

Create Water

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DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - up to 2 gallons of water/level
Duration - instantaneous
Saving Throw - none; SR - no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large--possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

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Detect Magic

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DRUID

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one

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Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

Functioning spell (spell level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |

Magic item (caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura |

Faint | 1d6 rounds |

Moderate | 1d6 minutes |

Strong | 1d6x10 minutes |

Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch

Detect Magic (Cont.)

of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Detect Poison

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DRUID

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - one creature, one object, or a 5-ft. cube
Target - one creature, one object, or a 5-ft. cube
Duration - instantaneous
Saving Throw - none; SR - no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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Flare

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DRUID

School - evocation
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Effect - burst of light
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

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Guidance

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DRUID

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute or until discharged
Saving Throw - Will negates (harmless); SR - yes

This spell imbues the subject with a touch of divine guidance.

The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

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Know Direction

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DRUID

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

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Light

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DRUID

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (a firefly)
Range - touch
Target - object touched
Duration - 10 min./level
Saving Throw - none; SR - no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

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Mending

0

DRUID

School - transmutation
Casting Time - 10 minutes
Components - V, S
Range - 10 ft.
Target - one object of up to 1 lb./level
Duration - instantaneous
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

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Purify Food and Drink

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DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - 10 ft.
Target - 1 cu. ft./level of contaminated food and water
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

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Read Magic

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DRUID

School - divination
Casting Time - 1 standard action
Components - V, S, F (a clear crystal or mineral prism)
Range - personal
Target - you
Duration - 10 min./level

You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

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Resistance

0

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a miniature cloak)
Range - touch
Target - creature touched
Duration - 1 minute
Saving Throw - Will negates (harmless); SR - yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

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Spark

0

DRUID

School - evocation
Casting Time - 1 standard action
Components - V or S
Range - close (25 ft. + 5 ft./2 levels)
Target - one Fine object
Duration - instantaneous
Saving Throw - Fortitude negates (object); SR - yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

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Stabilize

0

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

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Virtue

0

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 min.
Saving Throw - none; SR - yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

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Air Bubble

1

School - conjuration/creation
Casting Time - 1 standard action
Components - S, M/DF (a small bladder filled with air)
Range - touch
Target - one creature or one object no larger than a Large two-handed weapon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded-assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device-and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally.

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Alter Winds

1

School - transmutation
Casting Time - 1 minute
Components - V, S
Range - touch
Area - immobile 10-ft.-radius emanation
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity (Core Rulebook 439). The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

Caster Level | Wind Force |

1st-3rd | Light |

4th-9th | Moderate |

10th-15th | Strong |

16th or higher | Severe |

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Ant Haul

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a small pulley)
Range - touch
Target - creature touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

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Aspect of the Falcon

1

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 minute/level

You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19-20/x3.

This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a keen weapon.

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Bristle

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one creature
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless); SR - yes

You give a creature the ability to redirect a portion of its innate toughness away from its own defense and toward the amount of damage it deals with natural attacks. Each round, as a swift action at the start of its turn, the creature can choose to reduce some or all of its natural armor bonus to AC and gain an enhancement bonus on all damage rolls for natural attacks equal to that amount. The reduction to natural armor, and thus the enhancement bonus on damage rolls, cannot exceed 1 point per 3 caster levels, to a maximum penalty/bonus of -5/+5 at 15th level. A creature cannot reduce its natural armor bonus to less than 0 with this spell.

All attacks directed against the creature use its adjusted AC until the start of its next turn, at which time it can choose to modify its AC again or keep it at its current level. Creatures make this decision without any need for conscious thought or reflection; even creatures with no Intelligence score can benefit from this spell, although they always opt for the maximum possible reduction and bonus, regardless of any tactical advantage they might lose.

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Call Animal

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - see description
Effect - one animal whose CR is equal or less than your caster level
Duration - 1 hour/level (D)
Saving Throw - none; SR - none

This spell calls the nearest wild animal of a particular type you designate (provided the animal's CR is equal to or less than your caster level) to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge (nature) skill check (DC 15) to know what animals can be found in an area.

When the called animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell.

Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, although you may use other spells or abilities to do so.

Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely

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Call Animal (Cont.)

wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked.

Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by call animals.

Calm Animals

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - animals within 30 ft. of each other
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

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Charm Animal

1

DRUID

School - enchantment/charm
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one animal
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

This spell functions like charm person, except that it affects a creature of the animal type.

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Cloak of Shade

1

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (a leaf from a shade tree)
Range - touch
Target - one creature per level
Duration - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - yes

(harmless) This spell provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject treats environmental heat due to sun exposure as one level less: severe heat is considered very hot conditions, while very hot is considered average temperature (see page 444 of the Core Rulebook for heat dangers). The cloak of shade also reduces any penalties from sunlight by 1. The spell does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. Cloak of shade has no effect on environmental heat from sources other than the sun.

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Cure Light Wounds

1

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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Damp Powder

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a damp piece of cotton)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 loaded firearm
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

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Deadeye's Lore

1

DRUID

School - divination
Casting Time - 1 round
Components - V, S
Range - personal
Target - you
Duration - 1 hour/level

While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

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Decompose Corpse

1

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a pinch of dried toadstool)
Range - touch
Target - one corpse or corporeal undead
Duration - instantaneous or 1 minute; see text
Saving Throw - Fortitude negates (object); SR - yes (object)

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a -2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

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Detect Aberration

1

DRUID

School - divination
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Area - cone-shaped emanation
Duration - concentration, up to 10 minutes/level (D)
Saving Throw - none; SR - no

This spell functions like detect animals or plants, except it detects creatures of the aberration type.

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Detect Animals or Plants

1

DRUID

School - divination
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Area - cone-shaped emanation
Duration - concentration, up to 10 min./level
Saving Throw - none; SR - no

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

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Detect Animals or Plants (Cont.)

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 10 min./level
Saving Throw - none; SR - no

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). It does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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Diagnose Disease

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - one creature, one object, or a 5-ft. cube
Target - one creature, one object, or a 5-ft. cube
Duration - instantaneous
Saving Throw - none; SR - no

You determine whether a creature, object, or area carries any sort of disease or infestation (including molds, slimes, and similar hazards), or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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Endure Elements

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

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Entangle

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Area - plants in a 40-ft.-radius spread
Duration - 1 min./level (D)
Saving Throw - Reflex partial; see text; SR - no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

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Expeditious Excavation

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (tiny shovel)
Range - close (25 ft. + 5 ft./2 levels)
Area - dirt in a 5-ft. cube
Duration - instantaneous
Saving Throw - see text; SR - no

You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling.

Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size.

The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Faerie Fire

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Area - creatures and objects within a 5-ft.-radius burst
Duration - 1 min./level (D)
Saving Throw - none; SR - yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

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Feather Step

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 10 minutes/level
Saving Throw - Fortitude negates (harmless); SR - yes

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Flare Burst

1

DRUID

School - evocation/light
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Effect - 10-ft.-radius burst of light
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Frostbite

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Goodberry

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - 2d4 fresh berries touched
Duration - 1 day/level
Saving Throw - none; SR - yes

Casting goodberry makes 2d4 freshly picked berries magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature.

The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

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Hide from Animals

1

DRUID

School - abjuration
Casting Time - 1 standard action
Components - S, DF
Range - touch
Target - one creature touched/level
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes

Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures.

Animals simply act as though the warded creatures are not there.

If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

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Hydraulic Push

1

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object
Duration - instantaneous
Saving Throw - none; SR - yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Jump

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a grasshopper's hind leg)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

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Keen Senses

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, M/DF (a hawk's feather)
Range - touch
Target - creature touched
Duration - 1 minute/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell.

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Liberating Command

1

DRUID

School - transmutation
Casting Time - 1 immediate action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a hold person spell or paralyzed by Strength damage).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Longstrider

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of dirt)
Range - personal
Target - you
Duration - 1 hour/level

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

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Magic Fang

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon.

The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.

Magic fang can be made permanent with a permanency spell.

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Magic Stone

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - up to three pebbles touched
Duration - 30 minutes or until discharged
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Negate Aroma

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a pinch of alum)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object/level touched
Duration - 1 hour/level (D)
Saving Throw - Fortitude negates; SR - yes

With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities (such as those possessed by troglodytes).

Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away.

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Obscuring Mist

1

DRUID

School - conjuration/creation
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
Saving Throw - none; SR - no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

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Pass without Trace

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one creature/level touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means.

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Produce Flame

1

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 0 ft.
Effect - flame in your palm
Duration - 1 min./level
Saving Throw - none; SR - yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

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Ray of Sickening

1

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of sweat)
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - 1 min./level
Saving Throw - Fortitude partial; see text; SR - yes

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

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Remove Sickness

1

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 10 minutes/level; see text
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Restore Corpse

1

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - corpse touched
Duration - instantaneous
Saving Throw - none; SR - no

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

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Shillelagh

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one touched nonmagical oak club or quarterstaff
Duration - 1 min./level
Saving Throw - Will negates (object); SR - yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

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Speak with Animals

1

DRUID

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

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Stone Fist

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a chip of granite)
Range - personal
Target - you
Duration - 1 minute/level (D)

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.

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Summon Minor Ally

1

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - 1d3 summoned creatures
Duration - 1 round/level (D)
Saving Throw - none; SR - no

This spell functions as summon nature's ally I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature.

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Summon Nature's Ally I

1

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as wish).

The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a

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Summon Nature's Ally I (Cont.)

spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Touch of the Sea

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a fish scale)
Range - touch
Target - creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

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Weaken Powder

1

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (an empty paper cartridge)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 loaded firearm
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a -2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

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Accelerate Poison

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a thorn)
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. Accelerate poison does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Animal Aspect

2

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M/DF (a part of the animal)
Range - personal
Target - you
Duration - 1 minute/level (D)
Saving Throw - none; SR - yes (harmless)

You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast animal aspect, choose one of the following animals to gain the associated benefits. You can only have one animal aspect or greater animal aspect spell active on you at a time. Frog: Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start. Gorilla: Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver. Monkey: Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat. Otter: Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4

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Animal Aspect (Cont.)

rounds per point of Constitution before being forced to make Constitution checks to keep holding your breath. Raccoon: Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks. Raptor: Your legs become built for running speed, like those of a deinonychus. You gain an enhancement bonus of +20 feet to your base speed. Tree Lizard: Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal speed and all the benefits of having a natural climb speed.

Animal Messenger

2

DRUID

School - enchantment/compulsion
Casting Time - 1 minute
Components - V, S, M (a morsel of food the animal likes)
Range - close (25 ft. + 5 ft./2 levels)
Target - one Tiny animal
Duration - 1 day/level
Saving Throw - none; see text; SR - yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

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Animal Trance

2

DRUID

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - animals or magical beasts with Intelligence 1 or 2
Duration - concentration
Saving Throw - Will negates; SR - yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

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Ant Haul, Communal

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a small pulley)
Range - touch
Target - creatures touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

This spell functions like ant haul (see page 202 of the Pathfinder RPG Advanced Player's Guide), except you may divide the duration in 2-hour intervals among the creatures touched.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Aspect of the Bear

2

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 minute/level

You take on an aspect of a bear. You gain a +2 enhancement bonus to natural armor and a +2 enhancement bonus on CMB rolls. You can also perform bull rush, grapple, and overrun combat maneuvers without provoking attacks of opportunity.

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Barkskin

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 10 min./level
Saving Throw - none; SR - yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

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Bear's Endurance

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

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Bull's Strength

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

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Burning Gaze

2

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (eye of a mundane salamander)
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - Fortitude negates (see text); SR - yes

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance.

As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire.

Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze.

Note that this spell does not grant an actual gaze attack; foes and allies are not in danger of catching on fire simply by meeting your gaze.

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Campfire Wall

2

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (ash made from burnt thorns)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 20-ft.-radius sphere centered on fire source
Duration - 2 hours/level; see below (D)
Saving Throw - none; SR - yes

You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch.

The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light.

Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Cat's Grace

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (pinch of cat fur)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Certain Grip

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a tiny ball of tar)
Range - touch
Target - creature touched
Duration - 10 minutes/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Chill Metal

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, none of which can be more than 30 ft. away from any of the rest
Duration - 7 rounds
Saving Throw - Will negates (object); SR - yes (object)

Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below.

Round | Metal Temperature | Damage |

1 | Cold | None |

2 | Icy | 1d4 points |

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Chill Metal (Cont.)

3-5 | Freezing | 2d4 points |

6 | Icy | 1d4 points |

7 | Cold | None |

|

2 | Icy | 1d4 points |

3-5 | Freezing | 2d4 points |

6 | Icy | 1d4 points |

7 | Cold | None |

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis.

Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it float if unattended.

Chill metal counters and dispels heat metal.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Delay Poison

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Eagle Eye

2

School - divination
Casting Time - 1 minute
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Effect - magical sensor
Duration - 1 minute/level (D)
Saving Throw - none; SR - no

Eagle eye creates a magical sensor directly above you. The sensor can appear anywhere above you, to a maximum height equal to the spell's range. You can see from this vantage as if you were actually there, rotating your viewpoint 360 degrees.

You perceive with your normal visual senses. A caster using eagle eye can easily see for a considerable distance. The spell does not penetrate any solid surface, although it is unaffected by foliage and the like.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Elemental Speech

2

School - divination
Casting Time - 1 standard action
Components - V, S, M (iron filings)
Range - personal
Target - you
Duration - 1 minute/level

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another.

When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed.

When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed.

When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype.

When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Endure Elements, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creatures touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Feast Of Ashes

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of ash)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 2 days/level (D)
Saving Throw - Fortitude negates; SR - yes

You curse the target with a hunger no food can assuage. On a failed saving throw, the target begins to starve (see page 444 of the Core Rulebook). The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of eating can counter the effect and, further, even attempting to eat causes the target to become nauseated for 1 round unless they make a DC 12 Fortitude save. The target still experiences the other normal effects of anything consumed (such as poisons or potions).

Feast of ashes can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of starvation must be healed by normal means.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Fire Trap

2

School - abjuration
Casting Time - 10 minutes
Components - V, S, M (gold dust worth 25 gp)
Range - touch
Target - object touched
Duration - permanent until discharged (D)
Saving Throw - Reflex half; see text; SR - yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap spell can ward any object that can be opened and closed.

When casting fire trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage + 1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A fire-trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. An unsuccessful dispel magic spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the fire-trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire-trapped object to an individual usually involves setting a password that you can share with friends.

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Fire Trap (Cont.)

Magic traps such as fire trap are hard to detect and disable. A character with trapfinding can use the Perception skill to find a fire trap and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's fire trap or DC 29 for the arcane version).

Flame Blade

2

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - 0 ft.
Effect - sword-like beam
Duration - 1 min./level (D)
Saving Throw - none; SR - yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks.

The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Flaming Sphere

2

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (tallow, brimstone, and powdered iron)
Range - medium (100 ft. + 10 ft./level)
Effect - 5-ft.-diameter sphere
Duration - 1 round/level
Saving Throw - Reflex negates; SR - yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Fog Cloud

2

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft. level)
Effect - fog spreads in 20-ft. radius
Duration - 10 min./level
Saving Throw - none; SR - no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Forest Friend

2

DRUID

School - abjuration
Casting Time - 1 round
Components - V, S, M (a pinch of manure)
Range - close (25 ft. + 5 ft./2 levels)
Target - one willing living creature per three levels, no two of which may be more than 30 ft. apart.
Duration - 1 minute/level
Saving Throw - none; SR - no

While subject to this spell, the targets find that forested areas become helpful instead of hindering. The targets suffer no hindrances to movement and suffer no penalties on Acrobatics and Stealth checks from undergrowth in forested terrain. Furthermore, forested overgrowth imposes a miss chance 10% lower than normal. When moving in and among trees, those subject to the spell gain a +5 circumstance bonus on Acrobatics checks and Climb checks. Rangers in their favored terrain can also add their favored terrain bonus on such Acrobatics and Climb checks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Frigid Touch

2

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round.

If the attack is a critical hit, the target is staggered for 1 minute instead.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Frost Fall

2

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - 5-foot radius burst
Duration - 1 round/2 levels
Saving Throw - Fortitude partial; SR - yes

The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Glide

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a leaf)
Range - personal
Target - you
Duration - until landing or 1 minute/level (D)

You take no damage from falls (as if from feather fall). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Gust Of Wind

2

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Effect - line-shaped gust of severe wind emanating out from you to the extreme of the range
Duration - 1 round
Saving Throw - Fortitude negates; SR - yes

DRUID
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This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a gust of wind effect.

This spell can't move a creature beyond the limit of it's

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Gust Of Wind (Cont.)

range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a permanency spell.

Heat Metal

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, all of which must be within a 30-ft. circle
Duration - 7 rounds
Saving Throw - Will negates (object); SR - yes (object)

DRUID
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Heat metal causes metal objects to become red-hot.

Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, and causes more damage, as shown on the table presented on the following page.

Round | Metal Temperature | Damage |

1 | Warm | None |

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Heat Metal (Cont.)

2 | Hot | 1d4 points |

3-5 | Searing | 2d4 points |

6 | Hot | 1d4 points |

7 | Warm | None |

|

2 | Hot | 1d4 points |

3-5 | Searing | 2d4 points |

6 | Hot | 1d4 points |

7 | Warm | None |

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis.

If cast underwater, heat metal deals half damage and boils the surrounding water.

Heat metal counters and dispels chill metal.

Hold Animal

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one animal
Duration - 1 round/level ; see text
Saving Throw - Will negates; see text; SR - yes

DRUID
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This spell functions like hold person, except that it affects an animal instead of a humanoid.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Lockjaw

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (sticky tree gum)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

DRUID
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You give a creature the ability to use one of its natural attacks to firmly attach itself to an opponent. Choose one of the creature's natural attacks (usually a claw or bite attack).

The creature gains the grab ability with that natural attack, including the +4 bonus on combat maneuver checks to start or maintain a grapple. A creature with multiple natural attacks can strike at its grappled opponent with its other natural attacks, but cannot attack any other creature.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Masterwork Transformation

2

School - transmutation
Casting Time - 1 hour
Components - V, S, M (see below)
Range - touch
Target - one weapon, suit of armor, shield, tool, or skill kit touched
Duration - instantaneous
Saving Throw - none; SR - no

DRUID
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You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality.

The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Natural Rhythm

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a handful of pebbles dropped one by one onto the ground)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID
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You enhance a creature's ability to harm an opponent based on the number of times it has already injured that opponent with a natural attack. Each time the creature successfully strikes an opponent with a natural attack, the subject gains a cumulative +1 bonus on damage rolls made against that opponent when making natural attacks (maximum +5 bonus). If an attack misses, the bonus to damage for all attacks resets to +0.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Owl's Wisdom

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an owl)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

DRUID

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Pernicious Poison

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 minute/level
Saving Throw - none; SR - yes

DRUID

You weaken the target's defenses against poison. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Pox Pustules

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (leaves from a toxic plant)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

DRUID

You inflict a painful, itching rash on the target creature. The target is sickened and takes a -4 penalty to Dexterity (this penalty cannot lower Dexterity below 0). The target can spend a move action scratching furiously at the rash to remove the sickened condition (but not the Dexterity penalty) until the start of its next turn.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Reduce Animal

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one willing animal of Small, Medium, Large, or Huge size
Duration - 1 hour/level
Saving Throw - none; SR - no

DRUID

This spell functions like reduce person, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (see Chapter 6 how to adjust damage for size).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Resist Energy

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

DRUID

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Restoration, Lesser

2

School - conjuration/healing
Casting Time - 3 rounds
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Scent Trail

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a queen ant)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

DRUID

You, or a willing creature you touch, lay down a trail of scents that only the creatures you designate at the time of can detect. These creatures find it very easy to follow this trail.

They gain a +20 competence bonus on any Survival checks made for the purpose of tracking the creature laying this trail.

Subject creatures with the scent special ability gain a +10 competence bonus on Wisdom or Survival checks to follow the trail.

In addition, you can leave scent messages along the trail.

Each word or emotion in this message requires spending a move action in the same spot. Subject creatures seeking to understand this message must make another DC 20 Survival check, with a -1 penalty for every word or emotion in the message, in order to understand it. Creatures cannot benefit from this smell if they cannot use, or do not have, a sense of smell. Creatures can use this spell to backtrack through a dungeon, maze, or similar areas even if the creature laying down the trail crossed over the spot multiple times.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Share Language

2

School - divination
Casting Time - 1 standard action
Components - V, S, M (a page from a dictionary)
Range - touch
Target - creature touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

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Slipstream

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a few drops of oil and water)
Range - touch
Target - creature touched
Duration - 10 minutes/level (D)
Saving Throw - Reflex negates (harmless); SR - no

DRUID

You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet.

If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill.

While swimming, the slipstream increases the target's swim speed by 20 feet-if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Soften Earth and Stone

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 10-ft. square/level; see text
Duration - instantaneous
Saving Throw - none; SR - no

DRUID

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected.

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Soften Earth and Stone (Cont.)

Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Chapter 13).

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Spider Climb

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a live spider)
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Stone Call

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - cylinder (40-ft. radius, 20 ft. high)
Duration - 1 round/level
Saving Throw - none; SR - no

DRUID

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast.

For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Summon Nature's Ally II

2

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

DRUID

This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Summon Swarm

2

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M/DF (a square of red cloth)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one swarm of bats, rats, or spiders
Duration - concentration + 2 rounds
Saving Throw - none; SR - no

DRUID

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Tar Ball

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a tiny ball of bitumen)
Range - close (25 ft. + 5 ft./2 levels)
Effect - ranged attack
Duration - instantaneous
Saving Throw - none; SR - no

DRUID

You create a sticky ball of burning tar that you can hurl at your enemies as a ranged attack. If the tar ball strikes, it deals 1d4 points of fire damage + your Strength modifier, and splashes the target with hot, sticky tar. The tar deals 1d4 points of fire damage each round on the creature's turn for the next 1d4 rounds and gives the target a -2 penalty to Dexterity for that duration. If desired, the target can use a full-round action to attempt to extinguish or cool the tar before taking this additional damage.

Extinguishing or cooling the tar requires a DC 15 Reflex save or at least 1 gallon of nonflammable liquid. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically cooling the target automatically ends the effect.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Tree Shape

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 hour/level

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control.

Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Unshakable Chill

2

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S, M
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 10 minutes/level; see text
Saving Throw - Fortitude negates (see text); SR - yes

The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold (Core Rulebook 442). Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes (using the DC of severe cold instead of this spell's DC) or take additional damage.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Warp Wood

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 Small wooden object/level, all within a 20-ft. radius
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

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

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell. Make whole, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive warp wood spells to warp (or unwarp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Wartrain Mount

2

DRUID

School - enchantment/compulsion
Casting Time - 1 minute
Components - V, S, M (a swatch of black cloth)
Range - close (25 ft. + 5 ft./2 levels)
Target - one indifferent or friendly animal
Duration - 1 hour/level
Saving Throw - none; SR - yes

You instill the target animal with the combat training general purpose (see the Handle Animal skill, Core Rulebook 98). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Web Shelter

2

DRUID

School - conjuration/creation
Casting Time - 1 minute
Components - V, S, DF
Range - close (25 ft. + 5 ft./two levels)
Effect - 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Wilderness Soldiers

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - 30 ft.
Area - 30-ft.-radius emanation, centered on you
Duration - 1 round/level
Saving Throw - none; SR - no

You call on the plants nearby to aid you in combat. This spell is ineffective if no plants you can direct are within the area. You can spend a swift action and/or a standard action on each of your turns to direct one of the following attacks. The attack bonus or CMB for these attacks equals your base attack bonus + your Wisdom modifier. You grant a +1 bonus per three caster levels (maximum +5) on damage rolls due to this spell. Your wilderness soldiers never provoke attacks of opportunity, and they do not count as allies for flanking or other purposes. Tree: A tree makes a melee attack with a 10-foot reach from its trunk. A hit deals an amount of damage equal to 1d8 points + your Wisdom modifier. The tree can instead attempt a bull rush, drag, or reposition combat maneuver with the same reach, but the tree cannot move itself. Undergrowth or Hedgerow: Acting as a Medium creature, one square of undergrowth or hedgerow attempts a grapple combat maneuver against an opponent within or adjacent to that square. Heavy undergrowth gains a +2 bonus to its CMD. Undergrowth cannot move the grapple or pin a foe, but it can deal an amount of damage equal to 1d4 points + your Wisdom modifier by making a successful grapple check against a foe it is grappling. The undergrowth's CMD is 5 + its CMB. If you fail to direct the undergrowth to maintain the grapple, it releases its opponent.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Wood Shape

2

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Animal Aspect, Greater

3

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M/DF (a part of the animal)
Range - personal
Target - you
Duration - 1 minute/level (D)
Saving Throw - none; SR - yes (harmless)

This spell functions like animal aspect, except you can either gain two aspects at once or one aspect that adds effects to the aspects that animal aspect grants, as described below. Frog: You gain a Swim speed equal to half your normal speed, and all the benefits of having a swim speed. Gorilla: You gain a +2 competence bonus on Perception checks, and a +1 competence bonus on Fortitude saves. Monkey: You gain a +4 competence bonus on Acrobatics checks. Otter: Your swim speed increases to your full normal speed, and you need not make concentration checks to cast spells underwater. Raccoon: Your competence bonuses on Disable Device, Sleight of Hand, and Stealth checks increase to +4. Raptor: Your enhancement bonus to speed increases to +30 feet, and you gain the benefit of the Run feat. Tree Lizard: You gain a +4 competence bonus on Stealth checks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Anthropomorphic Animal

3

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a humanoid thumb bone)
Range - touch
Target - animal touched
Duration - 1 hour/level
Saving Throw - Fortitude negates; SR - yes

DRUID

You transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite (if it had one as an animal), all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons as well as human hands do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language you know. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a creature of its size (unless it has a bite attack, which is a natural attack).

Anthropomorphic animal can be made permanent with a permanency spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Aqueous Orb

3

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a drop of water and a glass bead)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft.-diameter sphere
Duration - 1 round/level
Saving Throw - Reflex negates; SR - no

DRUID

You create a rolling sphere of churning water that can engulf those it strikes. The aqueous orb can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any nonmagical fires and functions as dispel magic against magical fires as long as those fires are size Large or less.

Any creature in the path of the aqueous orb takes 2d6 points of nonlethal damage. A successful Reflex save negates this damage, but a Large or smaller creature that fails its save must make a second save or be engulfed by the aqueous orb and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the aqueous orb but are considered entangled by its churning currents, takes 2d6 points of nonlethal damage at the beginning of their turn each round they remain trapped. Creatures within the orb may attempt a new Reflex save each round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and churns in place. An aqueous orb stops if it moves outside the spell's range.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Ash Storm

3

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a pinch of ash)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (40-ft. radius, 20 ft. high)
Duration - 1 round/level
Saving Throw - none; SR - no

DRUID

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Badger's Ferocity

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon/3 levels
Duration - concentration
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID

This functions like keen edge, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Burrow

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID

The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using burrow requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Burst of Nettles

3

School - conjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - 10-ft.-radius burst
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

DRUID

You release a burst of barbed, acid-filled nettles. Creatures caught in the burst take 3d6 points of damage plus 1d6 points of acid damage on the next round. Those that save take half damage from the initial burst and no damage on the next round.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Call Lightning

3

School - evocation
Casting Time - 1 round
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - one or more 30-ft.-long vertical lines of lightning
Duration - 1 min./level
Saving Throw - Reflex half; SR - yes

DRUID

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Cloak of Winds

3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

DRUID

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

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Companion Mind Link

3

DRUID

School - enchantment/charm
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - your animal companion
Duration - 1 minute/level

The link between you and your animal companion becomes stronger. As long as you are within line of sight of your animal companion, you can telepathically communicate with it as if you two shared a language. Also, as long as you are within line of sight of the animal companion, you can push your animal companion a swift action instead of a move action, and you do not need to succeed at Handle Animal checks to handle your animal companion. Such checks automatically succeed.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Contagion

3

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on these diseases, see page 557.

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Create Treasure Map

3

DRUID

School - divination
Casting Time - 1 hour
Components - V, S, M (powdered metal and rare inks worth 100 gp)
Range - touch
Target - one dead creature
Duration - instantaneous
Saving Throw - none; SR - no

You can take a piece from a dead creature's body and use it to create a map that reveals the locations of any valuables that creature knew about while still alive. You must cut this piece off yourself and the creature cannot have died more than 24 hours prior to the casting of this spell. You cannot cast this spell on a creature without a physical body, and the portion you remove must have a fairly level surface such as a piece of hide, carapace, or skin. The map you create is accurate to the best knowledge the creature had at the time of its death. It reveals the location of one source of treasure for every three caster levels you possess.

Any inaccuracies or faulty information held by the creature are represented on the map as well. Similarly, the map cannot account for any changes that occur after the creature's death.

You must choose the scale of the map when creating it, opting between nearby (e.g., one or two dungeon levels), local (e.g., a valley or community), or broad (e.g., a country or larger). The map reveals the locations of what the creature deemed most valuable within its area. Depending on the creature, the map might reveal a source of tasty food, suitable mates, or even your own treasure vault.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Cup Of Dust

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of dust)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 day/level (D)
Saving Throw - Fortitude negates; SR - yes

You curse the target with a thirst no drink can quench. On a failed saving throw, the target begins to dehydrate (see page 444 of the Core Rulebook for starvation and thirst). The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of drinking can counter this effect, although the target still experiences the other normal effects of any liquid imbibed (such as poisons or potions). Cup of dust can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of dehydration must be healed by normal means.

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Cure Moderate Wounds

3

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Daylight

3

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - object touched
Duration - 10 min./level (D)
Saving Throw - none; SR - no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

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Delay Poison, Communal

3

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Diminish Plants

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - see text
Area - see text
Target - see text
Duration - instantaneous
Saving Throw - none; SR - no

This spell has two versions.

Prune Growth: This version of the spell causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully tuned and trimmed. This version of diminish plants automatically dispels any spells or effects that enhance plants, such as entangle, plant growth, and wall of thorns.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

Stunt Growth: This version of the spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to half normal.

This spell has no effect on plant creatures.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Dominate Animal

3

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one animal
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

DRUID

This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

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Feather Step, Mass

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 10 minutes/level
Saving Throw - Fortitude negates (harmless); SR - yes

DRUID

As feather step, except this spell affects multiple creatures.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Fungal Infestation

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1d3 days
Saving Throw - Fortitude negates; SR - yes

DRUID

You coat the target in necrotic fungus that makes its flesh soft and fragile. Toadstools, ringworm, and other disgusting fungal growths sprout from its skin. The target takes 1d3 points of Charisma damage. Any physical attack against the target automatically adds 1d6 points of bleed damage.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Hide Campsite

3

School - illusion/glamour
Casting Time - 10 minutes
Components - V, S, M (a sprig of mistletoe, and a vial of quicksilver)
Range - close (25 ft. + 5 ft./2 levels)
Area - one 20-ft. cube
Duration - 2 hours/level (D)
Saving Throw - Will disbelief (if interacted with); SR - no

DRUID

You make the area around a campsite appear to be a thicket of untouched and forbidding foliage, or some other unwelcoming feature matching the surrounding terrain. Creatures outside the area cannot sense any activity going on inside the area- they cannot smell campfires or cooking food, they cannot hear conversation, loud noises, or spells being cast, and they cannot even feel heat or a rush of wind coming from the area. Those inside the area can see out normally. Once a creature steps into the area of the spell, it can see everything in and around the area normally.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Hydraulic Torrent

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - 60-ft. line
Duration - instantaneous
Saving Throw - none; SR - yes

DRUID

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and moveable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a combat maneuver check and apply its results to each creature within the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break-page 175 of the Pathfinder RPG Core Rulebook lists several sample Break DCs for various objects.

Hydraulic torrent extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Lily Pad Stride

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a frog's leg)
Range - long (400 ft. + 40 ft./level)
Effect - trail of lily pads behind you
Duration - 10 minutes/level (D); see text
Saving Throw - none; SR - no

DRUID

Your every footstep creates aquatic plants capable of supporting your weight and that of any creature of your size or smaller that is following you. These lily pads only appear when you cross water or other liquids which do not immediately destroy plants. You can walk across these liquid surfaces without any fear of stumbling (though if knocked prone, dragged under, or otherwise pulled off your feet you still sink in the liquid). For the duration of the spell, any creature of your size or smaller can attempt to follow you by making a DC 10 Acrobatics check every round. Each such check allows it to move at half its normal land speed. If the creature takes a -5 penalty on its check it can move at its normal speed.

If a creature fails an Acrobatics check, or if a creature that's larger than you attempts to follow, it falls through, damaging the plants. Each time a creature falls through, all subsequent creatures take a cumulative -5 penalty on their Acrobatics checks when traveling across that particular stretch of plants.

As you move, the lily pads disappear behind you once you pass beyond the spell's range. Otherwise, they remain until the spell's duration expires.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Mad Monkeys

3

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - swarm of monkeys
Duration - 1 round/level
Saving Throw - none; SR - no

DRUID

You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm (Bestiary 2 212). Creatures failing a saving throw against the mad monkeys' distraction attack are deafened for 1 minute as well as nauseated. The monkeys attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the swarm, using your caster level plus your casting ability score bonus (Intelligence for wizards; Wisdom for druids; Charisma for bards, sorcerers, and summoners) for its CMB. Recovering an item from the monkeys requires a successful disarm or steal attempt against that CMB + 10. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Magic Fang, Greater

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID

This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic.

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a permanency spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Meld into Stone

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before

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Meld into Stone (Cont.)

you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying. Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.

Nature's Exile

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - permanent
Saving Throw - Will negates; SR - yes

This spell curses the creature touched, making it inimical to the natural world. All animals have an initial attitude of hostile toward the target. Familiars, being magical beasts, are not affected by this spell, but animal companions are. If you have an animal companion, it does not become hostile, but as long as you remain cursed, your animal companion takes a -2 penalty on all attack rolls, skill checks, and saving throws. The target also takes a -10 penalty on Survival skill checks as the weather and environment themselves seem to conspire to cause trouble.

Nature's exile can be removed with break enchantment, limited wish, miracle, remove curse, or wish.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Neutralize Poison

3

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M/DF (charcoal)
Range - touch
Target - creature or object of up to 1 cu. ft./level touched
Duration - instantaneous or 10 min./level; see text
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option.

If cast on a creature, the creature receives a Will save to negate the effect.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Plant Growth

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - see text
Area - see text
Target - see text
Duration - instantaneous
Saving Throw - none; SR - no

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown.

The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as entangle or wall of thorns, any DC involved with these spells is increased by 4.

This bonus is granted for 1 day after the casting of plant growth.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not

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Plant Growth (Cont.)

affected.

Enrichment: This effect targets plants within a range of a halfmile, raising their potential productivity over the course of the next year to one-third above normal.

Plant growth counters diminish plants.

This spell has no effect on plant creatures.

Poison

3

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - instantaneous; see text
Saving Throw - Fortitude negates; see text; SR - yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

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Protection from Energy

3

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level or until discharged
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Pup Shape

3

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a rag doll)
Range - close (25 ft. + 5 ft./2 levels)
Target - one animal or magical beast.
Duration - 1 round/level
Saving Throw - Fortitude negates (and Will special, see text); SR - yes

You transform the subject animal into a Small magical beast, creating a young magical version of itself for a short period of time. While in this form, the target has only 1 HD (maximum hit points), and the target takes a -4 penalty to Strength, Constitution, Intelligence and Wisdom (minimum 1). The creature also gains a +4 size bonus to Dexterity and a +2 natural bonus. Any nonevil creature that attempts to attack a creature in this form must succeed at a Will saving throw (using the DC of the spell) to overcome feelings of guilt and protectiveness toward the young and innocent-seeming creature. On a failed saving throw, it cannot follow through with the attack, that part of the action is lost, and it can't directly attack the transformed creature for the duration of the spell or until the spell's target attacks it. This part of the spell is a mind-affecting effect. Evil creatures have no qualms about attacking the target of this spell, in fact, some particularly heinous creatures might go out of their ways to do the target harm.

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Quench

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - one 20-ft. cube/level (S)
Target - one fire-based magic item
Duration - instantaneous
Saving Throw - none or Will negates (object); SR - no or yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area.

The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each creature with the fire subtype within the area of a quench spell takes 1d6 points of damage per caster level (maximum 10d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. Artifacts are immune to this effect.

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Rain of Frogs

3

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M/DF (a square of red cloth)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one swarm of poisonous frogs
Duration - concentration + 2 rounds
Saving Throw - none; SR - no

This spell functions as summon swarm, except you summon a swarm of poisonous frogs. This swarm has the statistics of a centipede swarm (Bestiary 43), except it has the animal type and its poison deals Constitution damage instead of Dexterity damage.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Remove Disease

3

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

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Resinous Skin

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 10 minutes/level
Saving Throw - see text; SR - no

You coat your body with a resinous substance, protecting you from attacks and binding weapons that strike you. You gain DR 5/piercing, as well as a +4 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +2 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a -2 penalty on attempts to break the grapple and to escape the grapple using Escape Artist. Any weapon, that strikes you becomes stuck unless its wielder succeeds at a Reflex saving throw. Such a weapon can be pulled free of you only with a successful Strength check (DC = your saving throw DC for this spell). This spell has no effect on unarmed strikes or natural weapons.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Resist Energy, Communal

3

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Share Language, Communal

3

DRUID

School - divination
Casting Time - 1 standard action
Components - V, S, M (a page from a dictionary)
Range - touch
Target - creatures touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like share language (Advanced Player's Guide 243), except you divide the duration in 1-hour increments among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Shifting Sand

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a handful of sand)
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft. spread
Duration - 1 round/level (D)
Saving Throw - Reflex negates; see text; SR - no

You cause an earthen or sandy surface to shift and churn within the area. The shifting sand obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a penalty equal to your caster level (maximum +10). Creatures entering or beginning their turn in the shifting sand must make a Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must make a second Reflex save or fall prone. Creatures with the stability racial trait (like dwarves) may apply it as a bonus on their saving throws.

As a move action, you may move the area of shifting sand up to 10 feet in any direction. Creatures that are entangled or prone in the spell's area are carried along with the shifting sand in the same direction if possible. This movement does not provoke attacks of opportunity. Unattended Medium or smaller objects may also be carried along or shallowly buried by the shifting sand.

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Sleet Storm

3

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (dust and water)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (40-ft. radius, 20 ft. high)
Duration - 1 round/level
Saving Throw - none; SR - no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

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Snare

3

DRUID

School - transmutation
Casting Time - 3 rounds
Components - V, S, DF
Range - touch
Target - touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level
Duration - Until triggered or broken
Saving Throw - none; SR - no

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cordlike object blends with its surroundings (DC 23 Perception check for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend, straightening when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

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Speak with Plants

3

DRUID

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

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Spider Climb, Communal

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a live spider)
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like spider climb, except you divide the duration in 10-minute intervals among the creatures touched.

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Spike Growth

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - one 20-ft. square/level
Duration - 1 hour/level
Saving Throw - Reflex partial; SR - yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way.

Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Magic traps are hard to detect. A rogue (only) can use

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Spike Growth (Cont.)

the Perception skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for spike growth cast by a ranger).

Spike growth can't be disabled with the Disable Device skill.

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Spit Venom

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Effect - one stream of venom
Duration - instantaneous; see text
Saving Throw - Fortitude partial; SR - no

You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by blackadder venom; the DC in successive rounds of the poison is equal to the spell's DC.

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Stone Shape

3

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (soft clay)
Range - touch
Target - stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level
Duration - instantaneous
Saving Throw - none; SR - no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

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Summon Nature's Ally III

3

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

DRUID

This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

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Vermin Shape I

3

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level

DRUID

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

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Water Breathing

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (short reed or piece of straw)
Range - touch
Target - living creatures touched
Duration - 2 hours/level; see text
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

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Wind Wall

3

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a tiny fan and an exotic feather)
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; SR - yes

DRUID

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

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Absorb Toxicity

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a thorn from a poisonous plant)
Range - personal
Target - you
Duration - 10 minutes/level or until discharged
Saving Throw - see text; SR - no

DRUID

You absorb the toxicity of your surroundings, becoming toxic as a result. While under the effect of this spell, you are immune to diseases and poisons with which you come into contact. When you are exposed to a disease or poison, you can choose to absorb it. Doing so ends the immunity due to this spell to any disease and poison other than the one you absorbed. You remain immune to the new affliction until this spell ends. Casting absorb toxicity on yourself a second time does not allow you to absorb a second toxin, but instead resets the duration of the effect to its full 10 minutes/level. While you have a disease or poison absorbed, you can use a melee touch attack to transfer that affliction to another creature. A missed attack does not discharge the spell, and you can try to transfer the affliction again in subsequent rounds. If you hit, this spell is discharged, and your target must make a saving throw against the transferred affliction (DC equal to this spell's save DC or the affliction's save DC, whichever is higher) or suffer its effect or initial effect immediately. The target then continues to suffer from the affliction's normal effects. If the spell's duration expires before you have transferred the affliction, you are exposed to any absorbed poison or disease as if you had transferred it to yourself, but you gain a +2 bonus on saves against that particular instance of the poison or disease.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Age Resistance, Lesser

4

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 24 hours

DRUID

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you from dying of old age, but as long as the spell is in effect, you ignore the -1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the aged-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Air Walk

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature (Gargantuan or smaller) touched
Duration - 10 min./level
Saving Throw - none; SR - yes (harmless)

DRUID

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic falls slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Antiplant Shell

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - 10 ft.
Area - 10-ft.-radius emanation, centered on you
Duration - 1 min./level
Saving Throw - none; SR - yes

DRUID

The antiplant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Arboreal Hammer

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Target - one Huge or larger tree
Duration - 1 round/level (D)
Saving Throw - none; SR - no

This spell animates a tree's branch and directs it against your foes. At caster level 10th or lower, you can target a Huge tree. At caster level 11th-15th, you can target a Gargantuan tree, and at caster level 16th or higher you can target a Colossal tree. The animated branch makes slam attacks with a Strength score equal to 10 + your caster level. The branch strikes once per round with an attack bonus equal to your caster level + the branch's Strength modifier, adjusted by the appropriate size modifier (-2 for Huge, -4 for Gargantuan, -8 for Colossal). A Huge tree's slam deals 2d6 points of damage, a Gargantuan tree's slam deals 3d6 points of damage, and a Colossal tree's slam deals 4d6 points of damage; the tree adds 1-1/2 times its Strength modifier to this damage. A Huge tree has reach 15 feet, a Gargantuan has reach 20 feet, and a Colossal has reach 30 feet. The tree attacks the creature you designate when you cast the spell, and is unable to move. You can direct the tree against a new target as a move action. The tree does not gain a bonus for flanking, nor can it help another combatant flank. It cannot attack a foe you cannot see.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Aspect of the Stag

4

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 minute/level

When you cast this spell, you take on an aspect of a stag, including some of its physical characteristics. Your features become elongated and sinewy, and you grow a set of antlers you can use for defense. You gain a +2 dodge bonus to AC against attacks of opportunity, your base speed increases by 20 ft., you can move through any undergrowth (including magically manipulated undergrowth) at your normal speed, and can even make a 5-foot step within such terrain.

Furthermore, when you are hit with an attack of opportunity, you can make a single attack with your antlers against the opponent that hit you as an immediate action. This attack uses your highest base attack bonus plus your Strength or Dexterity bonus (your choice) and deals 1d8 points of piercing damage (if you are Medium; 1d6 points of damage if Small) plus your Strength modifier on a successful hit. The antlers have a critical multiplier of 19-20/x2.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Atavism

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one animal
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

By bringing forth the primeval ancestry of the target animal, you awaken a savage engine of destruction. The animal immediately gains the advanced creature simple template.

It gains a +2 bonus on all rolls, including damage rolls and special ability DCs, a +4 bonus to AC and CMD, and +2 hit points per HD. The animal's primal instincts take hold for the duration of this spell-if the animal knows tricks granted by the Handle Animal skill, it loses access to all of those tricks save for "attack." This spell has no effect on animals that already have the advanced creature template.

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Ball Lightning

4

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a small iron ring)
Range - medium (100 ft. + 10 ft./level)
Effect - two or more 5-ft.-diameter spheres
Duration - 1 round/level
Saving Throw - Reflex negates; SR - yes

You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning (3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th). These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course.

If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a -4 penalty on this saving throw.

Each globe moves as long as you actively direct it (it's a move action for you to direct all the spheres created by a single casting of this spell); otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range.

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Blight

4

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Duration - instantaneous
Saving Throw - Fortitude half; see text; SR - yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

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

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Bloody Claws

4

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

You give a creature the ability to deal bleed damage when making natural attacks so long as the attack deals slashing or piercing damage. This bleed damage for each attack is equal to one-half your caster level (limited to the creature's maximum damage with that attack), though bleed damage does not stack. When two or more attacks deal bleed damage, take the worse effect.

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Cape Of Wasps

4

DRUID

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level (D)

You summon a wasp swarm (Bestiary 275), which fills your space (up to 5 feet by 5 feet) but does not attack you. The dense cloud of vermin gives you partial concealment against ranged attacks. Any creature that makes a successful melee attack against you takes 2d6 points of swarm damage and poison from the wasp swarm, but is not affected by the swarm's distraction ability. As a free action on your turn, you may have the swarm cling to you tightly, giving you a fly speed of 20 feet (poor maneuverability); when using the swarm to fly, it does not provide concealment or harm creatures that strike you. You can return the swarm to its protective shape as a free action on your turn.

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Command Plants

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

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Control Water

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a pinch of dust for lower water or a drop of water for raise water)
Range - long (400 ft. + 40 ft./level)
Area - water in a volume of 10 ft./level by 10 ft./level by 2 ft./level
Duration - 10 min./level
Saving Throw - none; see text; SR - no

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of

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Control Water (Cont.)

the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Cure Serious Wounds

4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

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Dispel Magic

4

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - one spellcaster, creature, or object
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends.

If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

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Dispel Magic (Cont.)

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

Dispel Magic (Cont.)

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Echolocation

4

School - transmutation
Casting Time - 1 standard action
Components - V
Range - personal
Target - you
Duration - 10 minutes/level

You can perceive the world by creating high-pitched noises and listening to their echoes. This gives you blindsight to a range of 40 feet. The echo-producing noises are too highpitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. You cannot use this ability if you are deaf, and cannot detect anything in an area of silence.

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Flame Strike

4

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - cylinder (10-ft. radius, 40-ft. high)
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

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Freedom of Movement

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (a leather strip bound to the target), DF
Range - personal or touch
Target - you or creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

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Geyser

4

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a piece of lava rock)
Range - long (400 ft. + 40 ft./level)
Effect - spout of boiling water filling a 5 ft. square and spraying upward 10 ft./2 levels
Duration - concentration + 1 round/level
Saving Throw - Reflex partial (see below); SR - no

You cause a column of boiling water to spring forth from any horizontal surface, knocking over creatures directly over it and exposing nearby creatures to searing droplets as its spray falls back to the ground.

Any creature entering the geyser, or occupying the square it appears in, must make a Reflex saving throw to avoid being hurled into the air and then tossed to the ground. If the creature fails its saving throw, it takes 3d6 points of fire damage from the boiling water and also takes falling damage based upon the height of the geyser (e.g., if the geyser is 50 feet tall, the creature takes 5d6 falling damage), landing prone in a random square adjacent to the geyser. A successful saving throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it).

This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the geyser sprays boiling water in a

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Geyser (Cont.)

hemispherical emanation around its square. The radius of this emanation is equal to one-half the geyser's height (e.g., a 50-foot geyser has a 25-foot-radius emanation). Any creature within this area, including yourself, takes 1d6 points of fire damage each round as droplets of boiling water cascade on them.

You can choose to make a smaller geyser than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of boiling rain that's smaller than what would be created by a full-height geyser spell.

Giant Vermin

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 or more vermin, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - none; SR - yes

You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts (see the Pathfinder RPG Bestiary). Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider). The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below.

Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them.

Caster Level | Centipedes | Scorpions | Spiders |

9th or lower | 3 | 1 | 2 |

10th-13th | 4 | 2 | 3 |

14th-17th | 6 | 3 | 4 |

18th-19th | 8 | 4 | 5 |

20th or higher | 12 | 6 | 8 |

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Grove of Respite

4

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S, M/DF (a leaf or blade of grass and a drop of water)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 20-ft.-radius grove
Duration - 2 hours/level (D)
Saving Throw - none; SR - no

You conjure a sheltered grove of trees surrounding a shallow spring. The grove appears from nowhere even in the most barren, rocky soil regardless of season, but the spell must be cast outside on open ground.

The area within the grove is temperate and comfortable, like that of a tiny hut, although the grove provides no illumination and provides no protection from the elements. The water in the grove's spring is clean and drinkable. Additionally, the trees provide a variety of ripe fruit, regardless of season, which acts as a goodberry spell for up to eight people. The grove is warded with an alarm spell that alerts you whenever any creature enters the area. Once the spell expires, the grove vanishes, including all fruit, water, and other materials from it, although any nourishment or healing gained from its effects remains.

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Ice Storm

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (dust and water)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (20-ft. radius, 40 ft. high)
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

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Life Bubble

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a bit of eggshell)
Range - touch
Target - creatures touched, up to one/level
Duration - 2 hours/level; see text
Saving Throw - Will negates (harmless); SR - yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like cloudkill and stinking cloud. In addition, the shell protects subjects from extremes of temperature (per endure elements) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

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Moonstruck

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of powdered moonstone)
Range - medium (100 ft. + 10 ft./level)
Target - one humanoid creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

You invoke the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the spell's duration the target behaves as if under simultaneous rage and confusion spells, attacking with its natural weapons in preference to other actions. During the final round of the spell's duration, the target is again dazed as it returns to its normal state.

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Obsidian Flow

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a small piece of obsidian)
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius burst
Duration - instantaneous
Saving Throw - Reflex partial, see text; SR - no

You convert a thin layer of the ground to molten glass that cools quickly. Creatures in the area take 1d6 points of fire damage per two caster levels (maximum of 10d6) and become entangled. Any creature within the area that makes a successful Reflex save takes half damage and is not entangled. An entangled creature can attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (the DC equals the spell's saving throw DC). The ground is covered with slippery expanses and sharp shards of obsidian. The area of effect is difficult terrain, and the DC of Acrobatics checks within the area of effect increases by 5. A successful DC 15 Acrobatics check is required to run or charge across the area. A creature that falls prone in the area takes 1d6 points of damage from sharp obsidian.

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Plague Carrier

4

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier)

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Protection from Energy, Communal

4

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level or until discharged
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

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Reincarnate

4

DRUID

School - transmutation
Casting Time - 10 minutes
Components - V, S, M, DF (oils worth 1,000 gp)
Range - touch
Target - dead creature touched
Duration - instantaneous
Saving Throw - none; see text; SR - yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death.

The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base

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Reincarnate (Cont.)

attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains two permanent negative levels when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be reincarnated). A character who died with spells prepared has a 50% chance of losing any given spell upon being reincarnated. A spellcaster that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the table on the next page. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell.

Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell can bring back a creature that has died of old age.

d% | Incarnation | Str | Dex | Con |

Reincarnate (Cont.)

01 | Bugbear | +4 | +2 | +2 |
02-13 | Dwarf | +0 | +0 | +2 |
14-25 | Elf | +0 | +2 | -2 |
26 | Gnome | +4 | +0 | +2 |
27-38 | Gnome | -2 | +0 | +2 |
39-42 | Goblin | -2 | +2 | +0 |
43-52 | Half-elf | +0 | +2 | +0 |
53-62 | Half-orc | +2 | +0 | +0 |
63-74 | Halfling | -2 | +2 | +0 |
75-89 | Human | +0 | +0 | +2 |
90-93 | Kobold | -4 | +2 | -2 |
94 | Lizardfolk | +2 | +0 | +2 |
95-98 | Orc | +4 | +0 | +0 |
99 | Troglydte | +0 | -2 | +4 |
100 | Other (GM's choice) | ? | ? | ? |

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and

Reincarnate (Cont.)

the like, but it doesn't automatically speak the language of the new form.

A wish or a miracle spell can restore a reincarnated character to his or her original form.

Repel Vermin

4

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - 10 ft.
Area - 10-ft.-radius emanation centered on you
Duration - 10 min./level
Saving Throw - none or Will negates; see text; SR - yes

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier.

A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

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Ride The Waves

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

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River of Wind

4

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 120 ft.
Area - 120-ft. line
Duration - 1 round/level
Saving Throw - Fortitude partial; SR - yes

Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a river of wind take 4d6 nonlethal damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.

A creature that begins its turn wholly or partially within a river of wind must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 nonlethal damage, and be knocked prone-a successful Fortitude save means the creature merely takes 1d6 nonlethal damage. Creatures under the effect of freedom of movement and creatures with the air subtype are unaffected by a river of wind.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Rusting Grasp

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature
Duration - see text
Saving Throw - none; SR - no

Any iron or iron alloy item you touch crumbles into rust. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of AC gained from metal armor (to the maximum amount of protection the armor offers) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage + 1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

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Scrying

4

DRUID

School - divination/scrying
Casting Time - 1 hour
Components - V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp)
Range - see text
Effect - magical sensor
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge | Will Save Modifier |

None* | +10 |

Secondhand (you have heard of the subject) | +5 |

Firsthand (you have met the subject) | +0 |

Familiar (you know the subject well) | -5 |

*You must have some sort of connection (see below) to a creature of which you have no knowledge. |

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Scrying (Cont.)

Connection | Will Save Modifier |

Likeness or picture | -2 |

Possession or garment | -4 |

Body part, lock of hair, bit of nail, etc. | -10 |

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject).

If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Spike Stones

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - one 20-ft. square/level
Duration - 1 hour/level (D)
Saving Throw - Reflex partial; SR - yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage.

Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Magic traps such as spike stones are hard to detect. A character with trapfinding can use the Perception skill

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Spike Stones (Cont.)

to find spike stones.

The DC is 25 + spell level, or DC 29 for spike stones. Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Strong Jaw

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

Laying a hand upon an allied creature's jaw, claws, tentacles, or other natural weapons, you enhance the power of that creature's natural attacks. Each natural attack that creature makes deals damage as if the creature were two sizes larger than it actually is (see page 302 of the Pathfinder Bestiary for more information). If the creature is already Gargantuan or Colossal-sized, double the amount of damage dealt by each of its natural attacks instead. This spell does not actually change the creature's size; all of its statistics except the amount of damage dealt by its natural attacks remain unchanged.

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Summon Nature's Ally IV

4

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

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Thorn Body

4

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round/level

This spell causes spines to grow from your exposed skin, damaging creatures that strike you. Any creature striking you with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage +1 point per caster level (maximum +15). Creatures using melee weapons with reach are unaffected by this spell. Creatures that successfully grapple you take 2d6 points of piercing damage +1 point per caster level (maximum +15). In addition, your natural attacks and unarmed strikes deal an additional 1d6 points of piercing damage.

Thorns created by this spell persist through any new physical shape or form you assume, such as via wildshape or any polymorph effect.

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Touch of Slime

4

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a drop of acid and a black glass sphere)
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

You create a coating of slime on your hand. When you make a successful melee touch attack with the slime, it pulls free of you and sticks to the target, at which point it acts like green slime (Core Rulebook 416), dealing 1d3 points of Constitution damage per round. Anything that destroys green slime (scraping, freezing, burning, cutting, sunlight, or remove disease) destroys this slime. If the slime kills a creature, it consumes the body and then dies. It cannot transfer to a creature other than the original target, and dies if separated from the original target.

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True Form

4

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - up to one creature/3 levels, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

True form removes any polymorph effect from a target creature, returning it to its true form, even against its will. Against creatures affected by polymorph spell effects (such as baleful polymorph or giant form), you must make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the polymorph immediately ends.

A creature with the supernatural ability to change shape (such as a lycanthrope) must make a Will saving throw or immediately revert to its true form. If it fails this first saving throw, the creature can attempt another Will saving throw to overcome the spell as a full-round action that does not provoke attacks of opportunity. If this save succeeds, the spell ends and the creature is capable of changing shape once again. If the second save fails, the creature is locked in its true form for the duration of the spell, preventing any further polymorph effects from changing its shape.

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Vermin Shape II

4

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level

This spell functions as vermin shape I, except it also allows you to assume the form of a Tiny or Large creature of the vermintype. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, blood drain, constrict, grab, lunge, poison, pull, trample, and web. You don't gain full immunity to mind-affecting effects, but you do gain a +4 bonus on all saving throws against such effects.

Tiny vermin: If you take the form of a Tiny vermin, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large vermin: If you take the form of a Large vermin, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +5 natural armor bonus.

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Volcanic Storm

4

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (obsidian and ash)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (20-ft. radius, 40 ft. high)
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast.

For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

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Air Walk, Communal

5

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - none; SR - yes (harmless)

This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched.

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Animal Growth

5

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one animal (Gargantuan or smaller)
Duration - 1 min./level
Saving Throw - Fortitude negates; SR - yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

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Animal Growth (Cont.)

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

Aspect of the Wolf

5

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 minute/level

When you cast this spell, you take on an aspect of a wolf, including some of its physical characteristics. You become more rugged, your ears become elongated, and you sprout sharp fangs and fur.

You gain a +4 enhancement bonus to Strength and Dexterity, the scent ability, a +2 enhancement bonus on trip attacks, and can make a trip combat maneuver as a swift action. This trip attack does not provoke attacks of opportunity.

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Atonement

5

DRUID

School - abjuration
Casting Time - 1 hour
Components - V, S, M (burning incense), F (a set of prayer beads or other prayer device worth at least 500 gp), DF
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (requiring you to expend 2,500 gp in rare incense and offerings). Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no additional cost.

Restore Class: A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking

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Atonement (Cont.)

atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, atonement can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question.

Note: Normally, changing alignment is up to the player. This use of atonement offers a method for a character to change his or her alignment drastically, suddenly, and definitively.

Awaken

5

DRUID

School - transmutation
Casting Time - 24 hours
Components - V, S, M (herbs and oils worth 2,000 gp), DF
Range - touch
Target - animal or tree touched
Duration - instantaneous
Saving Throw - Will negates; SR - yes

You awaken a tree or animal to human-like sentience. To succeed, you must make a Will save (DC 10 + the animal's current HD, or the HD the tree will have once awakened). The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. If you cast awaken again, any previously awakened creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

An awakened tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or special mount.

An awakened tree or animal can speak one language

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Awaken (Cont.)

that you know, plus one additional language that you know per point of Intelligence bonus (if any). This spell does not function on an animal or plant with an Intelligence greater than 2.

Baleful Polymorph

5

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - permanent
Saving Throw - Fortitude negates, Will partial, see text; SR - yes

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

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Blessing of the Salamander

5

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

When you cast this on a creature, its skin turns slick and clammy and it is able to regenerate damage each round. While under the effects of the spell, the creature gains fast healing 5, fire resistance 20 and a +2 competence bonus to its Combat Maneuver Defense.

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Call Lightning Storm

5

School - evocation
Casting Time - 1 round
Components - V, S
Range - long (400 ft. + 40 ft./level)
Effect - one or more 30-ft.-long vertical lines of lightning
Duration - 1 min./level
Saving Throw - Reflex half; SR - yes

This spell functions like call lightning, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

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Commune with Nature

5

School - divination
Casting Time - 10 minutes
Components - V, S
Range - personal
Target - you
Duration - instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings--caves, caverns, and the like--the spell is less powerful, and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

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Contagion, Greater

5

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

This spell functions as contagion, except the victim cannot overcome the disease without magic-making the required number of saves does not cure it. The DC to remove the disease with magic is equal to the save DC + 5.

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Control Winds

5

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - 40 ft./level
Area - 40 ft./level radius cylinder 40 ft. high
Duration - 10 min./level
Saving Throw - Fortitude negates; SR - no

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.

A downdraft blows from the center outward in equal strength in all directions.

An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.

A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

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Control Winds (Cont.)

other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. See Environment for more details.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, uproot large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Cure Critical Wounds

5

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

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Death Ward

5

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

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Fickle Winds

5

School - transmutation
Casting Time - 1 standard action
Components - V, S
Target - one or more Medium creatures/level, no two of which can be more than 30 ft. apart
Duration - 1 minute/level (D)
Saving Throw - none (see text); SR - yes

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as wind wall, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

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Fire Snake

5

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a snake scale)
Range - 60 ft.
Area - see text
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 1d6 points of fire damage per caster level (maximum 15d6).

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Hallow

5

DRUID

School - evocation
Casting Time - 24 hours
Components - V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area), DF
Range - touch
Area - 40-ft. radius emanating from the touched point
Duration - instantaneous
Saving Throw - see text; SR - see text

Hallow makes a particular site, building, or structure a holy site.

This has four major effects.

First, the site is warded by a magic circle against evil effect.

Second, the DC to resist positive channeled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you can fix a single spell effect to the hallowed site.

The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area of effect.

You may designate whether the effect applies to all

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Hallow (Cont.)

creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.

Spell effects that may be tied to a hallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.) An area can receive only one hallow spell (and its associated spell effect) at a time. Hallow counters but does not dispel unhallow.

Insect Plague

5

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Effect - one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm
Duration - 1 min./level
Saving Throw - none; SR - no

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level, see the Pathfinder RPG Bestiary). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

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Raise Animal Companion

5

DRUID

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (a diamond worth 1,000 gp)
Range - touch
Target - dead animal companion or bonded mount
Duration - instantaneous
Saving Throw - none, see text; SR - yes (harmless)

This spell functions as raise dead, but it only affects an animal companion, familiar, or paladin's bonded mount.

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Reprobation

5

DRUID

School - transmutation
Casting Time - 1 minute
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature of your faith
Duration - permanent
Saving Throw - none; SR - yes

You cast the target out of your religion as a curse and punishment for acts or misdeeds against the tenets of your faith. This has three effects.

First, the target is marked with a magical symbol visible only to members of your faith. This symbol indicates that the target has transgressed and that the faithful should not help it. Likewise, the target is not to be persecuted because of the mark (though this would not keep members of a lawful faith from imprisoning a known criminal if these crimes were known to have taken place after he gained the mark).

Second, the target is no longer affected by helpful spells cast by the faithful and is always treated as an enemy for the purpose of other spells cast by those of your faith. For example, cure light wounds cast by a member of your faith has no effect on the target. If the target were traveling with a cleric of your faith who cast prayer, that spell would penalize rather than aid the target, despite the target's friendship with the cleric.

Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it

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Reprobation (Cont.)

cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target.

This powerful spell with no saving throw is used to punish severe transgressions that do not deserve death or when you prefer to be merciful rather than meting out a more severe punishment. However, the spell has one drawback that prevents it from being overused. If the target did not commit any acts or misdeeds against your faith, the spell does not affect it but affects you instead, even if you are innocent of the charges.

This potential backlash prevents inquisitions run by corrupt members of the faith, and it means that most accusations of misconduct are carefully investigated (and usually verified with magic) before this sentence is handed down.

This mark can be removed like any other curse effect. In addition, a member of your faith can use atonement to break the curse if he makes a caster level check against your caster level; remove curse also requires a caster of your faith and a caster level check to end the reprobation.

Rest Eternal

5

DRUID

School - necromancy
Casting Time - 1 round
Components - V, S, M/DF (ashes and a vial of holy or unholy water)
Range - touch
Target - one dead creature touched
Duration - permanent
Saving Throw - none; SR - no

You place a curse upon a dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. Rest eternal cannot be dispelled, but it can be negated with remove curse or break enchantment.

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Snake Staff

5

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a knife suitable for whittling)
Range - medium (100 ft. + 10 ft./level)
Target - 1 or more pieces of wood, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates (object); SR - yes (object)

With a long hissing whisper, you transform ordinary pieces of wood into various sorts of snakes that immediately attack your foes.

As long as the snakes remain within sight, you can direct their actions telepathically as a free action. You can only apply this spell to wooden objects not in a creature's possession or not part of a larger structure or plant. Each time you cast this spell you can create a number of snakes equal to your caster level. More powerful snakes take up more than one of your available total, as noted below.

Venomous Snake: A stick or piece of firewood. Counts as 1 snake.

Constrictor Snake: A staff or tree branch. Counts as 2 snakes.

Advanced Venomous Snake: A stick or piece of firewood. Counts as 2 snakes.

Advanced Constrictor Snake: A staff or tree branch. Counts as 3 snakes.

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Snake Staff (Cont.)

Advanced Giant Venomous Snake: A log or pile of debris. Counts as 4 snakes.

Advanced Giant Constrictor Snake: A fallen tree or a large pile of debris. Counts as 5 snakes.

Stoneskin

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (granite and diamond dust worth 250 gp)
Range - touch
Target - creature touched
Duration - 10 min./level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantite weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

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Summon Nature's Ally V

5

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon nature's ally I, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

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Threefold Aspect

5

School - transmutation
Casting Time - 1 standard action
Components - S, F (silver crescent worth 5 gp)
Range - personal
Target - you
Duration - 24 hours (D)

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual.

You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your actual age (which are untyped bonuses)-the bonuses granted by this spell represent your idealized form in this threefold aspect rather than simply duplicating your ability scores at any one particular age.

True seeing reveals your natural appearance overlaid with that your aspect, recognizing both as part of your

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Threefold Aspect (Cont.)

true self.

Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check.

Threefold aspect does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.

Transmute Mud to Rock

5

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (sand, lime, and water)
Range - medium (100 ft. + 10 ft./level)
Area - up to two 10-ft. cubes/level
Duration - permanent
Saving Throw - see text; SR - no

This spell permanently transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral).

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels transmute rock to mud.

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Transmute Rock to Mud

5

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (clay and water)
Range - medium (100 ft. + 10 ft./level)
Area - up to two 10-ft. cubes/level
Duration - permanent; see text
Saving Throw - see text; SR - no

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon

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Transmute Rock to Mud (Cont.)

foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance-but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels transmute mud to rock.

Tree Stride

5

DRUID

School - conjuration/teleportation

Casting Time - 1 standard action

Components - V, S, DF

Range - personal

Target - you

Duration - 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree | Transport range |

Oak, ash, yew | 3,000 feet |

Elm, linden | 2,000 feet |

Other deciduous | 1,500 feet |

Any coniferous | 1,000 feet |

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Tree Stride (Cont.)

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Unhallow

5

DRUID

School - evocation

Casting Time - 24 hours

Components - V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area)

Range - touch

Area - 40-ft. radius emanating from the touched point

Duration - instantaneous

Saving Throw - see text; SR - see text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include aid, bane, bless, cause fear, darkness, daylight,

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Unhallow (Cont.)

death ward, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.) An area can receive only one unhallow spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel hallow.

Wall Of Fire

5

DRUID

School - evocation

Casting Time - 1 standard action

Components - V, S, M/DF (a piece of phosphor)

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

Effect - opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration - concentration + 1 round/level

Saving Throw - none; SR - yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.) Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

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Wall Of Thorns

5

DRUID

School - conjuration/creation

Casting Time - 1 standard action

Components - V, S

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

Effect - wall of thorny brush, up to one 10-ft. cube/level (S)

Duration - 10 min./level (D)

Saving Throw - none; SR - no

A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes piercing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an AC of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.) You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid

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Wall Of Thorns (Cont.)

taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Age Resistance

6

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 24 hours

This spell functions as lesser age resistance, except you ignore the Strength, Dexterity, and Constitution penalties gained at middle age and old age.

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Antilife Shell

6

DRUID

School - abjuration
Casting Time - 1 round
Components - V, S, DF
Range - 10 ft.
Area - 10-ft.-radius emanation, centered on you
Duration - 1 min./level
Saving Throw - none; SR - yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

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Bear's Endurance, Mass

6

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range - close (25 ft. + 5 ft./2 levels)
Target - creature one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

Mass bear's endurance works like bear's endurance, except that it affects multiple creatures.

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Bull's Strength, Mass

6

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like bull's strength, except that it affects multiple creatures.

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Cat's Grace, Mass

6

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (pinch of cat fur)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

This spell functions like cat's grace, except that it affects multiple creatures.

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Cure Light Wounds, Mass

6

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

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Dispel Magic, Greater

6

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell: Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

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Dispel Magic, Greater (Cont.)

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dust Form

6

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)
Range - personal
Target - you
Duration - 1 round/level

Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage (50%). Magic attacks are unaffected, and you can still use your magic items and other equipment as normal. If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.

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Eagle Aerie

6

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Effect - summoned eagles
Duration - 1 hour/level
Saving Throw - none; SR - no

You summon a flight of giant eagles (one per three caster levels, maximum of six; Bestiary 118) to ferry you and your allies across the skies. The eagles avoid combat if possible but defend themselves if attacked; if the eagles attack, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if the spell had 5 full hours left, the eagles remain in combat for 5 rounds before the spell ends).

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Epidemic

6

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - living creature
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (Core Rulebook 557), as the spell contagion. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Find the Path

6

DRUID

School - divination
Casting Time - 3 rounds
Components - V, S, F (a set of divination counters)
Range - personal or touch
Target - you or creature touched
Duration - 10 min./level
Saving Throw - none or Will negates (harmless); SR - no or yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

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Fire Seeds

6

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (acorns or holly berries)
Range - touch
Target - up to four acorns or up to eight holly berries
Duration - 10 min./level or until used
Saving Throw - none or Reflex half; see text; SR - no

Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special thrown splash weapons. An acorn grenade has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d4 points of fire damage per caster level (maximum 20d4) divided among the acorns as you wish. No acorn can deal more than 10d4 points of damage.

Each acorn grenade explodes upon striking any hard surface.

In addition to its regular fire damage, all creatures adjacent to the explosion take 1 point of fire damage per die of the explosion.

This explosion of fire ignites any combustible materials adjacent to the target.

Holly Berry Bombs: You turn as many as eight holly

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Fire Seeds (Cont.)

berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage + 1 point per caster level to every creature in a 5-foot-radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Ironwood

6

DRUID

School - transmutation
Casting Time - 1 minute/lb. created
Components - V, S, F (wood to be transformed)
Range - 0 ft.
Effect - an ironwood object weighing up to 5 lbs./level
Duration - 1 day/level
Saving Throw - none; SR - no

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn. Using this spell with wood shape or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much ironwood as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

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Liveoak

6

DRUID

School - transmutation
Casting Time - 10 minutes
Components - V, S
Range - touch
Target - tree touched
Duration - 1 day/level
Saving Throw - none; SR - no

This spell turns an oak tree into a protector or guardian. The spell can only be cast on a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The liveoak spell triggers the tree into animating as a treant.

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

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Move Earth

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (clay, loam, sand, and an iron blade)
Range - long (400 ft. + 40 ft./level)
Area - dirt in an area up to 750 ft. square and up to 10 ft. deep (S)
Duration - instantaneous
Saving Throw - none; SR - no

Move earth moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground.

Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved.

Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

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Owl's Wisdom, Mass

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an owl)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

This spell functions like owl's wisdom, except that it affects multiple creatures.

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Plague Storm

6

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 minute/level and instantaneous (see text)
Saving Throw - Fortitude negates; SR - no

You create a hideous gray cloud, similar to fog cloud, that occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2. For more information see page 557 of the Core Rulebook.

Unlike a fog cloud, the plague storm moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

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Repel Wood

6

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - 60-ft. line-shaped emanation from you
Duration - 1 min./level (D)
Saving Throw - none; SR - no

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can lose it as a move action and drop it as a free action. If a spear is planted (set) in a way that prevents this forced movement, it splinters.

Even magic items with wooden sections are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

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Sirocco

6

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (handful of fine sand cast into the air)
Range - medium (100 ft. + 10 ft./level)
Area - cylinder (20-ft. radius, 60 ft. high)
Duration - 1 round/level (D)
Saving Throw - Fortitude partial, see text; SR - yes

A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful Fortitude save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Fly check, in which case they remain at their original altitude.

Any creature that takes damage from a sirocco becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a sirocco spell). Creatures with the water subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

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Spellstaff

6

School - transmutation
Casting Time - 10 minutes
Components - V, S, F (the staff that stores the spell)
Range - touch
Target - wooden quarterstaff touched
Duration - permanent until discharged
Saving Throw - Will negates (object); SR - yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one spellstaff at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the spellstaff.

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Stone Tell

6

School - divination
Casting Time - 10 minutes
Components - V, S, DF
Range - personal
Target - you
Duration - 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

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Stoneskin, Communal

6

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (granite and diamond dust worth 100 gp per creature affected)
Range - touch
Target - creatures touched
Duration - 10 min./level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like stoneskin, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

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Summon Nature's Ally VI

6

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon nature's ally I, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

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Swarm Skin

6

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a crushed insect hive)
Range - personal
Target - you
Duration - see text

You convert all of your soft tissue into swarms of insects or other creatures and send them off to do your bidding, leaving nothing but your bones and gear behind. These swarms have all their normal qualities and abilities but also bear a tiny portion of your consciousness that allows you to perceive what they do and to control their actions. While in this form, you cannot use any of your own abilities or take any actions other than controlling the swarms.

Each time you cast this spell you get a total allotment of levels equal to your caster level and any swarm you choose to create costs one or more of those levels. You can "spend" your allotment of levels to create any combination of swarms so long as their total does not exceed your caster level.

Number of Levels | Swarm Type(s) |

2 caster levels | Spider swarm (Pathfinder Bestiary page 258) |

4 caster levels | Rat swarm (Bestiary 232) |

6 caster levels | Crab swarm, wasp swarm (Bestiary 50, 51)
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Swarm Skin (Cont.)

275) |

8 caster levels | Centipede swarm, leech swarm (Bestiary 43, 187) |

10 caster levels | Army ant swarm (Bestiary 16) |

Once you create these swarms they remain in existence until destroyed or you order them to return to your body. When all swarms have returned to your body or are destroyed, your flesh wraps itself back around your bones and you regain the ability to act normally. If your bones are not where you left them you must first locate them in order to regain access to your body. You always know if your bones are destroyed and your consciousness remains in control of the swarms until they too are destroyed (and you die). If you can use the swarms to get help and arrange for someone to repair your bones (using anything that would normally restore you to life), at which point you can return the swarms to your body.

Tar Pool

6

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a ball of hardened tar)
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius burst
Duration - 1 round/level
Saving Throw - Reflex partial, see text; SR - no

You convert a layer of the ground to hot tar. Creatures in the area when the tar appears take 1d6 points of fire damage per two caster levels (maximum of 10d6) and must succeed at a Reflex save or become entangled. An entangled creature receives a saving throw each round to free itself from the tar, and can also attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (DC = spell saving throw DC). It costs 2 squares of movement to enter a square in the area of effect, and the DC of Acrobatics checks within the area of effect increases by 5. The area is difficult terrain. A creature that moves into or starts its turn in the area takes 2d6 points of fire damage and must reattempt this Reflex save or become entangled. A creature that falls prone in the area takes a -4 penalty on its Reflex save against the tar and on Strength and Escape Artist checks to escape the tar. A creature that escapes the tar still takes fire damage from the tar until the spell ends or that creature spends a full-round action removing the tar. A creature with tar on it takes a -4 penalty on Acrobatics and Fly checks made to fly with wings or similar appendages.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Transport via Plants

6

DRUID

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - unlimited
Target - you and touched objects or other touched willing creatures
Duration - 1 round
Saving Throw - none; SR - no

You can enter any normal plant (equal to your size or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The plants must be alive. The destination plant need not be familiar to you. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the transport via plants spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: a Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported by the spell must be in physical contact with one another, and at least one of those creatures must be in contact with you.

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Transport via Plants (Cont.)

You can't use this spell to travel through plant creatures.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from it.

Wall Of Stone

6

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a small block of granite)
Range - medium (100 ft. + 10 ft./level)
Effect - stone wall whose area is up to one 5-ft. square/level (S)
Duration - instantaneous
Saving Throw - see text; SR - no

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping.

Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose

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Wall Of Stone (Cont.)

hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Age Resistance, Greater

7

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 24 hours

This spell functions as lesser age resistance, except you ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age.

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Animate Plants

7

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one Large plant per three caster levels or all plants within range; see text
Duration - 1 round/level or 1 hour/level; see text
Saving Throw - none; SR - no

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or a number of larger plants as follows: a Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects (see Pathfinder RPG Bestiary), except that plants smaller than Large don't have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an entangle spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

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Changestaff

7

DRUID

School - transmutation
Casting Time - 1 round
Components - V, S, F (a quarterstaff that has been carved and polished for 28 days)
Range - touch
Target - your touched staff
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

You change a specially prepared quarterstaff into a Huge treant-like creature (see the Pathfinder RPG Bestiary), about 24 feet tall.

When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant.

The staff-treant defends you and obeys any spoken commands.

However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed.

Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

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Control Weather

7

DRUID

School - transmutation
Casting Time - 10 minutes; see text
Components - V, S
Range - 2 miles
Area - 2-mile-radius circle, centered on you; see text
Duration - 4d12 hours; see text
Saving Throw - none; SR - no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

Season | Possible Weather |

Spring | Tornado, thunderstorm, sleet storm, or hot weather |

Summer | Torrential rain, heat wave, or hailstorm |

Autumn | Hot or cold weather, fog, or sleet |

Winter | Frigid cold, blizzard, or thaw |

Late winter | Hurricane-force winds or early spring |

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather-where lightning strikes, for example, or the

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Control Weather (Cont.)

exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Creeping Doom

7

DRUID

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)/100 ft.; see text
Effect - four swarms of insects
Duration - 1 round/level
Saving Throw - Fortitude partial; see text; SR - no

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

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Cure Moderate Wounds, Mass

7

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

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Fire Storm

7

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - two 10-ft. cubes per level (S)
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

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Heal

7

DRUID

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, heal instead acts like harm.

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Rampart

7

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a handful of earth)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft.-high earthen wall, in a line up to 10 ft. long/2 levels, or a circle with radius of up to 3 ft. + 1 ft./level
Duration - instantaneous
Saving Throw - none; SR - no

You create a massive rampart of hard-packed earth and stone 5 feet thick. The rampart cannot be conjured so that it occupies the same space as another creature or object. Each 5-foot-wide section of the rampart has hardness 0 and 180 hit points. A section of the rampart whose hit points drop to 0 is breached. If a creature tries to break through the rampart with a single attack, the DC for the Strength check is 60. A creature can climb over the rampart with a DC 20 Climb check.

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Scouring Winds

7

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - sandstorm in 20-ft. radius, 20 ft. high
Duration - 1 round/level (D)
Saving Throw - none; SR - yes (see text)

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action. Any creature in the area takes 3d6 points of piercing damage each round. The area is considered a windstorm (see Table 13-10: Wind Effects, Core Rulebook 439). If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Scrying, Greater

7

DRUID

School - divination/scrying
Casting Time - 1 standard action
Components - V, S
Range - see text
Effect - magical sensor
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

This spell functions like scrying, except as noted above.

Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Siege Of Trees

7

DRUID

School - transmutation
Casting Time - 10 minutes
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one Large plant per three caster levels
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

You imbue inanimate plants with limited mobility and a semblance of life. Each plant targeted acts as a light catapult (see page 162) until the end of the spell's duration, though you must spend a standard action to aim each of these tree catapults before the first time they fire, and anytime thereafter when you want the trees to fire at a new target. The catapult uses your caster level as its targeting bonus. With a free action, you can command one or all of the trees under your command to stop firing. You do not need to supply ammunition to these tree catapults; they will automatically load themselves with rocks and boulders in the area, digging them deep from the ground if need be. You can supply the trees ammunition if you desire. The tree will not load flaming ammunition, and these catapult trees cannot be affected by energy siege shot (see page 228) if the energy selected is fire.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Summon Nature's Ally VII

7

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon nature's ally I, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Sunbeam

7

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.
Area - line from your hand
Duration - 1 round/level or until all beams are exhausted
Saving Throw - Reflex negates and Reflex half; see text; SR - yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Transmute Metal to Wood

7

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Area - all metal objects within a 40-ft.-radius burst
Duration - instantaneous
Saving Throw - none; SR - yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls.

The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

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

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

True Seeing

7

School - divination
Casting Time - 1 standard action
Components - V, S, M (an eye ointment that costs 250 gp)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

DRUID

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Vortex

7

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a stirring spoon)
Range - long (400 ft. + 40 ft./level)
Effect - whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base
Duration - 1 round/level (D)
Saving Throw - Reflex negates, see text; SR - yes

DRUID

You create a powerful and immobile whirlpool in any body of liquid large enough to contain the spell's effect. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of bludgeoning damage. A Medium or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of damage each round on your turn with no save allowed.

You may direct the whirlpool to eject any carried creatures whenever you wish. A boat that is equal in length or shorter than the vortex's width that passes through a vortex takes 6d6 points of damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Wind Walk

7

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and one touched creature per three levels
Duration - 1 hour/level; see text
Saving Throw - none and Will negates (harmless); SR - no and yes (harmless)

DRUID

You alter the substance of your body to a cloudlike vapor (as the gaseous form spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Animal Shapes

8

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - up to one willing creature per level, all within 30 ft. of each other.
Duration - 1 hour/level
Saving Throw - none; see text; SR - yes (harmless)

DRUID

As beast shape III, except you change the form of up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Atavism, Mass

8

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one animal/level, no two of which can be more than 30 ft. apart
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

DRUID

This spell functions as atavism, except it affects multiple creatures.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Blood Mist

8

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a pinch of dried red algae)
Range - medium (100ft. +10ft./level)
Area - 60-ft. radius
Duration - 1 minute/level
Saving Throw - Fortitude negates (see text); SR - yes

DRUID

This spell summons forth a misty cloud of rust-red toxic algae. Any creature within the mist is coated by it, turning the creature the same reddish color. All targets within the mist gain concealment. Any creature within the mist must save or take 1d4 points of Wisdom damage and become enraged, attacking any creatures it detects nearby (as the "attack nearest creature" result of the confused condition). An enraged creature remains so as long as the spell is in effect. A creature only needs to save once each time it is within the mist (though leaving and returning requires another save).

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Control Plants

8

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates; SR - no

DRUID

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Cure Serious Wounds, Mass

8

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

DRUID

This spell functions like mass cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).

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Earthquake

8

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Area - 80-ft.-radius spread (S)
Duration - 1 round
Saving Throw - see text; SR - no

When you cast earthquake, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

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Earthquake (Cont.)

beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Chapter 13 for more details).

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry.

Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute

Earthquake (Cont.)

while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Euphoric Tranquility

8

DRUID

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (a poppy flower)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - none and Will partial (see below); SR - yes

A creature under the effect of this enchantment enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw. If the saving throw succeeds, the creature can make act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see the Diplomacy skill, Core Rulebook 94), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

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Finger Of Death

8

DRUID

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

This spell instantly delivers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

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Frightful Aspect

8

DRUID

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (the skin of a toad)
Range - personal
Target - you
Duration - 1 minute/level

You become a larger, awful version of yourself. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/magic, and spell resistance equal to 10 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

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Repel Metal or Stone

8

DRUID

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - 60-ft. line from you
Duration - 1 round/level
Saving Throw - none; SR - no

This spell creates waves of invisible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an antimagic field blocks the effects. A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can lose it as a move action and drop it as a free action.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

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Reverse Gravity

8

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (lodestone and iron filings)
Range - medium (100 ft. + 10 ft./level)
Area - up to one 10-ft. cube/level (S)
Duration - 1 round/level (D)
Saving Throw - none; see text; SR - no

This spell reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes.

Creatures who can fly or levitate can keep themselves from falling.

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Seamantle

8

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a cup of water)
Range - personal
Target - you
Duration - 1 minute/level

You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to your land speed and can see, hear, and breathe normally within the seamantle, but attacks against you are treated as if you were under the surface of the water. You gain improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves) against foes that do not have freedom of movement effects. The cover granted by the seamantle does not enable you to make Stealth checks or prevent attacks of opportunity. Magical attacks against you are unaffected unless they require attack rolls or state that they do not function underwater (such as cloudkill).

The seamantle blocks line of effect for any fire spell or supernatural fire effect, but enemies can attempt to use fire spells within the seamantle; this requires a caster level check (DC 20 + spell level), and if successful the fire spell takes as a bubble of steam contained within the seamantle rather than its usual effect.

The seamantle allows you to make a slam attack by forming a pseudopod of water, inflicting damage appropriate for your size. This slam attack has a reach of 30 feet. In addition, as a standard action, you can

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Seamantle (Cont.)

attempt to extinguish fires by touch.

You automatically extinguish up to a 10-foot cube of normal fire. Against magical fire effects, your touch acts as dispel magic; this also applies to any non-instantaneous fire affect that comes into contact with you (such as flame blade, flaming sphere, or incendiary cloud). Even if you fail to extinguish a fire, you are not harmed by it. A flaming or flaming burst weapon that strikes you has its power suppressed for 1d4 rounds if the wielder fails a Fortitude save.

Stormbolts

8

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a copper rod)
Range - 30 ft.
Area - a 30-ft.-radius spread, centered on you
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

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Summon Nature's Ally VIII

8

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon nature's ally I, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

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Sunburst

8

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (sunstone and fire source)
Range - long (400 ft. + 40 ft./level)
Area - 80-ft.-radius burst
Duration - instantaneous
Saving Throw - Reflex partial; see text; SR - yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

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Wall of Lava

8

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a chunk of dried lava)
Range - medium (100 ft. + 10 ft./level)
Target - lava wall whose area is up to one 5-ft. square/level (S)
Duration - 1 round/level (D)
Saving Throw - see text; SR - no

This spell creates a vertical wall of lava that is 1 inch thick for every 4 caster levels and composed of up to one 5-foot square per level. A wall of lava's maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a wall of lava can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a wall of lava, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a wall of lava as a full-round action by making a DC 25 Strength check-failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a wall of lava inflicts 20d6 fire damage. A wall of lava also radiates heat as if it were a wall of fire, although the heat from a wall of lava radiates from both

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Wall of Lava (Cont.)

sides.

Once per round as a move action, you can direct the wall of lava to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a wall of lava from this effect instantly reseal, reducing the overall size of the wall.

All damage inflicted by physical contact with a wall of lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).

Whirlwind

8

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Effect - cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall
Duration - 1 round/level
Saving Throw - Reflex negates; see text; SR - yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.) Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

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Word of Recall

8

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - unlimited
Target - you and touched objects or other willing creatures
Duration - instantaneous
Saving Throw - none or Will negates (harmless, object); SR - no or yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by word of recall.

Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

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Antipathy

9

School - enchantment/compulsion
Casting Time - 1 hour
Components - V, S, M/DF (a lump of alum soaked in vinegar)
Range - close (25 ft. + 5 ft./2 levels)
Target - one location (up to a 10-ft. cube/level) or one object
Duration - 2 hours/level
Saving Throw - Will partial; SR - yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels sympathy.

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Clashing Rocks

9

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Effect - see text
Duration - instantaneous
Saving Throw - Reflex partial, see text; SR - no

You create two Colossal-sized masses of rock, dirt, and stone and slam them together against a single creature between them. The clashing rocks appear up to 30 feet away from the target on opposite sides and rush toward it with a mighty grinding crash. You must make a ranged touch attack to hit the target with the rocks. The clashing rocks ignore concealment and cover, and if there is a solid barrier between the target and either of the clashing rocks, the spell has a +28 bonus on the Strength check to burst through the barrier and continue unimpeded to the target. A creature struck by the clashing rocks takes 20d6 points of bludgeoning damage and is knocked prone. If the target fails a Reflex saving throw, it is also buried under the resulting rubble as if by a cave-in (see Pathfinder RPG Core Rulebook 415).

If the clashing rocks miss the target, the target still takes 10d6 points of bludgeoning damage from falling rocks and is knocked prone. A successful Reflex save reduces this damage to half and the target remains standing. Creatures other than the target that occupy the spaces where the clashing rocks appear or within their path (30 feet wide, 30 feet high, and up to 60 feet long) must also make Reflex saves or take 10d6 points

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Clashing Rocks (Cont.)

of bludgeoning damage and be knocked prone (save for half and remain standing). A creature can only take damage once from the clashing rocks, no matter how many times the clashing rocks pass over a target creature.

Cure Critical Wounds, Mass

9

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

This spell functions like mass cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +40).

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Elemental Swarm

9

School - conjuration/summoning
Casting Time - 10 minutes
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration - 10 min./level
Saving Throw - none; SR - no

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

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Foresight

9

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (a hummingbird's feather)
Range - personal or touch
Target - see text
Duration - 10 min./level
Saving Throw - none or Will negates (harmless); SR - no or yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

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Polar Midnight

9

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - 30-ft. spread
Duration - 1 round/level
Saving Throw - Fortitude partial; SR - yes

You plunge an area into the brutal chill of the arctic night.

Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the cold damage.

Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to wall of ice, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires true resurrection, miracle, or wish. As a move action, you may move the area of effect up to 10 feet in any direction.

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Regenerate

9

School - conjuration/healing
Casting Time - 3 full rounds
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

DRUID

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

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Shambler

9

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - three or more shambling mounds, no two of which can be more than 30 ft. apart; see text
Duration - 7 days or 7 months; see text
Saving Throw - none; SR - no

DRUID

The shambler spell creates 1d4+2 shambling mounds with the advanced template (see the Pathfinder RPG Bestiary). The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for 7 days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is 7 months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. You can only have one shambler spell in at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. The shamblers have resistance to fire as normal shambling mounds do only if the terrain where they are summoned is rainy, marshy, or damp.

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Shapechange

9

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, F (jade circlet worth 1,500 gp)
Range - personal
Target - you
Duration - 10 min./level

DRUID

This spell allows you to take the form of a wide variety of creatures. This spell can function as alter self, beast form IV, elemental body IV, form of the dragon III, giant form II, and plant shape III depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

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Siege of Trees, Greater

9

School - transmutation
Casting Time - 10 minutes
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one Gargantuan, Huge, or Large plant per three caster levels
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

DRUID

As siege of trees, but you can affect larger-sized plants. Each plant acts as a catapult of its size.

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Storm Of Vengeance

9

School - conjuration/summoning
Casting Time - 1 round
Components - V, S
Range - long (400 ft. + 40 ft./level)
Effect - 360-ft.-radius storm cloud
Duration - concentration (maximum 10 rounds) (D)
Saving Throw - see text; SR - yes

DRUID

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud.

You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance).

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Storm Of Vengeance (Cont.)

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

Summon Elder Worm

9

School - conjuration/summoning
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level (D)
Saving Throw - none; SR - no

DRUID

This spell functions as summon nature's ally VIII, except you summon a purple worm with the giant creature simple template (Bestiary 295).

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Summon Froghemoth

9

School - conjuration/summoning
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level (D)
Saving Throw - none; SR - no

DRUID

This spell functions as summon nature's ally IX, except you summon a froghemoth (Bestiary 136).

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Summon Nature's Ally IX

9

DRUID

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon nature's ally I, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

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Sympathy

9

DRUID

School - enchantment/compulsion
Casting Time - 1 hour
Components - V, S, M (a drop of honey and crushed pearls worth 1,500 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one location (up to a 10-ft. cube/level) or one object
Duration - 2 hours/level
Saving Throw - Will negates; see text; SR - yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

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Tsunami

9

DRUID

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Effect - 10-ft.-deep wave 10 ft. wide/level and 2 ft. tall/level
Duration - 5 rounds
Saving Throw - see text; SR - no

You create a massive wave of water that then moves in a straight line across water or land-you select the direction the wave travels (which must be perpendicular to its width), but once set in motion, the wave cannot change course. Over the surface of open water, the wave travels at a speed of 60 feet per round-on land or underwater, the wave travels at a speed of 30 feet per round.

Creatures struck by a tsunami take 8d6 points of bludgeoning damage (a Fortitude save halves this damage).

In addition, the tsunami makes a special CMB check against any creature it strikes-the wave's CMB is equal to your caster level + your relevant spellcasting ability score modifier (whichever is highest) + 8 (for the wave's size). If this CMB check defeats a creature's CMD, the creature is knocked prone and carried along by the wave. A creature carried along by a tsunami can attempt to escape the wave on its turn as a standard action by making a CMB or Swim check opposed by the wave's CMB check-if a creature fails to escape, it takes another 6d6 points of bludgeoning damage (Fortitude save for half) and continues being carried along by the

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Tsunami (Cont.)

wave.

Objects struck by a tsunami are swept up if they are Huge or smaller and are carried along by the wave, deposited in a pile at the end of the wave's journey. Gargantuan or larger objects, as well as structures or objects firmly attached to the ground, take 8d6 points of bludgeoning damage when a tsunami passes through its space-if this is enough to destroy the object or structure, the remains are carried along by the wave. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Freedom of movement prevents a creature from being carried along by a tsunami but does not prevent damage caused by it hitting a creature.

A solid barrier that is taller than the tsunami that is not destroyed by the wave stops that portion of the wave from continuing onward, leaving a gap in the wave as the rest of it continues forward.

Winds of Vengeance

9

DRUID

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 minute/level

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space.

Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude saving throw or take 5d8 points of bludgeoning damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone (see page 439 of the Pathfinder RPG Core Rulebook for more information).

On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

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World Wave

9

DRUID

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - see text
Effect - see text
Duration - 1 round/level or 1 hour/level; see text (D)
Saving Throw - none; SR - yes

You cause any sort of natural terrain (including water, forest, desert, tundra, and so on) to surge beneath your feet and safely propel you with devastating force over great distances. This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching objects, creatures, and phenomena with a connection to nature but tearing through and damaging anything else it encounters. When you cast the spell you must choose the wave's type, either a tsunami or a swell. If you choose a tsunami, you create a 30-foot-high tidal wave of earth or water hurtling across the landscape that lasts for 1 round per level. If you choose a swell, you create a more controlled and gentle 5-foot-high wave that lasts for 1 hour per level. Regardless of its form or composition, the crest of the wave extends 10 feet in front of and behind you, and 5 feet per level to both your left and right. You can stand or sit on the crest of this wave without any fear of falling off it and can even lie down and sleep (or take any other actions you could take if standing on solid ground) as it travels. You can grant up to one additional creature per level the ability to safely accompany you on this wave.

When you first create the wave, you must choose its path by facing the direction you wish it to travel. Once

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World Wave (Cont.)

you make this decision, you cannot change it. The wave, in either version, moves at eight times your base land speed. Any object, creature, or phenomena strongly connected to, or a part of, the natural world simply rises up and down with the wave as it passes, taking no damage or injury. However, anything else coming into contact with the wave takes either 6d6 points of bludgeoning damage (if the tsunami) or 1d6 points of bludgeoning damage (if the swell).

The wave damages any manufactured object or structure. On the Material Plane, it also damages any creature of the aberration, construct, outsider, or undead type, or with the extraplanar subtype. Creatures with the construct or undead type take double damage from the wave. Other creatures or creatures with even one druid class level (regardless of their type), are considered a part of the natural world and are unaffected by the wave. Note that on other planes of existence, what is considered to be a part of the natural world may vary at the GM's discretion.

The wave can travel up or down the sides of natural features so long as it does not exceed a 45-degree angle. You cannot alter the dimensions of the wave as it travels. If the wave encounters terrain that it cannot incorporate into itself, the wave simply flows over or around the obstacle (creatures riding the wave are harmlessly displaced to the side to avoid the obstacle) unless the terrain occupies one-half or more of the area of the wave's crest. In such cases the spell ends in 1d6 rounds as the wave falters and collapses, unless its duration would normally cause it to expire prior to that.

The momentum of the wave carries you forward through this new terrain without any injury until it collapses, at which

World Wave (Cont.)

point you suffer the normal effects of the terrain in which you are deposited. Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face), or something man-made (such as a city).

You can only create the wave if standing on the ground. You cannot create it when underground or on terrain that it cannot incorporate.