

Rite Publishing Presents

# 101 Swamp Spells



**D&D**  
ROLEPLAYING GAME COMPATIBLE

by Dave Paul

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PUBLISHING



Rite Publishing Presents:

# 101 Swamp Spells

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# 101 Swamp Spells

Most of the spells in this supplement are designed for use by spellcasters who happen to adventure in, or reside in or near, swamps of various types. Many of the spells, of course, will be useful to those who don't visit such places, particularly the spells which make use of fog, which could be great for those living in chilly port towns (though there are plenty of occasions when a swamp will be foggy). GMs will find many spells, and combinations of spells, that will be excellent tools for NPC casters (especially some multiclass and monster NPCs!) to give players some new and unexpected experiences. GMs should feel free to allow PC spellcasters to discover some of these spells, but, they should be handled carefully. Many of the spells here are designed to be very advantageous in narrow circumstances. If there are few or no circumstances for characters to explore places like marshes or foggy shorelines, several of these spells will be of no use. Many of the spells are maximally effective when used in combinations with other spells, and

clever casters will discover great pairings of spells here. The intended recipients of this work are druids, rangers and witches, though alchemists, magi, sorcerers, wizards and some clerics and oracles will find some joy within as well. There are a handful of spells for bards, inquisitors, paladins and antipaladins, but, the focus is the swamp, and, in particular, spells used by swamp denizens to deter others from invading their domicile. Several of the spells are designed to work in foggy regions; any spell which creates fog provides an opportunity for many of these spells to be used in places other than those where fog naturally occurs. In particular, moist, subterranean dungeon crawls could get a lot more interesting with the spells in this book.

## New Witch Patron Spells

**Swamp:** 2nd—*protection in swamps*, 4th—*bog fire*, 6th—*death by leeches*, 8th—*vapor dragon*, 10th—*plant shape I*, 12th—*plant shape II*, 14th—*plant shape III*, 16th—*nature's cocoon\**, 18th—*form of the swarm\**.

\*See 1001 Spells



# Spell Lists

## Alchemist Formulae

### 1st-Level Alchemist Formulae

**Marsh Dweller:** Subject gains a climb and a swim speed.

### 2nd-Level Alchemist Formulae

**Airswim:** You gain flight while in fog.

**Boggard's Breath:** You can hold your breath and croak as a boggard.

**Swamp Sense:** You gain scent, low-light vision and sensitivity while in swamps.

### 3rd-Level Alchemist Formulae

**Fade into Fog:** You gain benefits of gaseous form and invisibility while your body turns to fog.

**Grippli's Guise:** Turns you into a grippli.

**Into the Swamp:** Gain the benefits of *protection from energy*, *delay poison*, and +4 saves against disease.

### 4th-Level Alchemist Formulae

**Protection from Petrification:** Touched creature gains immunity from petrification.

### 5th-Level Alchemist Formulae

**Brineborn Transformation:** Turns you into a brineborn marsh giant.

**Hag Form:** You transform into a green hag.

**Hydra Form:** You transform into a hydra.

### 6th-Level Alchemist Formulae

**Hag Form, Greater:** You transform into an annis hag.

## Antipaladin Spells

### 1st-Level Antipaladin Spells

**Blinding Mist:** You blind several targets who are already in fog.

### 2nd-Level Antipaladin Spells

**Accelerated Decomposition:** Items in swamp decay into sludge and slime.

**Decay Weapons:** Weapons age and decay rapidly becoming broken and useless.

**Swamp Bane Weapon:** Melee weapon gains bane special ability against swamp creatures.

### 3rd-Level Antipaladin Spells

**Nightmare Mount:** You summon the brief services of a nightmare mount.

### 4th-Level Antipaladin Spells

**Curse of Eternal Fog:** You transform a creature into a foggy version of itself.

**Unholy Fog:** Fog in the region becomes unholy water dealing 2d4 damage per round to good outsiders.

## Bard Spells

### 1st-Level Bard Spells

**Firefly Messengers:** A cloud of fireflies delivers a message for you.

**Lingering Obscurement:** Targets remain affected as if in fog even after they leave the fog.

**Unbound by Plants:** Touched creature cannot be entangled by plants and resists being grappled by plants or plant creatures.

### 2nd-Level Bard Spells

**Lifted from Fog:** All subjects in region are temporarily free from fog and its effects.

**Torporific Bog:** Targets are fatigued and staggered as they are overwhelmed by lethargy.

### 3rd-Level Bard Spells

**Phantasmal Fog:** Target creatures believe themselves to be enshrouded in fog.

**Wary Wakefulness:** Subjects gain the insomnia affliction and may hallucinate or become exhausted.

### 4th-Level Bard Spells

**Bolster Fey:** Fey creatures gain +2 bonus to many combat rolls, improved vision and DR.

**Detoxify Plants:** One or more plants loses toxicity.

**Disrupt Fey:** Fey creatures gain -2 penalty to many combat rolls, and have their vision and DR weakened.

### 5th-Level Bard Spells

**Isolating Mists:** Targets lose all their friends in the fog.

### 6th-Level Bard Spells

**Bog Nixie's Song:** Compel others to helplessly move adjacent to you.

**Dank Calling:** Subjects take on a quest to travel to the center of the nearest swamp.

**Hopelessly Lost:** Subject lost and in fog also develops amnesia.

**Stygian Silence:** Curse prevents communication except with the dead.



## Cleric/Oracle Spells

### 0-Level Cleric/Oracle Spells

**Stepping Stone:** A stone emerges from the ground temporarily giving you a clear place to stand.

### 1st-Level Cleric/Oracle Spells

**Protection in Swamps:** Subject is hard to perceive, gains +1 AC, +2 saves versus poison, disease and enchantments, and resist acid.

**Unbound by Plants:** Touched creature cannot be entangled by plants and resists being grappled by plants or plant creatures.

### 2nd-Level Cleric/Oracle Spells

**Blinding Mist:** You blind several targets who are already in fog.

**Grant Mistight:** You give another the ability to see through mist and be unimpeded by its vision-limiting effects.

**Lifted from Fog:** All subjects in region are temporarily free from fog and its effects.

**Putrid Vapors:** Cloud of gas sickens subjects.

**Swamp Paste:** Muck is transformed into a healing salve.

**Wall of Fog:** Creates a wall of fog which blocks line of sight and provides concealment.

### 3rd-Level Cleric/Oracle Spells

**Fog Shift:** Target creature is displaced while it remains in fog.

**Into the Swamp:** Gain the benefits of *protection from energy*, *delay poison*, and +4 saves against disease.

**Swamp Bane Weapon:** Melee weapon gains bane special ability against swamp creatures.

**Terrain Anchor:** Prevents movement out of the current terrain type.

### 4th-Level Cleric/Oracle Spells

**Bolster Fey:** Fey creatures gain +2 bonus to many combat rolls, improved vision and DR.

**Converse with Kin:** Kinsfolk (as determined by *kin on the moor*) communicate with one another despite great distance.

**Detoxify Plants:** One or more plants loses toxicity.

**Disrupt Fey:** Fey creatures gain -2 penalty to many combat rolls, and have their vision and DR weakened.

**Holy Fog:** Fog in the region becomes holy water dealing 2d4 damage per round to undead and evil outsiders.

**Necrotic Fog:** Fog causes 1d3 Con damage each round to creatures within.

**Protection from Petrification:** Touched creature gains immunity from petrification.

**Unholy Fog:** Fog in the region becomes unholy water dealing 2d4 damage per round to good outsiders.

**Vapor Dragon:** Make a cloud into a black or bronze dragon that can fly you about.

**Wary Wakefulness:** Subjects gain the insomnia affliction and may hallucinate or become exhausted.



*Nightmare Mount*

### 5th-Level Cleric/Oracle Spells

**Haematic Plague:** Target's blood sprays into a malevolent, draining cloud.

**Into the Swamp, Mass:** Extend the benefits of *into the swamp* to several creatures.

**Kin on the Moor:** An area of the moor is dedicated to you and your kinsfolk, granting the kin power.

**Nightmare Mount:** You summon the brief services of a nightmare mount.

**Swamp Demon:** Call a hezrou to perform a task.

### 6th-Level Cleric/Oracle Spells

**Healing Mists:** All living beings in the area gain regeneration for 1 round/level.

**Hezrou Skin:** Gain darkvision, DR 10/good, immune electricity and poison, and resist 10 acid, cold and fire.

### 7th-Level Cleric/Oracle Spells

**Beckon Kin:** You teleport, from the same plane, one or more kin, to the site designated by *kin on the moor*.

**Recuperative Slumber on the Moor:** Sleep provides both *heal* and *restoration* to the kinsfolk subjects.

**Stygian Silence:** Curse prevents communication except with the dead.

### 8th-Level Cleric/Oracle Spells

**Gloom of the Moors:** Creatures within 30 feet suffer Con drain granting you temporary hit points.

**Murderous Intent:** Touched creature flies into a murderous rage for as long as you maintain concentration.

## 9th-Level Cleric/Oracle Spells

**Beckon Kin, Greater:** You teleport, from anywhere, one or more kin to the site designated by *kin on the moor*.

## Druid Spells

### 0-Level Druid Spells

**Firefly Twinklings:** The combined blinking of a cloud of fireflies produces a muted light.

**Stepping Stone:** A stone emerges from the ground temporarily giving you a clear place to stand.

### 1st-Level Druid Spells

**Firefly Messengers:** A cloud of fireflies delivers a message for you.

**Lingering Obscurement:** Targets remain affected as if in fog even after they leave the fog.

**Marsh Dweller:** Subject gains a climb and a swim speed.

**Protection in Swamps:** Subject is hard to perceive, gains +1 AC, +2 saves versus poison, disease and enchantments, and resist acid.

**Read Plants:** Reveals information about the creatures that have passed through this area of plants.

**Soporific Fog:** You cause sleep to come upon those enshrouded in fog.

**Sticky Fog:** Target is surrounded by sticky fog, making many actions more difficult.

**Unbound by Plants:** Touched creature cannot be entangled by plants and resists being grappled by plants or plant creatures.

**Utilize Natural Cover:** You gain evasion while you're in the marsh or forest terrain.

### 2nd-Level Druid Spells

**Accelerated Decomposition:** Items in swamp decay into sludge and slime.

**Airswim:** You gain flight while in fog.

**Blinding Mist:** You blind several targets who are already in fog.

**Bog Fire:** Random eruptions of fire within a 20-ft. radius area cause 2d6 damage.

**Boggard's Breath:** You can hold your breath and croak as a boggard.

**Cloak of Fog:** You are protected by a resilient bank of fog.

**Decay Weapons:** Weapons age and decay rapidly becoming broken and useless.

**Grant Mistight:** You give another the ability to see through mist and be unimpeded by its vision-limiting effects.

**Into the Swamp:** Gain the benefits of *protection from energy*, *delay poison*, and +4 saves against disease.

**Lifted from Fog:** All subjects in region are temporarily free from fog and its effects.

**Putrid Vapors:** Cloud of gas sickens subjects.

**Sculpt Fog:** Solidifies fog into temporary objects.

**Shocking Team:** Caster and her allies gain the ability to deliver powerful shocks.

**Slippery Ground:** You cause terrain to become quicksand.

**Stirge Touch:** Your touch causes the subject to take 1 Con damage per round.

**Swamp Paste:** Muck is transformed into a healing salve.

**Swamp Sense:** You gain scent, low-light vision and sensitivity while in swamps.

**Torporific Bog:** Targets are fatigued and staggered as they are overwhelmed by lethargy.

**Wall of Fog:** Creates a wall of fog which blocks line of sight and provides concealment.

### 3rd-Level Druid Spells

**Control Bog:** You alter the marsh terrain in the bog in your area.

**Control Fog:** You alter the amount or density of fog.

**Death by Leeches:** Summons a leech swarm.

**Detoxify Plants:** One or more plants loses toxicity.

**Disorienting Fog:** Fog obscures vision and causes those within to become lost.

**Fade into Fog:** You gain benefits of gaseous form and invisibility while your body turns to fog.

**Fog of Confusion:** Your subjects become confused while they remain in fog.

**Fog Shift:** Target creature is displaced while it remains in fog.

**Green Jelly Splash:** Thrown blob deals 2d6 acid and 1d2 Dexterity damage and may dazzle creatures.

**Grippli's Guise:** Turns you into a grippli.

**Shrouds of Fog:** Hides subject from divination while the subject remains in fog.

**Soporific Fog, Greater:** You cause sleep to come upon those enshrouded in fog, up to 10 HD.

**Sticky Fog, Mass:** Targets are surrounded by sticky fog, making many actions more difficult.

**Swamp Bane Weapon:** Melee weapon gains bane special ability against swamp creatures.

**Terrain Anchor:** Prevents movement out of the current terrain type.

**Witchflame Aura:** Targets are affected like *faerie fire*, are vulnerable to fire, sickened, and attract will-o'-wisps.

### 4th-Level Druid Spells

**Awaken Algae:** You temporarily transform a colony of algae into an algoid.

**Boiling Fog:** You create a superheated fog, boiling those within.

**Bolster Fey:** Fey creatures gain +2 bonus to many combat rolls, improved vision and DR.

**Chill Fog:** You create a supercooled fog, freezing those within.

**Converse with Kin:** Kinsfolk (as determined by *kin on the moor*) communicate with one another despite great distance.



**Curtain of Acid:** Moving curtain of acid deals 1d4 acid damage per two levels, blocks sight.

**Disrupt Fey:** Fey creatures gain -2 penalty to many combat rolls, and have their vision and DR weakened.

**Fog Conjunction:** You duplicate the effect of a lower-level conjunction (creation) spell.

**Fog Creature II:** You transform fog into a creature with the powers of a Tiny or Large animal.

**Fog Stride:** You teleport from one location to another within a contiguous bank of fog.

**Modify Poison:** You alter the kind of poison damage a creature or object causes.

**Move Earth, Lesser:** Digs trenches and builds hills.

**Protection from Petrification:** Touched creature gains immunity from petrification.

**Summon Gray Ooze:** You summon one gray ooze.

**Summon Ochre Jelly:** You summon one ochre jelly.

**Sundew Spray:** Cone-shaped spray entangles creatures, deals acid and Con damage, and may fascinate.

**Vapor Dragon:** Make a cloud into a black or bronze dragon that can fly you about.

**Wary Wakefulness:** Subjects gain the insomnia affliction and may hallucinate or become exhausted.

**Yellow Musk Spray:** You nauseate and stupefy several targets with yellow musk pollen.

### 5th-Level Druid Spells

**Bring the Wisps:** You summon will-o'-wisps to fight on your behalf.

**Curse of Eternal Fog:** You transform a creature into a foggy version of itself.

**Fen Twin:** Creates duplicate of a region of fen.

**Guardian Slug:** Summons a giant slug to defend you.

**Haematic Plague:** Target's blood sprays into a malevolent, draining cloud.

**Into the Swamp, Mass:** Extend the benefits of *into the swamp* to several creatures.

**Kin on the Moor:** An area of the moor is dedicated to you and your kinsfolk, granting the kin power.

### 6th-Level Druid Spells

**Acid Pool:** Pool of acid persists for several rounds, damaging those who touch it.

**Brineborn Transformation:** Turns you into a brineborn marsh giant.

**Dank Calling:** Subjects take on a quest to travel to the center of the nearest swamp.

**Flesh to Fog:** Turns subject creature into statue of fog.

**Fog to Flesh:** Restores creature transformed to fog.

**From Fog into Ether:** You become ethereal for 1 round/2 levels.

**Hag Form:** You transform into a green hag.

**Healing Mists:** All living beings in the area gain regeneration for 1 round/level.

**Lightning Bug Swarm:** Summons swarms of lightning bugs which arc electricity for 5d6 damage per swarm.

### 7th-Level Druid Spells

**Beckon Kin:** You teleport, from the same plane, one or more kin, to the site designated by *kin on the moor*.

**Bog Nixie's Song:** Compel others to helplessly move adjacent to you.

**Fog Conjunction, Greater:** You duplicate the effect of a lower-level conjunction (creation) spell.

**Hag Form, Greater:** You transform into an annis hag.

**Hopelessly Lost:** Subject lost and in fog also develops amnesia.

**Join Coven:** You participate in a hags' coven.

**Swamp Rot:** The swamp rapidly consumes your targets.

**Zone of Nature:** Keeps out non-natural creatures and objects.

### 8th-Level Druid Spells

**Acid and Poison:** Targets suffer 8d6 acid damage and 1 Con and 1 Dex damage each round.

**Gloom of the Moors:** Creatures within 30 feet suffer Con drain granting you temporary hit points.

**Recuperative Slumber on the Moor:** Sleep provides both *heal* and *restoration* to the kinsfolk subjects.

### 9th-Level Druid Spells

**Beckon Kin, Greater:** You teleport, from anywhere, one or more kin to the site designated by *kin on the moor*.

**Killing Fog:** 10 ft./level radius region of fog turns to lethal contact poison causing 3d6 Con damage per round.

**Trees Reclaim the Land:** Creates many square miles of forest.

**Zone of Nature, Greater:** Permanently keeps out non-natural creatures and objects.

## Inquisitor Spells

### 1st-Level Inquisitor Spells

**Protection in Swamps:** Subject is hard to perceive, gains +1 AC, +2 saves versus poison, disease and enchantments, and resist acid.

**Unbound by Plants:** Touched creature cannot be entangled by plants and resists being grappled by plants or plant creatures.

### 2nd-Level Inquisitor Spells

**Lifted from Fog:** All subjects in region are temporarily free from fog and its effects.

**Slippery Ground:** You cause terrain to become quicksand.

**Swamp Bane Weapon:** Melee weapon gains bane special ability against swamp creatures.

### 3rd-Level Inquisitor Spells

**Into the Swamp:** Gain the benefits of *protection from energy*, *delay poison*, and +4 saves against disease.

**Terrain Anchor:** Prevents movement out of the current terrain type.

### 4th-Level Inquisitor Spells

**Protection from Petrification:** Touched creature gains immunity from petrification.

### 5th-Level Inquisitor Spells

**Into the Swamp, Mass:** Extend the benefits of *into the swamp* to several creatures.

### 6th-Level Inquisitor Spells

**Healing Mists:** All living beings in the area gain regeneration for 1 round/level.

**Hezrou Skin:** Gain darkvision, DR 10/good, immune electricity and poison, and resist 10 acid, cold and fire.

**Hopelessly Lost:** Subject lost and in fog also develops amnesia.

**Stygian Silence:** Curse prevents communication except with the dead.

**Swamp Rot:** The swamp rapidly consumes your targets.

## Magus Spells

### 1st-Level Magus Spells

**Sticky Fog:** Target is surrounded by sticky fog, making many actions more difficult.

**Utilize Natural Cover:** You gain evasion while you're in marsh or forest terrain.

### 2nd-Level Magus Spells

**Blinding Mist:** You blind several targets who are already in fog.

**Cloak of Fog:** You are protected by a resilient bank of fog.

**Green Jelly Splash:** Thrown blob deals 2d6 acid and 1d2 Dexterity damage and may dazzle creatures.

**Shocking Team:** Caster and her allies gain the ability to deliver powerful shocks.

**Swamp Bane Weapon:** Melee weapon gains bane special ability against swamp creatures.

**Wall of Fog:** Creates a wall of fog which blocks line of sight and provides concealment.

### 3rd-Level Magus Spells

**Fade into Fog:** You gain benefits of gaseous form and invisibility while your body turns to fog.

**Fog Shift:** Target creature is displaced while it remains in fog.

**Fog Stride:** You teleport from one location to another within a contiguous bank of fog.

**Sticky Fog, Mass:** Targets are surrounded by sticky fog, making many actions more difficult.

**Wary Wakefulness:** Subjects gain the insomnia affliction and may hallucinate or become exhausted.

### 4th-Level Magus Spells

**Curtain of Acid:** Moving curtain of acid deals 1d4 acid damage per two levels, blocks sight.

**Disrupt Fey:** Fey creatures gain -2 penalty to many combat rolls, and have their vision and DR weakened.

### 5th-Level Magus Spells

**Brineborn Transformation:** Turns you into a brineborn marsh giant.

**Hag Form:** You transform into a green hag.

**Hydra Form:** You transform into a hydra.

### 6th-Level Magus Spells

**Acid Pool:** Pool of acid persists for several rounds, damaging those who touch it.

**Flesh to Fog:** Turns subject creature into statue of fog.

**Fog to Flesh:** Restores creature transformed to fog.

**Hag Form, Greater:** You transform into an annis hag.

**Swamp Rot:** The swamp rapidly consumes your targets.

## Paladin Spells

### 1st-Level Paladin Spells

**Lifted from Fog:** All subjects in region are temporarily free from fog and its effects.

**Protection in Swamps:** Subject is hard to perceive, gains +1 AC, +2 saves versus poison, disease and enchantments, and resist acid.

### 2nd-Level Paladin Spells

**Swamp Bane Weapon:** Melee weapon gains bane special ability against swamp creatures.

### 3rd-Level Paladin Spells

**Protection from Petrification:** Touched creature gains immunity from petrification.

### 4th-Level Paladin Spells

**Holy Fog:** Fog in the region becomes holy water dealing 2d4 damage per round to undead and evil outsiders.

## Ranger Spells

### 1st-Level Ranger Spells

**Airswim:** You gain flight while in fog.

**Cloak of Fog:** You are protected by a resilient bank of fog.

**Firefly Messengers:** A cloud of fireflies delivers a message for you.

**Lifted from Fog:** All subjects in region are temporarily free from fog and its effects.

**Lingering Obscurement:** Targets remain affected as if in fog even after they leave the fog.

**Protection in Swamps:** Subject is hard to perceive, gains +1 AC, +2 saves versus poison, disease and enchantments, and resist acid.



**Read Plants:** Reveals information about the creatures that have passed through this area of plants.

**Sticky Fog:** Target is surrounded by sticky fog, making many actions more difficult.

**Unbound by Plants:** Touched creature cannot be entangled by plants and resists being grappled by plants or plant creatures.

**Utilize Natural Cover:** You gain evasion while you're in marsh or forest terrain.

## 2nd-Level Ranger Spells

**Decay Weapons:** Weapons age and decay rapidly becoming broken and useless.

**Disorienting Fog:** Fog obscures vision and causes those within to become lost.

**Fog Shift:** Target creature is displaced while it remains in fog.

**Grant Mistight:** You give another the ability to see through mist and be unimpeded by its vision-limiting effects.

**Grippli's Guise:** Turns you into a gripli.

**Into the Swamp:** Gain the benefits of *protection from energy, delay poison*, and +4 saves against disease.

**Slippery Ground:** You cause terrain to become quicksand.

**Sticky Fog, Mass:** Targets are surrounded by sticky fog, making many actions more difficult.

**Swamp Bane Weapon:** Melee weapon gains bane special ability against swamp creatures.

**Swamp Paste:** Muck is transformed into a healing salve.

**Swamp Sense:** You gain scent, low-light vision and sensitivity while in swamps.

**Torporific Bog:** Targets are fatigued and staggered as they are overwhelmed by lethargy.

## 3rd-Level Ranger Spells

**Bolster Fey:** Fey creatures gain +2 bonus to many combat rolls, improved vision and DR.

**Control Bog:** You alter the marsh terrain in the bog in your area.

**Control Fog:** You alter the amount or density of fog.

**Detoxify Plants:** One or more plants loses toxicity.

**Disrupt Fey:** Fey creatures gain -2 penalty to many combat rolls, and have their vision and DR weakened.

**Fade into Fog:** You gain benefits of gaseous form and invisibility while your body turns to fog.

**Fog of Confusion:** Your subjects become confused while they remain in fog.

**Fog Conjunction:** You duplicate the effect of a lower-level conjunction (creation) spell.

**Modify Poison:** You alter the kind of poison damage a creature or object causes.

**Protection from Petrification:** Touched creature gains immunity from petrification.

**Shrouds of Fog:** Hides subject from divination while the subject remains in fog.

**Terrain Anchor:** Prevents movement out of the current terrain type.

## 4th-Level Ranger Spells

**Bring the Wisps:** You summon will-o'-wisps to fight on your behalf.

**Fen Twin:** Creates duplicate of a region of fen.

**Fog Creature II:** You transform fog into a creature with the powers of a Tiny or Large animal.

**Fog Stride:** You teleport from one location to another within a contiguous bank of fog.

**Into the Swamp, Mass:** Extend the benefits of *into the swamp* to several creatures.

**Move Earth, Lesser:** Digs trenches and builds hills.

**Sundew Spray:** Cone-shaped spray entangles creatures, deals acid and Con damage, and may fascinate.

## Sorcerer/Wizard Spells

### 0-Level Sorcerer/Wizard Spells

#### Transmutation

**Stepping Stone:** A stone emerges from the ground temporarily giving you a clear place to stand.

### 1st-Level Sorcerer/Wizard Spells

#### Evocation

**Sticky Fog:** Target is surrounded by sticky fog, making many actions more difficult.

#### Transmutation

**Lingering Obscurement:** Targets remain affected as if in fog even after they leave the fog.

**Marsh Dweller:** Subject gains a climb and a swim speed.

### 2nd-Level Sorcerer/Wizard Spells

#### Abjuration

**Cloak of Fog:** You are protected by a resilient bank of fog.

**Lifted from Fog:** All subjects in region are temporarily free from fog and its effects.

#### Conjuration

**Putrid Vapors:** Cloud of gas sickens subjects.

#### Enchantment

**Torporific Bog:** Targets are fatigued and staggered as they are overwhelmed by lethargy.

**Wall of Fog:** Creates a wall of fog which blocks line of sight and provides concealment.

#### Evocation

**Bog Fire:** Random eruptions of fire within a 20-ft. radius area cause 2d6 damage.

### *Necromancy*

**Stirge Touch:** Your touch causes the subject to take 1 Con damage per round.

### *Transmutation*

**Accelerated Decomposition:** Items in swamp decay into sludge and slime.

**Airswim:** You gain flight while in fog.

**Blinding Mist:** You blind several targets who are already in fog.

**Boggard's Breath:** You can hold your breath and croak as a boggard.

**Decay Weapons:** Weapons age and decay rapidly becoming broken and useless.

**Sculpt Fog:** Solidifies fog into temporary objects.

**Shocking Team:** Caster and her allies gain the ability to deliver powerful shocks.

**Slippery Ground:** You cause terrain to become quicksand.

## 3rd-Level Sorcerer/Wizard Spells

### *Abjuration*

**Shrouds of Fog:** Hides subject from divination while the subject remains in fog.

### *Conjuration*

**Disorienting Fog:** Fog obscures vision and causes those within to become lost.

**Fog Shift:** Target creature is displaced while it remains in fog.

**Green Jelly Splash:** Thrown blob deals 2d6 acid and 1d2 Dexterity damage and may dazzle creatures.

### *Evocation*

**Sticky Fog, Mass:** Targets are surrounded by sticky fog, making many actions more difficult.

**Witchflame Aura:** Targets are affected like *faerie fire*, are vulnerable to fire, sickened, and attract will-o'-wisps.

### *Illusion*

**Phantasmal Fog:** Target creatures believe themselves to be enshrouded in fog.

### *Transmutation*

**Control Bog:** You alter the marsh terrain in the bog in your area.

**Control Fog:** You alter the amount or density of fog.

**Fade into Fog:** You gain benefits of gaseous form and invisibility while your body turns to fog.

**Gripli's Guise:** Turns you into a gripli.

**Swamp Bane Weapon:** Melee weapon gains bane special ability against swamp creatures.

## 4th-Level Sorcerer/Wizard Spells

### *Abjuration*

**Bolster Fey:** Fey creatures gain +2 bonus to many combat rolls, improved vision and DR.



### *Converse with Kin*

**Disrupt Fey:** Fey creatures gain -2 penalty to many combat rolls, and have their vision and DR weakened.

**Protection from Petrification:** Touched creature gains immunity from petrification.

### *Conjuration*

**Boiling Fog:** You create a superheated fog, boiling those within.

**Detoxify Plants:** One or more plants loses toxicity.

**Fog Conjunction:** You duplicate the effect of a lower-level conjunction (creation) spell.

**Fog Stride:** You teleport from one location to another within a contiguous bank of fog.

**Sundew Spray:** Cone-shaped spray entangles creatures, deals acid and Con damage, and may fascinate.

### *Enchantment*

**Wary Wakefulness:** Subjects gain the insomnia affliction and may hallucinate or become exhausted.

### *Evocation*

**Converse with Kin:** Kinsfolk (as determined by *kin on the moor*) communicate with one another despite great distance.

**Curtain of Acid:** Moving curtain of acid deals 1d4 acid damage per two levels, blocks sight.



### *Necromancy*

**Necrotic Fog:** Fog causes 1d3 Con damage each round to creatures within.

### *Transmutation*

**Boiling Fog:** You create a superheated fog, boiling those within.

**Chill Fog:** You create a supercooled fog, freezing those within.

**Daemonic Spit:** You gain a spit attack which causes targets to fall asleep.

**Move Earth, Lesser:** Digs trenches and builds hills.

**Vapor Dragon:** Make a cloud into a black or bronze dragon that can fly you about.

**Yellow Musk Spray:** You nauseate and stupefy several targets with yellow musk pollen.

## 5th-Level Sorcerer/Wizard Spells

### *Abjuration*

**Kin on the Moor:** An area of the moor is dedicated to you and your kinsfolk, granting the kin power.

### *Illusion*

**Isolating Mists:** Targets lose all their friends in the fog.

### *Necromancy*

**Curse of Eternal Fog:** You transform a creature into a foggy version of itself.

**Haematic Plague:** Target's blood sprays into a malevolent, draining cloud.

### *Transmutation*

**Hydra Form:** You transform into a hydra.

## 6th-Level Sorcerer/Wizard Spells

### *Conjuration*

**Bring the Wisps:** You summon will-o'-wisps to fight on your behalf.

**Dracolisk Summoning:** You summon a dracolisk.

### *Evocation*

**Acid Pool:** Pool of acid persists for several rounds, damaging those who touch it.

### *Necromancy*

**Spirit Naga Soul:** Gain the temporarily ability to cast cleric spells.

### *Transmutation*

**Brineborn Transformation:** Turns you into a brineborn marsh giant.

**Flesh to Fog:** Turns subject creature into statue of fog.

**Fog to Flesh:** Restores creature transformed to fog.

**From Fog into Ether:** You become ethereal for 1 round/2 levels.

## 7th-Level Sorcerer/Wizard Spells

### *Conjuration*

**Beckon Kin:** You teleport, from the same plane, one or more kin, to the site designated by *kin on the moor*.

**Fog Conjuration, Greater:** You duplicate the effect of a lower-level conjuration (creation) spell.

### *Enchantment*

**Bog Nixie's Song:** Compel others to helplessly move adjacent to you.

**Dank Calling:** Subjects take on a quest to travel to the center of the nearest swamp.

**Hopelessly Lost:** Subject lost and in fog also develops amnesia.

### *Necromancy*

**Stygian Silence:** Curse prevents communication except with the dead.

### *Transmutation*

**Hag Form:** You transform into a green hag.

**Swamp Rot:** The swamp rapidly consumes your targets.

## 8th-Level Sorcerer/Wizard Spells

### *Enchantment*

**Join Coven:** You participate in a hags' coven.

### *Necromancy*

**Gloom of the Moors:** Creatures within 30 feet suffer Con drain granting you temporary hit points.

### *Transmutation*

**Acid and Poison:** Targets suffer 8d6 acid damage and 1 Con and 1 Dex damage each round.

**Hag Form, Greater:** You transform into an annis hag.

## 9th-Level Sorcerer/Wizard Spells

### *Conjuration*

**Beckon Kin, Greater:** You teleport, from anywhere, one or more kin to the site designated by *kin on the moor*.

### *Transmutation*

**Killing Fog:** 10 ft./level radius region of fog turns to lethal contact poison causing 3d6 Con damage per round.

## Summoner Spells

### 1st-Level Summoner Spells

**Blinding Mist:** You blind several targets who are already in fog.

## 2nd-Level Summoner Spells

**Cloak of Fog:** You are protected by a resilient bank of fog.

**Wall of Fog:** Creates a wall of fog which blocks line of sight and provides concealment.

## 3rd-Level Summoner Spells

**Converse with Kin:** Kinsfolk (as determined by *kin on the moor*) communicate with one another despite great distance.

**Fog Conjunction:** You duplicate the effect of a lower-level conjunction (creation) spell.

**Fog Stride:** You teleport from one location to another within a contiguous bank of fog.

**Summon Gray Ooze:** You summon one gray ooze.

**Summon Ochre Jelly:** You summon one ochre jelly.

## 4th-Level Summoner Spells

**Boiling Fog:** You create a superheated fog, boiling those within.

**Chill Fog:** You create a supercooled fog, freezing those within.

**Dracolisk Summoning:** You summon a dracolisk.

**Guardian Slug:** Summons a giant slug to defend you.

**Kin on the Moor:** An area of the moor is dedicated to you and your kinsfolk, granting the kin power.

**Nightmare Mount:** You summon the brief services of a nightmare mount.

## 5th-Level Summoner Spells

**Beckon Kin:** You teleport, from the same plane, one or more kin, to the site designated by *kin on the moor*.

**Bring the Wisps:** You summon will-o'-wisps to fight on your behalf.

## 6th-Level Summoner Spells

**Beckon Kin, Greater:** You teleport, from anywhere, one or more kin to the site designated by *kin on the moor*.

**Fog Conjunction, Greater:** You duplicate the effect of a lower-level conjunction (creation) spell.

## Witch Spells

### 0-Level Witch Spells

**Firefly Twinklings:** The combined blinking of a cloud of fireflies produces a muted light.

**Stepping Stone:** A stone emerges from the ground temporarily giving you a clear place to stand.

### 1st-Level Witch Spells

**Firefly Messengers:** A cloud of fireflies delivers a message for you.

**Lingering Obscurement:** Targets remain affected as if in fog even after they leave the fog.

**Marsh Dweller:** Subject gains a climb and a swim speed.

**Soporific Fog:** You cause sleep to come upon those enshrouded in fog.

**Sticky Fog:** Target is surrounded by sticky fog, making many actions more difficult.

## 2nd-Level Witch Spells

**Accelerated Decomposition:** Items in swamp decay into sludge and slime.

**Airswim:** You gain flight while in fog.

**Blinding Mist:** You blind several targets who are already in fog.

**Cloak of Fog:** You are protected by a resilient bank of fog.

**Decay Weapons:** Weapons age and decay rapidly becoming broken and useless.

**Grant Mistight:** You give another the ability to see through mist and be unimpeded by its vision-limiting effects.

**Lifted from Fog:** All subjects in region are temporarily free from fog and its effects.

**Putrid Vapors:** Cloud of gas sickens subjects.

**Sculpt Fog:** Solidifies fog into temporary objects.

**Shocking Team:** Caster and her allies gain the ability to deliver powerful shocks.

**Slippery Ground:** You cause terrain to become quicksand.

**Stirge Touch:** Your touch causes the subject to take 1 Con damage per round.

**Swamp Paste:** Muck is transformed into a healing salve.

**Swamp Sense:** You gain scent, low-light vision and sensitivity while in swamps.

**Torporific Bog:** Targets are fatigued and staggered as they are overwhelmed by lethargy.

**Wall of Fog:** Creates a wall of fog which blocks line of sight and provides concealment.

## 3rd-Level Witch Spells

**Control Bog:** You alter the marsh terrain in the bog in your area.

**Control Fog:** You alter the amount or density of fog.

**Disorienting Fog:** Fog obscures vision and causes those within to become lost.

**Fade into Fog:** You gain benefits of gaseous form and invisibility while your body turns to fog.

**Fog of Confusion:** Your subjects become confused while they remain in fog.

**Fog Shift:** Target creature is displaced while it remains in fog.

**Green Jelly Splash:** Thrown blob deals 2d6 acid and 1d2 Dexterity damage and may dazzle creatures.

**Grippli's Guise:** Turns you into a grippli.

**Into the Swamp:** Gain the benefits of *protection from energy, delay poison*, and +4 saves against disease.

**Phantasmal Fog:** Target creatures believe themselves to be enshrouded in fog.

**Shrouds of Fog:** Hides subject from divination while the subject remains in fog.

**Soporific Fog, Greater:** You cause sleep to come upon those enshrouded in fog, up to 10 HD.



**Sticky Fog, Mass:** Targets are surrounded by sticky fog, making many actions more difficult.

**Witchflame Aura:** Targets are affected like *faerie fire*, are vulnerable to fire, sickened, and attract will-o'-wisps.

### 4th-Level Witch Spells

**Boiling Fog:** You create a superheated fog, boiling those within.

**Bolster Fey:** Fey creatures gain +2 bonus to many combat rolls, improved vision and DR.

**Chill Fog:** You create a supercooled fog, freezing those within.

**Converse with Kin:** Kinsfolk (as determined by *kin on the moor*) communicate with one another despite great distance.

**Curse of Eternal Fog:** You transform a creature into a foggy version of itself.

**Curtain of Acid:** Moving curtain of acid deals 1d4 acid damage per two levels, blocks sight.

**Daemonic Spit:** You gain a spit attack which causes targets to fall asleep.

**Detoxify Plants:** One or more plants loses toxicity.

**Disrupt Fey:** Fey creatures gain -2 penalty to many combat rolls, and have their vision and DR weakened.

**Fog Conjunction:** You duplicate the effect of a lower-level conjunction (creation) spell.

**Fog Stride:** You teleport from one location to another within a contiguous bank of fog.

**Modify Poison:** You alter the kind of poison damage a creature or object causes.

**Summon Gray Ooze:** You summon one gray ooze.

**Summon Ochre Jelly:** You summon one ochre jelly.

**Necrotic Fog:** Fog causes 1d3 Con damage each round to creatures within.

**Wary Wakefulness:** Subjects gain the insomnia affliction and may hallucinate or become exhausted.

**Yellow Musk Spray:** You nauseate and stupefy several targets with yellow musk pollen.

### 5th-Level Witch Spells

**Bring the Wisps:** You summon will-o'-wisps to fight on your behalf.

**Fen Twin:** Creates duplicate of a region of fen.

**Guardian Slug:** Summons a giant slug to defend you.

**Haematic Plague:** Target's blood sprays into a malevolent, draining cloud.

**Into the Swamp, Mass:** Extend the benefits of *into the swamp* to several creatures.

**Isolating Mists:** Targets lose all their friends in the fog.

**Kin on the Moor:** An area of the moor is dedicated to you and your kinsfolk, granting the kin power.

**Nightmare Mount:** You summon the brief services of a nightmare mount.

### 6th-Level Witch Spells

**Acid Pool:** Pool of acid persists for several rounds, damaging those who touch it.

**Brineborn Transformation:** Turns you into a brineborn marsh giant.

**Dank Calling:** Subjects take on a quest to travel to the center of the nearest swamp.

**Flesh to Fog:** Turns subject creature into statue of fog.

**Fog to Flesh:** Restores creature transformed to fog.

**Hag Form:** You transform into a green hag.

**Healing Mists:** All living beings in the area gain regeneration for 1 round/level.

**Hezrou Skin:** Gain darkvision, DR 10/good, immune electricity and poison, and resist 10 acid, cold and fire.

**Lightning Bug Swarm:** Summons swarms of lightning bugs which arc electricity for 5d6 damage per swarm.

**Spirit Naga Soul:** Gain the temporarily ability to cast cleric spells.

### 7th-Level Witch Spells

**Beckon Kin:** You teleport, from the same plane, one or more kin, to the site designated by *kin on the moor*.

**Bog Nixie's Song:** Compel others to helplessly move adjacent to you.

**Fog Conjunction, Greater:** You duplicate the effect of a lower-level conjunction (creation) spell.

**Hag Form, Greater:** You transform into an annis hag.

**Hopelessly Lost:** Subject lost and in fog also develops amnesia.

**Join Coven:** You participate in a hags' coven.

**Stygian Silence:** Curse prevents communication except with the dead.

**Swamp Rot:** The swamp rapidly consumes your targets.

### 8th-Level Witch Spells

**Acid and Poison:** Targets suffer 8d6 acid damage and 1 Con and 1 Dex damage each round.

**Gloom of the Moors:** Creatures within 30 feet suffer Con drain granting you temporary hit points.

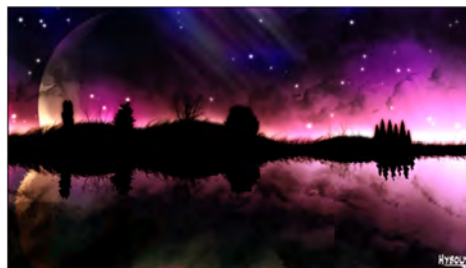
**Murderous Intent:** Touched creature flies into a murderous rage for as long as you maintain concentration.

**Recuperative Slumber on the Moor:** Sleep provides both *heal* and *restoration* to the kinsfolk subjects.

### 9th-Level Witch Spells

**Beckon Kin, Greater:** You teleport, from anywhere, one or more kin to the site designated by *kin on the moor*.

**Killing Fog:** 10 ft./level radius region of fog turns to lethal contact poison causing 3d6 Con damage per round.



## Accelerated Decomposition

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a live, short-lived insect)

**Range:** Touch; see text

**Targets:** Non-living objects within a 5-ft./level-radius burst

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates (object); **Spell Resistance:** No

You touch the ground and send a wave of magical energy through it causing leather, wood, rope, and other similar objects of worked but natural origin to rapidly decompose. Non-magical, unattended items made from natural materials decay immediately and are rendered into swamp sludge and slime. Magical items are unaffected by this spell. Attended, non-magical items take damage only if the individual fails its save with a natural 1 (see the section on magic and item's saving throws in the *Pathfinder® Roleplaying Game Core Rulebook™*).

If the terrain you touch could be considered a swamp, it affects both magical items and attended items upon a failed save.

## Acid and Poison

**School:** Transmutation [acid, poison, water]; **Level:** Druid 8, Sorcerer/Wizard 8, Witch 8

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (sealed vial containing equal parts acid and poison)

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

**Target:** Creature, object, or point in space; see text

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

**Saving Throw:** Reflex for half, Fort partial; see text; **Spell Resistance:** Yes

You create a 15-ft.-radius emanation centered on the target, which can move if placed on a creature or a movable object. The emanation causes environmental liquids (see below) in the area to transmute into acids and poisons. All creatures in contact with the liquid within the area suffer 8d6 acid damage on your turn each round they remain in the region (Reflex save for half damage). Each time a creature takes acid damage from *acid and poison*, it must make a secondary Fortitude save or suffer 1 point each Con and Dex damage. Any creature fully immersed in liquid affected by *acid and poison* takes 10d6 acid damage instead (no Reflex save), suffers 1d6 Con and 1d6 Dex damage (a successful Fort save halves the ability damage, minimum 1 each), and risks suffocation.

Environmental liquids refer to naturally occurring moisture from the water droplets in clouds, fog, mist or sea spray; the water in rain, the melting water from snow, ice or hail; and the water found in ponds, rivers, etc. Environmental liquids do not include attended or unattended items such as skins of wine or casks of rain water; they also do not include the liquids within (or exiting) the bodies of creatures, including blood, sweat, saliva, etc.

Magical liquids within the emanation are unaffected by *acid and poison*.

If the terrain you are in when you cast the spell could be considered a swamp, it affects magical liquids as well as attended liquids, and you ruin these liquids upon a successful caster level check (you can choose not to affect liquids attended by you and your allies).

## Acid Pool

**School:** Evocation [acid]; **Level:** Druid 6, Magus 6, Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, M (ancient black dragon scale)

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

**Effect:** 5 ft.-radius/3 levels pool of acid; see text

**Duration:** Up to 5 rounds; see text

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

You create a pool of acid with a radius of 5 ft. per three caster levels. Anyone inside its area when the pool is created takes 1d6 acid damage per caster level (maximum 15d6), or half that on a successful Reflex save. Any creature starting its turn touching the pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6 (in any case, the pool causes no damage after the 5th round).

If the pool is created in marsh terrain containing water, the radius of the pool is 5 ft. per two caster levels. The acid is somewhat dilute causing 1d4 acid damage per caster level; however, it is also longer-lasting so the damage dice decreases by two every round (and, in any case, the pool causes no damage after the 10th round).

## Airswim

**School:** Transmutation [air, water]; **Level:** Alchemist 2, Druid 2, Ranger 1, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a feather of a swamp-dwelling bird)

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

You gain the ability to fly at a speed of 60 feet (or 40 feet if you wear medium or heavy armor, or if you are carrying a medium or heavy load) through fog, mists or clouds. (In most respects, treat *airswim* as *fly* but restricted to functioning only in fog, mists or clouds and as a personal rather than a touch spell.) *Airswim* does not grant you any special ability to see through fog, mists or clouds, so moving in this was could be exceptionally hazardous. You can also use this ability to walk on the top of fog, mists or clouds as if it were land.

If you leave a region of fog, mist or clouds, you fall slowly as described in the *fly* description when that spell expires. However, your rate of descent is 60 feet per round for 1d3 rounds.

## Awaken Algae

**School:** Transmutation [air, water]; **Level:** Druid 4

**Casting Time:** 1 standard action



**Components:** V, S, M (skin of an algoid), DF

**Range:** Touch

**Target:** Algae touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
With a touch, you convert a colony of algae into an algoid. This awakened algoid lacks the special ability to animate trees. The algoid regards you as an ally.

## Algoid CR4

XP 1,200

N Medium plant (fungus)

**Init** +0; **Senses** low-light vision; Perception +12

### Defense

**AC** 16, touch 10, flat-footed 16; (+6 natural)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +1, **Will** +3

**DR** 5/bludgeoning and magic; **Immune** electricity, fire, plant traits

**Weaknesses** vulnerability to water

### Offense

**Speed** 20 ft.

**Melee** 2 slams +8 (1d6+4)

**Special Attacks** mind blast, stun

**Spell-like Abilities** (Cl 5th)

At will—*detect thoughts*, *discern location*

1/day—*shocking grasp* (3d6, DC 13)

### Statistics

**Str** 19, **Dex** 10, **Con** 16, **Int** 4, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +7; **CMD** 17

**Feats** Iron Will, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Perception +12, Stealth +10 (+18 in swamps and forests); **Racial Modifiers** +4 Perception, +4 Stealth (+12 Stealth in swamps and forests)

**Languages** Common (can't speak)

### Special Abilities

**Mind Blast (Sp)** Once per day, an algoid can use a mind blast in a 60-foot cone. Any creature caught in the cone must succeed on a DC 14 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based and includes a +2 racial bonus.

**Stun (Ex)** If an algoid scores a critical hit with a slam attack, the opponent struck must succeed on a DC 16 Fortitude save or be stunned for 1d2 rounds. The save DC is Strength-based.

**Vulnerability to Water (Ex)** A *control water* spell deals 1d6 points of damage per caster level (maximum 10d6) to an algoid (no save).

The algoid is a living colony of algae that has developed some semblance of intelligence and mobility. It is roughly humanoid in shape and resembles a green humanoid. Algoids make their lairs in marshes and swamps. They are often encountered with other marsh-dwelling sentient plants; though never with shambling mounds (they hate them and usually attack them on sight). The algoid

is 7 feet tall and weighs about 300 pounds. In its natural surroundings, it is nearly invisible until it attacks and uses this to its advantage when prey is nearby. The "skin" of an algoid is coarse and rough with a leafy texture. The algoid often lies in wait, partially submerged in water or a bog, until its prey passes nearby. It springs to attack with its powerful fists when its opponents come within range.

## Beckon Kin

**School:** Conjuration (teleportation); **Level:** Cleric/Oracle 7, Druid 7, Sorcerer/Wizard 7, Summoner 5, Witch 7

**Casting Time:** 1 standard action

**Components:** V

**Range:** Unlimited

**Target:** One or more kin as determined by *kin on the moor*, no two of which may be more than 30 ft. apart

**Duration:** Instantaneous

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

You must be within the area designated by *kin on the moor* to cast this spell, and the targets must have already established a kinship with you in the place, via their own castings of *kin on the moor*. If the targets are willing, *beckon kin* teleports the targets to within 30 ft. of you, chosen by the targets, within the area predetermined by *kin on the moor*.

The beckoning of this spell does not require that the targets be touching or that they appear in the same spatial configuration as they'd had when they were beckoned. All of the kin to be beckoned must be on the same plane as you and the area designated by *kin on the moor*.

If the terrain from which you cast this spell could be considered a swamp, it can even affect creatures on another plane.

## Beckon Kin, Greater

**School:** Conjuration (teleportation); **Level:** Cleric/Oracle 9, Druid 9, Sorcerer/Wizard 9, Summoner 6, Witch 9

**Casting Time:** 1 standard action

**Components:** V

**Range:** Unlimited

**Target:** One or more kin as determined by *kin on the moor*

**Duration:** Instantaneous

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

You must be within the area designated by *kin on the moor* to cast this spell, and the targets must have already established a kinship with you in the place, via their own castings of *kin on the moor*. If the targets are willing, *beckon kin* teleports the targets to within 150 ft. of you, chosen by the targets, within the area predetermined by *kin on the moor*.

The individual targets of *greater beckon kin* may be on any plane. So long as there is a pathway through a transitive plane (such as the Astral Plane) between the target and the area designated by *kin on the moor*, that target

will be successfully teleported by this spell. Any target's pathway being blocked has no effect on any other target's being successfully beckoned.

If the terrain from which you cast this spell could be considered a swamp, it can affect targets on another plane if there is not a transitive plane and it will overcome blocking affects such as *dimensional anchor*.

## Blinding Mist

**School:** Conjuration (creation) [acid]; **Level:** Antipaladin 1, Cleric 2, Druid 2, Magus 2, Sorcerer/Wizard 2, Summoner 1, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 20 ft.

**Effect:** Cloud spreads in 20-ft. radius from you, 20 ft. high

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

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

Everyone within the vapors created by *blinding mist* who fails a save is blinded by the mildly caustic mists damaging their eyes. The blindness is such that the targets see nothing but fog before them, as though the fog had become so thick as to completely obscure all vision. (As a result, the targets might not even realize that they've been blinded.) Anyone whose eyes remain closed while exposed to the mists is immune to the blindness caused by this spell. Those who save are treated as if they were in the effect of an *obscuring mist* spell.

## Bog Fire

**School:** Evocation [fire]; **Level:** Druid 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M

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

**Effect:** Flames erupt randomly within a 20-ft. radius

**Duration:** 1 round/level

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

You ignite the organic gases emerging from underground. For several rounds, each square in the area may spontaneously erupt in flame. Each round on the caster's turn, 1d4 randomly chosen 10 ft. x 10 ft. regions contain an eruption in one of the squares within that region. An eruption causes 2d6 fire damage to anyone in the square and 1 fire damage to those in adjacent squares. If the chosen area of effect contains some areas which could not produce such gas (some regions of water, though in a bog, the water may indeed harbor flammable gases), that associated eruption simply does not occur.

If the terrain from which you cast this spell could be considered a swamp, it deals an additional 1d6+3 fire damage to those in the affected square and an additional 2 points to those in adjacent squares.

## Bog Nixie's Song

**School:** Enchantment (compulsion) [evil, mind-affecting]; **Level:** Bard 6, Druid 7, Sorcerer/Wizard 7, Witch 7



*Bog Nixie Song*

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 60 ft.

**Targets:** Up to 4 creatures

**Duration:** 1 minute/level

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

This spell causes those within the area to wish to join you. While it is a mind-affecting spell, it is not language-dependent, any creature able to identify music could be targeted. Those failing their saves will attempt to move adjacent to you and will otherwise only take actions to defend themselves or you. If the path leads them into dangerous areas, they receive a secondary save to end the effect before moving into peril. Once such creatures are adjacent to you, they will no longer act to defend themselves, rendering them helpless.

If the terrain from which you cast this spell could be considered a swamp, then no feature of marsh terrain triggers the secondary save (allowing creatures affected by this spell to be entangled or to drown, if circumstances permit it).

A *remove curse* spell ends bog nixie's song only if its caster level is at least two higher than your caster level. *Break enchantment* does not end *bog nixie's song*, but *limited wish*, *miracle*, and *wish* do.

Any creature with a similar ability, such as a siren or harpy, is immune to this spell.



## Boggard's Breath

**School:** Transmutation (polymorph); **Level:** Alchemist 2, Druid 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (bit of boggard skin)

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

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

You temporarily transform into a boggard gaining the hold breath, swamp stride, and terrifying croak abilities.

**Hold Breath (Ex)** You can hold your breath for a number of rounds equal to four times your Constitution score before you risk drowning or suffocating (this effect ends if the spell ends).

**Swamp Stride (Ex)** A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

**Terrifying Croak (Su)** Once, as a standard action, you can emit a loud and horrifying croak. Any non-boggard creature within 30 feet must make a Will save (same DC as this spell) or become shaken for 1d4 rounds. Creatures that are already shaken become frightened for 1d4 rounds instead.

## Boiling Fog

**School:** Conjunction (creation) [fire]; **Level:** Druid 4, Sorcerer/Wizard 4, Summoner 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (fog)

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

**Area** 20-ft.-radius emanation centered on a creature, object, or point in space

**Duration:** 1 round/level

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

*Boiling fog* creates an effect like a *fog cloud* except the air and water of the fog is superheated. Creatures suffer the effects of the heated fog based on when they enter (or are forced into) the region (see table below) as it is the fog that heats up and not just the individuals within the fog. Each round that creatures subject to damage from fire or heat remain in the area, they take the damage indicated by the heat buildup that round. Each subject must attempt a save each round while in the area and each successful save halves the damage that round.

Round	Fog Temperature	Damage
1	Hot	1d6
2	Severe	2d6
3	Extreme	3d6
4	Scalding	5d6
5+	Deadly	10d6

At the onset of the 5th round, the steam in the fog is so hot that the targets are treated as though immersed in boiling water (see heat dangers in the *Pathfinder® Roleplaying Game Core Rulebook™*). In addition to the damage per the table above, anyone in the fog after the

fifth round of its heating takes 1d6 damage just by breathing (there is no save to reduce the damage resulting from breathing in the superhot fog, though not breathing prevents this damage).

If the terrain which the area of this spell effects could be considered a swamp, natural features (excessive moisture, flammable gases, etc.) increase the damage dealt each round by +1 point per die.

## Bolster Fey

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

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

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

**Duration:** 1 round/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
*Bolster fey* grants the following advantages to fey creatures subject to its effect: +2 on attack and damage rolls, +2 on skill and ability checks, +2 on saving throws. Fey creatures temporarily gain low-light vision and darkvision 60 ft. if they do not have them (and have their ranges increased by 50% if they do). Fey creatures gain one additional use of each multiple-use spell-like and supernatural ability they have so long as those abilities are no more powerful than 4th level spells. All bonus effects end when *bolster fey* ends. Fey creatures gain DR 5/cold iron (if they already had DR 5/cold iron or higher, its DR improves by 2 points).

In addition, when you cast this spell, select a terrain type, when the fey are in that terrain type they gain SR 12+ their CR.

*Bolster fey* counters and dispels *disrupt fey*.

## Brineborn Transformation

**School:** Transmutation (polymorph); **Level:** Alchemist 5, Druid 6, Magus 5, Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, M (a piece of a marsh giant)

**Range:** Personal

**Target:** You

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

When you cast this spell you can assume the form of a brineborn marsh giant (a Large humanoid creature of the giant subtype). Once you assume your new form, replete with (nonfunctioning) tentacles and scales, you gain the following abilities: a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. You also gain rock catching and rock throwing (range 60 feet, 2d6 damage) and a swim speed of 30 feet.

If your transformation occurs in marsh terrain, then you also gain *fog cloud* as a spell-like ability (useable once while you remain in this form) and the constant use of *speak with animals* (animals indigenous to this swamp only) and *quench* while you remain in this form.

## Bring the Wisps

**School:** Conjuration (summoning) [evil]; **Level:** Druid 5, Ranger 4, Sorcerer/Wizard 6, Summoner 5, Witch 5

**Casting Time:** 1 round

**Components:** V, S, F (a flame lit within a swamp)

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

**Effect:** One or more summoned creatures (see text)

**Duration:** 1 round/level or less (see text) (D)

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

This spell functions similarly to the *summon monster* spells. The duration of the summoning varies with the number of will-o'-wisps; see the table below. In all cases of duration, round down (minimum of 2 rounds).

Number of Will-o'-wisps	Duration
1	1 round/level
2	1 round/2 levels
3	1 round/3 levels
4	1 round/4 levels

If you summon the will-o'-wisps in marsh terrain when the spell is cast you gain an additional will-o'-wisp that does not count against the duration.

## Chill Fog

**School:** Conjuration (creation) [cold]; **Level:** Druid 4, Sorcerer/Wizard 4, Summoner 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (fog)

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

**Area:** 20-ft.-radius emanation centered on a creature, object, or point in space

**Duration:** 1 round/level

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

*Chill fog* creates an effect like *fog cloud* except the air and water of the fog is supercooled. Creatures suffer the effects of the cold fog based on when they enter (or are forced into) the region (see table below) as it is the fog that becomes excessively cold and not just the individuals within the fog. Each round that creatures subject to cold damage remain in the area, they take the damage indicated in the table below. Each subject must attempt a save each round while in the area and each successful save halves the damage that round (until the 5th round, see below).

Round	Fog Temperature	Damage
1	Cold	1d6
2	Icy	2d6
3	Freezing	4d6 points
4	Extreme	-2 Con
5+	Deadly	Encased in ice*

At the onset of the 5th round, the targets are encased in ice per the *encase in ice* spell (see *1001 Spells*). For each subject, for each round after the 5th that the subject has remained in the area, until *chill fog* ends, it must make

another save or become encased in ice. Once a subject has been encased in ice, the *encase in ice* spell description supersedes this one.

If the effect of this spell is in aquatic or swamp terrain, increase the freezing damage dealt by +1 point per die.

## Cloak of Fog

**School:** Abjuration; **Level:** Druid 2, Ranger 1, Magus 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial containing fog)

**Range:** Personal

**Area:** 5-ft.-radius emanation centered on you

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

You are shrouded in a persistent bank of extremely resistant fog. For the duration of the spell, you cannot be targeted by effects requiring line of sight by non-adjacent creatures. Because of the resilience of the fog, you have fire resistance equal to your caster level (maximum 10) and are treated as though you were two sizes larger when subjected to wind effects.

Winds stronger than 30 mph are necessary to disperse it. Natural fire does not burn off this fog; magical fire causing more than 30 points of damage at once will burn it away. If strong wind or fire disperses the fog, then the spell ends.

If the terrain from which you cast this spell could be considered a swamp, your fire resistance is equal to your caster level +2 (maximum 12).

## Control Bog

**School:** Transmutation [earth, water]; **Level:** Druid 3, Ranger 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a pebble from a bog)

**Range:** Varies but centered on you; see text

**Area:** 5 ft. radius per level centered on you

**Duration:** 10 min./level or instantaneous; see text

**Saving Throw:** None; see text; **Spell Resistance:** No  
You become aware of the depth of the water and mud in the area around you. Each round, as a standard action, you can cause the mud and water to shift such that the bogginess of that square shifts by one. For instance, you can cause any square of shallow bog to become either normal terrain or deep bog on your turn. See the Marsh Terrain entry in the *Pathfinder® Roleplaying Game Core Rulebook™*. Any aquatic terrain is subject to the geographical conditions (that is, the aquatic terrain might be flowing or standing water, depending upon how near that square of terrain is to any rivers or existing lakes). If the existing terrain contains trees or other plants, they are affected accordingly.

The terrain remains as you've adjusted it until the forces of nature change it. If there are no currents or other forces shifting the terrain, you can use this spell to create at least temporarily stable areas even capable of supporting structures. Effectively, your changes are permanent, subject to the natural conditions of the area. (The duration of the spell determines how long your ability to manipulate the terrain lasts, the changes themselves are permanent.)



Terrain	Water Depth
Normal	—
Shallow bog	1 ft.
Deep bog	4 ft.
Aquatic	5 ft. +

Individual creatures in a square that is undergoing change are subjected to the effects of the terrain when it changes (i.e. someone standing on normal ground that becomes a shallow bog suddenly find it costlier to move through). The change from shallow to deep bog forces Small or smaller creatures to swim to get out of the square and drowning becomes a possibility. Medium or larger creatures in a square that becomes aquatic must also swim to get out of the aquatic squares.

**Bogs:** If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

## Control Fog

**School:** Transmutation [water]; **Level:** Druid 3, Ranger 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial containing fog)

**Range:** Varies but centered on you; see text

**Area:** Either 5 ft. radius per level centered on you or within a 50 ft./level radius region; see text

**Duration:** 10 min./level or until expended

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

This spell has two different applications, both of which control fog in different ways. The first version of the spell causes fog in the area to become more or less dense; the second version of the spell causes the fog in the area to spread or dissipate.

**Change density:** This causes the fog to become thicker or thinner per your wishes. In a radius around you equal to 5 ft. per level, you can control whether the fog is impenetrably dense (you cannot see even in your own square), heavily obscured (you can see in your own square, but not beyond), obscured (you can see creatures that are adjacent, similar to *obscuring mist*), hazy



*Control Fog*

(you can see creatures up to two squares away), minimal (you can see creatures up to four squares away), or dissipated (you cause all fog around you to lift). You may change the density of the fog within your radius (and you may limit the size of the radius from its maximum extent down to your own square, in 5 ft. increments) once per round while *control fog* is in effect (as a move action which requires concentration and provokes attacks of opportunity; or as a standard action which does not require concentration and does not provoke attacks of opportunity). Each change in density cannot be more than one step of change more than its state at the beginning of your turn.

**Change amount:** This causes the fog bank to grow or diminish. Within a radius of 50 ft. per level, you can cause the existing fog to spread out to those confines or recede from within them. Each round you can cause the bank of fog to grow or shrink up to 5 ft. per 25 ft. increment. (For each line of fog away from you, for every 5 continuous squares of fog in that line, you can add or subtract 1 fog square at the end of that line; each round you can add or subtract a minimum of 1 square of fog, you cannot add a second square until the line of fog is at least 10 squares long, and the maximum is limited only by the extent of your full range.) When you cause the fog to grow or recede it grows or recedes in a plane around you, but does not grow above or below you.

If the terrain from which you cast this spell could be considered a swamp, your caster level is treated as though it were one higher when determining area and duration.

## Converse with Kin

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

**Casting Time:** 1 standard action

**Components:** V, S, M

**Range:** See text

**Target:** One kinsfolk (as determined by *kin on the moor*)/level; see text

**Duration:** 10 minutes

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

The caster of *converse with kin* must be in the region designated by *kin on the moor* though the targets of the spell may be anywhere. At the outset of the spell, the caster identifies the kinsfolk to be targeted by the spell; each individual 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 kin*, 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 his own connection to the others and no longer remains part of the conversation.

## Curse of Eternal Fog

**School:** Transmutation [curse]; **Level:** Antipaladin 4, Druid 5, Sorcerer/Wizard 5, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

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

You cause a subject by rendering its form and equipment to fog (though the subject retains its shape, similar to that caused by *flesh to fog*), similar to that caused by *gaseous form*. The subject remains in this foggy state until restored. The effect cannot be removed by *remove curse*. However *break enchantment* will restore the creature if the caster level check is made. In addition, *fog to flesh*, *limited wish*, *miracle*, or *wish* will restore the subject.

The subject may move using any of its normal movement abilities, though its speed is limited to 10 feet and it may not run. If the subject is in an area of fog (natural or magical), its speed is instead half normal (minimum 10) and it may run.

As with *gaseous form*, the subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells

with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *curse of eternal fog* spell takes effect.

The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those it carried prior to being turned to fog. Continuously active items remain active, though in some cases their effects may be moot.

If the terrain from which you cast this spell could be considered a swamp, the curse also prevents the subject from leaving the swamp.

## Curtain of Acid

**School:** Evocation [acid]; **Level:** Druid 4, Magus 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a pinch of acid)

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

**Effect:** Wall up to 30 ft. long and 20 ft. high; see text

**Duration:** Concentration +1 round

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

You cause a 1-foot thick curtain of swirling mists to appear. This curtain's mists are opaque to all but the caster and block line of sight but not line of effect for others. Because it blocks line of sight, targets on the one side of the curtain of fog have total concealment from attacks made from the other side (as the curtain is only 1 foot wide, it is possible for the curtain to be between adjacent creatures). The curtain may not be made smaller than a single, vertical 5-ft. square, and its sizes may be in 5 ft.-increments in either dimension up to its maximum size. You can see through the curtain and can move it on your turn (as a move action you can move the curtain up to 30 ft.). If a creature enters the same square as a square occupied by the *curtain of acid* (or the curtain enters the creature's square), that creature must attempt a Reflex save for half damage or suffer 1d4 acid damage per two caster levels (maximum 10d4). A creature remaining in a square occupied by the *curtain of acid* on its turn suffers 10d6 damage (or half that on a successful Reflex save).

## Daemonic Spit

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of fouled water)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** See text; **Spell Resistance:** See text

Your head transforms into something horrid and toad-like, your eyes become bulbous and large and the skin on your neck and head becomes rubbery and slimy. You gain the ability to breathe water and immunity to poison



for the duration of the spell. In addition, your lungs congest with a substance which does not harm you but which you can spit at foes causing them to fall asleep. The range of your spit attack is 20 feet; you can use it once per round as a standard action with a ranged touch attack. Targets hit by it must succeed on a Will save or fall asleep for the remainder of the duration of *daemonic spit*. In addition, if the target of your spell is in swampy marsh or aquatic terrain, the target does not awaken when it falls prone into the water and it begins drowning.

Unconscious targets must begin making Constitution checks immediately upon being submerged (a check is permitted each round though the DC increases by 1 each round). Once the target fails one of these checks, it immediately drops to -1 (or loses 1 additional hit point, if its total is below -1). On the following round, it drowns. Creatures that can breathe water or do not breathe are immune to drowning caused by this spell.

## Dank Calling

**School:** Enchantment (compulsion) [language-dependent, mind-affecting, curse]; **Level:** Bard 6, Druid 6, Sorcerer/Wizard 7, Witch 6

**Casting Time:** 10 minutes

**Components:** V

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

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

**Duration:** 1 day/level or until discharged (D)

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
*Dank calling* places a magical command on creatures to travel to the center of the nearest swamp. This spell cannot compel a creature to kill itself or perform acts that would result in certain death.

The enchanted creature must follow this desire until it is completed, no matter how long it takes. If a subject is prevented from obeying the *dank calling*, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *dank calling*.

*Dank calling* (and all penalties caused by it) can be ended by *limited wish*, *remove curse* (if the caster level is at least two higher than your caster level), *miracle*, or *wish*.

## Death by Leeches

**School:** Conjunction (summoning); **Level:** Druid 3, Summoner 2

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Effect:** One summoned leech swarm

**Duration:** 1 min./level

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

This spell summons a leech swarm which immediately attacks a creature in its space. If the terrain from which you cast this spell could be considered a swamp, the leech swarm has the Advanced Creature template.

## Decay Weapons

**School:** Transmutation [water]; **Level:** Antipaladin 2, Druid 2, Ranger 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a handful of salt)

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

**Targets:** One weapon/level, no two of which may be more than 30 ft. apart; see text

**Duration:** Instantaneous

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

With a wave of your hand, you cause the targeted weapons to rapidly suffer the effects of age and decay as if having spent years in a swamp. All such weapons suffer the broken condition. Attacks made with a broken item suffer a -2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal  $\times 2$  damage on a confirmed critical hit. Each time the weapon causes damage, it suffers 1d4 hit points of damage. Each time the weapon confirms a critical hit, the weapon suffers an additional 1d4 damage. If the weapon causes more damage in one strike than its own break DC, the item breaks and is useless.

Masterwork weapons suffer only 1 point of damage each time they cause damage (and only an additional 1 point on a critical). Magical and natural (claws, fangs, etc.) weapons (even those which are only temporarily magical) are unaffected by this spell.

If the terrain from which you cast this spell could be considered a swamp, masterwork weapons suffer 1d3 points of damage each time they cause damage (and an additional 1d3 points on a critical hit), and, magical weapons must save or be affected (all magical weapons are masterwork weapons). However, even in this case, weapons with the impervious special ability are unaffected. And, of course, artifacts are immune to such magic.

## Detoxify Plants

**School:** Conjunction (healing); **Level:** Bard 4, Cleric/Oracle 4, Druid 3, Ranger 3

**Casting Time:** 1 standard action

**Components:** V, S, M (charcoal)

**Range:** Close (25 ft. + 5 ft./2 levels) or touch; see text

**Target:** Plants in 5-ft.-radius/level spread or plants touched; see text

**Duration:** 10 min./level

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

*Detoxify plants* has two different casting forms. Regardless of the form chosen, if the target is a plant (and not a plant creature), it is treated as an object and does not (usually) receive a saving throw.

When the caster uses *detoxify plants* by touch, she must either target one specific plant (which may be a plant creature) or a small group of plants that can all be touched at once (such as touching a shrub next to a tree, a vine growing on the tree, and the tree itself). When the caster touches the plants, those plants lose whatever toxic properties they had. When the caster touches a plant creature, if it fails its save, it loses its ability to use any poison abilities it has for the duration of the spell.

When *detoxify plants* is cast as a range touch spell, the DC of the saving throw is +4.

When *detoxify plants* is cast as a range close spell, all plants (and plant creatures) in the area are affected. Like the touch range spell, plants receive no save though plant creatures do receive a save. When cast in this fashion, there is no change to the DC of the saving throw.

If the terrain from which you cast this spell could be considered a swamp, treat your caster level as one higher.

## Disorienting Fog

**School:** Conjunction (creation) [mind-affecting]; **Level:** Druid 3, Ranger 2, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** Disorienting fog spreads in 40-ft. radius

**Duration:** 10 min./level

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

A bank of fog, similar to that created by *fog cloud*, except as noted here, billows out from the point you designate. In addition to duplicating the effects of *fog cloud*, *disorienting fog* also causes those within its area of effect to immediately become lost (see Getting Lost in the *Pathfinder® Roleplaying Game Core Rulebook™*) if they fail their saving throw.

Effect of Being Lost	DC
Recognizing You're Lost	20, -1 per hour of random travel
Setting a New Course	15, +2 per hour of random travel

Characters may disagree on the proper course of travel (see Conflicting Directions in Getting Lost). Any subject who would normally succeed (via Survival checks) at recognizing that he's lost will, if he remains in the fog and the duration of this spell has not expired, become lost again in d4 x 10 minutes.

If a subject of *disorienting fog* is in terrain that could be considered a swamp, then all the DCs associated with this spell are increased by +2 (anyone with swamp as a favored terrain ignores this increase).

## Disrupt Fey

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

**Casting Time:** 1 standard action

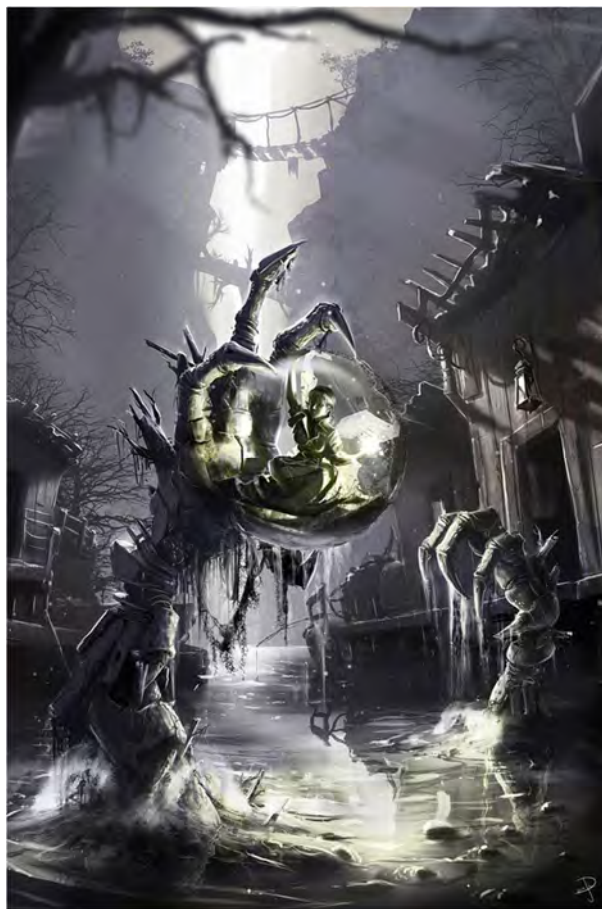
**Components:** V, S, DF

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

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

**Duration:** 1 round/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
*Disrupt fey* disrupts a fey creature's connection to nature or its proximate sources of magical energy. Any fey creature failing its save suffers the following effects: -2 on attack and damage rolls, -2 on skill and ability checks, and -2 on saving throws. Fey creatures with



*Disrupt Fey*

magical darkvision temporarily lose that darkvision, and fey creatures with low-light vision have the range of their low-light vision halved. Fey creatures with DR/cold iron have the strength of their DR halved (rounded down, to a minimum of DR 1/cold iron).

In addition, when you cast this spell, select a terrain type, when the fey are in that terrain type they are subject to the confounded casting spellblight (see spellblights in the *Pathfinder Roleplaying Game Ultimate Magic*).

**Confounded Casting:** A spellcaster with confounded casting has a mental disconnect between the spells she intends to cast and the spells she actually casts. The first time on her turn that she casts a spell or uses a spell-like ability, she makes a concentration check with a DC of 15 + twice the level of the spell being cast. If the concentration check fails, the caster must pick another spell or spell-like ability of the same level or lower to cast with the same casting time. If the spellcaster has no other spell or spell-like ability, the action is lost. The spell or spell-like ability she originally picked is not spent and she can attempt to cast that spell again later.

Confounded casting is cured by any effect that removes confusion or insanity. Creatures that are immune to mind-affecting effects are immune to this spellblight.

*Disrupt fey* counters and dispels *bolster fey*.



## Dracolisk Summoning

**School:** Conjuratation (summoning); **Level:** Sorcerer/Wizard 6

**Casting Time:** 1 round

**Components:** V, S, F/DF (a dracolisk's claw)

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

**Effect:** One summoned dracolisk

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

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

This spell summons to your side a dracolisk. It appears where you designate and acts immediately, on your turn. Whenever the summoned dracolisk is in marsh terrain, it has the Advanced Creature template.

## Fade into Fog

**School:** Transmutation [air, water]; **Level:** Alchemist 3, Druid 3, Magus 3, Ranger 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** S, M (a wisp of fog)

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

You disappear utterly into the fog in your area, completely undetectable to any non-magical sense as your entire physical being (and all your gear) temporarily is converted into fog. In most respects, your form is akin to someone subject to *gaseous form* (as regards movement, defenses, etc., except as noted here), however, so long as you remain within fog, you are also invisible (and, because you are not the subject of a glamor effect, your invisibility is not detectable via *see invisibility* or even *true seeing* which itself does not penetrate the obscuring concealment of fog). Unlike someone subject to *gaseous form*, you may not cast spells.

You cannot be harmed by physical attacks while in this form (including magical physical attacks from weapons). You can suffer damage from force effects normally, and you are subject to poison effects to the degree to which the poison could linger with your physical form (for example, an aerosolized poison which mingled with the water droplets of your form would remain attached to you) though the poison cannot take effect until you revert to your normal form (which is also when you would make any saving throw). If the poison's duration expires before you revert, you are unaffected by that poison. Energy attacks affect you (as you're made of fog, powerful fire spells could harm you, electricity can travel through you causing harm, sonic spells can harm you via vibrations, etc.), though you take half damage from them as your form more easily distributes and disperses that energy.

If an effect would disperse the fog making up your being, or should all the fog in your space be removed, you immediately revert to your original form.

## Firefly Messengers

**School:** Illusion (pattern) [language-dependent, mind-affecting]; **Level:** Bard 1, Druid 1, Ranger 1, Witch 1

**Casting Time:** Varies; see text

**Components:** V, S, M (a firefly)

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

**Targets:** One creature/level

**Duration:** See text

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

You speak a message of any length up to one minute to a firefly which remains in your hand (or otherwise on or near you) throughout the delivery of the message. At the conclusion of your message, the firefly flies magically to the desired destination within range within 1 round, magically spreads into a small cloud of fireflies, and begins to deliver the message to the creatures you've designated the next round. (Optionally, between you and the recipient, *firefly messengers* can create the appearance of your message being spread from one group of fireflies to another, across the intervening distance, with as many such groups as is visually appealing.)

The message, when delivered, is delivered visually. The firefly messengers appear to the recipients as a mass of fireflies, the combined blinkings of which produce whatever message is necessary (text, images, etc.) to convey the message you spoke to the firefly. The message takes as long to deliver as you took to give it to the firefly. When the message has finished, the spell ends.

## Firefly Twinklings

**School:** Illusion (figment); **Level:** Druid 0, Witch 0

**Casting Time:** 1 standard action

**Components:** V, S, M (a firefly)

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

**Effect:** Illusory lights

**Duration:** 5 rounds/level (D)

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

*Firefly twinklings* allows you to create a mass of blinking lights akin to the lights produced by a large mass of fireflies on a summer night. The *firefly twinklings* appear to occupy a space within a 30-ft.-radius of the location you chose to locate the spell. Within the space, if no other lights are present, the area is just bright enough for creatures with low-light vision to be able to see. Creatures with normal vision are treated as being within an area of dim light. The combined effect of *firefly twinklings*, by itself, produces no more light than would small candles placed 10 feet apart from one another.

You can only have one *firefly twinklings* active at any one time. If you cast this spell while another casting is in effect, the previous casting is dispelled.

## Flesh to Fog

**School:** Transmutation [air, water]; **Level:** Druid 6, Magus 6, Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of fog)

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

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

With a touch, you turn a subject's form to thick, dense fog. The subject's foggy form retains its shape provided nothing disturbs it (that is, the subject appears as if it were a statue made of fog). A strong enough wind (21

mph or greater) will disperse the fog statue (effectively killing the target who could then only be restored by powerful magic such as a *wish*). Similarly, if the surrounding fog burns off, so too will the subject. The reverse of this spell, *fog to flesh*, if cast upon a subject turned to fog, reverses the condition and restores the individual (any deformities the subject suffered will persist as deformities in the restored being). The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

## Fog Conjunction

**School:** Conjunction (creation) [water]; **Level:** Druid 4, Ranger 3, Sorcerer/Wizard 4, Summoner 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (fog)

**Range:** See text

**Effect:** See text

**Duration:** See text

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

You mix material from the surrounding fog with magic to create real objects or forces. *Fog conjunction* can mimic any conjunction (creation) spell of 3rd level or lower.

*Fog conjunctions* that duplicate forces are generally as powerful as the original spells but there are discernible differences. For example, using *fog conjunction* to duplicate the effect of *mage armor* works as expected, however, the magic of the spell generates a hazy barrier of magically-empowered fog around the caster to grant the +4 armor bonus to AC. As the conjunction is not actually a force effect, any properties that *mage armor* would have, solely because it is a force effect, are not duplicated. If a duplication of *create food and water* is intended, the food is just as nourishing, but it tastes watered down.

If a casting of *fog conjunction* produces an effect that causes damage (e.g. *icicle dagger* or *acid arrow*), this spell deals the same damage as the original, though targets resistant to water damage apply their resistance to the damage.

If a casting of *fog conjunction* would produce an effect with some portions seemingly inconsistent with the intent of the spell, adjust accordingly, subject to GM arbitration (i.e. duplicating *create pit* would effectively produce the same effect but with walls and floor composed of magically-solidified fog, the Climb DC to climb out could reasonably be 27 instead of 25 as the walls would be slippery).

If the spell being duplicated allows a save, *fog conjunction* allows a similar save (adjusted by and subject to GM adjudication).

## Fog Conjunction, Greater

**School:** Conjunction (creation) [water]; **Level:** Druid 7, Sorcerer/Wizard 7, Summoner 6, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S, M (fog)

**Range:** See text

**Effect:** See text

**Duration:** See text

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

This spell functions like *fog conjunction*, except that it duplicates any conjunction (creation) spell of 6th level or lower.

## Fog of Confusion

**School:** Enchantment (compulsion) [mind-affecting];

**Level:** Druid 3, Ranger 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (three nutshells)

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

**Targets:** All creatures in a 15-ft.-radius burst

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

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

Except as noted here, this spell duplicates *confusion*. The subjects of your spell temporarily have the sensation of being in thick fog; the disorientation of this effect leaves them confused for one round.

Any target who is actually in fog remains affected by the confusion effect for as long as it remains in fog.

## Fog Shift

**School:** Conjunction (creation); **Level:** Cleric/Oracle 3, Druid 3, Magus 3, Ranger 2, Witch 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 20 ft.

**Effect:** Cloud spreads in 20-ft. radius from you, 20 ft. high

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

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

*Fog shift* creates a misty vapor similar to that produced by *obscuring mist*. In addition to the sight-obscuring effects, the effect of light on the water droplets in the vapor produced by *fog shift* causes the people in the mist to appear to be in a position other than their actual location as though under the effect of *displacement* which makes the miss chance of those nearby 50% rather than 20%. Because this is not an illusion, *true seeing* does not reveal the actual location of the person nor does it remove the miss chance.

## Fog Stride

**School:** Conjunction (teleportation); **Level:** Druid 4, Magus 3, Ranger 4, Sorcerer/Wizard 4, Summoner 3, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Personal

**Target:** You

**Duration:** 10 min./level or until expended; see text

When you cast this spell, you gain the ability to move from one region of fog to another (the regions must be contiguous). You do not need to be able to see the other region of fog to move to that location; however, if you believe a location is in fog and it is not, or that the end location and your start location are connected by fog and they are not, the spell fails. When you use *fog stride*



to change location, the movement itself takes one move action on your turn. So long as more duration remains, you may continue to benefit from this spell, using your new location as your start location, for as many times as you have caster levels, so long as you continue to fulfill the other requirements of the spell. Although you use *fog stride* as a move action, you may not use it to take these magical strides more than once per round.

If you have an animal companion, pet, familiar, etc., or mount, that being moves with you; otherwise, you may not take others with you.

If the contiguous regions of fog are separated by great distances (i.e. many miles), you are further limited to moving no more than 500 feet per stride per your caster ability score modifier. For example, if you are a 9th level sorcerer with a 17 Charisma, you may take up to 9 strides per casting of this spell (so long as you complete them all within 90 minutes) and no stride may be longer than 1,500 feet. A 15th level druid with a 22 Wisdom could take up to 15 strides in 150 minutes and each stride could be up to 3,000 feet.

At 11th caster level, you may use *fog stride* as an immediate action, rather than a move action, up to three times during the duration of any casting of *fog stride*. At 15th caster level, you may make a stride with a move action, a standard action, and an immediate action, and you may make up to three such strides in a round.

## Fog to Flesh

**School:** Transmutation [air, water]; **Level:** Druid 6, Magus 6, Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

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

**Range:** Touch

**Target:** One creature turned to fog

**Duration:** Instantaneous

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

This spell restores a creature transformed into fog to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any creature transformed into fog, regardless of size, can be restored. The spell has no effect on fog generally (whether magical or natural).

## From Fog into Ether

**School:** Transmutation; **Level:** Druid 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Personal

**Target:** You

**Duration:** 1 round/2 levels (D)

To use *from fog into ether* you must be in fog, mist, vapor, or the like. This spell duplicates the effect of *ethereal jaunt*. While on the Ethereal Plane, if the region you are in is not associated with a region of fog, etc., on the Material Plane, then your sight and hearing into the Material Plane are restricted to 20 feet. When the spell ends, if the area you would return to is not in fog (mist, vapor, etc.), you suffer 5d6 nonlethal damage and are fatigued.

## Modifying Fog Stride

It's entirely reasonable to modify *fog stride* to other conditions of restricted visibility and scope. For instance, within the confines of a local snow squall or heavy downpour, someone who lived decades in such an environment might very well have learned *blizzard stride* or *shower stride* instead.

If the area of fog from which you cast *from fog into ether* is a swamp, then when you are on the Ethereal Plane the restriction above does not apply, even if the region of the swamp into which you are seeing or hearing is not currently in fog. And, if you return to that swamp, you do not suffer the damage or fatigue effect.

## Gloom of the Moors

**School:** Necromancy [evil]; **Level:** Cleric/Oracle 8, Druid 8, Sorcerer/Wizard 8, Witch 8

**Casting Time:** 1 standard action

**Components:** V, S, M

**Range:** Personal

**Area:** 30-ft. radius around you

**Duration:** 1 round/level

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

A brief pulse of negative energy emanates from you out to the extent of the area of *gloom of the moors*. The region maintains a gloomy, gray discoloration, the temperature drops slightly, and all sounds are somewhat muffled. Every living non-plant creature of greater than 2 HD in the area that fails a Fortitude save suffers 2 points Constitution drain when the spell is cast and again each round thereafter on your turn. You gain 5 temporary hit points whenever any creature within the area is drained of 2 points of Constitution. These temporary hit points last a maximum of 1 hour.

All non-plant creatures of 2 HD or lower flee the area (no save); plant and non-living creatures are unaffected. The save DC is increased by 2 for any targets in marsh terrain; if the terrain from which you cast this spell could be considered a swamp, then your temporary hit points last a maximum of 8 hours if you remain in the swamp.

## Grant Mistsight

**School:** Divination; **Level:** Cleric/Oracle 2, Druid 2, Ranger 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a small mirror)

**Range:** Touch

**Target:** One creature

**Duration:** 10 min./level

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
Except as noted above, this spell functions as *mistsight*.  
(See 1001 Spells.)

## Green Jelly Splash

**School:** Conjuration (creation) [acid]; **Level:** Druid 3, Magus 2, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a marsh jelly tentacle)

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

**Effect:** One jellied blob

**Duration:** Instantaneous

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

You throw a small blob of acid at the target. You must succeed on a ranged touch attack to hit your target. The blob deals 2d6 acid damage and 1d2 points of Dexterity damage (a Fortitude save negates the Dexterity damage).

If the terrain from which you cast this spell could be considered a swamp, the blob pulses with an eerie green glow; all creatures viewing this glow must succeed on a Will save or be dazzled for 1d4 rounds. If the target of your attack looks away to avoid seeing the glow, your ranged touch attack is at +4. You are immune to this dazzling effect.

## Grippli's Guise

**School:** Transmutation (polymorph); **Level:** Alchemist 3, Druid 3, Ranger 2, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (bit of grippli skin)

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

You temporarily assume the form of a grippli. You gain darkvision 60 feet, a +2 size bonus to your Dexterity and a climb speed of 10 feet slower than your base speed.

While in marsh terrain, you also gain the ability to move through difficult terrain as if it were normal terrain and a +4 bonus on Stealth checks.

## Guardian Slug

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

**Casting Time:** 10 minutes

**Components:** V, S, M (a small, decaying plant)

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

**Effect:** One summoned giant slug

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

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

This spell summons a giant slug; it regards you as an ally and regards anything demonstrating aggression toward you as its own enemy.

If the terrain from which you cast this spell could be considered a swamp, the summoned giant slug has the Advanced Creature template.

## Haematic Plague

**School:** Necromancy [air, evil, water]; **Level:** Cleric/Oracle 5, Druid 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

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

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



*Grippli Guise*

**Target:** One creature

**Duration:** 1 min./level

**Saving Throw:** Will negates or Fortitude negates; see text; **Spell Resistance:** Yes

The first time the subject of this spell is subject to bleed, piercing or slashing damage, blood sprays out of the body as if under great pressure, forming a foamy, red mist, mysteriously aloft in the subject's space. Thereafter, each round on the subject's turn, the mist randomly chooses an adjacent target (which may include the subject of *haematic plague*) and delivers a melee touch attack (using the melee touch attack bonus of the caster of *haematic plague*). If the attack is successful, the target suffers 1d3 Constitution damage on a failed Fortitude save and, if the target is not already a subject of *haematic plague*, becomes a subject of this spell (a Will save prevents the victim from becoming a subject of *haematic plague* but does not prevent the Constitution damage).

Each foamy red mist remains for the duration of the original casting of the spell, even if the subject causing it dies. The mist will remain in the space of the target who created it unless that target dies. For the remainder of the duration, the mist will act on what was the target's turn. Treat the mist as a Medium aberration (air, water) with an AC and touch AC of 14 (flat-footed AC 10), 22 hp, saves of +5 each, DR 5/magic, vulnerability to fire, and Fly, Perception and Stealth of +10 each. If it moves on its turn, it takes a 5-ft. step.

If the terrain from which you cast this spell could be considered a swamp, the save DCs are at +2. Additionally, anyone who dies whose space is occupied by one of the mists and whose body then remains in the swamp becomes a vampiric mist in 1d4 days.

## Hag Form

**School:** Transmutation (polymorph); **Level:** Alchemist 5, Druid 6, Magus 5, Sorcerer/Wizard 7, Witch 6

**Casting Time:** 1 standard action



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

**Range:** Personal

**Target:** You

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

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

You become a green hag. You gain a +2 size bonus to Strength, a +4 natural armor bonus, swim 30 ft., darkvision 90 ft., Spell Resistance (10 + 1/2 your level), mimicry, and two claw attacks (1d4 + Str plus weakness). In addition, you gain the constant use of *tongues*. You also gain these spell-like abilities:

At will—*alter self*, *dancing lights*, *ghost sound*, *pyrotechnics*, *whispering wind*

**Weakness (Su)** A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC (10 + 1/2 your level + Cha modifier) Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC (10 + 1/2 your level + Cha modifier) Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Ex)** A green hag can imitate the sounds of almost any animal found near its lair.

While in the form of a green hag, you have a powerful drive to attract and seduce others (principally, but not necessarily, those of the opposite sex). Should you wish to pursue those drives, you gain a +4 on Bluff, Disguise, 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 green hag; if you are engaging in other pursuits while in the form of a green hag, those skill checks do not gain the +4 bonus.

If the terrain from which you cast this spell could be considered a swamp, you gain the constant use of *water breathing* and both *invisibility* and *tree shape* as at will spell-like abilities.

## Hag Form, Greater

**School:** Transmutation (polymorph) [evil]; **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 an annis hag)

**Range:** Personal

**Target:** You

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

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

You become an annis hag. Your size becomes Large, you gain a -1 size penalty to AC and attacks, you gain a +4 size bonus to Strength and Constitution, a +6 natural armor bonus, you gain speed +10 ft., darkvision 60 ft., DR 5/bludgeoning, Spell Resistance (10 + 1/2 your level), grab, rend, and two claw attacks (2d6 + Str plus grab). You also gain these spell-like abilities:

3/day—*alter self*, *fog cloud*

While in the form of an annis hag, you have a powerful drive to gain the confidence of and then eat others (principally, but not necessarily only, children and those pure of heart). Should you wish to pursue those drives, you gain a +6 on Intimidate and Perception checks when you are using them toward those ends. You do not receive these bonuses simply because you are in the form of an annis hag; if you are engaging in other pursuits while in the form of an annis hag, those skill checks do not gain the +6 bonus. If you encounter an ogre or troll while in the form of an annis hag, that creature regards you with a starting attitude of friendly.

If the terrain from which you cast this spell could be considered a swamp, a scrag or a gang of freshwater merrows arrives 2d4 rounds after you transform and its (or their) starting attitude is helpful.

## Healing Mists

**School:** Conjuration (healing); **Level:** Cleric/Oracle 6, Druid 6, Inquisitor 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 0-ft.

**Area:** 100-yard-radius sphere centered on the caster

**Duration:** 1 round/level

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

This spell causes a misty vapor to appear; all living beings in the area gain regeneration 5 (fire) while they remain in the area (creatures of 11 HD or higher gain regeneration 10). If a creature benefiting from *healing mists* leaves the area, the spell ends for that creature, even if it returns before the spell ends.

## Hezrou Skin

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

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

Your skin becomes scaly and moist and takes on a hideous odor, your eyes take on a reptilian look, and your mouth grows large to accommodate your sharp, over-large teeth. While under the effect of this spell, you gain the following benefits: darkvision 60 ft., DR 10/good, immunity to electricity and poison, and resistance 10 to acid, cold and fire.

In addition, when you are in a swamp, you gain the amphibious special quality, a swim speed of 30 ft., and the spell-like ability *gaseous form* useable once.

If you remain in the same general region of a swamp for 10 or more minutes while under the effect of this spell, the water and plants in the region become foul. Repeatedly doing so may, at the GM's discretion, make the water or plants in the area poisonous or able to cause disease.

Using *hezrou skin* repeatedly, intending to turn the water or plants poisonous or diseased gives this spell the chaotic and evil types.

## Holy Fog

**School:** Transmutation [good, water]; **Level:** Cleric/Oracle 4, Paladin 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a flask of holy water)

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

**Effect:** Foggy region 20-ft. radius, 20 ft. high

**Duration:** 1 round/level

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

*Holy fog* creates a region of fog and converts the water within the fog in the area of effect into holy water. Each round on your turn, starting when you cast the spell, the *holy fog* deals 2d4 points of damage to each undead and evil outsider creature within it. If the fog in the region dissipates before the spell would otherwise end, the spell ends.

## Hopelessly Lost

**School:** Enchantment (compulsion) [mind-affecting, curse]; **Level:** Bard 6, Druid 7, Inquisitor 6, Sorcerer/Wizard 7, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of cotton)

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

**Targets:** One creature; see text

**Duration:** Instantaneous

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

The target creature briefly has the sensation of vertigo and immediately becomes lost (see *Getting Lost* in the *Pathfinder® Roleplaying Game Core Rulebook™*). If the target fails its save, it gains amnesia (see *Sanity and Madness* in the *Pathfinder® Roleplaying Game Core Rulebook™*). *Break enchantment*, *remove curse* and *restoration* are ineffective in canceling the amnesia. However, *greater restoration*, *heal*, *limited wish*, *miracle*, and *wish* end the amnesia. Other than the DC of the Will save, the amnesia effect from *hopelessly lost* duplicates the amnesia from insanity generally (see the *Pathfinder® Roleplaying Game Core Rulebook™*).

If the terrain from which you cast this spell could be considered a swamp, if the target fails its save and gains amnesia, it also gains phobia of non-swamp terrain (i.e. typical dry land) with immediate onset. Any effect removing the amnesia also ends the phobia (though not vice versa).

## Hydra Form

**School:** Transmutation (polymorph) [cold, see text];

**Level:** Alchemist 5, Magus 5, Sorcerer/Wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a tooth or nail of a hydra)

**Range:** Personal

**Target:** You

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

**Save:** See text; **Spell Resistance:** No

You become a five-headed hydra (Huge magical beast). You gain a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, swim 20 feet, darkvision 60 feet, hydra traits, low-light vision, pounce,



*Hydra Form*

regenerate head, scent, fast healing 5 and 5 bite attacks (1d8 + Str).

**Hydra Traits (Ex)** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

**Regenerate Head (Ex)** When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

At 13th level, you become a 7-headed hydra instead, giving you +8 natural armor, 7 bite attacks, and fast healing 7; at 17th level, you become a 9-headed hydra



instead, giving you +10 natural armor, 9 bite attacks, and fast healing 9.

When the spell ends, you return to your original form regardless of the number of heads you've gained or lost while in hydra form.

If the terrain from which you cast this spell could be considered a temperate or cold marsh, you may choose to become a cryohydra. If so, you gain the Cold subtype and a breath weapon. Each of your heads has a breath weapon (15-ft. cone, 3d6 cold damage, Reflex half) useable every 1d4 rounds. The save DC of your breath weapon is 10 + 1/2 your caster level + your Con modifier.

## Into the Swamp

**School:** Abjuration; **Level:** Alchemist 3, Cleric/Oracle 3, Druid 3, Inquisitor 3, Ranger 2, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a pinch of lime)

**Range:** Touch

**Targets:** Creature touched

**Duration:** 10 min./level; see text

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

**Resistance:** Yes (harmless)

*Into the swamp* provides important protections and defenses. The recipient gains the benefits of *resist energy (acid)* and gains a +2 on all saves against disease and poison.

If the recipient of the spell is in terrain that could be considered a swamp, the recipient instead gains the benefits of *protection from energy (acid)* and *delay poison*, and gains a +4 on all saves against disease and poison.

## Into the Swamp, Mass

**School:** Abjuration; **Level:** Cleric/Oracle 5, Druid 5, Inquisitor 5, Ranger 4, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a pinch of lime)

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

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

**Duration:** 10 min./level; see text

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

**Resistance:** Yes (harmless)

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

## Isolating Mists

**School:** Illusion (phantasm) [mind-affecting]; **Level:** Bard 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of fog)

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

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

**Duration:** 1 round/level

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

Subjects failing their initial save against *isolating mists* believe that all the members of their party (including



## Join Coven

mounts, familiars, etc.) have disappeared into surrounding fog—all a subject sees, hears and smells is the unsettling grayness, quiet and dampness of the fog. This sudden disappearance of one's allies is unsettling; the subject is also frightened and flees on its turn. At the end of its turn, it gets another save; if it makes this save, it is no longer frightened though it still cannot perceive its allies, if it fails this save it is panicked for the remaining duration of the spell. Those under the effect of *isolating mists* certainly remain visible to others, but, each target remains convinced that he is trapped and alone in the fog.

While the spell is in effect, anyone might attempt to assist the victims of the spell. The victims of the spell, however, continue to see, hear and smell only fog. If a victim can be touched by an ally, it is as likely to feel threatened as that an unseen friend has found it; subject to GM adjudication, it may be allowed another save to shake off the phantasm (or it may attack whatever touched it).

When the spell's duration expires, any given targets might actually have wandered off. The panic will have worn off, but, the isolation might not have (because now the isolation might be a real effect), and, in that case, the target is also lost.

## Join Coven

**School:** Enchantment (charm); **Level:** Druid 7, Sorcerer/Wizard 8, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

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

You must have the ability to assume the form of a hag (or be a changeling) to use this spell. While in the form of a hag, you join with two others to participate in the foul gathering of a coven. While a participant, you gain

all the benefits of being in the coven. In addition, while under the effect of *join coven*, if you are also under the effect of any variant of *hag form*, the duration of that spell extends until *join coven* ends.

If the hags with whom you wish to join refuse you, you may attempt to charm them into accepting you. In this case, each hag receives a Will save to resist your request and you must overcome their spell resistance.

Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *animate dead*, *baleful polymorph*, *blight*, *bestow curse*, *clairaudience/clairvoyance*, *charm monster*, *commune*, *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana*, *reincarnate*, *speak with dead*, *veil*, *vision*.

All three hags must take a full-round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th (or at the highest CL available to the most powerful hag in the coven). The save DCs are Charisma-based, and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that hag's Charisma modifier.

## Killing Fog

**School:** Transmutation [evil, poison]; **Level:** Druid 9, Sorcerer/Wizard 9, Witch 9

**Casting Time:** 1 standard action

**Components:** V, S, M (vial of contact poison)

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

**Effect:** Up to 5 ft./level-radius cloud, up to 30 ft. high

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

**Saving Throw:** Fortitude partial; see text; **Spell Resistance:** No

*Killing fog* creates a region of fog and transforms that fog into poison in an area you choose, up to a cloud 30 ft. high and extending outward from a center point up to 10 ft. per level. This transformation happens instantaneously. The droplets in the fog become droplets of lethal contact poison (the poison has no effect on non-living creatures). These droplets are slightly heavier than water and drift slowly downward; they also immediately begin losing potency and become inert water again after the secondary duration stated above expires. All creatures with fewer than 6 HD die instantly from the poison (no save). Anyone else within the poison cloud when the spell is cast suffers 3d6 Con damage (Fortitude save for half). Each round thereafter, on your turn, anyone in the poison cloud suffers another 3d6 Con damage (save for half), though because the poison is losing potency, subtract 1 from the damage for each round that has passed since the spell was cast (minimum 1 Con damage on a failed save each round, minimum 0 Con damage on a successful save).

## Kin on the Moor

**School:** Abjuration; **Level:** Cleric/Oracle 5, Druid 5, Sorcerer/Wizard 5, Summoner 4, Witch 5

**Casting Time:** 8 hours; see text

**Components:** V, S, M (possessions of kin; see text)

**Range:** Anywhere within the moor

## Kinsfolk and Resurrection

In some respects *raise dead* and *resurrection* are more powerful when cast by kin and on the moor than their regular counterparts. Despite the limitations, the subject receives fewer penalties. On the one hand, these spells amount to a good reason for a druid, sorcerer or wizard to have a cleric, oracle or witch as a kinsfolk. On the other hand, the GM may decide that the reason for the reduced penalties is that the powers being tapped by the caster are leveraging this as a future favor. This is also an opportunity for GMs to produce recurrent nemeses for the PCs if the kinsfolk are all enemies of the party (and just won't stay dead). Then again, if such a kinship were created long ago by NPCs and PCs are later invited to join, such benefits might be very enticing indeed. Of course, there's likely a price to pay for that.

**Area:** Up to 200 sq. ft./level (S); see text

**Duration:** Permanent (D)

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

Each person who casts *kin on the moor* must possess some willingly offered item (lock of hair, piece of a currently owned garment, etc.) of at least one other kinsfolk which will be consumed during the casting. Multiple casters may cast this spell at the same time, but this is not a requirement after the region has been established. Once a region of a moor has been established by the casting of this spell, future castings use the same area chosen during the initial casting (though if a future caster is capable of producing a larger area, that larger area may be created so long as all of the original space is included in the new area, all previous kin may then select any of the new region when such references are relevant). Anyone joining an existing kinship automatically participates in the existing area of the spell if he cannot, or chooses not to, extend its size. The casting time need not be continuous, but, all 8 hours must be completed within 24 hours of the spell being originated.

The region selected must include or be adjacent to at least 200 square feet of bog, marsh or swamp.

While on the moor, each kin member is treated as one level higher for the purposes of determining the effects of spells (damage, 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 (the *cure moderate wounds* from the previous example would still cap at 26 hp).

All spells cast while within the established region of the moor, specifically in defense of the moor or other kin on the moor, may benefit from one of the following (caster's choice, does not change level of the spell, chosen when the spell is cast) each time a spell is cast: Enlarge Spell, Extend Spell, Heighten Spell, or Widen Spell (widened spells are limited by the area of effect of *kin on the moor*).

Any casting of *raise dead* or *resurrection* by a kinsfolk on someone who, while living, was kin, requires only



half the cost in material components. Anyone raised in this manner gains only 1 negative level; anyone resurrected in this manner suffers 2 points of Constitution drain instead of gaining a negative level.

In addition, several spells which are only available to kinsfolk become available: *beckon kin*, *beckon kin (greater)*, and *converse with kin*.

## Lifted from Fog

**School:** Abjuration; **Level:** Bard 2, Cleric/Oracle 2, Druid 2, Inquisitor 2, Paladin 1, Ranger 1, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (fog)

**Range:** 0 ft.

**Area:** 5-ft.-radius/2 levels emanation from you

**Duration:** 1 min./level

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

For the duration of the spell, the area affected by *lifted from the fog* is free from fog. The region just outside this zone may remain in fog, but, because the area itself has no fog, anyone in the region who would otherwise be affected by an effect caused by being in fog is freed from that condition or effect.

## Lightning Bug Swarm

**School:** Conjunction (summoning); **Level:** Druid 6, Summoner 4, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, M (a lightning bug)

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

**Effect:** One swarm of lightning bugs per three levels, each of which must be adjacent to at least one other swarm

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

**Saving Throw:** None (Reflex half); see text; **Spell**

**Resistance:** No, yes; see text

You summon a number of swarms of magically enhanced lightning bugs (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (all the swarms must fill one contiguous area). You may summon the swarms so that they share the area of other creatures. On your turn, arcs of lightning move from one swarm to the next. A creature occupying the same space as a swarm suffers 5d6 electricity damage (Reflex save for half); if a creature's space is occupied by multiple swarms, that creature suffers the damage from each swarm separately. A creature adjacent to a swarm suffers 3d6 electricity damage (Reflex save for half); if a creature's space is adjacent to multiple swarms, that creature suffers the damage from each swarm separately. Any creature suffering damage from being in the same space as one of the swarms does not take damage for being adjacent to that same swarm. The swarms may move on your turn; each swarm is capable of moving up to 20 feet, though the swarms must remain contiguous (if one swarm moves in such a way that contiguity is broken, that swarm dissipates; if that causes other swarms to no longer be contiguous, they dissi-

pate as well). Moving the swarms is complex, requiring the concentration (concentration check DC 16) of the caster and a full-round action; a failed concentration check to move a swarm simply means the swarm does not move—the spell remains.

If the terrain from which you cast this spell could be considered a swamp, then the swarms do not have to be contiguous but each swarm must remain within 30 feet of at least one other swarm or it dissipates. When electricity arcs from one swarm to another, the electricity travels in the shortest path possible from one swarm to another; such swaths are 10 ft. wide and cause 2d6 electricity damage to anything in that space.

The electricity effects of this spell are additional features of the magic of this spell and not of the swarm.

## Lightning Bug Swarm

*A friendly twinkle of blinking lights announces the arrival of a mass of hundreds of placid, slow-moving insects.*

### Lightning Bug Swarm CR 2

**XP 600**

N Diminutive vermin (swarm)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

### Defense

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

**hp** 13 (3d8)

**Fort** +5, **Ref** +3, **Will** +3

**Defensive Abilities** swarm traits; **Immune** weapon damage

### Offense

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

**Melee** none

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

### Statistics

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

**Base Atk** +5; **CMB** —; **CMD** —

**Skills** Fly +11, Perception +9; **Racial Modifiers** +4 Perception

**SQ** swarm traits, vermin traits

### Ecology

**Environment** any temperate or warm (seasonal)

**Organization** solitary, pair, colony (3–6) or legion (7–12)

**Treasure** none

## Lingering Obscurement

**School:** Transmutation [darkness, light]; **Level:** Bard 1, Druid 1, Ranger 1, Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of ink)

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

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

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

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

You cause a foggy change in the air around the eyes of your targets. If they fail their initial Reflex save, this change affects their eyes and the targets gain a -4 penalty to their Perception checks whenever they attempt to make an observation using sight.

Anyone affected by *lingering obscurement* is also prone to suffer from other effects or conditions affecting sight. For the duration of the spell, whenever the subjects are in dim or darker lighting conditions, or in conditions which impede vision (such as fog, haze or smoke), subjects of the spell have their sight obscured beyond 5 feet (including darkvision), and creatures 5 or more feet away from the subjects have concealment relative to the subjects.

## Marsh Dweller

**School:** Transmutation; **Level:** Alchemist 1, Druid 1, Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 standard action

**Components:** V, S, M (

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 min./level

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

You cause the target's hands and feet to transform somewhat, with claws for nails and thin webs between fingers and toes. These changes grant both a swim and a climb speed (20 each), a +8 on Swim and Climb checks, and the ability to take 10 even if distracted or endangered. If the target wears boots or gloves, they meld into the new form (and magic items with a continuous effect continue to function). The target does not gain the ability to breathe water.

## Modify Poison

**School:** Transmutation; **Level:** Druid 4, Ranger 3, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (vial of clean water)

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 min./level

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

With a touch, you modify the effect of the poison of a creature or object. If the poison causes ability damage or drain, select another ability; for the duration of *modify poison*, the creature or object causes damage to the ability score you've chosen instead. If the poison causes another effect, such as unconsciousness, confusion, paralysis, sleep, etc., choose another condition; for the duration of *modify poison*, the creature or object causes this other effect instead.

If you touch a creature, it gets a Fortitude save to resist your attempt to modify its poison; if you touch an object, it does not. If the creature you're attempting to touch wishes to (and may be able to) avoid you, you must succeed at a melee touch attack to successfully deliver this spell.



Marsh Dweller

## Move Earth, Lesser

**School:** Transmutation [earth]; **Level:** Druid 4, Ranger 4, Sorcerer/Wizard 4

**Casting Time:** See text

**Components:** V, S, M (clay, loam, sand, and an iron blade)

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

**Area:** Dirt in an area up to 400 ft. square and up to 5 ft. deep (S)

**Duration:** Instantaneous

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

*Lesser move earth* moves dirt, etc., just as does *move earth*, except as noted here.

For every 100-foot square (up to 5 feet deep), casting takes 10 minutes. The maximum area, 400 feet by 400 feet, takes 2 hours and 40 minutes to move.

## Murderous Intent

**School:** Enchantment (compulsion) [evil, mind-affecting]; **Level:** Cleric/Oracle 8, Witch 8

**Casting Time:** 1 standard action

**Components:** V, M (berry from an assassin vine)

**Range:** Touch

**Target:** One creature touched

**Duration:** Concentration, up to 1 round/level

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

Any creature affected by *murderous intent* flies into a murderous frenzy, attacking the closest creature to him with little regard for his own safety. This rage approximates that of the *rage* spell, except the target of the spell does not distinguish friend from foe, the morale bonus to Strength and Constitution is +4, and the morale bonus to Will saves is +2. He may not use any skills based on Charisma, Dexterity or Intelligence (even those normally useable by raging barbarians), nor may he cast spells or activate magic items that require a command word, spell trigger or spell completion to function. This frenzy lasts as long as you concentrate, up to a number of rounds equal to your caster level. If killing



others is a violation of the target's ethics, the target receives a Will save after each killing blow it delivers while in a frenzy. If the target saves, the frenzy abates though the target is dazed for one round.

If the target of this spell is in the forest or swamp from which the material component for this spell was obtained, the rage is equivalent to a barbarian's greater rage (+6 morale bonus to Strength and Constitution, and +3 morale bonus to Will saves).

## Necrotic Fog

**School:** Necromancy [evil]; **Level:** Cleric/Oracle 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a wight's skull)

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

**Effect:** Cloud spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial; see text; **Spell Resistance:** No

The black magical vapors from *necrotic fog* cause all living beings (excluding plants and vermin) within those vapors to gain 1 negative level and suffer 1 Con damage each round on your turn. On a successful save, the living being suffers 1d3 nonlethal damage instead. A new save every round is required for each creature in the area of effect. The first time a creature subject to a casting of *necrotic fog* fails a save it is fatigued and shaken; if it fails twice consecutively, on the second consecutive failed save it is exhausted and staggered. Undead creatures in the area of effect gain 1d6 hit points on your turn each round they remain in the *necrotic fog* (no save).

The following applies only if the caster has the death domain or has specialized in the necromancy school: humanoids killed by *necrotic fog* and whose corpses remain in terrain that could be considered swamp rise the next night as wights.

## Nightmare Mount

**School:** Conjunction (summoning) [evil]; **Level:** Cleric/Oracle 5, Antipaladin 3, Summoner 4, Witch 5

**Casting Time:** 1 round

**Components:** V, S, M/DF (500 gp gem)

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

**Effect:** One nightmare

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

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

You summon a nightmare from the Stygian swamps of Abaddon to serve as your mount. After it arrives, if it determines that your deeds are insufficiently nefarious, it is allowed a save to break the summons.

**Special:** If your caster level is 16th or higher then *nightmare mount* summons a cauchemar instead.

## Phantasmal Fog

**School:** Illusion (phantasm) [mind-affecting]; **Level:** Bard 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 immersed in and surrounded by fog. Those who fail to disbelieve the *phantasmal fog* are treated as if in fog (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 fog* exists only in the minds of the targets, it cannot be burned off or blown away. Targets cannot escape the *phantasmal fog* by moving, even by teleportation.

Targets of the spell also perceive everyone else around them to be in the fog, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

## Protection from Petrification

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

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

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

**Resistance:** Yes (harmless)

*Protection from petrification* grants temporary immunity to all forms of petrification. Furthermore, the subject is also immune to being turned into other materials that would have roughly the same effect as being turned to stone (i.e. being turned to glass, metal, etc.).

## Protection in Swamps

**School:** Abjuration; **Level:** Cleric/Oracle 1, Druid 1, Inquisitor 1, Paladin 1, Ranger 1

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (harmless); **Spell Resistance:** No

This spell wards a creature from attacks and dangers encountered in swamps. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, Perception checks made by creatures attempting to notice the subject are made at -4 (-8 if the caster is a druid or ranger) so long as the warded creature remains in marsh or forest terrain.

Second, the subject gains a +1 deflection bonus to AC, a +2 resistance bonus on saves versus poison, disease, and enchantments, and the subject gains resist acid equal to your caster level (maximum 5).

## Putrid Vapors

**School:** Conjunction (creation); **Level:** Cleric/Oracle 2, Druid 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (bit of garden ooze)

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

**Area:** 20 ft.-radius spread

**Duration:** 1 round/level

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

You conjure an invisible cloud of foul-smelling fumes. Living creatures in the area are overwhelmed by the smell and are initially staggered for 1 round. In addition, if they fail their saving throw, they are sickened for the remainder of the spell.

If the cloud you conjure is in terrain with both heavy plant growth and excessive moisture, such as a jungle or swamp, the DC of the saving throw is increased by +2, and the duration of the effect for anyone failing the save is increased by 1d3 rounds.

Plants and creatures with the stench special ability are immune to this spell.

## Read Plants

**School:** Divination; **Level:** Druid 1, Ranger 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

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

When you cast this spell, the plants within range reveal some of their secrets to you. The information you learn depends upon the time you devote to studying the plants and the amount of the region you study. With each round of study, you gain more information.

**1st Round:** Whether non-resident creatures have been in the area in the last minute.

**2nd Round:** Which creature types, generally, have been in the area in the last 10 minutes.

**3rd Round:** Which creature types, specifically, have been in the area in the last hour.

**Each Additional Round:** With each additional round, you learn more specificity about the creatures that have been in the area, and your knowledge extends farther back in time.

Various kinds of creatures will leave behind different sorts of traces and clues. Clearly, a powerful druid moving without leaving tracks will not be revealed by this spell, however, you could learn in a round that armored bipeds had been in the area within the last minute, and, by a few rounds, you might be able to determine that there was a hobgoblin wizard in the group and that it had cast spells at some point, leaving evidence of those spells on the leaves and bark of the plants in the region.

## Sculpt Fog

**School:** Transmutation [water]; **Level:** Druid 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, F (a sculpting tool)

**Range:** Touch

**Target:** Fog touched, up to 10 cu. ft. + 1 cu. ft./level

**Duration:** 10 minutes / level

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

You must be in a region of fog that is dense enough to obscure vision to use this spell (being within the effect of *obscuring mist* will suffice, but then the duration of *sculpt fog* is limited by the duration of that casting of *obscuring mist*). The magic of the spell solidifies the fog so that it becomes nearly solid and able to support weight as if it were as strong as wood (weapons made from this fog are considered non-magical, typical-quality bludgeoning weapons and deal damage as a club of the same size). You craft any shape you wish from the fog up to the maximum size allowed; you may create several smaller objects so long as they'd all fit within the space allowed (i.e. a few clubs). Fine detail isn't possible, but you can even create objects with moving parts from this fog (for example, a cart and its wheels). There is a 30% chance that any shape including moving parts simply doesn't work. When the spell ends, the object loses its magical density and shape and the fog dissipates completely one round later.

## Shocking Team

**School:** Transmutation [electricity]; **Level:** Druid 2, Magus 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (1 shocker lizard horn per team member)

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

**Target:** One creature per level, no two of which may be more than 30 ft. apart

**Duration:** 1 round/level

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

You and each willing target gain the supernatural Shock ability (see below) and immunity to electricity damage caused by that ability for the duration of the spell. Electricity damage from any other source affects you and the willing targets normally.

**Shock (Su)** You can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex for half; the save DC is the save of *shocking team*). Additionally, if two or more creatures with this ability are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributor. All creatures within that radius take 2d8 points of lethal electricity damage for each individual contributing to the shock, to a maximum of 12d8. A Reflex save (DC 10 + the number of contributors) halves the damage.

For each team member in marsh terrain, each shock does +1 electricity damage (lethal or nonlethal) per die of damage.



## Slippery Ground

**School:** Transmutation [earth]; **Level:** Druid 2, Magus 2, Ranger 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** A 20-ft. diameter patch of quicksand

**Duration:** 1 min./level

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

You cause a 20-ft. diameter region to become quicksand (see the *Pathfinder® Roleplaying Game Core Rulebook™*). Medium and smaller creatures in the area who are adjacent to other terrain may attempt a Reflex save; success means they've moved into an adjacent, unoccupied square (if no such squares are available, success is not possible). Large and larger creatures within 10 feet of non-quicksand squares may attempt a Reflex save at -4; success means they've moved up to two squares into an adjacent, unoccupied space (if no such squares are available, success is not possible).

If the quicksand is in marsh terrain, then the Swim DCs are at +2 in bog squares, and anyone in an undergrowth square is also subject to the entangled condition.

When the spell ends, the quicksand effect ends and the ground returns to its prior state. Anyone still in solid ground at this point is treated as if in the bury zone of an avalanche. Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead. See Cave-Ins and Collapses for rules on digging out buried creatures.

## Soporific Fog

**School:** Conjunction (creation) [mind-affecting]; **Level:** Druid 1, Witch 1

**Casting Time:** 1 round

**Components:** V, S

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

**Effect:** Fog spreads in a 10-ft. radius

**Duration:** 1 min./level

**Saving Throw:** None and Will negates; **Spell Resistance:** No and Yes

*Soporific fog* creates a small region of fog which induced sleep in anyone within. Anyone in the fog must succeed at a Will save or be affected as if by *sleep*. The spell only affects those in fog, and anyone who has been put to sleep by *soporific fog* but who is no longer in the fog automatically awakens.

## Spirit Naga Soul

**School:** Necromancy [evil]; **Level:** Sorcerer/Wizard 6, Witch 6

**Casting Time:** 8 hours

**Components:** V, S, M (a spirit naga's eye and three (or four, see text) *pearls of power*, one for each appropriate spell level)

**Range:** Personal

**Target:** You

**Duration:** 1 day/2 levels



## Spirit Naga Soul

Granting cleric spells to arcane casters is potentially fraught with peril. We suggest, first, that GMs hold strongly to the required material components, and second, that the power granting access to these cleric spells play a role in complicating the lives of those who benefit from this spell.

You gain the ability to cast cleric spells of 3rd level or lower. Choose two 3rd level spells, three 2nd level spells, and four 1st level spells from the cleric list. You treat these spells as arcane spells for the duration of *spirit naga soul*.

If you are a wizard, the cleric spells are entered in your spellbook (once *spirit naga soul* ends, you cannot memorize them without another casting, though they remain in your books). If you are a sorcerer, the cleric spells replace other spells that you currently know (when *spirit naga soul* ends, the spells you knew return). If you are a witch, choose the cleric spells you'll have access to when you cast *spirit naga soul*, you may choose those cleric spells with each new period of communing; but, you cannot choose new cleric spells until you cast *spirit naga soul* again. Regardless of your class, for the duration of *spirit naga soul*, the number of 6th level spells you may cast each day is reduced by 1.

If you spend the entire casting time in a temperate marsh, then, while you are in a temperate marsh, you also gain one 4th level cleric spell.

## Stepping Stone

**School:** Transmutation [earth]; **Level:** Druid 0, Cleric/Oracle 0, Sorcerer/Wizard 0, Witch 0

**Casting Time:** 1 standard action

**Components:** V, S, M (a pebble)

**Range:** 10 ft.

**Effect:** A stone large enough to support your weight

**Duration:** 1 round/level

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

You cause a stone, large enough to support your weight, to emerge from the ground in a square that is not aquatic terrain, dominated by a pit, or affected by a magical effect more powerful than this spell (i.e. *entangle*). You may cause this stone to emerge in your own square, in an adjacent square, or up to 10 feet from your current position. For the duration of the spell, that square is not difficult terrain. Others may use the stepping stone to move through that space as well, though creatures weighing more than you may cause the stone to submerge (25% chance, plus an addition 25% for each size category larger than you the creature is) causing the spell to fail.

## Sticky Fog

**School:** Evocation [water]; **Level:** Druid 1, Magus 1, Ranger 1, Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of honey)

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

**Target:** One creature

**Duration:** 1 round/level

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

You surround your target with fog. This fog extends to the adjacent spaces around the target (for Tiny and smaller creatures, this spell only fills the 5-ft. space the target occupies, Medium and Small creatures are in the center of a 15 ft. by 15 ft. region of fog, Large creatures are in the center of a 20 ft. by 20 ft. region, etc.). In addition to the normal benefits and hindrances of being in fog, this particular fog is sticky. All grapple checks made within this fog receive a +4 bonus, and all Acrobatics, Escape Artist, and Stealth checks receive a -4 penalty. The target and anyone within the region created by this spell have their speeds reduced by half (minimum 10 feet).

## Sticky Fog, Mass

**School:** Evocation [water]; **Level:** Druid 3, Magus 3, Ranger 2, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of honey)

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

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

**Duration:** 1 round/level

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

Except as noted above, this spell duplicates the effect of *sticky fog*.

## Stirge Touch

**School:** Necromancy; **Level:** Druid 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (proboscis of a stirge)

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 round/level

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

You must succeed on a melee touch attack to utilize this spell. If you do, the component of the spell is lodged into the target's flesh. The magic of this spell drains the target of blood as if there were an actual stirge attacking the target (1 Con damage per round), though this spell could last longer than an actual stirge's attack (the stirge would detach after 4 rounds). Pulling out the lodged needle can be attempted in one of two ways. In either case, when it is removed, the target takes 2 points of bleed damage. Pulling it out can be done with either a successful Strength check or a successful Dexterity check (each requires a move action), each at DC 5. If a full-round action is taken to attempt a Heal check (same DC as this spell), the proboscis is removed with no damage if the check succeeds by 5 or more, removed with 1 bleed damage if the check succeeds by 4 or less, and is removed causing the 2 points of bleed damage on a failed check.

Anyone taking bleed damage from *stirge touch* in a swamp risks attracting more stirges. Under such circumstances, each round, when the subject takes bleed the damage, there is a 1% cumulative chance that one or more stirges will investigate (roll d12, 1-6: 1 stirge, 7-9: 2 stirges, 10-11: 3 stirges, 12: 4 stirges). The stirges will enter the area on the subject's turn, 60 ft. from the subject and will be drawn to anyone who is bleeding. If any stirges investigate, then no more will investigate on this casting of the spell.

## Stygian Silence

**School:** Necromancy [curse, evil]; **Level:** Bard 6, Cleric/Oracle 7, Inquisitor 6, Sorcerer/Wizard 7, Witch 7

**Casting Time:** 1 round

**Components:** V, S, M/DF (a drop of Stygian water)

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

**Target:** One living creature; see text

**Duration:** Permanent

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

This spell places a curse upon the subject, causing that creature to lose its voice except when conversing with the dead. The target gains the spell-like ability to *speak with dead* at will, but, for the remainder of its life, it cannot speak (or sing, etc.) with the living. While the subject is living, it cannot even speak with itself; it cannot hear its own thoughts as speech (though visualization, imagery, etc., are unaffected). *Stygian silence* is so powerful that it affects the subject's other attempts at communication as well. Communication forms that might mimic or rely upon speech, such as telepathy, are thwarted by *stygian silence*; however, writing, gestures, and other forms of communication that do not rely upon



speech or vocalizations may be attempted. Simple communication via gestures automatically succeed; more complex tasks, such as writing a letter, require an Intelligence check DC 20 (exceedingly complex messages will have a higher DC) and take at least twice as long as usual to produce. Casting spells that require a verbal component, of course, becomes impossible without the Still Spell feat.

This spell cannot be dispelled, but it can be removed by a *limited wish*, *miracle* or *wish*. A *limited wish* only grants a second saving throw; if that save is unsuccessful future *limited wish* spells have no further effect. If the target dies and is raised or resurrected, the curse is lifted. Drinking a cup of water from the Stygian swamps of the river Styx lifts the curse.

### Summon Gray Ooze

**School:** Conjunction (summoning); **Level:** Druid 4, Summoner 3, Witch 4

**Casting Time:** 1 round

**Components:** V, S, DF

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

**Effect:** One summoned gray ooze

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

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

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

If you are in marsh terrain, the ooze you summon has the Advanced Creature template; in addition, if the terrain contains deep bog, you may summon a crystal ooze instead of a gray ooze.

At 11th level, you may summon an id ooze instead of a normal gray ooze. As it is intelligent, it treats you as an ally.

### Summon Ochre Jelly

**School:** Conjunction (summoning); **Level:** Druid 4, Summoner 3, Witch 4

**Casting Time:** 1 round

**Components:** V, S, DF

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

**Effect:** One summoned ochre jelly

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

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

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

Though it is a summoned creature, it is still able to use its abilities, including its ability to split. However, when the duration of the spell ends, all the additional jellies disappear as well.

If you summon an ochre jelly in marsh terrain, it has the Giant Creature template.

### Sundew Spray

**School:** Conjunction (creation) [acid]; **Level:** Druid 4, Ranger 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (vial of digestive enzymes of a carnivorous plant)

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; see text

**Saving Throw:** See text; **Spell Resistance:** Yes

This spell causes a spray of foul-smelling sticky droplets to shoot forth from your hands. Each creature in the area is entangled by the adhesive nature of the spray for 2d4 rounds. During the time a creature is so entangled, the digestive properties of the liquid deal 2d6 acid damage to flesh each round. While a creature is entangled, it may, on its turn as a full-round action, attempt an Escape Artist check (same DC as this spell, note that being entangled causes a -4 penalty to Dexterity) to wipe off the droplets; using water, wine, or a solvent grants a +4 bonus to this check (a weak or strong solvent or soap may modify the check further, subject to GM adjudication).

Each round that a creature suffers acid damage, the enzymes poison the victim; on each round that a creature suffers acid damage, it must also make a Fortitude save or suffer 1 point of Con damage. If a creature suffers 3 points of Con damage from one casting of *sundew spray*, it is fascinated for 1 minute.

### Swamp Bane Weapon

**School:** Transmutation; **Level:** Antipaladin 2, Cleric/Oracle 3, Druid 3, Inquisitor 2, Magus 2, Paladin 2, Ranger 2, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (swamp)

**Range:** Touch

**Target:** Melee weapon touched

**Duration:** 1 min./level

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

*Swamp bane weapon* makes a weapon especially potent against creatures from swamps. The weapon's enhancement bonus is treated as 2 better than its actual bonus (or it gains a +2 enhancement bonus if it was not magical) on attack and damage rolls and is treated as having the bane special ability when used against creatures that dwell in swamps (see the environment entry of a creature).

This spell cannot be cast on a natural weapon, such as an unarmed strike.

### Swamp Demon

**School:** Conjunction (calling) [chaotic, evil]; **Level:** Cleric/Oracle 5

**Casting Time:** 1 standard action

**Components:** V, S, M (offerings worth 2,000 gp plus payment), DF

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

**Effect:** One called hezrou

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** No  
*Swamp demon* is an exceedingly dangerous spell to cast as it calls a hezrou from the Abyss. You may ask the hezrou to perform one task in exchange for a payment from you, provided you are able to communicate in a language the demon knows.

A task taking up to 1 minute per caster level requires a payment of 1,000 gp. For a task taking up to 1 hour per caster level, the hezrou requires a payment of 5,000 gp. For a task requiring up to 1 day per caster level, you must pay the hezrou a minimum of 10,000 gp. Casters who've used *swamp demon* and lived tell tales of paying much more.

The hezrou returns to the Abyss when the task is complete or when the bargained for time elapses. Whether the hezrou informs you of its success depends entirely upon the caprice of the hezrou.

If the terrain from which you cast *swamp demon* is a swamp, the hezrou is more likely to accept your bargain and carry out the task in accordance with your intentions. If the swamp is particularly sinister or unholy, the hezrou may opt to exceed your request.

## Swamp Paste

**School:** Transmutation; **Level:** Cleric/Oracle 2, Druid 2, Ranger 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** A fistful of swamp muck

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

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

Casting *swamp paste* makes a handful of plucked swamp muck into a magical healing salve. This healing salve retains most of its power until it is discharged by being applied to wounds or until the spell expires (it must be kept moist while it is unused or it loses its potency and cannot be reconstituted, even so, for each day that the paste goes unused, its healing power is reduced by 1 point). If applied to a wound, *swamp paste* immediately cures 2d6 points of damage + 1 point per caster level (maximum +10). In addition, *swamp paste* acts like a limited version of *remove disease* against any one disease inflicted by a source originating or associated with swamps, bogs, marshes and the like. (If it is applied to someone suffering from both a disease and hit point damage, the paste affects both the damage and the disease; the disease-removing ability of the paste is unaffected by the slow degradation of its other healing power.) Unlike other healing spells, *swamp paste* has no effect on undead. A single casting of *swamp paste* creates only enough paste for one application, though, thanks to its duration, someone could store several such handfuls of curative muck in sealed containers for a few days.

## Swamp Rot

**School:** Transmutation; **Level:** Druid 7, Inquisitor 6, Magus 6, Sorcerer/Wizard 7, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S, M (swamp)

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

**Targets:** One living creature/2 levels, no two of which may be more than 30 ft. apart; see text

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial (object); **Spell Resistance:** Yes

The natural decay of living, organic matter is accelerated and all the targets of the spell must succeed on a Fortitude save or have their tissue consumed by rapid decay. Every creature takes 1d6 points of damage per caster level (to a maximum of 20d6). Each creature making its save is still affected, taking 3d6 points of damage. Whether a creature succeeds or fails on its save, if it is reduced to 0 or fewer hit points by this spell it is utterly consumed by the rapid decay. In addition, for every 20 points of damage a creature suffers, it also suffers 1 point each of Strength, Dexterity and Charisma damage (to a maximum of 6 points to each ability) from the severity of the decay to its tissue.

If the subjects of your spell are in marsh terrain when *swamp rot* is cast, all the hit point damages are doubled as the tendency of swamps to decompose matter accelerates the decaying power of the spell.

## Swamp Sense

**School:** Transmutation; **Level:** Alchemist 2, Druid 2, Ranger 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (the tongue of a swamp-dwelling snake)

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

You gain low-light vision (if you already have low-light vision, you gain darkvision) and the scent special quality, including the ability to track by scent. You receive a +8 competence bonus on Perception checks involving smell and a +4 competence bonus on Survival checks to track using scent while in a swamp (or any marsh terrain). Because of your new sensitivity, you take a -2 penalty on saving throws against odor-related effects such as the stench ability and *stinking cloud*. A creature under the effects of *swamp sense* can detect poison within a swamp (or any marsh terrain) by scent with a DC 20 Perception check.

## Terrain Anchor

**School:** Abjuration; **Level:** Cleric/Oracle 3, Druid 3, Inquisitor 3, Ranger 3

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** Ray

**Duration:** 1 min./level

**Saving Throw:** None; **Spell Resistance:** Yes (object)

A brown ray shoots from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with an invisible field that completely blocks its ability to move out of the terrain type it currently occupies. A creature or object in



mixed terrain must remain in the same mix of terrain types (someone in hills and forest must remain in terrain that is both hills and forest). For the duration, all attempts to enter another terrain type fail regardless of movement type (a target could use *teleport* to move from one area of forest terrain to another, but could not use it to move out of forest terrain).

*Terrain anchor* has no effect on creatures that are astral, ethereal or incorporeal.

If the target is in marsh terrain, then it is further restricted to either dry moor or watery swamp.

## Torporific Bog

**School:** Enchantment (compulsion); **Level:** Bard 2, Druid 2, Ranger 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of bog muck)

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

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

**Duration:** 1 round/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
Targets failing their save feel overwhelmed by lethargy. They gain both the fatigued and the staggered conditions.

Targets in a bog or swamp continue to be afflicted by either the fatigued or staggered condition (50% chance for either) for 1d4 rounds after the feeling of lethargy lifts when the spell ends.

## Trees Reclaim the Land

**School:** Transmutation; **Level:** Druid 9

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** See text

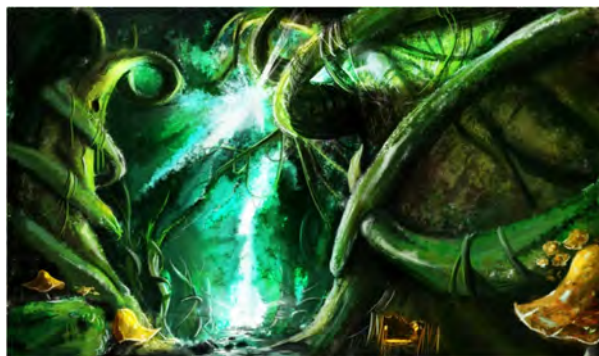
**Area:** 1 square mile/level; see text

**Duration:** Instantaneous

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

You select a number of 1 square mile contiguous regions (up to your caster level) of land; you must have at least visited some space within each of the square miles and you must be within any of the regions when you cast this spell. This region becomes thick with forest; the trees establish deep roots, shrubs and undergrowth appear, as do vines, grasses, and all manner of other plants. If the area selected is antithetical to forest life (such as deep within a desert), the plants will persist as long as they can, but will succumb to natural forces; if you choose a region that is questionable (i.e. a deciduous forest in a region more suited for a jungle), GM adjudication will determine its ultimate fate. Anywhere where the plants might survive, the region will take hold, attracting insects, animals, and whatever other life might find the forest suitable. You may create a coniferous, deciduous, jungle or swamp forest, or any other forest you know well.

If all the square miles you select are of the same terrain, and if the region is well-suited to the geography and environment, the forest you create is particularly robust and over the course of the next year attracts a great variety



*Trees Reclaim the Land*

ety of creatures (magical or otherwise), consistent with your alignment and reputation.

## Unbound by Plants

**School:** Transmutation; **Level:** Bard 1, Cleric/Oracle 1, Druid 1, Inquisitor 1, Ranger 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of oil)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

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

The creature you touch becomes slick to plants and cannot be entangled by plants while protected by this spell. In addition, plant creatures otherwise able to grapple the subject find it more difficult to grasp. The subject gains a +5 competence bonus to its combat maneuver check, Combat Maneuver Defense, or Escape Artist check to oppose a Combat Maneuver grapple check made by a plant creature. Finally, it gains a +2 on Reflex saves against effects caused by plants or plant creatures that would restrict movement in any way.

## Unholy Fog

**School:** Transmutation [evil, water]; **Level:** Cleric/Oracle 4, Antipaladin 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a flask of unholy water)

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

**Effect:** Foggy region 20-ft. radius, 20 ft. high

**Duration:** 1 round/level

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

*Unholy fog* creates a region of fog and converts the water within the fog in the area of effect into unholy water. Each round on your turn, starting when you cast the spell, the *unholy fog* deals 2d4 points of damage to each good outsider creature within it. If the fog in the region dissipates before the spell would otherwise end, the spell ends.

## Utilize Natural Cover

**School:** Abjuration; **Level:** Druid 1, Magus 1, Ranger 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You gain the evasion ability while in forest or marsh terrain provided you are wearing light armor, medium armor, or no armor.

## Vapor Dragon

**School:** Transmutation; **Level:** Cleric/Oracle 4, Druid 4, Sorcerer/Wizard 4

**Casting Time:** 10 minutes

**Components:** V, S, F (black or bronze dragon's scale)

**Range:** Special

**Target:** Special

**Duration:** 10 min./level

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

The energies of this spell are directed at vapors near a body of water, which take on the form of an adult black or bronze dragon under your control. This dragon has partial substance and is capable of transporting up to three Medium (or smaller) creatures on its back, just as a regular dragon can; however, it cannot make attacks and doesn't possess a breath weapon. Whenever you are unable to concentrate on controlling the actions of the vapor dragon, it simply stops, hanging motionless despite winds or gravity, until you resume control or the spell expires (whereupon the dragon vanishes). The vapor dragon flies with the speed and maneuverability of an adult black or bronze dragon. To cast this spell, you must have seen a real black or bronze dragon and be outdoors, able to see vapors near a body of water.

## Wall of Fog

**School:** Evocation [water]; **Level:** Cleric/Oracle 2, Druid 2, Magus 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a vial containing droplets captured in fog)

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

**Effect:** Wall up to 10 ft./level long and 5 ft./level high (S)

**Duration:** 1 round/level

**Saving Throw:** None; see text; **Spell Resistance:** Yes You cause a 2-foot thick wall of fog to appear. It blocks line of sight but not line of effect. Because it blocks line of sight, targets on the one side of the wall of fog have total concealment from attacks made from the other side (as the wall is only 2 feet wide, it is possible for the wall to be between adjacent creatures).

If a creature occupies the same square as a square occupied by the wall of fog, that creature is treated as if in a fog square whenever that would be relevant (subject to GM adjudication).

The wall must be vertical, though you can shape it into any continuous path along the ground. You can, for instance, create a cylinder around a space, effectively isolating and concealing a space.

## Wary Wakefulness

**School:** Enchantment (compulsion) [curse]; **Level:** Bard 3, Cleric/Oracle 4, Druid 4, Magus 3, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a small gong)

**Range:** Touch

**Area:** 40-ft. radius emanating from the touched point

**Duration:** 1 hour/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes You touch the ground and send waves of magical energy outward to the edges of the area of effect. For the duration of the spell, anyone entering the area becomes more wary of the dangers of the area and becomes less inclined to be willing to sleep for fear of being attacked while unwary. You (and any familiars or animal companions) are immune to this effect unless you leave and then re-enter the area. Anyone failing their save becomes afflicted with the madness insomnia affliction.

**Insomnia**

*Type* insanity; *save* Will; *onset* immediate; *effect* the victim cannot rest or sleep; accruing penalties for fatigue in addition to being unable to heal naturally. Even creatures such as elves that normally do not sleep are unable to get a proper rest with which to re-energize to gain spells or heal naturally. The creature becomes immune to effects that would cause sleep such as a *sleep* or *deep slumber* spell.

Anyone subject to *wary wakefulness* for more than eight consecutive hours gains the exhausted condition, regardless of whether those eight hours would normally have been spent awake.

If you produce this effect in marsh terrain, anyone failing their Will save begins to develop minor hallucinations and after an hour is treated as though subject to *mad hallucination* until the sleeplessness from *wary wakefulness* lifts.

Any of the following spells ends all the effects of *wary wakefulness*: *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

## Witchflame Aura

**School:** Evocation [curse, light]; **Level:** Druid 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S

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

**Area:** Creatures and objects within a 10-ft.-radius burst

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

**Saving Throw:** None; see text; **Spell Resistance:** Yes *Witchflame aura* functions like *faerie fire* with the differences mentioned here. The outline's glow appears as sickly green flames and the targets are sickened unless they make a successful Fortitude save. The targets gain vulnerability to fire and take half again as much damage (+50%) from fire attacks of any sort. Any creature who enters the square of, touches, or who attacks with a melee attack against, a creature subject to *witchflame aura* must succeed on a Will save or also become subject to the aura.



Creatures subject to *witchflame aura* are peculiarly likely to be targeted by will-o'-wisps whenever they are in or near marsh terrain. Under such circumstances, each round, on your turn, there is a 1% cumulative chance that one or more will-o'-wisps will investigate (roll d12, 1-6: 1 will-o'-wisp, 7-9: 2 wisps, 10-11: 3 wisps, 12: 4 wisps). The will-o'-wisps will enter the area on your turn, 60 ft. from a randomly chosen subject of the *witchflame aura* and will attack as seems best to them as circumstances dictate (though they are likely to target creatures subject to the aura first). If any will-o'-wisps investigate, then no more will investigate on this casting of the spell.

The *witchflame aura* can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* (though in the case of *remove curse* the caster must touch the target which subjects the caster to the possibility of being affected).

### Yellow Musk Spray

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

**Casting Time:** 1 standard action

**Components:** V, S, M (yellow musk creeper pollen)

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; see text

**Saving Throw:** Fort negates; **Spell Resistance:** Yes  
Subjects failing their save against the spray produced from this spell are nauseated for 1 round per caster level. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a creature can take is a single move action per turn. For each round after the first that a target is nauseated, it suffers 1 point of Intelligence damage (no target's Intelligence may be reduced below 1 by this spell). Each round, on its turn, a nauseated creature has a 50% chance of vomiting. The creature vomits both into its own space and into a randomly selected adjacent square. Any creature (other than the one vomiting) in a square into which a subject of *yellow musk spray* vomits is affected as if newly affected by *yellow musk spray* (i.e. it must make a Fort save or be nauseated for 1 round per caster level of the spell). After each time a creature vomits, that creature is allowed another saving throw to end the effect of the spell. Once someone succeeds on a Will save against *yellow musk spray* or any of the vomit effects, it is immune to the effects of this casting of the spell.

While a creature is subject to *yellow musk spray*, if its Intelligence score is reduced to 5 or lower, its speed is halved and, each round, if it moves, it moves in a random direction. A creature that dies while still nauseated must attempt a new Fortitude save at the moment it dies; if it fails this save, the body is infested by yellow musk pollen and, if not attended to properly, will give rise to a yellow musk creeper in 2d6 days.

### Zone of Nature

**School:** Abjuration; **Level:** Druid 7

**Casting Time:** 1 standard action

**Components:** V, S

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

**Area:** 20-ft.-radius emanation

**Duration:** 10 min./level (D)

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

Only natural objects (i.e. not created, magically or otherwise) and natural creatures may enter the emanation area. Non-natural objects in the emanation area when *zone of nature* is cast remain, though if they are removed from the area they cannot be brought back into the area. From the outside, the barrier produced by *zone of nature* is as powerful as a *wall of force* insofar as its ability to prevent created objects from entering. Natural creatures include creatures with the animal, humanoid, plant and vermin creature types. All other creatures may not enter the zone unless their spell resistance overcomes the spell. If a non-natural creature is in the emanation area when *zone of nature* is cast, it must succeed on a Will save to remain in the area; if it fails its save, it may take no actions other than those aimed at removing it from the zone (normal movement, teleportation, or any means of egress are permitted).

For example, a normally-dressed person would be unable to move into the zone because its clothing, weapons, etc. would be barred; however, that individual could remove a glove, roll up a sleeve, and reach into the area. Someone could throw a stone into the area, but not a nail; a naturally occurring, uncut gem can pass through the barrier, as could a nugget of mined gold, but a worked golden ring with a gem in a setting could not.

### Zone of Nature, Greater

**School:** Abjuration; **Level:** Druid 9

**Casting Time:** 24 hours

**Components:** V, S

**Range:** Touch

**Area:** Up to 100-ft. radius from the touched point

**Duration:** Instantaneous

**Saving Throw:** None; see text; **Spell Resistance:** No  
Except as noted, this spell duplicates *zone of nature*. Note that, short of being dispelled, the zone remains in place forever. You may only establish one such zone; if you cast *greater zone of nature* while one is already in effect, as soon as the casting time of the new zone is complete, the first zone returns to normal. You may produce any number of zones from *zone of nature* simultaneously with having a single *greater zone of nature* in place.

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