4 racial bonuses on Hide and Stealth checks, a halfling's sure-footed bonuses are lost, a hobgoblin's sneaky benefit is reduced from +4 to +2, a tengu's bonus to its Stealth checks from its sneaky ability are lost, and a tiefling loses its +2 racial bonus to Stealth checks. Similar abilities present in other races are lost per GM adjudication. If *longshanks* is cast in plains terrain, the duration is 1 hour/level instead.

## Longshanks, Mass

**School:** Transmutation; **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a grasshopper leg)

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

**Target:** One Small or Medium humanoid creature/level, no two of which can be more than 30 feet apart

**Duration:** 10 minutes/level

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

This spell duplicates *longshanks* except that it affects multiple creatures.

## Long-Range Forecast

**School:** Divination; **Level:** Druid 6, Ranger 4, Shaman 6

**Casting Time:** 10 minutes (or longer, see text)

**Components:** V, S, DF

**Range:** See text

**Area:** See text

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** No

The more time you spend casting the spell, the greater the area and scope of your knowledge about the weather patterns in the area. When you cast *long-range forecast* you gain general and not specific information about the weather. The farther into the future you scan, the more accurate and more general your knowledge becomes (for instance, with *long-range forecast* you might determine with nearly 100% certitude that next winter will be wetter and colder than normal).

If you spend 10 minutes casting the spell, you gain insight about the weather for the period between one week and one month from the present. The accuracy of the information is the same as that gained by succeeding on a Survival check to predict the weather (though you make no check with this spell). For every 10 minutes you add to the casting time,

you extend the length of the prediction by another month (to a maximum of one year at 2 hours casting time). If your casting is interrupted, your forecasting ability extends to the number of months you had obtained up to that point in the casting.

The range of the prediction is 20 miles around you, plus an additional 10 miles for every additional 10 minutes you successfully added to the casting time (to a maximum of 130 miles around you).

Barring substantial magical changes to the environment (as determined by the GM), you may Take 20 as a free action on Survival checks to predict the weather in the area of your spell for the number of months you were able to predict.

A cleric with the weather domain may take *long-range forecast* instead of *control winds* as a 6th level domain spell. An oracle with the nature mystery gains access to *long-range forecast* as a 6th level spell.

If you are a druid with the weather domain or if you are a ranger casting the spell within one of your favored terrains, the duration and range of your knowledge is doubled after the initial 10 minutes of casting time (i.e. your predictions extend forward 2 months and the range extends outward for 20 miles for every 10 additional minutes you spend casting the spell).

## Mask of Horror

**School:** Transmutation [fear, mind-affecting, sonic];

**Level:** Bard 2, Bloodrager 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of skin from a krenshar's face)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** None and Will negates; **Spell**

**Resistance:** No and yes

The skin on your face temporarily burns (this does not harm you) and those looking at you see what appears to be the skin of your face peeled away from your skull. In addition to this horrible visage, your mind is modified somewhat; you are stealthier and have the Improved Initiative feat, and you gain a +4 circumstance bonus on Intimidate, Perception and Stealth checks. Strangely, these changes also incline you toward a certain kind of feral, magical solitude—until the spell ends, you cannot speak and you can only understand the Sylvan language (this may affect your ability to cast spells). You can overcome the language comprehension problems by using *comprehend languages*, *tongues*, or similar magic; however, you still cannot speak.



## 101 PLAINS SPELLS

While you are affected by *mask of horror*, you can, as a standard action that does not provoke an attack of opportunity, emit a loud screech causing extreme fear in one creature within 100 feet so long as it can see and hear you. That creature must succeed at a Will save or it is frightened for 1d4 rounds. This is a sonic, mind-affecting fear effect. Each time you emit this screech, the duration of the spell is decreased by 5 rounds. You cannot use this screech if fewer than 5 rounds of duration remain.

If you cast *mask of horror* in temperate forests or plains, the save DC of your screech is increased by +2 and the duration of the frightened condition is 2d4 rounds instead.

### Mastodon Massacre

**School:** Conjuration (summoning); **Level:** Druid 8, Summoner 6

**Casting Time:** 1 round

**Components:** V, S, M (a piece of mastodon fur)

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

**Effect:** A herd of mastodons

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex half (see text); **Spell Resistance:** No

You conjure a small number of mastodons; you summon 4 mastodons plus 2 additional mastodons per level above 15th (to a maximum of 16 mastodons at 20th level). The herd occupies a space at least 30-feet by 30-feet and no more than 60-feet by 60-feet. Within that region, each mastodon appears adjacent to at least two other mastodons but otherwise you may cause them to appear in whatever arrangement fits these limitations. The herd immediately runs in the direction you indicate. The herd moves at a rate of 80 feet per round in a straight line. Any creatures caught in the herd's path take  $2d8 + 18$  points of damage per mastodon that completely moves through its space. A successful Reflex save halves this damage.

At the end of your turn, if there are any creatures in the spaces occupied by any mastodons, the mastodons are moved in ways that produces the least overall increase in area in the size of the herd. Such movements may cause any number of the mastodons to no longer be adjacent to other mastodons. On your next turn, to the degree to which it is possible, the mastodons will move so as to return to a formation where each mastodon is adjacent to at least two other mastodons.

If the herd's path would put it in an obviously dangerous area or force it to move through a solid barrier, the herd changes direction before it

would pass through that area (or collide with the barrier) and moves in a new randomly determined direction until it reaches another obstacle or the spell's duration ends. The herd will not attempt to move through large, solid structures such as a house; however, smaller, less permanent structures, especially if they are smaller than an individual mastodon, will simply be trampled by the herd.

### Mercurial Cover

**School:** Evocation (force); **Level:** Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of mercury)

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

**Effect:** 30-ft.-diameter disk of force

**Duration:** 1 hour/level

**Saving Throw:** None; **Spell Resistance:** No

You produce a slightly convex, circular plane of force that floats above and stays with you. The disk is 30 feet in diameter and a half-inch thick at its center. The disk prevents rain, hail and similar precipitation from falling onto you and those around you. The disk is transparent unless you choose for it to be tinted a smoky color in which case the disk also provides shade from the sun (though it retains its transparent nature and does not significantly reduce the ability of creatures above you to see through it to your party below). The disk floats above you, remaining approximately two feet above your head, and moving at your speed. The center of the disk remains above you; others who are more than 15 feet away from you (or less if you are Large or larger) in any direction are not entirely shielded by the disk. The disk winks out of existence when the spell ends or if you move beyond its range. The disk does not support significant weight (it cannot, for instance, carry people as it floats above you).

Arrows, bullets, stones and other small projectiles or missiles that would otherwise follow a path that would be blocked by the disk are in fact prevented from penetrating the disk (unless they are magically able to move through a shield of force). Very large missiles (such as a giant's thrown rock or a ballista's bolt) that collide with the disk will cause the disk to wink out of existence (and end the spell) – however, against the particular object colliding with the disk, anyone protected by the disk has a +4 shield bonus to AC. The disk prevents line of effect but not line of sight against magical energies. In cases such as a *fireball* exploding in front of you or under the disk, the disk provides no benefit, but, in cases such as the pummeling effect of *ice storm* the disk does provide protection. The nature of the protection is subject to GM adjudication.





## Mesmerizing Waves of Grain

**School:** Illusion (pattern) [mind-affecting]; **Level:** Bard 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a fragment of a plant which normally has a symmetric pattern)

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

**Area:** One 20-ft. cube/level (S)

**Duration:** Concentration

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

Creatures within and able to see the plant-life in the area find themselves unable to take their eyes off of what they see as the mesmerizing undulations of the plants around them. Such creatures failing their saves remain fascinated for the duration. Sightless creatures, animals, constructs, plants, undead and vermin are not affected.

*Mesmerizing waves of grain* can only be cast in areas of heavy plant growth (such as might be found in a prairie, forest or a bed of kelp).

## Nightvision

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

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a tear from an owl or lemur)

**Range:** Personal

**Target:** You

**Duration:** 3 hours/level

You gain the ability to see in the dark during the time from the twilight as the sun is setting until the twilight after the sun has risen. During these periods, you have low-light vision (if you already have low-light vision, you gain a +2 competence bonus to Perception checks relying upon sight), and you also gain the ability to see 60 feet in total darkness (you have darkvision 60 ft.).

The benefits granted by *nightvision* do not depend merely upon being in dim or dark conditions, the magic is also attuned to the time of day. During the times when you are granted low-light vision and darkvision, they function regardless of your location (i.e. underground and indoors as well as out on the prairie under the stars). However, the benefits granted do depend upon your being exposed to the relevant astronomical conditions (so if you've been living underground for several days, *nightvision* will not work for you so long as you remain underground and you are not exposed to the regular rising and setting of the sun; but if you've been indoors and have been able to easily distinguish daytime from night, the spell works normally). In ambiguous cases, GM adjudication prevails.

If you are in terrain where you have clear line of sight to the horizon (such as plains or desert terrain), then the limit of your darkvision is 120 ft. and you gain a +4 circumstance bonus to Perception checks to avoid being surprised in situations where being able to see in the dark would reasonably reduce your chances of being surprised.

If you are a cleric with the darkness domain or an oracle with the heavens mystery, you may cast *nightvision* as a 2nd level cleric/oracle spell.

## Nimble Courser

**School:** Transmutation; **Level:** Antipaladin 1, Bloodrager 1, Druid 1, Paladin 1, Ranger 1, Shaman 1, Summoner 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of food appropriate for the mount)

**Range:** Touch

**Target:** Mount

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates; **Spell Resistance:** No

You grant a +10-foot enhancement bonus to the base speed of a mount (this improves to +20-



## 101 PLAINS SPELLS

foot if you are at least 7th level). It has no effect on other modes of movement such as burrow, climb, fly, or swim unless that is its primary form of movement.

If this spell is cast in plains terrain, the mount also gains the Endurance and Run feats. If the creature already has Endurance or Run then *nimble courser* grants it a +6 bonus on any save or check for which it is normally granted a +4 bonus by the Endurance or Run feat.

### Nimble Courser, Mass

**School:** Transmutation; **Level:** Antipaladin 4, Bloodrager 4, Druid 4, Paladin 4, Ranger 4, Shaman 4, Summoner 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of food appropriate for the mount)

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

**Targets:** Up to 1 mount/level, no two of which can be more than 30 feet apart

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates; **Spell Resistance:** No

You grant a +10-foot enhancement bonus to the base speed of a mount (this improves to +20-foot if you are at least 13th level). It has no effect on other modes of movement such as burrow, climb, fly, or swim unless that is its primary form of movement.

If this spell is cast in plains terrain, the mount also gains the Endurance and Run feats. If the creature already has Endurance or Run then *nimble courser* grants it a +6 bonus on any save or check for which it is normally granted a +4 bonus by the Endurance or Run feat.

### On the Plains of Avernus

**School:** Conjunction (summoning) [evil, fire, lawful, poison]; **Level:** Cleric/Oracle 6, Sorcerer/Wizard 6, Summoner 5

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a pinch of ash from the Hells)

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

**Effect:** See text

**Duration:** Concentration

**Saving Throw:** Fortitude partial or Reflex half; see text; **Spell Resistance:** No or Yes; see text

You summon energies from the Hells into the space around you. For as long as you concentrate, every space within range is subject

to energies from the fiery, toxic planes of Hell. This manifests in the following ways. Every spell cast in the area with the evil, fire, lawful or poison descriptor functions as though its caster level were 2 higher (multiple descriptors do not stack). To cast a spell with the chaotic or good descriptor, the caster must succeed on a concentration check or lose the spell (DC 20 + the level of the spell).

Each round on your turn either a minor *cloudkill* effect or a *fireball* effect occurs within range as either fire or noxious fumes pour in from Hell (50% chance of either effect). If the *cloudkill* effect occurs, the gas persists only until the start of your turn on the next round and the cloud does not move. If the *fireball* effect occurs, the damage is 6d6 fire. Creatures affected by either the *cloudkill* or *fireball* effects are granted the saving throws appropriate to those spells though the DCs are set by *on the plains of Avernus*.

### Outnumbered

**School:** Enchantment (compulsion) [emotion, mind-affecting]; **Level:** Bard 2, Cleric/Oracle 2, Inquisitor 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Targets:** Up to 1 creature/level, no two of which can be more than 30 feet apart

**Duration:** 1 minute/level

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

Creatures failing their saves become anxious about being outnumbered. This induces in them a tendency to avoid combat, to seek alternative solutions to problems, or to flee. Creatures affected by *outnumbered* suffer a -4 penalty on initiative checks, a -5 ft. penalty to their base speeds (unless they are fleeing), and a -2 penalty on their first attack of any combat.

Each time a creature affected by *outnumbered* witnesses an ally taken out of combat (such as being knocked unconscious, held, unable to act on its turn or killed), it must succeed on another Will save or be shaken. A shaken creature affected by *outnumbered* who witnesses an ally taken out of combat must succeed on another Will save or be frightened.

Chaotic evil humanoids are particularly susceptible to this spell and suffer a -4 penalty on their saves against it.



## Peculiar Evader

**School:** Abjuration; **Level:** Bard 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, F (any trinket voluntarily offered by a brownie)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

You become supernaturally gifted at avoiding danger; however, this comes at a cost. You gain a +4 circumstance bonus on all Acrobatics, Bluff, Escape Artist, Handle Animal (when used to escape harm), Perception, Sense Motive and Stealth checks. Each round, at the start of your turn you may, as a standard action that does not provoke an attack of opportunity, use *lesser confusion*, *mirror image*, or *ventriloquism* as a spell-like ability. If you make use of either *mirror image* or *ventriloquism*, that spell-like ability persists for only 2 rounds. Each time you use one of those spell-like abilities, the duration of *peculiar evader* is reduced by 5 rounds; if fewer than 5 rounds of the spell remains, *peculiar evader* ends at the end of your turn on the round you use one of the spell-like abilities (though a use of *mirror image*, or *ventriloquism* still persists for 2 rounds).

While *peculiar evader* is in effect, you have a tendency to speak strangely, using unusual colloquialisms and odd expressions, and if you speak more than one language, you tend to change languages frequently when you speak. If others are trying to understand you, they must succeed at an Intelligence check, DC 8 + the number of languages you speak in that phrase, to understand you. In addition, you have a revulsion to causing lethal damage while under the effect of this spell. If you cause lethal damage (regardless of how this happens, even as the unintended consequence of an otherwise harmless spell), the spell ends.

If you are an elf, a bard with the magician or street performer archetype, a sorcerer with the fey bloodline, an abjurer, or a witch with a deception patron, the duration of the spell is 1 minute longer. If you are trained in Linguistics, you may choose to reduce the DC of the Intelligence check when others are trying to understand you by one-half the number of ranks you have in Linguistics.

## Petrification Resistance

**School:** Abjuration; **Level:** Alchemist 3, Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a weasel's liver)

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

**Targets:** 1 creature/3 levels, no two of which can be more than 30 feet apart

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates (harmless); **Spell**

**Resistance:** Yes (harmless)

*Petrification resistance* grants temporary immunity to the petrification caused by a cockatrice and grants a +4 to all saving throws against any other effect which could turn the subject to stone.

If you have a weasel familiar, your relationship with that familiar may become strained depending upon the circumstances under which you prepare for and cast this spell, per GM adjudication.

If *petrification resistance* is cast in temperate plains terrain, the duration is doubled.

## Phantasmal Prairie

**School:** Illusion (phantasm) [mind-affecting];

**Level:** Bard 3, Magus 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S

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

**Targets:** One living creature/2 levels, no two of which may be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Will disbelief; **Spell Resistance:** Yes

You implant within the minds of your targets the illusion that they are in tall grasses (tall enough that they cannot see over it). Those who fail to disbelieve the *phantasmal prairie* are treated as though they were really standing in the middle of a field of grasses taller than themselves (all sight beyond 5 feet, including darkvision, is obscured). Creatures 5 feet away from the targets have concealment relative to the targets (attacks by the targets against others have a 20% miss chance). They are also treated as lost (if applicable).

As the *phantasmal prairie* exists only in the minds of the targets, it cannot be burned away, trampled down or otherwise overcome. Targets cannot escape the *phantasmal prairie* by moving, even by teleportation.

Targets of the spell also perceive everyone else around them to be in the prairie, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

When the spell ends, if any of the targets are also actually in tall grasses, those targets remain lost.



## 101 PLAINS SPELLS

### Plains Clan

**School:** Abjuration; **Level:** Adept 4, Cleric/Oracle 4, Druid 4, Ranger 3, Shaman 4

**Casting Time:** 10 minutes

**Components:** V, S, M/DF (possessions of clan; see text)

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

**Targets:** Up to 2 creatures/level, no two of which can be more than 60 feet apart

**Duration:** 1 year + 1 week/level (D)

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

Casting *plains clan* is normally done as part of a community ritual attended by nearly everyone in the group. For extremely large populations, these rituals will often include multiple casters casting the spell at roughly the same time (though selecting different targets). The spell fails if cast in a region other than plains terrain and no one may be selected as a target who is not in plains terrain. Each person selected as a target delivers some small item (which could be a possession, a lock of hair, or just about anything, so long as it is freely given) into the caster's space at some time during the casting. People can designate proxies to deliver items for them, for example, a mother might place several items into the caster's space for herself and her children. Those who cannot designate proxies (the very young, the infirm, the unconscious, animals considered to be part of the community, etc.) can have proxies assigned to them by elders or other leaders in the community.

If more than one casting of *plains clan* occurs and their casting times overlap by at least 1 minute, then everyone who is affected by one casting is considered to have been affected by the other appropriately overlapping castings. (If several such castings occur, and some of them do not have overlapping casting times, then the targets of those groups are not considered to have been so affected.) Everyone affected by one or more simultaneous or appropriately overlapping castings of *plains clan* are thereafter connected to one another in profound ways. Each recipient of this spell (or one of the simultaneously or appropriately overlapping cast spells) is thereafter recognized as a clan companion.

Future castings of *plains clan* can add new individuals as clan companions, and they will be added to all the clan companion groups to which the caster belongs (which could be significantly many). In large communities, the casters will often not include themselves as targets of their own spells,

inviting other casters to target them, fostering trust within the community. Small, sometimes isolationist or xenophobic groups will often intentionally create insular groups of clan companions and intentionally not include other people.

Each clan companion who is also a spellcaster is treated as one level higher for the purposes of determining the effects of spells targeting other clan companions (damage, healing, save DCs, etc.); if any spell cast is already being cast at the highest effect possible for that spell (i.e. *cure moderate wounds* is being cast to cure 2d8+10 points), then add +1 for each level of the caster to the result, not to exceed the spell's original maximum (*cure moderate wounds* would still cap at 26 hp). Whether the caster casts *fireball* or *protection from energy*, if a clan companion is the target or within the area of effect, that *fireball* or *protection from energy* is treated as though it were cast by a caster 1 level higher than is actually the case.

An individual clan companion (or group of individual clan companions) targeted by *dispel magic* or a similar spell or effect will lose the benefits of *plains clan* if the dispel check (or similar effect) is successful. That person will not be a clan companion for purposes of this and similar spells until another casting reestablishes that person as a clan companion.

A caster may dismiss the effect on any target of its own casting (which does not affect the other targets of its casting). This has the effect of removing that target as a clan companion from all the appropriately overlapping castings as well. This is sometimes done to free an individual from the group for various reasons (perhaps spiritual or otherwise), and it is sometimes done as a form of punishment. In either case, a future casting of *plains clan* reestablishes the connections and is often cause for celebration.

In addition, several spells which are only available to clan companions or which have additional effects when targeting clan companions, become available: *converse with clan companions*, *recognize clan companion*, and *we change together*.

The *plains clan* spell and others like it found in *101 Swamp Spells* and elsewhere are designed to give GMs and players opportunities to expand the way other spells are used and to help shape narratives for play. GMs are encouraged to use such spells to build and maintain interesting NPCs and communities with which the PCs may interact.



## Plains Loper

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

**Casting Time:** 1 standard action

**Components:** V, S, M (see text)

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

Muscles and tendons in your feet and legs transform granting you a +5 competence bonus on Acrobatics checks when jumping and on Reflex saves required as a consequence of any Acrobatics check you make when jumping. In addition, you may always take 10 on an Acrobatics check to jump and you treat all your horizontal jumps as though you had a running start of at least 10 feet. The material component of the spell is a hair, nail, or other bit from the leg or foot of any animal or vermin known for jumping. If the creature from which you obtain the material component has a racial modifier to Acrobatics for jumping (such as a fox or a goat), add one half that creature's modifier to your competence bonus on Acrobatics checks from this spell (but do not increase the competence bonus to Reflex saves).

If, on your turn, you use all your actions for movement and you carry out all your movement with repeated jumps, you may make 4 such jumps on your turn, moving the indicated distance each time. For instance, if your base speed is 30 and you had a +5 on your Acrobatics checks prior to casting *plains loper*, while under the effect of this spell each Acrobatics check is now at +10, and you can take 10 each time, giving you a result of 20 each time. In this case, you therefore move 80 feet on your turn (if you take 10 each time). You may not take a 5-foot step on any round in which you move in this way, but unlike running, your movement does not have to be in a straight line. Also, because of the transformation in your feet and legs, moving by jumping does not tire you—you may move in this way throughout the duration of the spell without becoming tired.

*Plains loper* has no other effects on tactical movement though you still retain the bonuses to Acrobatics checks and associated Reflex saves while jumping.

If you cast *plains loper* in plains terrain, the duration is 1 hour/level.



## Plains Savagery

**School:** Transmutation [chaotic]; **Level:** Bloodrager 2, Cleric/Oracle 1, Magus 2, Ranger 1, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a drop of blood)

**Range:** Touch

**Target:** Melee weapon touched

**Duration:** 1 round/level; see text

**Saving Throw:** Will negates (harmless, object);

**Spell Resistance:** Yes (harmless, object)

You temporarily grant a melee weapon an animated spirit of difficult-to-constrain savagery. This is not true intelligence and so the item does not gain an Intelligence score. Instead, the item seems to have a will of its own in the same way that many other manufactured objects sometimes seem (especially to the superstitious or teleologically inclined) to have their own goals.

The first time each round that an attack is made with the weapon affected by *plains savagery*, resolve the attack by rolling both a d4 and a d20. If the sum of the results of the dice is within the threat range of that weapon, then that attack is both a hit (even if it otherwise would not be high enough to hit the AC of the target) and a threat (do not use the result of the additional die, or roll an additional die, on the confirmation roll). If the result of the dice is such that the number on the d20 minus the number on the d4 is 1 or lower, then the weapon is dropped into the space of the target that was being attacked (no save). The weapon retains its savagery and will continue to affect the first attack roll made with the weapon each round regardless of who uses the weapon.

Each time that the weapon affected by *plains savagery* actually results in a critical hit, the remaining duration of the spell is reduced by 1 round. (For example, if 5 rounds of duration



## 101 PLAINS SPELLS

remained at the start of a round, and the weapon failed to cause a critical hit that round, then 4 rounds of duration would remain at the end of that round, but if the weapon did cause a critical hit that round, then only 3 rounds of duration would remain at the end of that round.) If 1 or fewer rounds of duration remain after a critical hit is caused by the weapon affected by *plains savagery*, the spell ends.

This spell has no effect on intelligent items or artifacts. The weapon affected by *plains savagery* is not considered magical for combat purposes if it was not already magical.

If you have the chaos, luck or trickery domain, have plains as a favored terrain, or are a gnoll, a d6 is rolled instead of a d4 when determining the outcome of attacks with the weapon modified by *plains savagery*. If you cast the spell in warm plains terrain, the initial duration of the spell is doubled.

### Poisoned Plants

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

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a leaf from a poisonous plant)

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

**Area:** Plants in a 20-ft.-radius spread

**Duration:** 1 minute/level

**Saving Throw:** None; see text; **Spell Resistance:** No

You transform the leafy plants in the area to exude poisonous oils, much like plants like poison oak. Exposure to the poison does not itself automatically cause a reaction; the longer someone remains in contact with the poisoned plants, the most powerful the effect. For each round that someone is exposed to plants affected by *poisoned plants*, the DC of the Fortitude save to prevent the effect is increased by +1/2 (rounded down, to a maximum of +10). Anyone spending more than one minute in such plants is treated as having had a severe exposure to the poison.

For example, a typical exposure to poison oak has a poisonous effect; the onset happens an hour after contact, and the Fortitude save DC to avoid being poisoned is 13. If someone spent four rounds walking through plants affected by *poisoned plants* the DC of that Fortitude save would be 15 instead of 13.

A Knowledge (nature) check, DC 15, reveals that the plants are poisonous.

### Porcupine Armor

**School:** Transmutation; **Level:** Alchemist 1, Druid 1, Ranger 1, Shaman 1

**Casting Time:** 1 standard action

**Components:** V, S, M (porcupine quill)

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 minute/level (D)

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

The target is covered in quills (if the target is wearing clothes or armor, the quills are outside the clothes or armor). A creature that strikes the target with a melee weapon, an unarmed attack, or a natural weapon takes 1d4 points of piercing damage. Weapons with reach do not endanger an attacker in this way. Any creature that grapples the target takes 2d4 points of piercing damage and continues taking that damage each round the grapple is maintained.

### Prairie Lightning Storm

**School:** Conjuration (creation) [air, electricity, sonic, water; see text]; **Level:** Druid 8, Shaman 8, Sorcerer/Wizard 8, Witch 8

**Casting Time:** 1 standard action

**Components:** V, S, F/DF (any piece of metal jewelry once worn by a storm giant; see text)

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

**Area:** Cylinder (60-ft. radius, 60 ft. high); see text

**Duration:** 1 round/2 levels; see text

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

You conjure an amazing storm of wind, rain and lightning. If there are already significant clouds in the area, then the clouds immediately above the area of effect roil and churn and the magic of *prairie lightning storm* channels effects through those clouds. If those clouds were already producing lightning and precipitation, the duration of the spell is increased to 3 rounds + 1 round/2 levels. If those clouds were either not producing lightning or not producing precipitation, the duration of the spell is unchanged. If there were clouds in the area, but nothing like a storm was immanent, then the duration of the spell is unchanged but the first two rounds of the spell produce no effects other than to gather clouds into the area. Finally, if there were no clouds in the area or the environmental conditions were stable and not at all conducive to the production of rain, then the duration of the



spell is halved and the first two rounds of the spell produce no effects other than to gather clouds into the area.

Those within the area are buffeted by roaring winds and are subjected to frequent lightning strikes and loud thunder, strong gusts of wind, pounding rain and occasional hail. Each round the storm causes 12d6 damage to those in the area, divided between electricity, sonic and bludgeoning damage (Reflex save for half). Unless you determine otherwise, that damage is 4d6 electricity, 4d sonic and 4d6 bludgeoning. When you cast the spell, you may alter the distribution of the damage anywhere from no damage to 12d6 damage for any of those types, and increase or decrease the other types as you wish, so long as the total remains 12d6 damage (for example, you could choose for the distribution of damage to be 2d6 electricity, 3d6 sonic and 7d6 bludgeoning). The effects of the spell vary with your choices (in the example, there would be scant lightning and thunder but excessive hail). Anyone being affected by any damage type applies any relevant resistances or immunities only to the relevant types. Thereafter, unless you make another change, the storm will continue to produce that damage every round. On your turn you may alter the distribution of the damage types as a standard action, or, on a successful concentration check (DC 15 + double the spell level) you may do this as a swift action. If you attempt to perform this change as a swift action and fail the concentration check you may opt to use your standard action to complete the change or simply allow the spell to continue producing damage as it did the previous round (though failing the concentration check uses up a swift action).

Regardless of how you've structured the damage of the spell, each round, on your turn, you may choose for the spell to deal no damage. If you do so, you may choose for the rainfall to be so heavy that everyone in the area suffers a -12 to their Perception checks (the rain is so loud as to drown out sound and so heavy as to obscure vision almost as heavy fog). This rainfall is also so heavy that ranged attacks are impossible and siege weapons suffer a -4 penalty (i.e. treat the penalties as the same as for a windstorm). Or, instead of damage or heavy rain, you may choose for the storm to produce a sudden extreme gust of 120 mph wind (hurricane-force winds). In either of these latter cases, refer to the Wind Effects in the *Pathfinder Roleplaying Game Core Rulebook* for additional effects of the rain or wind.

If you are chaotic, you may choose instead to have the storm's effects or damage to be determined

randomly each round; this choice must be made when you cast the spell. Making this choice gives this spell the chaotic descriptor. At the start of each of your turns while the spell is in effect and capable of producing damage, roll 1d3; on a 1, the storm produces damage, on a 2 it produces rain, and on a 3 it produces wind. If it causes damage, roll 1d12; the result is the number of d6 electricity damage the storm will cause that round. If the result on the d12 was less than 7, roll 1d6; the result is the number of d6 sonic damage the storm will cause that round; the rest of the damage is bludgeoning. If the result on the d12 was greater than 6, divide the remaining damage equally between sonic and bludgeoning damage, favoring bludgeoning over sonic in the event of an odd-numbered result.

Anyone rolling a natural 1 on a save against this spell's sonic damage and who suffers sonic damage is also deafened for 1d4 rounds. Anyone rolling a natural 1 on a save against this spell's bludgeoning damage and who suffers bludgeoning damage is also staggered for 1 round and knocked prone. Anyone rolling a natural 1 on a save against this spell's electricity damage and who suffers electricity damage is also blinded for 1d4 rounds and stunned for 1 round.

The focus for this spell is only necessary when it is being cast as an arcane spell.

The spell fails if it is not cast outdoors or it is cast anywhere where clouds could not naturally form. Even if the temperature in the area is too cold to normally produce rain, this spell still produces rain though the water may immediately freeze thereafter. Treat such areas as subject to *sleet storm*.

If the spell is cast in plains terrain, the damage dice are d8 instead of d6 and all the save DCs are increased by +2.

## Protect Plants from Fire

**School:** Abjuration; **Level:** Cleric/Oracle 3, Druid 3, Ranger 2, Shaman 3

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Area:** One 10-ft.-square/level (S); see text

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (harmless); **Spell**

**Resistance:** Yes (harmless)

You choose an area of 10-ft.-square spaces, each of which must be adjacent to at least two other spaces, and all the plants and plant creatures within the area of effect are unaffected by fire for the duration.



## 101 PLAIN SPELLS

### Rat Pack

**School:** Conjuration (creation); **Level:** Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 round

**Components:** V, S, M/F (1 desiccated rat corpse and one container)

**Range:** 0 ft.

**Effect:** 1d4+1 dire rats

**Duration:** 1 round + 1 round/level

**Saving Throw:** None; **Spell Resistance:** No

Wildly popular at goblin parties, *rat pack* creates 1d4+1 dire rats. As part of the casting of the spell, you place the dead rat body into the container (which could be a basket, a backpack, etc., but it must be large enough and have enough room to hold a dire rat), move up to your speed away from the container (this movement is considered to be part of the spell) and then 1d4+1 dire rats emerge from the container. Unlike spells that summon creatures, *rat pack* actually creates creatures out of raw magic with the unpredictable consequences of those creatures being entirely free agents not under the control of the caster. The rats appear when you cast the spell and they act on your turn each round (including the

round you cast the spell), but you have no control over what they do. When the rats appear, they are hungry and startled; they are otherwise average dire rats. If they attack, they are as likely to attack you or your allies as anything else. They will not attack one another unless compelled to do so.

If you have a rat familiar, then the rats created by this spell will not attack you if your familiar is in your space.

### Ravaging Winds

**School:** Evocation [air]; **Level:** Druid 6, Magus 6, Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 5 ft.

**Effect:** One wall of wind; see text

**Duration:** 1 minute (D)

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

A wall of wind appears in the space in front of you, touching the ground and extending upward. The wall is 20 feet high, extends 10 feet forward from you, and stretches to your right and left 5 feet/level in each direction (if you are 13th level, the wall is 130





feet wide). If there is insufficient space for the wall to appear, the spell fails (though there may be creatures in the spaces of the wall when you cast the spell). The wall immediately moves forward, the wind within increasing in intensity each round that it moves. When you cast the wall, the wind in the wall blows at 20 mph and the wall moves 30 ft. forward. Each round thereafter, at the start of your turn, the speed of the wind within the wall increases by 20 mph and the wall moves another 30 feet forward.

If the wall of wind moves through any portion of a creature's space, that creature may be dragged with the wall or damaged by the buffeting winds. As the wall moves through the creature's space, the creature may attempt a Strength check, an Escape Artist check or a Fly check to avoid being dragged (the DC is 10 plus one-tenth the speed of the wind). A creature failing the check is dragged 10 feet plus 2 feet for every point by which the DC was failed to a maximum of 40 total feet in that round (it is possible for the wind to push a creature out of the space occupied by the wall). If a creature misses this check by 10 or more, it is also knocked prone. Whether or not the creature is dragged, it also suffers 1d6 damage per 20 mph speed of the wind (this damage is halved on a successful Reflex save).

Objects in the wall's path take damage; if an object is destroyed or gains the broken condition, it is also subject to being dragged subject to GM adjudication (a two-ton boulder won't go anywhere, but an unsecured wagon could be reduced to flying splinters).

The wall will move around or over objects (rivers, trees, boulders, houses, etc., though it very well might tear down or destroy some things in its path), but the base of the wall stays in contact with the ground or remains level with the surrounding ground (if it moves over a pit, it does not sink). The wall will move up and down hills, etc., though it will not move vertically upward (it would climb a mountain, but would stop at a castle wall if it could not destroy that wall). The wall could be split; if a portion of it is stopped by a wall but the remainder of the wall is unimpeded, the portion of the wall that remains will continue moving (and the portions that cannot continue moving dissipate).

## Raven's Eye

**School:** Transmutation; **Level:** Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a raven's eye; see text)

**Range:** Personal

**Target:** Self

**Duration:** 1 minute/level

You gain low-light vision and a +3 competence bonus on Perception checks. If you already have low-light vision, the range of your vision is doubled.

If you use the eye of a witchcrow as the material component of this spell, your competence bonus to Perception checks is +5 and you also gain darkvision 60 ft. If you already have darkvision, the range of your darkvision is extended by 30 feet.

If you have a raven familiar, casting this spell may have ramifications for your relationship with your familiar, per GM adjudication.

If you cast *raven's eye* in territory where ravens normally dwell, regardless of the material component choice, the duration is 10 minutes/level.

## Recognize Clan Companion

**School:** Divination; **Level:** Adept 0, Cleric/Oracle 0, Druid 0, Ranger 1, Shaman 0

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Targets:** Up to 2 clan/level, no two of which can be more than 60 feet apart

**Duration:** See text (D)

**Saving Throw:** None or Will negates; see text; **Spell**

**Resistance:** No or Yes; see text

This spell attunes the senses of the targeted clan companions to grant them a supernatural ability to recognize other clan companions. Everyone who is a clan companion to the caster becomes identifiable as a clan companion to the targets. When a clan companion affected by *recognize clan companion* is within 60 feet of another clan companion, the target of this spell is automatically aware that the clan companion is in fact a clan companion on a reactively made Perception check (DC 10, as a free action). Intentionally identifying someone as a clan companion requires a DC 10 Perception check made as a move action (any target of *recognize clan companion* can take 10 on that check).

The duration of *recognize clan companion* is determined by the caster when the spell is cast, lasting anywhere from 1 hour/level to 1 month/level. If any target is unwilling, the duration is chosen by the caster, though the target receives a saving throw and spell resistance applies. Some communities have occasional ceremonies where members gather to renew their ability to identify clan. This is often a bonding and cheerful experience accompanied by feasts and sharing.

Animals that are capable of being trained can be targets of this spell; they are considered to have voluntarily foregone their saving throw on a



## 101 PLAINS SPELLS

successful DC 10 Handle Animal check at any time in the 10 minute period prior to the casting. Unless an animal affected by *recognize clan companion* has conflicting motives, it treats any clan companion it identifies as non-threatening.

Because this grants a supernatural ability, that ability can be suppressed with magic or other means.

### Revealing Winds

**School:** Divination [air]; **Level:** Cleric/Oracle 5, Druid 4, Inquisitor 4, Ranger 4, Shaman 4, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 round

**Components:** V, S, DF

**Range:** 1 mile/level

**Effect:** See text

**Duration:** 1 minute/level (D); see text

**Saving Throw:** None; **Spell Resistance:** No

Choose any location known to you within a radius of 1 mile per caster level. Within that location, a current of wind picks up snippets of sound and scents and carries them to you. The current moves at a pace of 1 mile/minute and arrives to you (even if you are moving, so long as your motion does not include non-contiguous motion such as travel through other planes or via teleportation, and provided that you are not in an extradimensional space when the current arrives) after the appropriate amount of time. When it arrives, you make a Perception check as if you were at the location when the current began its travel to you. Your Perception check reveals whatever would have been revealed to you had you been in that location, provided you could have heard or smelled what was there.

If you cast *revealing winds* from within plains terrain and no more than 1 mile of the distance between you and the location chosen are non-plains terrain, the current travels at 2 miles/minute instead and you have a +5 insight bonus to your Perception checks made as a result of this spell.

### Shadow Gnolls

**School:** Illusion (shadow) [shadow]; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a gnoll's hair or nail)

**Range:** Personal; see text

**Target:** You; see text

**Duration:** 1 round/level (D)

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

*Shadow gnolls* uses shadows, darkness, and Stricks of vision to make you appear to be a gnoll (no save) and creates shadowy versions of two additional gnolls (Will disbelief if interacted with, otherwise they are similar in most respects to creatures generated via *shadow conjuration*). When you cast the spell you choose spaces within 30 feet of you for the gnolls to appear. You control what the other two gnolls do. If the distance between you and a shadow gnoll exceeds 30 feet, that gnoll winks out of existence. Even if both of the shadow gnolls have winked out of existence you retain the appearance of a gnoll unless you dismiss the spell.

On your turn, you and each of the shadow gnolls act. When you move, you also determine their movements, and when you attack, you also determine their attacks. You may choose the order in which you and the shadow gnolls move, and you may choose the order in which you and the shadow gnolls attack, but all your movements must take place before or after any of your attacks (and vice versa).

The shadow gnolls appear as typical gnolls (that is, they appear to have gear typical of gnolls you've encountered, and they do not have levels in any classes) and on your turn, you resolve their attacks normally. You can position them so that they provide flanking bonuses or other advantages (for example, an enemy will not be able to move through their spaces). The shadow gnolls cause damage normally unless an enemy successfully disbelieves, in which case the damage is only 20% normal; any creature damaged by one of the shadow gnolls has interacted with the spell and is allowed a save.

If you cast this spell at night, the duration is tripled and the save DC to disbelieve is increased by +4 (gnolls are widely known to be nocturnal). If you cast this spell in warm plains or desert terrain, the spell creates an additional shadow gnoll. If you are a sorcerer with the shadow bloodline and you cast this spell in lighting conditions of dim or darker, or in shadowy conditions, you create an additional shadow gnoll and the damage caused by shadow gnolls is 40% normal if an enemy disbelieves.

### Sore Horse

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

**Casting Time:** 1 standard action

**Components:** V, S, F (a broken horseshoe)

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

**Targets:** One horse/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

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



The hooves of the horses that you target become very uncomfortable resulting in those horses being staggered (they can only take a single move action or standard action each turn, but not both, nor may they take full-round actions). Additionally, the horses suffer a -1 penalty on attack rolls, AC and Reflex saves. A horse subject to *sore horse* also moves at half its normal speed (rounded down), which affects its jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack (for instance, a single horse subjected to both *slow* and *sore horse* is not even slower than a horse subjected to either spell). If a horse is subjected to more than one spell or effect which reduces its speed, *sore horse* takes effect only if it hampers the horse more than the other spell or effect does (though it remains able to affect the horse so long as the duration hasn't expired, and if it has a longer duration than the other spell or effect, it affects the horse when the other spell or effect stops). *Sore horse* counters and dispels *haste* if the hasted target was a horse.

If you cast *sore horse* in plains terrain, add +1 to your caster level for all level-dependent purposes of this spell, then double the duration of the spell, and increase the save DC by +2.

Legend has it that this spell was first created by a particularly canny goblin sorcerer. (This actually has a possibility of being true, given how goblins feel about horses.) However, some tinkering has suggested that an appropriate change to the spell's focus allows for alternatives such as *sore wolf* or *sore dog* though it is the pads of those animal's feet that are affected. GMs and players are encouraged to tinker with this, but to restrict the spell to affecting terrain-specific mounts or to critters that goblins hate. In all such cases, the target should be an animal only and not a magical beast or other type of creature.

## Spiders Everywhere

**School:** Illusion (phantasm) [curse, fear, mind-affecting]; **Level:** Cleric/Oracle 2, Shaman 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One humanoid

**Duration:** 1 day/level; see text

**Saving Throw:** Will negates and Will partial; see text; **Spell Resistance:** Yes

You cause the target who fails a Will save to occasionally hallucinate and see spiders. The hallucinations occur both randomly and as a response to stress. Every 1d6 hours while the target is awake, if no stress-induced hallucination has occurred, the target will hallucinate spiders. Any time the target of the

spell suffers lethal, nonlethal, or ability damage, it will hallucinate spiders on its turn 1d4 rounds later unless it is already hallucinating. Treat the hallucination as similar to the effect produced by *major image* except that only the target of *spiders everywhere* experiences the illusion, and the duration of that hallucination is 2d6 rounds.

The details of the hallucination are determined by the target's unconscious mind and not the caster. The spiders will startle the target and will appear in sufficient quantities to be deeply unsettling. They may even begin to swarm over the target, in which case the target should be treated as being attacked by a spider swarm (though one which never manages to succeed in poisoning the target).

The spiders will seem entirely real and will appear in places where spiders could reasonably be expected to appear. If it would be extremely unlikely for a swarm to appear, then during that particular hallucinatory episode there will be no swarm.

While the target sleeps, its mind tries to throw off the imposition of this magic. The target gains a new save while it sleeps. If it succeeds, the spell ends. If it fails, then the next day, the first time it experiences a non-stress-induced hallucination, it gains arachnophobia (see the Mania/Phobia entry under Insanity in the *Pathfinder Roleplaying Game Core Rulebook*). While subject to that phobia, whenever the target sees an actual or hallucinated spider, it is shaken, and if it hallucinates a swarm of spiders, it is frightened if it fails its save.

While the target of your spell is in terrain where spiders are very common, all the save DCs associated with this spell are increased 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.

## Stable of Horses

**School:** Transmutation (polymorph); **Level:** Druid 3, Shaman 3, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (hair from 1 horse/target)

**Range:** 20 ft.

**Target:** You and up to 1 ally/level

**Duration:** 1 minute/level (D)

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

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

If *stable of horses* is cast in plains terrain, you all also gain Endurance and Run, a +2 competence bonus to Perception checks, and the duration is 1 hour/level.



## 101 PLAINS SPELLS

### Stay on the Trail

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

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Targets:** Up to 1 ally/level, no two of which can be more than 30 feet apart

**Duration:** 2 hours/level

**Saving Throw:** Will negates (harmless); **Spell**

**Resistance:** Yes (harmless)

You advise your allies to remain on or near a trail which you identify when you cast the spell. Thereafter, each target gains a +2 morale bonus on all saving throws and on Knowledge (geography), Sense Motive and Survival checks made within 30 feet of the trail. However, whenever a target is both more than 30 feet from the trail and more than 30 feet from any allies, it suffers a -2 penalty on saving throws against fear effects and on Diplomacy, Knowledge (all), Sense Motive and Survival checks. If a target is within 30 feet of the trail but is not aware of this (perhaps because the target is confused or lost) then it is treated as if it were not within 30 feet of the trail. (A target does not have to see the trail to gain the benefits of *stay on the trail* so long as it is aware that it is within 30 feet of the trail.)

If you cast *stay on the trail* in terrain that usually offers clear lines of sight for great distances (such

as desert or plains terrain), then whenever your allies are in that kind of terrain and can see (or otherwise clearly perceive) the trail and at least a 30-foot stretch of that trail, they gain the benefits and ignore the penalties of this spell.

If you are a ranger and the trail and your allies are within your favored terrain, then the safe distance from the trail is increased by 5 feet for every point of your bonus in that terrain; in addition, if an ally is being granted a bonus from *stay on the trail* and remains in your favored terrain, it gains that bonus on Perception checks as well.

### Stepping through Fields

**School:** Conjuration (teleportation); **Level:** Bard 5, Magus 5, Sorcerer/Wizard 5, Summoner 4, Witch 5

**Casting Time:** 1 round

**Components:** V, S, M (a hair, nail or tooth of a blink dog)

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

**Target:** You and touched objects or other touched willing creatures

**Duration:** 1 round/2 levels

**Saving Throw:** None and Will negates (object);

**Spell Resistance:** No and Yes (object)

Each round after you cast this spell you may step from any one space within a field to another space you can observe within range in the same field. This movement is akin to that granted by *dimension door* (you may not take any actions on the round you move after you have moved in this way,





you may bring others with you within the limits defined in the description of *dimension door*, etc.). On the rounds when you use *stepping through fields* to move, the movement itself consumes your move action; you may use any standard action before you move in this way, but if you move first you may not take any actions on the remainder of your turn.

If you have a burrow speed then if you begin in a space that is underground you may end in a space that is underground so long as both spaces are adjacent to the surface of the field (that is, if you could physically reach the surface from your underground location) provided you have some ability to sense the destination space from your origin space. For example, if you have tremorsense 60 feet, you could use *stepping through fields* to teleport up to 60 feet each round on your turn from one underground space to another underground space. In this case, the surfaces of the two spaces must still be contiguously part of the same field.

*Stepping through fields* has no effect if you are not in terrain that could be described as plains terrain. The type of field may vary considerably: a farmer's cornfield is a suitable field as is a vast expanse of wild weeds. Any geographical region might have small breaks, such as those formed by ponds, rivers, etc. So long as the land on opposite sides of these features could reasonably be considered the same field, *stepping through fields* is not blocked by such features; though of course, if the pond, river or other feature is wider than the range of the spell, the spell will not permit you to step across that obstacle.

## Stone Strike

**School:** Transmutation; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a pinch of ground cockatrice beak)

**Range:** Touch

**Target:** Melee weapon touched

**Duration:** 1 round/level

**Saving Throw:** None; see text; **Spell Resistance:** No

The weapon you touch transforms as you wipe the material component on it as part of the casting; the weapon takes on a dull gray-white color and feels lighter than it had before being transformed. The changes alter the physical form of the weapon making it harder to wield. For the duration, all attacks made with the weapon suffer a -1 penalty on attack rolls. However, when the weapon causes damage to a target, the target also suffers 1d4 Dexterity damage (on a successful

Fortitude save, the target suffers only 1 point of Dexterity damage); this damage is not increased on a critical hit.

If a target's Dexterity is reduced to 0 as a result of being struck by a weapon affected by *stone strike*, that target is petrified as if the target had been petrified by a *stone to flesh* spell.

Dexterity damage suffered as a result of this spell is healed at a rate of 1 point per hour (instead of the usual 1 point per day).

## Stumbling Panic

**School:** Necromancy [emotion, fear, mind-affecting]; **Level:** Antipaladin 2, Bard 2, Bloodrager 2, Inquisitor 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a broken goblinoid leg bone)

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

**Targets:** One living creature per three levels, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

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

You cause creatures failing their saves to fear you and strongly desire to move away from you, but their fear impedes their movement. When you cast the spell, targets failing their saves are dazed until the start of their next turn, and gain the frightened and staggered conditions and suffer quivering sensations in their legs for the duration.

On their turns, affected creatures are terrified of you but find they are not able to flee as effectively as they'd desire (which causes them even greater distress). In addition to feeling afraid and wanting to get away from you, affected creatures find themselves stumbling and apt to fall. On each affected creature's turn, if it attempts to move on its turn, it must succeed on an Acrobatics check (same DC as this spell) or stumble during that move. For every point by which the check was failed, the stumbling causes the creature to lose 1 foot of movement on that turn (rounded up to the nearest 5-foot increment, so if the DC is 17 and the creature rolls a 12 through 16, it loses 5 feet of movement on that turn). If a creature fails the Acrobatics check by 20 or more it falls prone and makes no progress.

Unaffected allies may attempt to aid their affected friends in overcoming their fear. As a standard action, an unaffected ally within 10 feet of an affected target may make a Charisma check against the same DC as the save of this spell. If the Charisma check succeeds, the affected target



## 101 PLAINS SPELLS

is granted another Will save. For every 5 points by which the ally beats the DC, the affected target gains a +1 on its Will save. Multiple allies may attempt to help the affected target in this way; but each must do so on its own turn (the target cannot stack multiple attempts at once). If an unaffected ally fails on its Charisma check, all its future attempts to assist that same affected ally against this casting of the spell automatically fail. It may still attempt to assist other affected targets.

If the leg bone used as a component of this spell is from a creature that dwelled in the same terrain where this spell is cast, then the range and number of targets are doubled and the save DC is increased by +2.

### Sudden Charge

**School:** Transmutation; **Level:** Alchemist 1, Bard 1, Bloodrager 1, Inquisitor 1, Magus 1, Ranger 1, Sorcerer/Wizard 1

**Casting Time:** 1 swift action

**Components:** V, S, F (an axe beak talon)

**Range:** Personal

**Target:** You

**Duration:** 1 round

*Sudden charge* grants you the ability to make a free trip attempt immediately following a successful charge attack. This trip attempt does not provoke an attack of opportunity. If you fail, your opponent cannot attempt to trip you in return. You must attempt the charge and trip on the same round that you cast *sudden charge*.

If you cast *sudden charge* in temperate plains terrain, you gain a +2 circumstance bonus on the charge attack and, if successful, on your trip attempt.



### Summon Ant Mounts

**School:** Conjuration (summoning); **Level:** Cleric/Oracle 4, Druid 4, Shaman 4, Sorcerer/Wizard 4, Summoner 3, Witch 4

**Casting Time:** 1 round

**Components:** V, S, DF

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

**Effect:** 1 summoned drone ant/2 levels (maximum of 10)

**Duration:** 10 minutes/level

**Saving Throw:** None; **Spell Resistance:** No

*Summon ant mounts* summons 1 giant drone ant/2 levels. All the ants appear within range where you designate and each ant appears no more than 30 feet away from any of the other ants or from you. Unlike naturally occurring giant drone ants, these ants treat you and your allies as friends and willingly accept creatures of Medium or smaller size as riders. While moving about on their many legs, they remain unencumbered even while carrying loads as heavy as 400 pounds. In flight, their speed is reduced to 20 ft. whenever they are carrying more than 200 pounds.

Unlike many summoned creatures, these ants do not engage in combat on your behalf (though they will defend themselves).

If you cast *summon ant mounts* in plains terrain the duration is 1 hour/level, you summon 1 ant/level (though the maximum remains 10), and the ants are trained as mounts and arrive with appropriate saddles for humanoid riders.

#### Ant, Giant Drone

CR 3

XP 800

N Medium vermin

**Init** +0; **Senses** darkvision 60 ft., scent; Perception +7

#### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 natural)

**hp** 22 (2d8+9)

**Fort** +8, **Ref** +2, **Will** +3

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 50 ft., climb 20 ft., fly 30 ft. (average)

**Melee** bite +5 (1d6+4 plus grab), sting +5 (1d4+4 plus poison)

#### STATISTICS

**Str** 18, **Dex** 14, **Con** 21, **Int** -, **Wis** 17, **Cha** 15  
**Base Atk** +1; **CMB** +5 (+9 grapple); **CMD** 15 (23 vs. trip)

**Feats** Toughness

**Skills** Climb +12, Perception +7, Survival +7;

**Racial Modifiers** +4 Perception, +4 Survival

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save



## Summon Thundercloud

**School:** Conjuration (summoning) [water]; **Level:** Cleric/Oracle 5, Druid 4, Shaman 5, Sorcerer/Wizard 5, Summoner 4, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a drop of water)

**Range:** Long (400 ft. + 40 ft./level); see text

**Effect:** One thundercloud; see text

**Duration:** 1 minute/level

**Saving Throw:** None; see text; **Spell Resistance:** No; see text

You summon a roughly cylindrical thundercloud into the sky above you; the lowest portion of the cloud appears either within range or 700 feet above you (if long range for you would put the cloud lower than 700 feet, it appears at 700 feet). The cloud extends upward 1,000 feet/level and the cloud's rough diameter is 1,000 feet/level. The cloud is heavy with water and full of electrical charge. It appears with a loud rumble of thunder and flashes of lightning within. When it appears you choose whether it is releasing rain (or other precipitation, depending upon the temperature and other conditions). The cloud continues to produce loud rumblings and frequent flashes of lightning for the duration. All electricity and sonic damage produced under the cloud and within long range of you is increased by 50%, and the save DCs of all damage and effects associated with electricity or sonic magic in that same region are increased by +2.

This cloud is suitable for producing the more powerful bolts of lightning from a *call lightning* or similar spell.

When the spell's duration ends, all the magical effects associated with it end, any rain it was producing stops, and it no longer serves as a means for generating the more powerful bolts such as from a *call lightning* spell; the cloud itself breaks up quickly over the course of the next minute, leaving the sky essentially as it would have been had you not summoned the cloud.

*Summon thundercloud* fails if it is cast in circumstances that would prevent it from functioning (for example, casting it underground). The cloud does not substantially alter otherwise existing storms.

## Sunshower

**School:** Conjuration (creation) [water]; **Level:** Cleric/Oracle 0, Druid 0, Shaman 0, Sorcerer/Wizard 0, Witch 0

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Area:** Cylinder (40-ft. radius, 20 ft. high)

**Duration:** Concentration, up to 1 minute

**Saving Throw:** None; **Spell Resistance:** No

You produce rain the equivalent of a light shower. The rain produced by this spell could extinguish a torch after a few rounds, and a small campfire after a minute. It does not produce enough water to save crops from drought. Anyone caught in the rain from *sunshower* will simply be wet. The rain does not interfere with combat or the casting of spells. The ground may be a little slippery (per GM adjudication) but is not treacherous.

*Sunshower* fails if it is not cast outdoors, if the sun is not shining, or if the temperature is below 45 degrees Fahrenheit.

## There's A Better Way

**School:** Enchantment (compulsion) [mind-affecting]; **Level:** Bard 4, Druid 5, Shaman 5, Sorcerer/Wizard 4, Witch 4

**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:** 10 minutes/level

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

Those failing their saves gain the effect of being lost (see *Getting Lost* in the *Pathfinder Roleplaying Game Core Rulebook*) though they do not know this and instead become convinced they know a better way to get to wherever the group is going. Pointing out obvious landmarks or well-worn pathways will only serve to anger those who are convinced they know best. If multiple targets fail their saves, they will generally disagree about the best way to get somewhere. Sometimes, one or more of them will permit one of the others to lead the way, because this will turn out to be a good way to prove them wrong once the party gets lost or ends up back where it started. (But this should only occur as a result of role-playing through the options.)

If all the targets are in plains terrain that stretches for miles in all directions when the spell is cast, then the DC of the saving throw is increased by +2. If none of the targets are in plains terrain, and if none of the targets are within visual range of plains terrain, then the DC of the saving throw is reduced by -4.

## Transmute Gnome to Goblin

**School:** Transmutation [evil]; **Level:** Magus 6, Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

**Component:** V

**Range:** Touch

**Target:** One gnome touched

**Duration:** Permanent

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



## 101 PLAIN SPELLS

The target gnome you touch undergoes a rapid change, transforming into a goblin. The target's type changes to humanoid (goblin), and it loses all the gnome racial traits it had but gains all the standard goblin racial traits, and has its alignment changed to evil. After the transformation, the target creature is a goblin in all respects, hates gnomes, and has no desire to be transformed back into a gnome.

There is, apparently, a variant called *transmute goblin to gnome* which does exactly what anyone would expect it to do, though the gnome that results has a neutral alignment. Rumor has it that an exceptionally rare high-level goblin sorcerer used this variant on a fellow goblin who had bested him in a contest and clearly deserved to be ridiculed in the most terrible way possible.

A *limited wish*, *miracle* or *wish* spell will restore the target of the spell to its original form though it will retain its memories of having been changed. If the transformation is reversed by a *limited wish* the target must succeed on a Will save (same DC as this spell) or gain a random insanity from the horrors of the memories. Both *miracle* and *wish* prevent the target's memories from rendering it insane.

### Unavoidable Sun

**School:** Illusion (pattern) [mind-affecting]; **Level:** Bloodrager 1, Magus 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, F (a small mirror)

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; 1 round/level; see text

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

You produce a momentary brilliant light creating the sensation of the sun shining in the eyes of the creatures in the area. Each target is granted a Will save to avoid the effects. If a target fails the save then, for the remainder of the duration, no matter what it tries to do, it always has the sensation of the sun shining into its eyes. This sensation is as though the sun were actually shining, however, the effect does not have to correspond to actual daylight circumstances (for example, you can cast this spell underground). If you cast this spell and the environment wouldn't allow for sunshine (at night, underground, etc.) then each target gains a +4 on its Will save.

If a creature has the effect of the sun in its eyes from this spell, it is dazzled. However, the dazzling effect grows progressively more problematic. On the first round that a creature is dazzled by

*unavoidable sun* it suffers a -1 penalty on attack rolls and sight-based Perception checks. Each round thereafter, the penalty increases by 1 more, to a maximum penalty of -5 after 5 rounds (if the spell lasts more than 5 rounds, the -5 penalty remains until the spell ends).

Each round that a target is affected, it may shield its eyes by raising one hand in front of its face (or by holding up an item large enough to block the incoming sunlight that the target is seeing). On that round, the penalties are halved from what they would otherwise have been on that round as the target's eyes adjust from being exposed to brilliant light. In such a case, if the target is using a hand to help block the light, attacking with a weapon that requires two hands is not possible (and the proper use of a shield is compromised, though the shield itself could both block the light and provide some protection). Spellcasting under the effect of *unavoidable sun* requires a concentration check (DC 10 + spell level); to make matters worse, if the spell requires the spellcaster to identify a target by sight, the penalties from *unavoidable sun* are added to the concentration check (and the caster does not have the option of using a hand to shield from the sun unless the spell does not require somatic components).

Creatures that are blind or that do not see are unaffected by the spell. Creatures with light blindness who fail their save are blinded for the duration. Creatures with light sensitivity or who rely primarily or exclusively on darkvision to see suffer a -2 penalty on their save; if they do suffer a penalty on their attack rolls and sight-based Perception checks, those penalties are made worse by -1 (this is applied before the penalty is halved if the target shields against the light). Creatures with a gaze attack who fail their save cannot actively gaze as an attack action and the DC for others to avoid their gaze is reduced by the penalty imposed by *unavoidable sun*.

If you cast this spell in very bright conditions (such as a cloudless day), the DC of the save is increased by +2.

### Unearth Sling Bullets

**School:** Conjuration (creation) [earth]; **Level:** Bloodrager 1, Druid 1, Magus 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 0 ft.

**Effect:** 1 or more sling bullets

**Duration:** Concentration (up to 1 minute) + 1



minute/level

**Saving Throw:** None; **Spell Resistance:** No

The more time you spend concentrating on *Unearth sling bullets*, the more sling bullets you create. When you cast the spell you create 1d3 sling bullets which appear on the ground in your space. Each round on your turn, as a standard action, if you continue to maintain concentration, the spell generates 1d3 more sling bullets. The stones remain in existence while you concentrate and then for another 1 minute/level after you finish concentrating.

If you cast this spell in terrain dominated by solid ground (including most deserts, hills, mountains, plains, and subterranean areas), the spell produces 1d4+1 stones per round instead and the duration after you finish concentrating is 2 minutes/level.

## Unending Plague of Spiders

**School:** Conjuration (calling) [see text]; **Level:** Cleric/Oracle 7, Druid 7, Sorcerer/Wizard 7, Summoner 6, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S, M (a helpless fly and see text)

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

**Effect:** See text

**Duration:** Permanent (D)

**Saving Throw:** None; **Spell Resistance:** No

You open a small portal, no larger than a 2-foot-diameter circle, to a plane where spiders are legion (commonly, though not necessarily, a plane associated with demons or drow). The portal appears on the ground, in a place where spiders might naturally occur (grasslands, forest, within a cave, etc.); attempting to place the portal elsewhere (including places like on a ship) causes the spell to fail. The magic of the spell prohibits creatures that are not spiders from crossing the boundaries of the two worlds, but it serves as a powerful enticement for spiders outside the Material Plane to move through the portal.

Beginning the first round after the portal opens, enough spiders pour forth that every other round a spider swarm appears in a space adjacent to the portal and begins moving in the direction you choose (if you do not choose a direction for a swarm, that swarm moves in a random direction). The portal continues to produce 5 spider swarms per minute for a number of minutes equal to your level. Thereafter, the portal produces 1 spider swarm every 10 minutes for a number of hours equal to your level. After that time, the portal produces

1 spider swarm every hour until it is closed. Whenever you are within range of the portal, you may choose which direction each swarm will move when it appears. A swarm moving in the direction you chose will continue moving in that direction, attacking creatures in its space, until it is destroyed. If the swarm arrives at a space where it cannot continue in the direction it had been moving, it will move in a random direction until it can continue moving in the direction you chose. Swarms moving in a random direction will continue moving in a random direction, attacking creatures in its space, until it is destroyed.

Whenever you are within range of the portal, you may dismiss the spell, causing the portal to close. Others may attempt to dispel or otherwise close the portal (the GM may provide alternative means or rituals by which such a portal may be closed).

The plane to which your portal connects determines the alignment of this spell and of the spider swarms that appear (though a deity on that plane may choose for the alignments to match its own instead). The spell requires offerings worth 5,000 gp which are consumed when the portal opens.

If you are a blight druid or a witch with a plague patron, add +2 to your caster level for all purposes for this spell.

## Variable Volume Fireball

**School:** Evocation [fire]; **Level:** Magus 5, Sorcerer/Wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a ball of bat guano and sulfur)

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

**Area:** See text

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

This spell functions like *fireball* (including a base area of effect of a 20-ft. radius spread) with the following important exceptions. When you cast *variable volume fireball* you choose either a greater or smaller volume for your explosion.

If you choose to increase the volume of the explosion, then, for every 5 feet by which you increase the radius of the spell's area, the spell's damage decreases by 2d6. For example, if you are a 10th level caster and would normally cast a 20-ft. radius spread *fireball* causing 10d6 damage, you could increase the spread to 25 feet and cause 8d6, or 30 feet and cause 6d6, or 35 feet and cause 4d6,



## 101 PLAINS SPELLS

or to 40 feet and cause 2d6 damage.

If you choose to decrease the volume of the explosion, then, for every 5 feet by which you decrease the radius of the spell's area, the spell's damage increases by 1d6. For example, if you are a 10th level caster and would normally cast a 20-ft. radius spread *fireball* causing 10d6 damage, you could decrease the spread to 15 feet and cause 11d6 damage, or 10 feet and cause 12d6 damage, or 5 feet and cause 13d6 damage.

If you use a metamagic feat to alter the dimensions of this spell's area (such as *Widen Spell*), the choices you make when casting this spell regarding its area of effect are determined before the effects of the feat are applied.

If you cast this spell in plains terrain and you have unimpeded vision to your target, the range is doubled, you add +1 to your caster level (maximum 20), and the spell's save DC is increased by +2.

A witch with the elements patron may select *variable volume fireball* as the 10th level spell she adds to her spells known; this will replace *flame strike*.

### Vermin Ward

**School:** Abjuration; **Level:** Bard 0, Cleric/Oracle 0, Druid 0, Shaman 0, Sorcerer/Wizard 0, Witch 0

**Casting Time:** 1 standard action

**Components:** V, S, DF

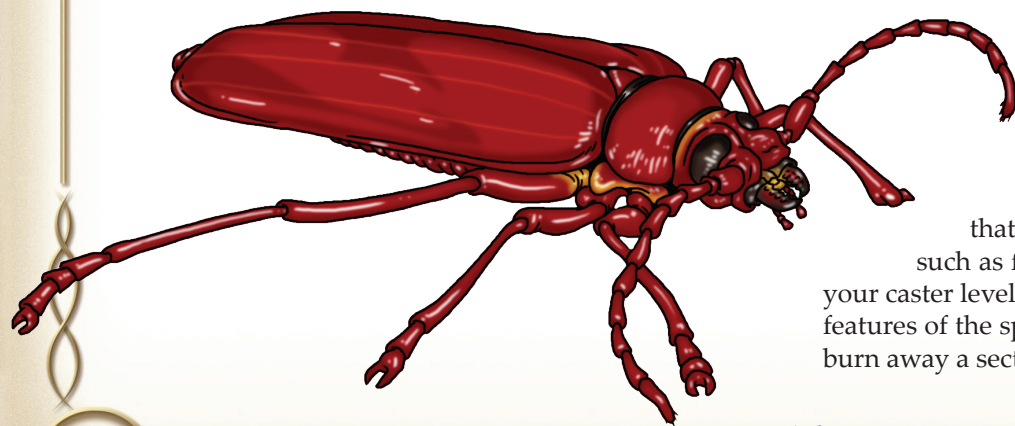
**Range:** 5 ft.

**Area:** 5-ft.-radius emanation centered on you

**Duration:** 2 hours + 10 minutes/level (D)

**Saving Throw:** None or Will partial; see text; **Spell Resistance:** Yes

An invisible barrier holds back mundane vermin (i.e. creatures that are of the same sorts as those defined as vermin in the descriptions of creature types, but which are generally harmless and would not have statistics, such as a housefly or a gnat). These vermin are not allowed a save.



Any vermin with HD (i.e. game statistics) can penetrate the barrier if it succeeds on a Will save. This barrier is weak, each such creature attempting a saving throw adds +1/HD to its roll; and, a creature failing a save can attempt another save on its next turn. Once a creature saves, it is unaffected by any of your castings of *vermin ward* for 24 hours. In addition, this spell has no effect on creatures with the swarm subtype.

If you are a druid, the range, area and duration of the spell are doubled.

### Wall of Weeds

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

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** Wall of weedy plants, up to one 10-ft. cube/level (S)

**Duration:** 10 minutes/level (D)

**Saving Throw:** None; **Spell Resistance:** No

A *wall of weeds* spell creates a barrier of pesky but otherwise not terribly dangerous weedy plants. You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed).

Any creature within the area of the spell when it is cast is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of weeds* at normal speed.

A *wall of weeds* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 5 minutes of work.

Normal fire burns away a 5-ft.-cube of the barrier in 10 minutes, and magical fire burns it away in 5 minutes.

If *wall of weeds* is cast in terrain that is normally conducive to weeds, such as forest, hills, plains or swamp, treat your caster level as 1 higher for all level-dependent features of the spell and double the time it takes to burn away a section.



## Wasting Trembles

**School:** Necromancy; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (1 drop of capramace saliva)

**Range:** Touch

**Target:** Living creature, touched

**Duration:** Instantaneous

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

With a touch you cause a living creature to succumb to effects similar to the capramace's waste trembles disease. If you succeed on a melee touch attack, the target suffers 1 point each of Strength and Dexterity damage. At the end of the creature's next turn, it must succeed on a Fortitude save or suffer another 1d3 Strength and 1d3 Dexterity damage. If the creature fails its save on a natural 1, then 1 point of the additional Strength and Dexterity damage are Strength and Dexterity drain instead.

If the material component for this spell was obtained by a capramace living in the same plains terrain where you cast the spell, the DC of the Fortitude save is increased by +2.

## We Change Together

**School:** Transmutation; **Level:** Alchemist 4, Bloodrager 4, Druid 4, Magus 4, Ranger 3, Shaman 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** See text

**Target:** See text

**Duration:** 1 round; see text

**Saving Throw:** None; **Spell Resistance:** No

*We change together* allows for one or more transmutation (polymorph) spells, within very specific limitations, to affect creatures in a way they normally would not. When you cast *we change together* you identify clan companions, all of whom must be within 30 feet of you and no more than 30 feet from one another.

Each clan companion (including yourself, if you wish) casting a transmutation (polymorph) spell before the end of your next turn may choose to affect one transmutation (polymorph) spell as follows. If the spell normally has a range of personal, the caster may instead cast it upon himself and one clan companion that the caster can reach. If the spell normally has a range of touch, the caster may

increase the number of targets by 1 so long as that additional target is a clan companion.

The additional clan companion targeted by the transmutation (polymorph) spell may attempt a Fortitude save (set at the DC that the transmutation (polymorph) spell would normally have) to avoid the change. Otherwise, the clan companion who is changed is treated as someone who could have cast that spell and is entirely in control of the new form as if the clan companion had cast the spell upon himself. Treat the transmuted clan companion's level as the caster level of the spell for that clan companion.

For example, you cast *we change together* and identify 6 clan companions: a bloodrager, a magus, a shaman and three fighters. Before the end of your next turn, the bloodrager casts *monstrous physique I* on herself and one of the fighters, the magus casts *elemental body I* on herself and another fighter, and the shaman casts *adjustable polymorph* on himself and the remaining fighter. Each of those three transmutation (polymorph) spells affects two people but is treated as though it were two castings, and in each case, the fighter receiving the spell is treated as though that fighter had been the caster for itself (each fighter's level determines the level-dependent effects of its own transformation).

## Weedwhip Shield

**School:** Transmutation [poison]; **Level:** Alchemist 1, Bloodrager 1, Druid 1, Magus 1, Ranger 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a cutting from a weedwhip bulb)

**Range:** Touch

**Target:** 1 wooden shield

**Duration:** 1 minute/level; see text

**Saving Throw:** Fortitude negates; see text; **Spell Resistance:** No

You touch a wooden shield and cause it to sprout three short, green, whip-like tentacles. These tentacles do not grant the wielder any special attacks or abilities. Whenever the wielder is attacked by a piercing or slashing weapon, if that weapon misses but would have hit but for the shield bonus, a tentacle is severed and sprays poison into a space adjacent to and chosen by the wielder (normally, but not necessarily, into a space of the attacker, unless the attacker is attacking from reach or with a ranged weapon). Any creature in the space sprayed with the poison must succeed on a Fortitude save or be nauseated until the end of its next turn. When all three tentacles are severed, the spell ends.



## 101 PLAIN SPELLS

To determine whether the shield was responsible for the missed attack, calculate the wielder's AC both with and without the shield. If the attack roll misses the wielder using the AC with the shield but would have hit the wielder without the shield, treat that as an attack that would have hit but for the shield bonus for the purposes of this spell.

*Weedwhip shield* can target a wooden object that is being used as an impromptu shield (such as a wooden stool). If the object is being carried with the intention of being used to block attacks, it works as described (the GM determines the shield bonus). If the object is not being carried but is still being used as a shield (i.e. an overturned table or a door), then the spell ends 1 round after the caster stops touching the object at the end of the caster's turn in that round.

The Fortitude save DC to negate being nauseated is increased by +2 for every 5 ranks in Craft (alchemy) the caster has.

### Wet Boots

**School:** Enchantment (compulsion) [curse, mind-affecting]; **Level:** Bard 2, Cleric/Oracle 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a dewdrop)

**Range:** Touch

**Target:** Touched boots; see text

**Duration:** 24 hours or Permanent; see text

**Saving Throw:** None or Will negates; **Spell**

**Resistance:** No or Yes

You touch a pair of boots (or similar footwear) and they become slightly damp such that anyone wearing them is forced to contend with the uncomfortable feeling of wet feet. If the boots you touch are not currently being worn, the boots transfer the curse to the first person who puts on the pair (putting on one boot and then removing it does not transfer the curse); in this case, the boots are not allowed a save and the curse is transferred (no save) to the wearer immediately when the wearer puts on the second boot. If the boots are worn when you cast the spell, the wearer is permitted a Will save to negate the curse from ever taking hold. If the curse does not transfer within 24 hours, the spell ends. If the boots are magical and are not being worn, the spell fails. If the boots are magical and are being worn, the wearer gains a +2 on the Will save.

The person to whom the curse is transferred gains an irrational compulsion to try to find a way to solve the problem of the wet boots. Many typical means will be attempted (thicker socks, two pairs of socks, etc.) as will

unusual means (wrapping each foot in an absorbent towel and then tightly lacing the boots, etc.). At the end of each day spent about town or adventuring, the person so afflicted will insist on trying to dry out the boots by a fire (but will become argumentative and disruptive about suggestions to actually burn the boots), maybe spend the evening fanning the boots instead of participating in normal nightly activities, etc. Once the curse has transferred, the boots remain wet (but only enough to be annoying) despite all attempts to dry them and the cursed person remains obstinate about solving the problem.

The wet boots do not reduce the wearer's Dexterity, negatively impact the wearer's Dexterity-based skill checks, cause the wearer to suffer penalties to Reflex saves, or produce any other affect which might hamper movement or agility. However, the wearer does become obsessed with how wet her feet are, how much of a hassle all of this is, and yet how important it is to keep the boots and solve the problem. In this regard, those who are not predisposed to treat the person favorably will treat the person with some suspicion (merchants will assume this is a distracting ploy as part of a plot to steal, strangers will find the person off-putting and bizarre, etc.). For role-playing purposes, starting attitudes will be shifted to the next most unfavorable position (someone who would otherwise have been indifferent is now unfriendly).

If you cast the spell on a pair of boots being worn by someone not from your area and the dewdrop was gathered in your home region and the spell is being cast in that same region, the Will save DC is increased 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. Whether the spell used to break the curse is cast on the boots or the person to whom the curse was transferred makes no difference as the magic of *wet boots* is not all that powerful.

### Witchcrow Covey

**School:** Conjuration (calling) [chaotic, evil]; **Level:** Antipaladin 4, Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 13 rounds

**Components:** V, S, M/DF (1 or more magic items worth a total of no less than 1,000 gp)

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

**Effect:** 13 or more summoned witchcrows

**Duration:** Instantaneous; see text

**Saving Throw:** None; **Spell Resistance:** No



Despite the spell's name, you call a murder of witchcrows. In the first round of your casting, the calling reaches across the realms and a group of at least 13 witchcrows responds. If the spell is interrupted before the casting is complete, the witchcrows never appear and those particular witchcrows remember you (the meaning of which is left to the GM). If the spell's casting is completed, the duration of the spell ends immediately after the witchcrows appear. The magic of this calling exhausts the witchcrows' daily use of their apportation ability for this day. Each witchcrow acts entirely on its own and will act in whatever way it chooses (though they recognize the value in working together and understand that they have been called together as a group).

You may request a service from the murder of witchcrows. The more valuable the gift you offer to the witchcrows, the more likely they will remain and serve you. They are particularly fond of being asked to spy on, harass, or steal from arcane casters and will be eager to engage in such pursuits especially if they are free to keep some of the treasure they find while carrying out your wishes. The more complex and time-consuming the task, the more valuable must be the offering. They will collectively use their apportation to return home when they finish their task. In general, you should expect to offer gifts worth at least 1,000 gp per day that the task is expected to take to complete, and especially complex or dangerous tasks will usually cost at least twice this amount.

They make excellent use of all their special and spell-like abilities, work very well together, and are exceptionally resourceful (as they can communicate with birds, they will often engage in hours of research as part of carrying out your plans, should you provide them with sufficient time to do so).

If your caster level is 13 or higher, you call an additional 1d3 witchcrows/level when you cast this spell. You may not cast this spell again while a covey is carrying out your wishes and you must wait at least 13 days after the task has been completed before casting it again. If the covey is prevented from completing the task, if several of the witchcrows are killed attempting to complete the task, etc., and the witchcrows determine that this is due in some way to what you have done or failed to do, future castings of the spell are likely to fail without significantly costlier gifts.

The magic involved in the casting of *witchcrow covey* prevents them from using their apportation ability except to return home (this is an exception to the normal restrictions on that ability). Normally,

they will use this ability to return home when they've completed their task. They may choose, however, to use it to return home at any time at least 1 day after you called them.

## Withstand the Fire

**School:** Necromancy; **Level:** Alchemist 5, Cleric/Oracle 5, Druid 5, Inquisitor 5, Magus 5, Ranger 4, Shaman 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 8 hours

**Components:** V, S, DF

**Range:** Personal; see text

**Target:** You; see text

**Duration:** Permanent until discharged (D)

Casting *withstand the fire* is an arduous ordeal requiring 8 hours of uninterrupted casting. You may only benefit from the spell if you have a soul and if the entire casting time takes place while you remain within contiguous grasslands. When you finish casting the spell, some of your soul rests deep within the underground roots of the grasses around you. Until the spell is discharged, you gain 1 negative level which cannot be removed except by dismissing this spell. (Any spell or effect which would remove that negative level automatically fails, though you may choose to dismiss this spell instead and accept whatever benefits you would otherwise get from that other spell or effect.)

*Withstand the fire* grants you no protection or immunity from damage caused by fire (though it does not impede such benefits if you have them from some other means). Instead, while the spell is in effect, you cannot be killed by fire so long as your essence remains tied to the grasslands into which you've infused your spirit. If your body is killed by fire, your spirit returns to the deep roots of the grasslands where you cast the spell and begins reincorporating your form. Because a portion of your soul had been sequestered in this way, the reincorporation of your body does not impose the kinds of penalties or limitations involved with other spells such as *raise dead*. You raise, restored to the same general health condition you had when you cast this spell (though modified by however much time may have passed) in a safe space anywhere within the contiguous space of the grasslands where you cast the spell. (Subject to GM adjudication.) This occurs 8 + 2d8 hours after your body had been otherwise killed by fire. If the grasslands into which you've placed a bit of your spirit is completely destroyed, your negative level is removed and the spell ends.



## 101 PLAINS SPELLS

*Withstand the fire* ends if you vacate the plane where you had cast the spell; this removes the negative level. If you engage in dimensional travel, such as *teleport* or *dimension door*, if you move into an extradimensional space such as a *rope trick*, or if you enter an adjacent plane such as the Shadow Plane, your tie to the rest of your soul is not severed and *withstand the fire* remains intact. However, if you are moved more than one plane away (for example, you travel to the Hells), or take up residence in an adjacent plane, then *withstand the fire* ends.

If you are a cleric with the plant or fire domain, a druid, an oracle with the flame, life or nature mystery, a ranger with plains as a favored terrain, a shaman with the flame, life or nature spirit, or a witch with the endurance patron, then you may instead target a fellow clan companion (see *plains clan companion*) who must remain within 30 feet of you throughout the casting time and must also remain within the contiguous grasslands region. When the casting time is complete, the clan companion's soul is sequestered and that person gains the benefits of the spell and the negative level (and is subject to the same limitations regarding planar travel).

### Zone of Desiccation

**School:** Transmutation; **Level:** Cleric/Oracle 5, Druid 4, Magus 5, Ranger 4, Shaman 4, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a pinch of charcoal)

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

**Area:** 30-ft.-radius spread

**Duration:** Instantaneous; see text

**Saving Throw:** None or Fortitude negates or Reflex half; see text; **Spell Resistance:** No

You drain away moisture from the plants in an area. *Zone of desiccation* is not designed to damage creatures, however, the rapid elimination of moisture in the area does have a mildly deleterious effect on them. Living non-plant

creatures in the area failing a Fortitude save are immediately thirsty and find that after 1 hour they must make a Constitution check (against the DC of this spell) or take 1d6 points of nonlethal damage; this repeats each hour until the thirst is quenched. Plant creatures in the area suffer 1d6 Con damage on a failed Fortitude save.

Plants (but not plant creatures) in the area are reduced to dried husks of themselves (no save). Flowers, grasses and other plants are immediately dried up as if they'd suffered from weeks of severe drought. Trees with deep roots survive, but their leaves become dry and brittle.

As moisture returns to the area, the region will repopulate with plants normally. But, barring immediate rain or other similar amounts of moisture, the area affected by *zone of desiccation* is exceedingly flammable and remains that way until the area is sufficiently moistened (naturally or otherwise). Any spark will set the region ablaze, and the fire will quickly spread to engulf the region. For each 5-ft. square area set afire, all the adjacent squares in the area catch fire on the subsequent round; this process repeats until the entire area is consumed in flame.

Because the area is filled with such dry fuel, the fire burns quickly and hot. Each square in the area of *zone of desiccation* burns for 1 minute. The first round a square catches fire, the flames in the square cause 1d6 fire damage to any creature in the square. The damage increases by one die every other round until the fire causes 3d6 damage on the fifth and sixth rounds, and thereafter, as the fuel runs out, the damage decreases at the same pace (2d6 on the 7th and 8th rounds, etc.). Creatures in these areas may attempt a Reflex save for half damage each round they're exposed to the flames. If a square in the zone has very little dried plant matter, the fire burns more rapidly, consuming all the fuel in 5 rounds, and the fire damage caused each round is half that described above.

If you cast *zone of desiccation* in plains terrain (which includes areas of multiple terrain types, such as hills and plains), the area is doubled.



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15 COPYRIGHT NOTICE

**Open Game License v 1.0a**, © 2000, Wizards of the Coast, Inc.

**System Reference Document**, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

**Pathfinder Roleplaying Game Core Rulebook**, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Advanced Class Guide** © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Occult Adventures**, © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

**Pathfinder Roleplaying Game Advanced Player's Guide**, © 2010, Paizo Publishing, LLC; Authors: Jason Bulmahn.

**Pathfinder Roleplaying Game Advanced Race Guide** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat**, © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Intrigue** © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

**Pathfinder Roleplaying Game Ultimate Magic**, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor

**Pathfinder 33: The Varnhold Vanishing**. Copyright 2010, Paizo Publishing LLC. Author: Greg A. Vaughan

**101 Plains Spells** © 2017, Rite Publishing, LLC. Author: David J. Paul.



Rite Publishing Presents

January 2017 \* Issue 62

# PATHWAYS

KAI DRIESEN





Rite Publishing Presents

# In The Company Of Giants

A 1<sup>st</sup> - 20<sup>th</sup> level player character racial class



By Steven D. Russell



# Adventure Awaits in the Plains!

*101 Plains Spells* gives players and GMs a vast expanse of new spells. Whether characters are protecting a traveling caravan, using a farm as a base of operations to explore nearby ruins, or preparing to join an epic battle on the wide open fields of war, this volume will provide dozens of new and unexpected spells for PCs and for NPC friends and foes to aid or challenge players.

What's hiding in those tall grasses? How best should those pesky goblins be handled? (And what awful magic have they themselves come up with?) What secrets are held in the roots of the grasslands that survive blizzards, droughts and wildfires? How does one best prepare for the natural hazards of the wide open spaces occasionally beset by high winds, torrential rain, or sweeping wildfires?

Entirely compatible with the Pathfinder Roleplaying Game, *101 Plains Spells* expands the spell lists of casters in the *Pathfinder Roleplaying Game Core Rulebook*, the *Pathfinder Roleplaying Game Advanced Class Guide*, the *Pathfinder Roleplaying Game Advanced Player's Guide* and *Pathfinder Roleplaying Game Ultimate Magic*.