

# Druid Spell Descriptions

## 0-LEVEL DRUID SPELLS

### Chameleon Scales

Enhancing

**Level:** Druid 0

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

You temporarily alter the color of your skin, hide, or scales to another option legal for your race. You take no penalty for using Disguise to appear as a member of a different race as long as that race has the same type and color of skin, hide, or scales as you.

### Create Water

Elemental (Water)/Cantrip

**Level:** Druid/Geomancer/White Mage 0

**Casting Time:** 1 standard action

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

**Effect:** Up to 2 gallons of water/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** 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. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

### Detect Magic

Cantrip/Enhancing

**Level:** Astrologian/Black Mage/Blue Mage/Druid/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Saving Throw:** None

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

## Drench

Summoning/Elemental (Water)/Cantrip

**Level:** Druid/Geomancer/Summoner/White Mage 0

**Casting Time:** 1 standard action

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

**Target:** One creature or object of size Large or smaller

**Duration:** 1 round

**Saving Throw:** Reflex negates (object)

**Spell Resistance:** Yes (object)

A sudden downpour soaks the target creature or object, inflicting the Drench status effect. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

## Guidance

Enhancing/Cantrip

**Level:** Astrologian/Blue Mage/Druid/Geomancer/Red Mage/Summoner/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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.

## Ignite

Elemental (Fire)/Cantrip

**Level:** Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

**Casting Time:** 1 standard action

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

**Target:** One Fine object

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (object)

**Spell Resistance:** 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 *ignite* in any sort of weather and it takes much less time to actually ignite an object.

## Know Direction

Enhancing/Cantrip

**Level:** Druid/Geomancer 0

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

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.

## Magical Cleaning

Enhancing/Cantrip

**Level:** Black Mage/Druid/Geomancer/Red Mage/Summoner/White Mage 0

**Casting Time:** 1 full-round action

**Range:** Touch

**Effect:** One object of up to 1 cubic foot per level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You surround an object with swirling waters with cleaning agents otherwise harmful to the skin, removing dirt, mud, contaminated substances, disease particles and so on. This spell can remove hard-to-remove stains and even crusted-on-dust of antique items.

If the caster wishes to spend 1 MP they can increase the effects of this cantrip to almost becoming a true spell, cleaning a 2 cubic feet per level area of objects, flooring, ceiling, and walls. At high enough levels this can clean an entire room in seconds.

## **Magical Hygiene**

Enhancing/Cantrip

**Level:** Black Mage/Druid/Geomancer/Red Mage/Summoner/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** One willing creature

**Duration:** Instantaneous, or 24 hours (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

You surround one creature with a flurry of shifting waters combined with cleaning chemicals that are non-harmful to the skin and eyes, as well as immediately drying them. This spell removes dirt, sweat, blood stains, foul odors and so on from the creature's body including their fur or feathers, though not their clothing or gear. After being affected by this spell, the creature has experienced a deep-cleaning, making them presentable for even the highest of society. This spell does not remove the effects of magical substances or otherwise strong effects, like the sticky adhesive of mimics.

If the caster wishes to spend 1 MP they can increase the effects of this cantrip to almost becoming a true spell, having this cleaning process keep the affected creature clean and pleasingly scented for up to 24 hours, granting them a +1 circumstance bonus on all saving throws against disease and charisma-based skill checks. If the creature is submerged in mud or is otherwise heavily attacked by dirt or foul smells the cantrip is removed.

## **Mending**

Healing/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Druid/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Target:** One object of up to 1 lb./level

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** 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.

## **Purify Food and Drink**

Healing/Cantrip

**Level:** Astrologian/Druid/Geomancer/White Mage 0

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Target:** 1 cu. ft./level of contaminated food and water

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** 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.

## Read Magic

Enhancing/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Druid/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

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.

## Resistance

Enhancing/Cantrip

**Level:** Astrologian/Blue Mage/Druid/Geomancer/Summoner/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

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

## Stabilize

Healing/Cantrip

**Level:** Druid/Geomancer/Red Mage/Summoner/White Mage 0

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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.

## **Torchlight**

Light/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Druid/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** 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. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

## **Virtue**

Enhancing/Cantrip

**Level:** Druid/Geomancer/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

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

## **1ST-LEVEL DRUID SPELLS**

### **Air Bubble**

Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 1

**Casting Time:** 1 standard action

**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)

**Spell Resistance:** 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.

## **Alter Winds**

Elemental (Wind)

**Level:** Druid/Geomancer 1

**Casting Time:** 1 minute

**Range:** Touch

**Area:** Immobile 10-ft.-radius emanation

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** 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. 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.

<u>Caster Level</u>	<u>Wind Force</u>
1st-3rd	– Light
4th-9th	– Moderate
10th-15th	– Strong
16th or higher	– Severe

## **Aspect of the Falcon**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Personal

**Targets:** 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.

## **Aspect of the Nightingale**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You take on an aspect of a nightingale. Your voice becomes clear and pleasant. You gain a +2 competence bonus on Perform (sing) checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.

## **Blend**

Enhancing/Illusion

**Level:** Druid/Illusionist 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You draw upon your link to the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends (as *vanish*).

## **Bristle**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One creature

**Duration:** 1 minute/level

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

**Spell Resistance:** 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.

## **Call Animal**

Enfeebling

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** See description

**Effect:** One animal whose CR is equal or less than your caster level

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

**Saving Throw:** None

**Spell Resistance:** No

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 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 animal.

## **Calm Animals**

Enfeebling [Emotion, Mind-Affecting]

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Targets:** Animals within 30 ft. of each other

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** 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  $2d4 + \text{caster level}$ . 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.

## **Charm Animal**

Enfeebling [Mind-Affecting]

**Level:** Druid 1

**Target:** One animal

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

## **Cheetah's Sprint**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

A wild surge of energy courses through your body and propels you into a sprint. If you take a charge or run action before the end of your turn, you can move a total distance of up to 10 times your base land speed. This adjustment is an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with other effects that increase your speed, this spell affects your jumping distance.

## **Choco Feather**

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/Red Mage/White Mage/Geomancer 1

**Casting Time:** 1 immediate action

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

**Target:** One Medium or smaller free-falling object or creature/level, within 20 ft. each of other

**Duration:** Until landing or 1 round/level

**Saving Throw:** Will negates (harmless) or Will negates (object)

**Spell Resistance:** Yes (object)

The affected creatures or objects fall slowly. Choco feather instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Choco feather works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

## Cloak of Shade

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One creature per level

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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 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.

## Commune with Birds

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes; see text

You utter a question in the form of a low-pitched bird call that can be heard up to a mile away, and can understand the responses given by birds in the area. Over the next 10 minutes, the birds reply as if you had asked them the question using *Speak with Animals*, giving you a general consensus answer to the question based on their knowledge. For example, you could ask if there is drinkable water in the area, the location of predators or other creatures, directions to a mountaintop or other natural feature, and so on, and the local bird communities would answer to the best of their ability.

If there are no birds in range, the spell has no effect and you do not get a response. Any creature using *speak with animals* (or a similar ability) who hears this bird call can understand your question, though it may not be able to reply in a way you can hear.

## Deadeye's Lore

Enhancing

**Level:** Druid 1

**Casting Time:** 1 round

**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.

## Detect Animals or Plants

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** 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.
- 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

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** 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.

## **Dragoon Jump**

Enhancing

**Level:** Black Mage/Druid/Geomancer/Red Mage/White Mage 1

**Casting Time:** 1 standard action

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

**Target:** One creature

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.

## **Endure Elements**

Enhancing

**Level:** Astrologian/Black Mage/Druid/White Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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 (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any

protection from fire or ice damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

## **Entangle**

Enfeebling

**Level:** Druid 1

**Casting Time:** 1 standard action

**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

**Spell Resistance:** 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.

## **Faerie Fire**

Enfeebling/Light

**Level:** Druid 1

**Casting Time:** 1 standard action

**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

**Spell Resistance:** 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.

## **Feather Step**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Targets:** One creature

**Duration:** 10 minutes/level

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

**Spell Resistance:** 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.

## **Fire Maw**

Enhancing/Elemental (Fire)

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Target:** Your animal companion

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

Your animal companion's bite attack deals an additional 1d4 points of fire damage, and the fire deals another 1d4 points of fire damage to the target on the next round. The fire continues to deal damage for 1 additional round per 4 caster levels (to a maximum of 6 total rounds at caster level 20th). This ongoing fire damage doesn't stack from multiple attacks, but the duration resets if a newer bite would cause the ongoing damage to last longer than the duration remaining from a previous one. The fire does not harm the animal companion.

## **Gentle Breeze**

Enhancing/Elemental (Wind)

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Target:** One creature or object

**Duration:** 1 hour (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You create a light wind that blows only against the target, from a direction of your choice. The breeze grants the target a +2 circumstance bonus on saves against very hot conditions, severe heat, and saves against clouds, vapors, and gases. There must be air present to use this spell.

## **Goodberry**

Enhancing/Healing/Summoning

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** 2d4 fresh berries touched

**Duration:** 1 day/level

**Saving Throw:** None

**Spell Resistance:** Yes

Casting goodberry summons 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 summoned 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.

## **Heal Companion I**

Healing

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Target:** Your animal companion

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes (harmless)

A soft white glow surrounds your wounded animal companion, healing for 1d6 points of damage + your Wisdom modifier + 1 point per caster level (maximum +5).

## Hidden Spring

Enhancing/Elemental (Water)

**Level:** Druid 1

**Casting Time:** 1 hour

**Range:** Touch

**Effects:** A spring of fresh water

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You spend 1 hour in quiet meditation, walking around a natural area. You are simultaneously drawn to areas of natural moisture while drawing that moisture closer. As the spell's casting time concludes, you thrust the hands into the ground. From that point, a fresh, clean water trickles forth at a rate of 1 gallon every 10 minutes. You cannot cast this spell inside a building or in an area of worked stone, but you can cast it underground. You cannot cast this spell within 1 mile of an existing hidden spring.

## Hide from Animals

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One creature touched/level

**Duration:** 10 min./level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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.

## Keen Senses

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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.

## **Leaf**

Elemental (Earth, Fire, Ice, or Wind)

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (object)

You direct a magical leaf at your opponent. Due to the nature of the seasons, the effect of this spell is altered by the current time. If the current season is Spring, the spell does wind damage. If Summer, the spell does fire damage. If Autumn, the spell does earth damage. And if Winter, the spell does ice damage. This spell requires a ranged touch attack roll to hit that deals 1d6 points of a said type of damage + 1 per level (max of +5) + your Wisdom modifier. If there are no seasons on the current plane or world, this spell does 1d4 non-elemental damage.

## **Longstrider**

Enhancing

**Level:** Druid/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

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.

## **Magic Fang**

Enhancing

**Level:** Blue Mage/Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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.

## **Monkey Fish**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.

### **Nature's Paths**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** 8 hours (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The target instinctively knows the shortest, easiest, and fastest way through the wilderness. For the purpose of determining overland speed, the target treats any trackless terrain as though there were a trail or road, and any terrain with a road or trail as though there were a highway. Up to one creature per caster level traveling with the target can also benefit from the effect. The spell functions only outdoors and does not function in magically altered terrain.

### **Negate Aroma**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Targets:** One creature or object/level touched

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

**Saving Throw:** Fortitude negates

**Spell Resistance:** 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.

### **Pass without Trace**

Elemental (Earth)

**Level:** Druid/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One creature/level touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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 non-magical means.

## **Rain**

Elemental (Water)

**Level:** Druid/Geomancer/White Mage 1

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./2 levels)

**Area:** 20-ft.-radius spread

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

**Saving Throw:** None

**Spell Resistance:** No

All creatures in the area of effect are affected by the Drenched status effect. Water evaporates after spell ends, removing the status effect from affected creatures.

## **Shillelagh**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched non-magical oak club or quarterstaff

**Duration:** 1 min./level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

Your own non-magical 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.

## **Speak with Animals**

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

**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.

## **Summon Minor Ally**

Summoning

**Level:** Druid 1

**Casting Time:** 1 round

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

**Effect:** 1d3 summoned creatures

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

**Saving Throw:** None

**Spell Resistance:** 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.

## **Summon Nature's Ally I**

Summoning

**Level:** Druid/Geomancer 1

**Casting Time:** 1 round

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

**Effect:** One summoned creature

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

**Saving Throw:** None

**Spell Resistance:** No

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant) with a CR rating of 1/3 or lower. 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. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

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 raise).

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

## **Swim**

Enhancing/Elemental (Water)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature touched

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

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

**Spell Resistance:** 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.

## **Thorn Javelin**

Summoning

**Level:** Druid 1

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Javelin-like thorn

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

**Saving Throw:** None

**Spell Resistance:** No

A wooden thorn the size of a javelin (appropriate for your size) appears in your open hand. You can wield this thorn as a javelin, and you are proficient in its use. Any creature struck by the javelin must succeed at a Fortitude save or be sickened for 1 round. If you throw the javelin, another one appears in your hand. Any javelin that leaves your grasp disappears at the end of your turn. Each javelin attack you make reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after that attack resolves.

## Tracking Mark

Enhancing

**Level:** Druid 1

**Casting Time:** 1 standard action

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

**Target:** One creature

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You gain a supernatural ability to detect tracks and other clues left behind by the target. You treat the DCs of all Survival checks made to track the target as if they were 5 lower than normal, and you gain a +5 bonus on Perception checks made to notice the target if it is using Stealth or recognize it if it is using Disguise.

## Underbrush Decoy

Enhancing

**Level:** Druid 1

**Casting Time:** 1 swift action

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

**Target:** One non-creature plant of size Tiny, Small, or Medium

**Duration:** 1 round

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You cause a plant to rustle noisily, distracting nearby creatures. You can attempt a Bluff check to create a distraction to hide, using your caster level + your Wisdom modifier in place of your total Bluff skill bonus and applying the result to all creatures within 30 feet. You count the target as distracted, as do any creatures that knew about your distraction in advance. Creatures might not be distracted if they detect you casting the spell or otherwise anticipate your subterfuge.

## Water Blast

Elemental (Water)

**Level:** Black Mage/Druid/White Mage/Geomancer 1

**Casting Time:** 1 standard action

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

**Targets:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Reflex partial

**Spell Resistance:** 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 combat maneuver against any one creature or object. Your CMB roll for this combat maneuver is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. If struck, the creature must make a Reflex save or be drenched. This combat maneuver does not provoke an attack of opportunity. Water blast extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

## Wave Shield

Enhancing/Elemental (Water)

**Level:** Druid 1

**Casting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** 1 round or until discharged

You create a rushing torrent of water in the rough outline of a shield. The water protects you from one physical or fire attack, granting you DR/— and fire resistance equal to half your caster level (minimum 1) on that attack. Once the spell has reduced the damage of one attack against you, it is discharged.

## Whispering Lore

Enhancing

**Level:** Druid 1

**Casting Time:** 1 full-round action

**Range:** Personal

**Target:** You

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

Upon casting this spell, you are able to gain knowledge from the land itself. As you walk through the terrain, it whispers information in a language you understand, though the whispering is so rambling it is hard to distinguish useful information. This whispering grants you a +4 insight bonus on a single Knowledge skill type appropriate to the type of terrain you are in. If you are within a cold, desert, forest, jungle, mountain, plains, swamp, or water environment, you gain the bonus on Knowledge (nature) checks. If you are within an underground environment, you gain the bonus on Knowledge (dungeoneering) checks. If you are within an urban environment, you gain the bonus on Knowledge (local) checks. If you are on a plane other than the Material Plane, you gain the bonus on Knowledge (planes) checks. If you enter a new terrain, you lose the previous terrain's skill bonus and gain the new bonus.

## Wind Armor

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/Geomancer/White Mage 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

An invisible but tangible field of wind surrounds the subject of a *wind armor* spell, providing a +2 deflection bonus to AC. Unlike mundane armor, wind armor entails no armor check penalty, spell failure chance, or speed reduction. Since wind armor is made of wind, incorporeal creatures can't bypass it the way they do normal armor.

### **Wind Runner**

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** No

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

### **Wind Shield**

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** No

An ever-flowing gust of wind surrounds around you. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for whom the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

## **2ND-LEVEL GEOMANCER SPELLS**

### **Alpha Instinct**

Enhancing [mind-affecting]

**Level:** Druid 2

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

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

Animals perceive you as a social superior. the starting attitude of animals you interact with improves by one step, and you gain a +2 morale bonus on Handle Animal checks. Helpful animals provide simple assistance (such as using the aid another action on skill checks they understand) as long as the spell lasts, but they flee from attacks and do not support you in combat. At one point during the spell's duration, you can issue a nonverbal command to helpful animals within 60 feet to forage for you; the animal or animals immediately head out into the wilderness to do just that. After 1 hour, the animals return to the location where you issued the

command to make you an offering of edible food sufficient for one meal for you and a number of others equal to your caster level.

## **Animal Aspect**

Enhancing (polymorph)

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** 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 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**

Enfeebling [mind-affecting]

**Level:** Druid 2

**Casting Time:** 1 minute

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

**Target:** One tiny animal

**Duration:** 1 day/level

**Saving Throw:** None; see text

**Spell Resistance:** 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).

### **Animal Purpose Training**

Enhancing [mind-affecting]

**Level:** Druid 2

**Casting Time:** 1 minute

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

**Target:** One indifferent or friendly animal

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes

You instill the target animal with a general purpose (see the Handle Animal skill), which can be any purpose except combat training—fighting, guarding, heavy labor, hunting, performance, or riding. This purpose supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, the animal reverts to its previous trained purpose and known tricks.

### **Animal Trance**

Enfeebling (compulsion) [mind-affecting]

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Targets:** Animals or magical beasts with Intelligence 1 or 2

**Duration:** Concentration

**Saving Throw:** Will negates

**Spell Resistance:** 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.

### **Aspect of the Bear**

Enhancing (polymorph)

**Level:** Druid 2

**Casting Time:** 1 standard action

**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.

## **Barkskin**

Enhancing

**Level:** Druid/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** 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.

## **BeastSpeak**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

When you're in the form of an animal (such as when you are using wild shape or are affected by a polymorph effect), you can speak normally, including when you cast spells with verbal components, and you sound like your normal self when you speak. You can cast this spell while in animal form, using animal-appropriate somatic components.

## **Binding Earth**

Enfeebling/Elemental (Earth)

**Level:** Druid/Geomancer 2

**Casting Time:** 1 standard action

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

**Target:** One creature or unattended object (see text)

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

If the target of this spell fails its Fortitude save, areas of earth and stone floor act as a snapping quagmire that pulls the target down and damages it if it attempts to move through such terrain.

If the target is a creature, it treats all areas of earth and stone it moves through as difficult terrain. Furthermore, for each 5 feet a creature moves through such areas, it takes 1d6 points of earth damage. Creatures with a burrow speed or the earth glide ability are unaffected by binding earth.

If cast on an unattended object resting on an area of stone or earth, the stone or earth warps and wraps around it, pulling it firmly to the ground. A DC 15 Strength check is required to pull the object free from snapping earth or stone.

## **Campfire Wall**

Elemental (Fire)/Light/Summoning

**Level:** Druid 2

**Casting Time:** 1 standard action

**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

**Spell Resistance:** Yes

You can summon 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.

## **Carry Companion**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One willing creature touched

**Duration:** Permanent; see text

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

You touch an animal or magical beast that has a helpful attitude toward you, instantly transforming the creature into a miniature figurine of stone, small enough to fit into the palm of your hand. Creatures with an attitude of less than helpful will not tolerate this spell, and it automatically fails to work on them.

An intelligent animal or magical beast must be a willing subject in order for this spell to take effect. Any items that the creature wears (such as a harness or saddle) or carries (such as those stowed in saddlebags) are transformed along with the creature.

While miniaturized, the creature is under an effect similar to that of a flesh to stone spell: It is mindless and inert, and does not seem alive when viewed with spells like deathwatch. However, you may return the creature to its normal form at any time simply by placing the figurine on the ground, touching it, and uttering a word of command. Otherwise, the creature remains in miniature form unless the spell is broken, such as by dispel magic or stronger magic. Unlike a flesh to stone spell, a creature affected by carry companion is unaffected by stone to

flesh. If the miniature figurine is broken or damaged, the creature (if returned to its original state) has similar damage or deformities.

## **Certain Grip**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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.

## **Climbing Beanstalk**

Summoning

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Effect:** 5-ft. square of climbable beanstalks

**Duration:** instantaneous

You cause a thick, sturdy beanstalk to sprout from the ground and grow upward to a height of 10 feet + 5 feet per 2 caster levels. The growing stalk anchors itself to sturdy objects such as walls or ceilings, and grows around objects that do not fully obstruct its square (such as tree branches), but is stopped by solid obstacles. The beanstalk provides numerous hand- and footholds; its climb DC 5. The beanstalk can support up to 200 pounds plus 50 pounds per caster level, or double that amount if anchored on its upper end. If it anchors itself to a sturdy mobile object (such as a ship or a siege engine), breaking the object free requires a DC 23 Strength check or cutting through the beanstalk (hardness 2, 40 hp).

If the ground is capable of supporting plant life, the beanstalk continues to live as a normal plant, and it produces nutritious (if unappetizing) beans. Otherwise, the plant dies after 1d6 hours; its husk remains as durable as a small tree.

## **Companion Life Link**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One of your animal companions or your familiar

**Duration:** 1 minute/level (see below)

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

**Spell Resistance:** Yes (harmless)

You create a life link between yourself and the target. You sense whenever the target is wounded and are made immediately aware if the target is slain. If you are wounded or slain, the target is made aware. As a free action, you can call out to the target, causing it to return to you (if able and willing); this ends the spell.

## **Control Vermin**

Enfeebling

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Target:** Up to 1 HD/level of vermin, no two of which can be more than 30 ft. apart

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** No

You and a number of allies less than or equal to your caster level designated upon casting can use Handle Animal and Ride checks to influence or control the targeted vermin as if they were animals and had animal-level intelligence.

## **Defoliate**

Dark

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Target or Area:** see text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You hurl a tiny ball of negative energy, destroying plant life either in a line 60 feet long or a 10-foot-radius spread. This effect removes the cover and concealment provided by trees and undergrowth, eliminates the movement penalties associated with undergrowth, and so forth. You may also target a single plant creature with this spell. You must succeed on a ranged touch attack to hit your target. An affected plant creature takes 2d8 points of shadow damage.

## **Eagle Eye**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 minute

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

**Effect:** Magical sensor

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

**Saving Throw:** None

**Spell Resistance:** 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.

## **Endure Elements, Communal**

Enhancing

**Level:** Black Mage/Druid/White Mage/Geomancer 2

**Targets:** Creatures touched

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

## Float

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You call upon the powers of wind to gently lift the target touched to rise a couple of feet into the air and float. 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. If the subject falls more than 10 feet, he begins to fall slowly, as the *choco feather* spell, to the ground and this spell ends, regardless of duration left.

## Flotsam Vessel

Summoning

**Level:** Druid 2

**Casting Time:** 1 minute

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

**Effect:** Raft large enough for caster and one passenger/2 levels

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

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a sturdy raft and oars. The smallest raft summoned by the spell is roughly 5 feet square, increasing by an additional 5 feet square for every 2 caster levels you possess. Each 5-foot section of the raft can carry two Medium passengers or 300 pounds of cargo. The vessel functions as a normal raft, except it is not slowed or damaged by non-magical river hazards such as rapids or shallows, and it is always considered to be traveling downstream for the purpose of calculating travel speed, regardless of its actual direction.

## Forest Friend

Enhancing

**Level:** Druid 2

**Casting Time:** 1 round

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

**Targets:** 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

**Spell Resistance:** 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. Druids in their favored terrain can also add their favored terrain bonus on such Acrobatics and Climb checks.

## Gird Ally

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Target:** One summoned creature you control/level, no two of which can be more than 30 ft. apart

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

**Saving Throw:** None

**Spell Resistance:** No

You create a magical field around summoned creatures you control that deflects attacks made against them. The targets gain a deflection bonus to their AC equal to 1 + 1 for every 6 caster levels you possess (maximum +4 deflection bonus at 18th level).

## Glide

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/Red Mage/White Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Until landing or 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You take no damage from falls (as if from *choco feather*). 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.

## Greensight

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

The target of this spell gains the ability to see up to 60 feet through thick plant matter as though it were transparent. Greenery, leaves, and vines—even lichen, moss, and slime—offer no concealment to the recipient's sight, though her vision still can be blocked by solid wood, such as trees or wooden structures. Undergrowth does not grant concealment to a creature against a target of the effects of greensight.

## Groundswell

Elemental (Earth)

**Level:** Druid/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless)

This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. The groundswell precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a groundswell, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A groundswell cannot increase elevation of the ground beyond 5 feet.

## **Gust of Wind**

Elemental (Wind)

**Level:** Druid 2

**Casting Time:** 1 standard action

**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

**Spell Resistance:** Yes

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 its 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.

## **Gusting Sphere**

Elemental (Wind)

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Effect:** 5-ft.-diameter sphere of air

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (object) or Reflex negates; see text

**Spell Resistance:** Yes

A swirling ball of wind rolls in whichever direction you point, hurling those it strikes with great force. The sphere is treated in all ways as an area of severe wind, applying a –4 penalty on ranged weapon attacks that pass through it. The sphere 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 containing a Medium or smaller creature, it stops moving for that round and generates a sharp thrust of wind to bull rush the creature. The sphere's CMB for bull rush combat maneuvers uses your caster level in place of its base attack bonus, with a +2 bonus for its Strength score (14). Whether or not the bull rush is successful, the creature takes 1d6 points of wind damage from the attack. If the bull rush fails, the creature is still subject to the severe winds from the sphere as long as they remain in the same square as it. A gusting sphere rolls over objects or barriers that are less than 4 feet tall. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest. A gusting sphere immediately dissipates if it exceeds the spell's range.

**Heal Companion II**

Healing

**Level:** Druid 2

This spell functions like *Heal Companion I*, except it heals 3d6 points of damage + 1 per level (max of +10) plus Wisdom modifier.

**Hold Animal**

Enfeebling (compulsion) [mind-affecting]

**Level:** Druid 2**Target:** One animal

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

**Lay of the Land**

Enhancing

**Level:** Druid 2**Casting Time:** 1 minute**Range:** Personal**Target:** You**Duration:** 1 day**Saving Throw:** None**Spell Resistance:** Yes

In a flash of recognition, you learn about the geography of your surroundings within a radius of 1 mile per 2 caster levels (minimum 1 mile). This instant familiarity grants you an insight bonus equal to your caster level (maximum +5) on Knowledge (geography) checks and Survival checks to avoid getting lost so long as you remain in the affected area. Additionally, for the duration of the spell you can make Knowledge (geography) checks regarding the affected area as though you were trained in that skill.

**Leaf II**

Elemental (Earth, Fire, Ice, or Wind)

**Level:** Druid 2

This spell functions like *Leaf*, except it deals 3d6 points of damage + 1 per level (max of +10) plus Wisdom modifier, or 3d4 non-elemental damage for no seasons.

## Levitate

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/Druid/Red Mage/White Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Personal or close (25 ft. + 5 ft./2 levels)

**Target:** You or one willing creature or one object (total weight up to 100 lbs./level)

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

**Saving Throw:** None

**Spell Resistance:** No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

## Lockjaw

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

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

**Spell Resistance:** Yes (harmless)

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.

## Natural Rhythm

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

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.

## Plant Voice

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Target:** One plant creature

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You grant one plant creature the ability to speak, hear, and understand any of the languages you know. If you know more than one language, you may grant the plant creature up to one language per 2 caster levels and you decide which languages to grant when the spell is cast. This spell does not cause the plant creature to be predisposed toward you in any way, but allows you to interact with them with Charisma-based skills normally. Plant creatures with an Intelligence score of 2 or lower can communicate and understand only the simplest of concepts, such as “friend,” “food,” and “danger.” This spell has no effect on ordinary plants and fungus.

## Pouncing Fury

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

When you charge, you can make a full attack at the end of that charge, but only with claw attacks you have, and you can make only one attack per claw. If you have abilities that grant bonuses on damage rolls or that apply other special effects to charge attacks, only the first claw attack benefits from these bonuses. When you make a claw attack as an attack of opportunity, you can expend one additional use of your attacks of opportunity to make an additional claw attack against the target that provoked the attack.

## Riversight

Enhancing

**Level:** Druid 2

**Casting Time:** 1 minute

**Range:** See text

**Target:** Non-magical freshwater waterway

**Effect:** Magical sensor

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

**Saving Throw:** None

**Spell Resistance:** No

You can view events transpiring along a natural watercourse you touch. You can see anything on or within the river as if you were present at that location, or you can observe anything happening within 15 feet of the river’s banks as if peering from the water’s surface. Moving your point of view to a different location along the river is a standard action, though your perception can follow something moving along the river as a free action.

The range of this spell is affected by whether you are attempting to gaze up or downriver—if viewing a location downriver, you can view any spot within 2 miles per caster level; if viewing upriver, you can view any spot within 1/2 mile per caster level. The magical sensor created by this spell can travel only as far along the river as

your range and the river permits; obstructions such as dams and reservoirs halt the sensor, as does an estuary flowing into the sea or other body of saltwater.

## **Savage Maw**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D), special (see below)

Your teeth extend and sharpen, transforming your mouth into a maw of razor-sharp fangs. You gain a bite attack that deals 1d4 points of damage plus your Strength modifier. If you confirm a critical hit with this attack, it also deals 1 point of bleed damage. If you already have a bite attack, your bite deals 2 points of bleed damage on a critical hit. You are considered proficient with this attack. If used as part of a full-attack action, the bite is considered a secondary attack, is made at your full base attack bonus –5, and adds half your Strength modifier to its damage. You can end this spell before its normal duration by making a bestial roar as a swift action. When you do, you can make an Intimidate check to demoralize all foes within a 30-foot radius that can hear the roar.

## **Scale Spikes**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Target:** One living creature/level that is a reptile, has the dragon type, or has the reptilian subtype, and that also has a natural armor bonus of at least +1

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless)

When the target is affected by this spell, its scales grow jagged spikes. These spikes act like +1 armor spikes. The subject is automatically considered proficient with these scale spikes.

## **Scamper**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 swift action

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

**Target:** Your animal companion

**Duration:** 1 round; see text

**Saving Throw:** None

**Spell Resistance:** No

Your animal companion moves with astonishing agility and speed until the end of its turn. It can move at full speed while using Acrobatics, and it gains a competence bonus equal to twice your caster level (maximum +20 at 10th level) on Acrobatics checks to avoid attacks of opportunity or move through a square occupied by an enemy.

## **Scent Trail**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

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

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

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (harmless)

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.

## Sea Steed

Enhancing (polymorph)

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** A creature you are mounted upon

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The target adapts to life in the water, gaining piscine scales that cover its body and growing fins in place of feet. It gains the aquatic subtype, the amphibious quality, and a swim speed equal to its base speed before it came under the effect of this spell. While under the effects of this spell, the target's base speed is reduced by 10 feet (minimum 10 feet).

## Sickening Entanglement

Enfeebling

**Level:** Druid 2

**Saving Throw:** Reflex partial and Fortitude negates (see text)

**Spell Resistance:** No

This spell functions as *entangle*, except the plants are coated with an irritating sap that creates a painful, itching rash on creatures that touch them. Any creature that enters the area or ends its turn there must succeed at a Fortitude save or be sickened as long as it remains in the area and for 1d4 rounds afterward. This is a poison effect.

## Slipstream

Enhancing/Elemental (Water)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature touched

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

**Saving Throw:** Reflex negates (harmless)

**Spell Resistance:** No

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.

## **Soften Earth and Stone**

Elemental (Earth)

**Level:** Druid/Geomancer 2

**Casting Time:** 1 standard action

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

**Area:** 10-ft. square/level; see text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

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. 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 Environment).

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.

## **Spore Burst**

Enfeebling

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One plant creature; see text

**Duration:** See text

**Saving Throw:** Special; see text

**Spell Resistance:** No

You cause a willing plant creature's body to sprout small, puffy mushrooms that remain for 1 round per caster level or until the creature uses them. As a standard action, the target can cause these mushrooms to burst open,

releasing a cloud of toxic spores that affect all creatures in a 20-foot-radius spread. Those in the area must succeed at Fortitude saves or be sickened for 1d6 rounds as they are overcome by sneezing and coughing. The caster is immune to this poison effect, as are all creatures of the plant type.

## **Summon Nature's Ally II**

**Level:** Druid/Geomancer 2

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 1 or lower or 1d3 1st-level creatures of the same kind.

## **Summon Swarm**

Summoning

**Level:** Druid/Summoner 2

**Casting Time:** 1 round

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

**Effect:** One swarm of bats, rats, or spiders

**Duration:** Concentration + 2 rounds

**Saving Throw:** None

**Spell Resistance:** No

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.

## **Tree Shape**

Enhancing (polymorph)

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

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 enhancing 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).

## **Vine Strike**

Enhancing/Summoning

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

**Saving Throw:** Reflex negates (see text)

**Spell Resistance:** Yes

Bristles burst from your body, lodging in your opponent and blossoming into entangling vines as you pummel your target. While this spell is in effect, one of your natural attacks or unarmed strikes deals an additional 1d6 points of damage, and each creature hit with that natural weapon or unarmed strike must succeed at a Reflex save or be entangled for the duration of the spell; on a successful Reflex save, the creature is immune to the entangled effect for 1 round. A creature entangled by this spell can spend a standard action to remove the vines, but can be entangled again by further unarmed strike

## Wall Climb

Enhancing/Elemental (Earth)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. 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 wall 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.

## Warp Wood

Enfeebling

**Level:** Druid 2

**Casting Time:** 1 standard action

**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)

**Spell Resistance:** 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 unwarped 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 unwarped) 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.

## Wartrain Mount

Enhancing (compulsion) [mind-affecting]

**Level:** Druid 2

**Casting Time:** 1 minute

**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One indifferent or friendly animal  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

You instill the target animal with the combat training general purpose (see Handle Animal). 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.

## **Water Lung**

Elemental (Water)  
**Level:** Druid/Geomancer 2  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Living creatures touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

The targets are able to breathe water, freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures you touch. This spell has no effect on creatures that can already breathe water.

## **Web Shelter**

Summoning  
**Level:** Druid 2  
**Casting Time:** 1 minute  
**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  
**Spell Resistance:** No

You summon 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.

## **Whip of Spiders**

Summoning  
**Level:** Druid 2  
**Casting Time:** 1 standard action  
**Range:** 0 ft.  
**Effect:** Whiplike swarm  
**Duration:** 1 round/level (D); see text  
**Saving Throw:** None  
**Spell Resistance:** Yes

You summon hundreds of Diminutive spiders, which cling together in the form of a whip made for a creature of your size. You can wield this object as if it were an actual whip, except you make a melee touch attack with it instead of a regular attack. Any creature you strike with the whip takes swarm damage as if it were attacked by a spider swarm (1d6 points of damage plus poison and distraction). The swarm whip is able to damage creatures with armor or natural armor, even if a normal whip could not. It cannot be used to make bull rush, grapple, or trip attacks, and (unlike a swarm) is subject to a miss chance for concealment and cover.

The whip is immune to all weapon damage, is never staggered or reduced to a dying state by damage, and is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). The whip takes half again as much damage from spells or effects that affect an area, but since it is considered part of your gear, it takes damage only if you fail a saving throw on a 1 or if it is specifically targeted by an opponent. The whip does not have a swarm's susceptibility to high winds.

As a standard action, you can transform the whip into a spider swarm (all squares of the swarm must be within 15 feet of you); thereafter it functions as *summon swarm*. The spider swarm has 3 hit points and persists in that form for 2 rounds or until the end of this spell's duration, whichever comes first.

## Wilderness Soldiers

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius emanation, centered on you

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** 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.

## Wild Instinct

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 8 hours

This spell sharpens your senses, allowing you to perceive threats you would otherwise miss. You become aware of sounds and smells you would normally overlook, and even retain the ability to detect threats when soundly asleep. For the duration of the spell, you gain a +5 bonus on Perception checks to act in a surprise round. Additionally, you don't take a penalty on Perception checks while sleeping, and can choose to wake if you notice a threat while asleep.

### **Wind Barrier**

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/- against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

### **With the Wind**

Elemental (Wind)

**Level:** Druid 2

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You create eddies in the air around the subject that protect it from being checked or blown away. The target can't be moved by winds of less than windstorm force unless it wishes to be.

### **Wood Shape**

Enhancing

**Level:** Druid 2

**Casting Time:** 1 standard action

**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)

**Spell Resistance:** 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.

## 3RD-LEVEL GEOMANCER SPELLS

### Anchored Step

Enhancing

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

Powerful tendrils grow out of the bottom of your feet or footwear, partially anchoring you to the ground and making it more difficult for others to move you against your will. These tendrils dig into any surface, but leave no trace of your passing. You gain a +10 bonus to your CMD against bull rush, overrun, pull, push, reposition, and trip combat maneuvers, as well as any other effect that would move you from your current position (such as being swallowed whole) or knock you prone. The tendrils slow your movement, however; your speed is reduced by 10 feet (to a minimum of 5 feet). This spell has no effect if you are moving without touching the ground (climbing, flying, swimming, and so on).

### Animal Aspect, Greater

Enhancing (polymorph)

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** 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.

### Anthropomorphic Animal

Enhancing (polymorph)

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Animal touched

**Duration:** 1 hour/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

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).

## Ape Walk

Enhancing

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can climb as well as an ape or monkey, gaining a climb speed of 30 feet and a +8 racial bonus on Climb skill checks. The affected creature must have her hands free to climb in this manner. In addition, as long as she has 10 feet of space in which to make a running start, the subject can make a long jump of up to 10 feet without making an Acrobatics check (an Acrobatics check is still required to jump longer distances).

## Aqueous Orb

Elemental (Water)

**Level:** Druid/Geomancer 3

**Casting Time:** 1 standard action

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

**Effect:** 10-ft.-diameter sphere

**Duration:** 1 round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** No

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 non-magical 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.

## **Battering Blast**

Elemental (Wind)

**Level:** Black Mage/Druid/Geomancer 3

**Casting Time:** 1 standard action

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

**Target:** One creature or unattended object

**Duration:** Instantaneous

**Saving Throw:** Reflex partial (see text)

**Spell Resistance:** Yes

You hurl a fist-sized ball of wind resembling a sphere of spikes to ram a designated creature or object. You must succeed on a ranged touch attack to strike your target. On a successful hit, you deal 1d6 points of wind damage per two caster levels (maximum 5d6). For every 5 caster levels you possess beyond 5th, you gain an additional ball of wind.

A creature struck by any of these is subject to a bull rush attempt. The wind has a Strength modifier equal to your Intelligence, Wisdom, or Charisma modifier (whichever is highest). The Attack roll for the wind's bull rush uses your caster level as its base attack bonus, adding the wind's Strength modifier and a +10 bonus for each additional blast directed against the same target. Each sphere of wind makes its own separate bull rush attempt—if multiple spheres strike one target, you make multiple Attack rolls but only take the highest result to determine success. If the bull rush succeeds, the wind pushes the creature away from you in a straight line, and the creature must make a Reflex save or fall prone.

This spell pushes an unattended object struck by it 20 feet away from you, provided it weighs no more than 25 pounds per level (maximum 250 pounds). This spell cannot move creatures or objects beyond your range. Used on a door or other obstacle, the spell attempts a Strength check to destroy it if the sheer damage inflicted by the spell doesn't do the job.

## **Beast Shape I**

Enhancing (polymorph)

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

When you cast this spell, you can assume the form of any Small or Medium creature of the animal 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, and scent.

- **Small animal:** If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.
- **Medium animal:** If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

## **Bleed for Your Master**

Enhancing (compulsion) [mind-affecting]

**Level:** Druid 3

**Casting Time:** 1 immediate action

**Range:** Touch

**Target:** Your animal companion

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

When you would be hit by an attack that requires an attack roll, or when you are within an area of effect that allows you to attempt a Reflex saving throw, with a single touch you compel the target to throw itself in front of the blow or shield you from the effect. If an attack roll triggered this spell's casting, the target takes the damage instead of you, even if the attack roll would not normally hit the target's Armor Class.

If an area of effect that allows you to attempt a Reflex save triggered this spell's casting, the target instead grants you cover against the effect (+2 bonus on Reflex saves) if it is your size or smaller, or improved cover (+4 bonus on Reflex saves and improved evasion against the effect) if it is larger than you. The target automatically fails its Reflex save against the effect but can still benefit from improved evasion and similar mitigating effects. After taking damage, the target is shaken for 1 minute. If the target was already shaken, it becomes frightened instead.

## **Blood Scent**

Enhancing

**Level:** Druid 3

**Casting Time:** 1 standard action

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

**Targets:** One creature/2 levels, no two of which can be more than 30 ft. apart

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You greatly magnify the target's ability to smell the presence of blood. The target is considered to have the scent universal monster ability, but only for purposes of detecting and pinpointing injured creatures (below full hit points). Creatures below half their full hit points or suffering bleed damage are considered strong scents for this ability. Orcs and any creature under the effects of rage gain a +2 morale bonus on attack and damage rolls against creatures they can smell with this spell, or a +4 morale bonus if the target's blood counts as a strong scent.

## **Burrow**

Elemental (Earth)

**Level:** Druid/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

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.

### **Choco Feather, Mass**

Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Geomancer 3

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

As *choco feather*, except this spell affects multiple creatures.

### **Clear Grove**

Non-Elemental

**Level:** Druid 3

**Casting Time:** 10 minutes

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

**Effect:** 20-ft.-radius clearing

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Trees, shrubs, and other thick vegetation move out of the spell's area. The affected area is cleared of all vegetation thick enough to provide cover or concealment. This also creates a hole in any tree canopy, allowing sunlight to pass through. Affected trees and undergrowth form a 5-foot-wide ring along the edge of the clearing, which may provide cover or concealment based on the thickness of the vegetation (at the GM's discretion).

This spell doesn't affect creatures of the plant type. The spell can affect vegetation altered with spells of equal or lower level (such as entangle or spike growth). When the spell ends, the trees and undergrowth move back to their original places unless they're destroyed or somehow restrained (the amount of time this takes is subject to the GM's discretion).

### **Cloak of Winds**

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 3

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless)

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.

### **Companion Mind Link**

Enhancing (charm) [mind-affecting]

**Level:** Druid 3

**Casting Time:** 1 standard action  
**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.

## **Diminish Plants**

Enfeebling

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** See text

**Target or Area:** See text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** 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 pruned 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.

## **Dominate Animal**

Enfeebling (compulsion) [mind-affecting]

**Level:** Druid 3

**Casting Time:** 1 round

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

**Target:** One animal

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

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.

## **Downpour**

Elemental (Water)

**Level:** Druid/Geomancer/White Mage 3

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./2 levels)

**Area:** 40-ft.-radius spread

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** No

All creatures in the area of effect are affected by the Drenched status effect. Water remains after 1 day before evaporating, creatures in the area of effect must dry off or remove wet clothing to get rid of the status effect.

## **Dragoon Jump II**

Enhancing

**Level:** Black Mage/Druid/Geomancer/Red Mage/White Mage 3

**Casting Time:** 1 standard action

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

**Target:** One creature

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The subject gets a +20 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.

## **Feather Step, Mass**

Enhancing

**Level:** Druid 3

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

As *feather step*, except this spell affects multiple creatures.

## **Fey Form**

Enhancing (polymorph)

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

You assume the form of a Small or Medium creature of the fey type. Your base speed changes to match the new form's base speed, with a maximum speed of 60 feet (even if the chosen fey form has a base speed in excess of that speed). If the form you assume has any of the following abilities, you gain those abilities: climb speed 30

feet, fly speed 30 feet (average maneuverability), swim speed 30 feet, darkvision 60 feet, low-light vision, scent, and boot stomp. If the form you assume has the aquatic subtype, you can breathe air and water. If the creature has any weaknesses, you gain those weaknesses. If a listed ability depends on an item (as is the case with boot stomp), this spell transforms the nearest counterpart among your worn gear into that item.

You can more easily cast spells that the creature has as spell-like abilities, although you must still cast them as normal for your class. When you cast a spell that the creature has as a spell-like ability, it requires no verbal or somatic components and can't be countered.

- **Small Fey:** If you assume this form, you gain a +2 size bonus to your Dexterity and Constitution scores.
- **Medium Fey:** If you assume this form, you gain a +2 size bonus to your Strength and Constitution scores.

## Fly

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/Druid/White Mage/Red Mage/Time Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can fly at a speed of 20 feet (or 15 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good.

Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails 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 safely in this way if the *fly* spell is dispelled.

## Heal Companion III

Healing

**Level:** Druid 3

This spell functions like *Heal Companion I*, except it heals 5d6 points of damage + 1 per level (max of +15) plus Wisdom modifier.

## Hide Campsite

Illusion (glamer)

**Level:** Druid 3

**Casting Time:** 10 minutes

**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)

**Spell Resistance:** No

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.

## **Hurricane Blast**

Elemental (Wind)

**Level:** Black Mage/Druid/White Mage 4/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Personal

**Area:** 5-ft.-radius burst/2 levels (maximum 25-ft.-radius burst)

**Duration:** 1 round

**Saving Throw:** Reflex negates

**Spell Resistance:** No

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in the burst.

- A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6×10 feet and takes 2d6 points of wind damage due to battering and buffeting.
- Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.
- Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 feet.
- Large or larger creatures may move normally within a hurricane blast effect.

Hurricane blast can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a hurricane blast. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a hurricane blast 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, and blow gases or vapors to the edge of its range.

## **Hydraulic Torrent**

Elemental (Water)

**Level:** Black Mage/Druid/White Mage 4/Geomancer 3

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

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 movable 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 Bull Rush attempt and apply its results to each creature within the area. Your Attack roll 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 (see Damaging Objects for sample Break DCs for various objects.) *Hydraulic torrent* extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

## **Insect Spies**

Enhancing/Summoning

**Level:** Druid 3

**Casting Time:** 1 round

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

**Effect:** Up to one insect spy/4 levels

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

**Saving Throw:** None

**Spell Resistance:** No

You summon one or more glossy black beetles, which have a measure of intelligence and make for excellent spies. When they are in your presence, the insects obey your mental commands, and you can issue orders to any number of them as a single standard action, provided that you issue the same orders to each one. In order to issue different orders to different insects, you must spend a separate standard action for each set of orders. An insect in physical contact with you can answer simple questions about what it has observed, at a rate of one question per round. It can relate only what it perceived with its senses, and can't repeat speech. It has difficulty making subjective judgments, and questions that demand such reasoning are unlikely to yield a clear answer. For example, an insect is unable to relay someone's emotional state or determine who among several people it saw might be in charge.

Each insects' size is Fine. Each insect has 1 hit point, AC 20 (+2 Dexterity, +8 size), a movement speed of 5 feet, a climb speed of 5 feet, and a fly speed of 20 feet (perfect maneuverability). The insects use your saving throw bonuses, have a total Perception skill bonus equal to 5 + 1/2 your caster level, and can't make attacks. Due to their incredibly small size and magical nature, they can make Stealth checks to avoid being noticed even if they lack a source of cover or concealment, and they have a total Stealth skill bonus equal to 18 + 1/2 your caster level. The insects can even climb onto creatures of Tiny or larger size while using Stealth, possibly riding on those creatures unnoticed. A Tiny creature gains a +16 bonus on Perception checks made to notice one of these insects currently climbing on it. For each size category larger than Tiny the creature being climbed is, this bonus is reduced by 4 (to a minimum of +0 for Huge or larger creatures).

You also maintain a faint mystical connection with these insects, which allows you to sense where they are. As a full-round action, you can concentrate on the spell in order to learn the direction and relative distance of each of the insects.

## **Leaf III**

Elemental (Earth, Fire, Ice, or Wind)

**Level:** Druid 3

This spell functions like *Leaf*, except it deals 5d6 points of damage + 1 per level (max of +15) plus Wisdom modifier, or 5d4 non-elemental damage for no seasons.

## **Leafra**

Elemental (Earth, Fire, Ice, or Wind)

**Level:** Druid 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *leafra* spell is the area of effect version of the *leaf* spell. A blast of seasonal energy explodes dealing 1d6 points of (the appropriate type) damage per caster level (maximum 10d6) to every creature within the area, or 1d4 non-elemental damage per level for no seasons.

## Lily Pad Stride

Enhancing

**Level:** Druid 3

**Casting Time:** 1 standard action

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

**Effect:** Trail of lily pads behind you

**Duration:** 10 minutes/level (D); see text

**Saving Throw:** None

**Spell Resistance:** No

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.

## Longstrider, Greater

Enhancing

**Level:** Druid/Geomancer 3

**Range:** Personal

**Target:** You

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

This functions as *longstrider*, except it gives you a +20-foot enhancement bonus to your base speed and a +10-foot enhancement bonus to your other modes of movement (burrow, climb, fly, swim, and so on). It does not affect movement modes you do not actually have—for example, if you do not have a swim speed, this spell does not grant you a swim speed.

## Mad Monkeys

Summoning

**Level:** Druid/Summoner 3

**Casting Time:** 1 full-round action

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

**Effect:** Swarm of monkeys

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm. 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 Charisma modifier 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.

## Magic Fang, Greater

Enhancing

**Level:** Blue Mage/Druid 3

**Casting Time:** 1 standard action

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

**Target:** One living creature

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The caster emulates a black nakk's ability to enhance herself or an ally with great magical strength. 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).

## Nature's Exile

Enfeebling

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** 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 *esuna*, *esunaga*, *greater esuna*, *greater esunaga*, or *basuna*.

## Plant Growth

Enhancing

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** See text

**Target or Area:** See text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** 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 affected.

- **Enrichment:** This effect targets plants within a range of a half-mile, 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.

## Pocketful of Vipers

Summoning

**Level:** Druid 3

**Casting Time:** 1 round

**Range:** Touch

**Target:** Object touched

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

**Saving Throw:** Fortitude negates (object)

**Spell Resistance:** No

You set a magical ward upon the object touched, which must be a container such as a pouch, bag, backpack, or pocket. If any creature opens the container without first speaking a command word, 1d3 summoned venomous snakes appear, slithering out of the container and attacking that creature for 1 round/level before disappearing. They attack other creatures only if they themselves are attacked.

## Quench

Elemental (Fire)

**Level:** Druid/Geomancer 3

**Casting Time:** 1 standard action

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

**Area or Target:** One 20-ft. cube/level (S) or one fire-based magic item

**Duration:** Instantaneous

**Saving Throw:** None or Will negates (object)

**Spell Resistance:** No or yes (object)

*Quench* is often used to put out forest fires and other conflagrations. It extinguishes all non-magical 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.

## **Raven's Flight**

Enhancing

**Level:** Druid 3

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

You can cast this spell only if it is the first action you take on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn. You gain a fly speed of 50 feet with good maneuverability, and apply appropriate size modifiers (though your ability scores don't change). Until the beginning of your next turn, you can take only the 5-foot step, move, run, or withdraw actions. If the spell is dispelled while you are still aloft, the power of flight dissipates slowly; you float downward 60 feet on your next turn, then fall any remaining distance.

## **Scale Spikes, Greater**

Enhancing

**Level:** Druid 3

**Casting Time:** 1 standard action

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

**Targets:** One living creature/level that is a reptile, has the dragon type, or has the reptilian subtype, and also has a natural armor bonus of at least +1

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (harmless)

This spell functions like scale spikes, except that the spikes growing out of the scales have an enhancement bonus on attack and damage rolls equal to +1 for every 4 caster levels (maximum +5). This bonus does not allow the spikes to bypass damage reduction aside from magic.

## **Shifting Sand**

Enfeebling/Elemental (Earth)

**Level:** Druid/Geomancer 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft. spread

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

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** 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*.

## Signs of the Land

Enhancing

**Level:** Druid 3

This spell functions as *commune with nature* except it reveals up to three details about the territory you currently occupy from the following list: bodies of water, features, minerals, or plants. For each feature you learn about, you automatically know the skills you can use to discover that feature and you gain 1d6 Discovery Points toward finding it.

## Snare

Enfeebling

**Level:** Druid 3

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Touched nonmagical circle of vine, rope, or thong with a 2ft. diameter + 2ft./level

**Duration:** Until triggered or broken

**Saving Throw:** None

**Spell Resistance:** 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 cord-like 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 cord-like object tightens around the creature, dealing no damage but causing it to be entangled.

## Speak with Plants

Enhancing

**Level:** Druid 3

**Casting Time:** 1 standard action

**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.

## **Spike Growth**

Enfeebling

**Level:** Druid 3

**Casting Time:** 1 standard action

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

**Area:** One 20-ft. square/level

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

**Saving Throw:** Reflex partial

**Spell Resistance:** 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.

Note: Magic traps are hard to detect. A thief/engineer (and any class with trapfinding) can use the Perception skill to find a spike growth. The DC is 28 for spike growth. Spike growth can't be disabled with the Disable Device skill.

## **Stench of Prey**

Enfeebling

**Level:** Druid 3

**Casting Time:** 1 standard action

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

**Target:** One creature (see text)

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

The target exudes a strong odor that most predators recognize as the scent of helpless prey. The closest 1d4+1 predatory creatures within 30 feet must succeed at a Will save or start attacking the target (animals with the scent ability are affected if within 60 feet). If the predator is an animal, it can be called away from the target by a handler using the "down" trick or any effect that suspends or dispels emotion or rage effects. This spell has no effect on constructs, undead, or creatures with the unnatural aura ability or effects that repel animals.

## **Stone Shape**

Elemental (Earth)

**Level:** Druid/White Mage/Black Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** 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.

### **Summon Nature's Ally III**

**Level:** Druid/Geomancer 3

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 2 or lower, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

### **Tail Current**

Enhancing/Elemental (Water)

**Level:** Druid 3

This spell functions as *tailwind* except it creates a helpful current in water instead of in the air. It grants free movement while swimming rather than while flying and functions only underwater.

### **Tailwind**

Enhancing/Elemental (Wind)

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Targets:** One or more creatures, no two of which can be more than 120 feet apart

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You compel the wind to push the targets in a direction of your choice. The subjects can hustle during local and overland movement without risk of fatigue. If the subjects are flying, the first 20 feet of movement each round in the chosen direction does not count against their movement for the round. Each creature remains affected only while within 120 feet of every other subject. You can change the tailwind's direction once per hour by concentrating as a standard action. This spell has no effect underwater.

### **Thorny Entanglement**

Enfeebling

**Level:** Druid 3

**Casting Time:** 1 standard action

**Saving Throw:** Reflex partial (see text)

**Spell Resistance:** No

This spell functions as *entangle*, except the plants also grow thorns and can fling them up to 15 feet. Any creature that moves within 15 feet of the spell's area is attacked once on its turn by the animated plants. The plants use your caster level as their base attack bonus and add your Wisdom modifier to the attack roll. A volley of thorns counts as a thrown weapon and deals 2d6 points of piercing damage on a successful hit. A creature that enters the spell's area or ends its turn there automatically takes 2d6 points of piercing damage.

### **Vermin Shape I**

Enhancing (polymorph)

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

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.

## Wall Climb, Communal

Enhancing/Elemental (Earth)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 3

**Targets:** Creatures touched

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

## Ward of the Season

Enhancing

**Level:** Druid 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

This spell harnesses the power of the seasons to protect the target and grant a number of bonuses. This spell has one of four different effects. The caster of the spell can select any one of the following four effects, but can change the effect as a standard action that reduces the total remaining duration by 1 hour.

- **Spring:** The target is wrapped in light vines, culminating in a crown of bright, beautiful flowers. While the spell remains in effect, the target is immune to bleed effects and regains 1 hit point per round whenever below 0 hit points, as long as the target is still alive. This stabilizes the target. For each hit point restored in this way, the spell's total remaining duration is reduced by 1 hour.
- **Summer:** The target is surrounded by tiny motes of light. While the spell remains in effect, the target's base speed increases 10 feet. The target may instead increase its base speed by 30 feet for 1 round by reducing the spell's total remaining duration by 1 hour.
- **Fall:** A cloak of autumn leaves appears on the target. While the spell remains in effect, the target gains a +2 morale bonus on Fortitude saves. The target can decide to roll twice on any saving throw against disease or poison and take the higher result by reducing the spell's total remaining duration by 1 hour.
- **Winter:** A flutter of snow and crisp air surrounds the target. While this spell remains in effect, the target automatically succeeds at Acrobatics skill checks made to avoid falling while moving across slick or

narrow surfaces. The target can move freely through difficult terrain for 1 round by reducing the spell's remaining duration by 1 hour. Difficult terrain created by magic affects the target normally.

## Water Breathing

Enhancing/Elemental (Water)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Living creatures touched

**Duration:** 2 hours/level; see text

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The affected 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.

## Water Walk

Enhancing/Elemental (Water)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One touched creature/level

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The affected creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

## Wind Barrier, Communal

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 3

**Targets:** Creatures touched

This spell functions like *wind barrier*, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

## Wind Wall

Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Geomancer 3

**Casting Time:** 1 standard action

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

**Effect:** Wall up to 10 ft./level long and 5 ft./level high (S)

**Duration:** 1 round/level

**Saving Throw:** None; see text

**Spell Resistance:** Yes

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.

## 4TH-LEVEL GEOMANCER SPELLS

### Aerial Tracks

Enhancing/Elemental (Wind)

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Area:** Circle centered on you, with a radius of 100 feet + 10 feet per level

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You cause the air in the area to ripple where creatures have flown through it up to 1 day ago per caster level. These aerial ripples are tinged by glowing wisps, providing enough illumination to follow the tracks without penalties due to poor lighting. The area moves with you, allowing you to follow the tracks through the air over long distances provided you can fly or follow the route along the ground within range to read the aerial tracks. Other creatures can also follow the trail as long as they move with you. The base DC of Survival checks to track creatures through the air with this spell is the same as tracking creatures across soft ground.

### Air Walk

Enhancing/Elemental (Wind)

**Level:** White Mage/Geomancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature (Gargantuan or smaller) touched

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

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

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 fails 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.

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.

## Alter River

Elemental (Water)

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Target:** Area of river up to 5 ft. wide/2 levels and 10 ft. long/level

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

**Saving Throw:** None

**Spell Resistance:** No

You alter the flow of water in a natural freshwater channel such as a river, stream, or waterfall. The first version of this spell alters the speed of a river's flow. The second diverts the course of the targeted river.

- **Alter Current:** The river's current increases or decreases in speed by up to 1 mile per hour per 2 caster levels you possess. A typical placid river travels at a rate of up to 2 mph (no effect on local movement); a swift river travels 2–4 mph, moving creatures and objects 10 to 40 feet downstream per round; and an area of river rapids travels 7–10 mph, moving creatures and objects 60 to 90 feet downstream per round. Altering the speed of the current alters the difficulty of swimming in the water accordingly.
- **Divert River:** The river diverts its course in a direction of your choosing. The river flows in the general direction indicated, but otherwise conforms to the shape of the local terrain. This spell cannot cause a river to flow uphill, though the river surges over its natural banks and inundates terrain lower than its average depth. Creatures in the path of the redirected river are in danger of being swept away; if directed properly, this spell causes a flood. See Aquatic Terrain for more details.

## Animal Ambassador

Enhancing (compulsion) [mind-affecting]

**Level:** Druid 4

**Casting Time:** 10 minutes

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

**Target:** One Medium or smaller animal

**Duration:** 1 day/level or until message is delivered

**Saving Throw:** None (see text)

**Spell Resistance:** No

You compel a single animal to travel to a spot you designate and deliver a message to a creature you identify. This spell is similar to animal messenger, but can affect larger animals. In addition, the target animal is temporarily awakened to sentience (as the awaken spell) for the duration of this spell, and it can use its increased mental acuity to come up with creative solutions to overcome obstacles to delivering its message. The awakened target animal speaks any one language you know. In addition, you can imbue the animal with up to 5 ranks in any of the following skills: Bluff, Diplomacy, Knowledge (local), Knowledge (nobility), Linguistics, or Sense Motive. It treats any of these skills that are class skills for you as class skills. The number of ranks you imbue in any of these skills can't exceed the target animal's Hit Dice nor the number of ranks you possess in that skill.

The message you send with your animal ambassador can be a verbal message, which the awakened target animal can speak using its own voice or deliver using your voice. It can engage in conversation using its own intellect, knowledge, and linguistic abilities. The animal ambassador is loyal to you, but it is otherwise susceptible to mind-affecting effects like any other creature. You can also send your animal ambassador with an object or container that is within its physical ability to carry, making it deliver the contents to the target of your intended message. If the object it is given to carry is poisonous, trapped, or otherwise inherently dangerous (even if it would normally be dangerous only to the creature receiving it rather than the animal), or if you or your allies attack the target animal, the animal ambassador spell fails and the animal becomes hostile toward you. The animal ambassador intelligently but single-mindedly attempts to deliver the message to its intended target, and you can't task it with other tasks like fighting, scouting, searching for traps, and so on. It leaves on its delivery once it receives its message.

Once the animal ambassador has located its target and delivered its message (and object, if desired), its enhanced mental abilities fade within 2d6 minutes. The spell then ends, even if its duration hasn't elapsed.

## **Antiplant Shell**

Enfeebling

**Level:** Druid 4

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

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

**Saving Throw:** None

**Spell Resistance:** Yes

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.

## **Arboreal Hammer**

Enhancing

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Target:** One Huge or larger tree

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

**Saving Throw:** None

**Spell Resistance:** 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.

## Aspect of the Stag

Enhancing (polymorph)

**Level:** Druid 4

**Casting Time:** 1 standard action

**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.

## Atavism

Enhancing

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Target:** One animal

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** 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.

## Beast Shape II

Enhancing (polymorph)

**Level:** Druid 4

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

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

## **Blight**

Dark/Enfeebling

**Level:** Druid 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Plant touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of shadow 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.

## **Bloody Claws**

Enhancing

**Level:** Druid 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 minute/level

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

**Spell Resistance:** 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.

## **Calm Air**

Elemental (Wind)

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Area:** Cylinder (5-ft./level radius, 40 ft. high)

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

**Saving Throw:** None (object)

**Spell Resistance:** No (object)

This spell calms the air and disperses fog, dust, and other particles. The wind force in the area is reduced in strength by one step per 4 caster levels (to a minimum wind force of light) and clouds are dispersed, although parts of non-magical clouds that extend beyond the area are not affected. If a magical cloud or wind's point of origin is inside the area of a calm air spell, the whole effect is suppressed; otherwise, only the part inside the area is suppressed. Suppression still counts against the duration of a wind or cloud effect. Magical wind and cloud effects are suppressed only if you succeed at a caster level check (DC 11 + effect's caster level). You can move the calm air effect by concentrating as a standard action.

## **Cape of Wasps**

Summoning

**Level:** Druid 4

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

You summon a wasp swarm, 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.

## Cloud Shape

Enhancing/Elemental (Wind)

**Level:** Druid 4

**Range:** Personal

**Target:** You

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

This spell functions like *gaseous form*, except you assume the shape of a Colossal cloud with a space of 30 feet. You choose the general appearance of the cloud (white, stormy, fluffy, flat, and so on), after which your appearance cannot be changed. Even the closest inspection cannot reveal that the cloud in question is actually a magically concealed creature. To all normal tests you are, in fact, a cloud, although a detect magic spell reveals a moderate enhancing/elemental (wind) aura on the cloud. Your fly speed in cloud form is 30 feet.

## Command Plants

Enfeebling

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Targets:** 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

**Spell Resistance:** 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.

## Control Water

Elemental (Water)

**Level:** Black Mage/White Mage 6/Druid/Geomancer 4

**Casting Time:** 1 standard action

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

**Area:** Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

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

**Saving Throw:** None; see text

**Spell Resistance:** 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 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.

## Create Holds

Elemental (Earth)

**Level:** Druid/Geomancer 4

**Casting Time:** 1 standard action

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

**Effect:** Path of handholds

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

**Saving Throw:** None

**Spell Resistance:** No

You create a path of handholds on earthen, plaster, stone, or wooden walls.

Restriction: You cannot create handholds on walls made of metal or other, harder materials.

The handholds are created in pairs and are approximately 3 feet apart, located in a specific path indicated by your gestures while casting the spell. The handholds' path can span up to 30 feet out from you plus an additional 10 feet per 3 caster levels (maximum 90 feet at 18th level). The handholds protrude approximately 6 inches from the wall, measure 10 inches lengthwise, and are perfectly suited for gripping with fingers or claws. At the end of the spell's duration, any creature being supported by the handholds immediately begins to fall.

## Earth Glide

Elemental (Earth)

**Level:** Druid/Geomancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The target can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water, traveling at a speed of 5 feet. If protected against fire damage, it can move through lava. This movement leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. It requires as much concentration as walking, so the subject can attack or cast spells normally, but cannot charge or run. Casting move earth on an area containing the target flings the target back 30 feet, stunning it for 1 round (DC 15 Fortitude negates). This spell does not give the target the ability to breathe underground, so when passing through solid material, the creature must hold its breath.

## **Echolocation**

Enhancing

**Level:** Druid 4

**Casting Time:** 1 standard action

**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 high-pitched 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.

## **Explosion of Rot**

Enfeebling/Necromancy

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Area:** 10-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half (see text)

**Spell Resistance:** Yes

You call forth a burst of decay that ravages all creatures in the area. Even nonliving creatures such as constructs and undead crumble or wither in this malignant eruption of rotting energy. Creatures in the area of effect take 1d6 points of damage per caster level (maximum 15d6) and are staggered for 1d4 rounds. A target that succeeds at a Reflex saving throw takes half damage and negates the staggered effect. Plant creatures are particularly susceptible to this rotting effect; a plant creature caught in the burst takes a -2 penalty on the saving throw and takes 1 extra point of damage per die.

## **Floatga**

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/Druid/White Mage/Red Mage/Geomancer 4

**Casting Time:** 1 standard action

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

**Target:** One creature/2 levels (maximum of 5)

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Float*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

## Forest's Sense

Enhancing

**Level:** Druid 4

**Casting Time:** 1 standard action

**Range:** 1 mile/level

**Target:** One creature

**Duration:** 1 minute/level (D); see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can sense the location of a target creature within range if it is also within 10 feet of a living plant or fungus. You must be able to target the creature by tangible qualities such as its build, clothing texture, size, or tracks, but you need not have line of effect to your target. The fungus or plants near the target serve as a scrying sensor for this spell. Your senses of hearing, smell, and touch extend to all fungus and plants within 10 feet of the target, allowing you to gauge the size and shape of nearby objects and potentially to overhear conversations in which the target is currently participating. Your scent ability and tremorsense extend through this scrying sensor if you have them, but any other special senses you might have do not. For 1 day after casting this spell, you gain a +5 insight bonus on Survival checks to track creatures you sensed via the spell. You can dismiss this bonus on Survival checks.

## Form Road

Elemental (Earth)

**Level:** Black Mage/Druid/Geomancer/White Mage 4

**Casting Time:** See text

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

**Effect:** 10ft by 10ft section of road

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell forms materials into a usable road on any terrain except in mid-air or in water, though the process is long it is considerably quicker than manually labouring the road and waiting for it to settle. A road can be made up of stone or brick but requires different qualities/quantities of said material.

A road cannot be formed inside of a creature or object unless it is being dug into the earth to form foundations. Once formed the road becomes a mundane structure and cannot be dispelled.

- **Forming:** To form a road, you must spend 1-minute casting per section of road 10ft wide, 10ft long, and 1ft thick. You must be carrying, or have nearby, materials worth 10 gil of rock to form a section of road or 15 gil of brick. If the materials are not processed for road building, for example, are not cut to size/shape, the casting requires an additional minute per section.

If a road is being formed onto a terrain that is ill-suited, like sand in deserts, swamps in marshes, you must spend an additional casting per segment to create suitable columns and foundations beneath the surface.

- **Effects:** A road created by this spell reduces the movement penalty of terrain by 1 tier, refer to the Terrain and Terrain Improvements table for more details. These roads are wide enough to allow for a

single carriage to travel along with it, a double casting to make the road 20ft wide will allow carriages to move both directions.

Due to the effectiveness of roads, removing most debris or obstacles and creating a smooth surface, any creature moving with the aid of a formed road gains a +2 circumstance bonus to the Constitution check made for forced marches.

## **Freedom of Movement**

Enhancing

**Level:** Druid/Geomancer 4

**Casting Time:** 1 standard action

**Range:** Personal or Touch

**Target:** You or creature touched

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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.

## **Gaseous Form**

Enhancing

**Level:** Druid 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Willing corporeal creature touched

**Duration:** 2 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

## Geyser

Elemental (Water)

**Level:** Black Mage 5/Druid/Geomancer 4

**Casting Time:** 1 standard action

**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 text

**Spell Resistance:** 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 water 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 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 water 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

Enhancing

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Targets:** 1 or more vermin, no two of which can be more than 30 ft. apart

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes

You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. 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.

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

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.

## **Globe of Tranquil Water**

Enhancing/Elemental (Water)

**Level:** Druid 4

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Area:** 20-ft.-radius emanation, centered on you

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

**Saving Throw:** None

**Spell Resistance:** No

Upon casting this spell, a rippling bubble of calm water extends outward from you to a radius of 20 feet and remains centered on you when you move. The bubble blocks all natural and magical precipitation such as rain, snow, and hail (including spells such as ice storm). This bubble also pushes out any fog or mist within the area, though it does not affect temperature and can’t block natural or magical lightning.

All water in this radius counts as calm water for the purposes of Swim checks, and the bubble prevents sprays and blasts of mundane and magic water from striking with enough force to deal damage, move creatures or halt their movement, or perform any action that requires an attack roll or combat maneuver check.

Water elementals are affected by a globe of tranquil water the same way creatures of the plant type are affected by an antiplant shell.

## **Grove of Respite**

Summoning

**Level:** Druid 4

**Casting Time:** 10 minutes

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

**Effect:** 20-ft.-radius grove

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You summon 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, 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 *timer* 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.

## **Heal Companion IV**

Healing

**Level:** Druid 4

This spell functions like *Heal Companion I*, except it heals 7d6 points of damage + 1 per level (max of +20) plus Wisdom modifier.

## Heavy Water

Elemental (Water)

**Level:** Druid 4

**Casting Time:** 1 standard action

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

**Area:** Cylinder of water (5-ft. radius/level, 30 ft. deep)

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

**Saving Throw:** None (see text)

**Spell Resistance:** No

You cause a volume of water to become heavier than normal. Swimming in or through such water requires a Swim check with a DC equal to the saving throw DC of this spell; even creatures with a swim speed must attempt this check. Success allows a creature to swim at up to half its speed as a full-round action; a creature cannot swim as a move action while in an area of heavy water. If a creature fails its Swim check by 4 or less, it makes no progress. If it fails by 5 or more, it goes underwater. All Perception checks to see through the affected water take a –10 penalty. All ships sailing through an area of heavy water move at half speed.

## Leaf IV

Elemental (Earth, Fire, Ice, or Wind)

**Level:** Druid 4

This spell functions like *Leaf*, except it deals 7d6 points of damage + 1 per level (max of +20) plus Wisdom modifier, or 7d4 non-elemental damage for no seasons.

## Life Bubble

Enhancing

**Level:** Druid/Geomancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched, up to one/level

**Duration:** 2 hours/level; see text

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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. 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.

## Metallaxis

Enfeebling

**Level:** Black Mage/Druid/Geomancer/Red Mage 4

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell wraps itself around a target, increasing the magnetic forces around the metallic objects the target wields.

If the target fails a fortitude save, they treat all their metallic gear as being 3x heavier than usual, this does not affect the damage or attack rolls of weapons. This increase in weight may push the target into heavier loads. This effect increases to 4x at CL10, 5x at CL 14, and 6x at CL 19.

## **Reincarnate**

Chronomancy/Healing

**Level:** Druid 4/Time Mage 6

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Dead creature touched

**Duration:** Instantaneous

**Saving Throw:** None, see text

**Spell Resistance:** 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 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 a MP Pool has a 25% chance of losing all MP.

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 below. For non-humanoid 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.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

d%	Incarnation	Str	Dex	Con
1-2	Aegyl	—	+2	-2
3-4	Al Bhed	—	+2	—
5-6	Antica	+2	—	+2
7-8	Au Ra	+2*	+2*	—
9-10	Bangaa	—	+2	—
11-12	Burmecian	—	+2	—
13-16	Dwarf	—	—	+2
17-20	Elvaan	+2	-2	—
21-24	Galka	+2	—	—
25-26	Garlean	—	—	+2
27-28	Genome	—	+2	—
29-30	Gnath	-4	+2	—
31-32	Goblin	-2	+2	—
33-34	Gria	+2	—	—
35-36	Guado	—	—	-2
37-40	Hume	—	—	+2
41-42	Hypello	—	+2	+2
43-44	Ixal	—	+2	—
45-46	Kobold	—	+2	—
47-48	Kojin	—	—	+2
49-50	Lamia	-2	+2	—
51-52	Mandragora	—	+2	-2
53-56	Mithra	—	+2	—
57-60	Moogles	-2	+2	—
61-62	Nu Mou	—	—	-2
63-64	Orc	+4	—	—
65-66	Palico	-2	+4	—
67-68	Qiqirn	—	+2	—
69-70	Qu	—	—	+2
71-72	Quadav	—	-2	+2
73-76	Roegadyn	+2	-2	—
77-79	Ronso	+2	—	—
80-81	Sahagin	+2	—	—
82-83	Seeq	—	—	+2
84	Shindroid	—	+2	—
85-86	Sylph	-4	+2	—
87-90	Tarutaru	-2	+2	—
91-92	Tonkin	-2	+2	—
93-94	Vanu Vanu	—	—	+2
95-98	Viera	—	+2	-2
99-100	Yagudo	—	+2	-2

\* For Au Ra, if male, gains Str, if female, gains Dex.

## Repel Vermin

Enfeebling

**Level:** Druid 4

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation centered on you

**Duration:** 10 min./level (D)

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

**Spell Resistance:** 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.

## Ride the Waves

Enhancing

**Level:** Druid/Geomancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** 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.

## River of Wind

Elemental (Wind)

**Level:** Black Mage/Druid/Geomancer 4

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Area:** 120-ft. line

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial

**Spell Resistance:** 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 points of wind 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 points of wind damage, and be knocked prone, a successful Fortitude save means the creature merely takes 1d6 points of wind damage.

## Sea Stallion

Enhancing (polymorph)

**Level:** Druid 4

This spell functions as *sea steed*, but as long as you stay mounted on the target, you also gain the amphibious quality and your melee attacks function as if you were under the effect of freedom of movement. The benefits you gain from this spell are not polymorph effects. If you dismount from the target, you retain the amphibious quality for up to 1 minute, but not the other benefits. You regain all of the benefits once you mount the target creature again.

## Spike Stones

Enhancing

**Level:** Druid/Geomancer 4

**Casting Time:** 1 standard action

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

**Area:** One 20-ft. square/level

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

**Saving Throw:** Reflex partial

**Spell Resistance:** 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.

## Strong Jaw

Enhancing

**Level:** Druid 4

**Casting Time:** 1 [standard action](#)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

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

**Spell Resistance:** 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. 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.

Natural Attack	Base Damage by Size*								
	Fine	Dim.	Tiny	Small	Medium	Large	Huge	Garg.	Col.
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6
Claw	–	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6
Hoof, tentacle, wing	–	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Pincers, tail slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6
Slam	–	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Sting	–	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Talons	–	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Other	–	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8

## Summon Nature's Ally IV

**Level:** Druid/Geomancer 4

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 4 or lower, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## Thorn Body

Enhancing

**Level:** Druid 4

**Casting Time:** 1 standard action

**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.

## Vermin Shape II

Enhancing (polymorph)

**Level:** Druid 4

This spell functions as *vermin shape I*, except it also allows you to assume the form of a Tiny or Large creature of the vermin type. 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.

### Watchful Animal

Enhancing

**Level:** Druid 4

**Casting Time:** 10 minutes

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

**Effect:** Magical sensor

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You place a scrying sensor on your animal companion. This allows the animal companion to function as if it were an insect summoned by the *insect spies* spell. The animal companion does not change shape, nor does it lose the ability to make its own decisions, but it receives orders and gives answers as per insects summoned by that spell, and you can sense its direction and distance and receive sensory input from it as with that spell.

### Water Walk, Communal

Enhancing/Elemental (Water)

**Level:** Black Mage/Druid/White Mage/Red Mage/Geomancer 4

**Targets:** Creatures touched

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

## 5TH-LEVEL GEOMANCER SPELLS

### Air Walk, Communal

Enhancing/Elemental (Wind)

**Level:** Druid/White Mage/Geomancer 5

**Targets:** Creatures touched

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

### Animal Growth

Enhancing

**Level:** Druid 5

**Casting Time:** 1 standard action

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

**Target:** One animal (Gargantuan or smaller)

**Duration:** 1 min./level

**Saving Throw:** Fortitude negates

**Spell Resistance:** 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. The spell gives no means of command over an enlarged animal. Multiple magical effects that increase size do not stack.

### **Aspect of the Wolf**

Enhancing (polymorph)

**Level:** Druid 5

**Casting Time:** 1 standard action

**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.

### **Awaken**

Enhancing

**Level:** Druid 5

**Casting Time:** 1 full-round action

**Range:** Touch

**Target:** Animal or tree touched

**Duration:** 24 hours

**Saving Throw:** Will negates

**Spell Resistance:** Yes (harmless)

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 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.

## Beast Shape III

Enhancing (polymorph)

**Level:** Druid 5

This spell functions as *beast shape II*, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

- **Diminutive animal:** If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.
- **Huge animal:** If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.
- **Small magical beast:** If the form you take is that of a Small magical beast, you gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.
- **Medium magical beast:** If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.

## Baleful Polymorph

Enfeebling (polymorph)

**Level:** Druid 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Fortitude negates, Will partial, see text

**Spell Resistance:** 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.

## Cave Fangs

Enfeebling/Elemental (Earth)

**Level:** Druid 5

**Casting Time:** 1 standard action

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

**Area:** One 5-ft. square/level (S); the area must be a stone surface

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

**Saving Throw:** Reflex half (see below)

**Spell Resistance:** No

You create a magical trap in the area that causes deadly stalactites or stalagmites to lurch out of the floor or ceiling of a stone surface to “bite” an intruder. The magical trap is triggered whenever a Small or larger creature (other than you or your animal companion, familiar, or spirit animal) moves through the affected area. The effect of cave fangs depends on whether you create stalactites or stalagmites (see below). You can place these trapped squares anywhere within the spell’s range; they need not be adjacent to each other, and you can create any mix of stalactites and stalagmites you wish. Cave fangs can be detected and disarmed as per a magical trap with successful DC 30 Perception and Disable Device checks. All trapped squares created by a single casting are linked, and they are all disabled if one of them is. If you place the traps in an area that is occupied by a creature, the spell effect is triggered at the completion of the casting.

- **Stalactites:** Shards of rock drop from the ceiling, dealing 3d8 points of earth damage (Reflex half) and creating an area of dense rubble that costs 2 squares of movement to enter. Dense rubble adds 5 to the DC of Acrobatics checks and adds 2 to the DCs of Stealth checks. A creature that fails its Reflex save is pinned to the ground under stalactites and rubble, gaining the entangled condition until it can free itself with a successful DC 15 Strength check or DC 20 Escape Artist check. One Small or larger creature can automatically clear the rubble by working for 1 minute.
- **Stalagmites:** Piercing spires of rock erupt up from the ground, dealing 3d8 points of earth damage and knocking the creature prone (a creature that succeeds at a Reflex saving throw takes half damage and avoids being knocked prone). Once the stalagmites appear, they function thereafter as spike stones for 1 minute per caster level and then crumble to dust.

If cave fangs is cast inside of a cave or cavern, each effect of the spell deals 4d8 points of earth damage instead of 3d8, and creatures that trigger the cave fangs take a –2 penalty on their saving throws against the spell’s effect.

## Commune with Nature

Enhancing

**Level:** Druid 5

**Casting Time:** 10 minutes

**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.

## Companion Transposition

Enhancing (teleportation)

**Level:** Druid 5

**Casting Time:** 1 standard action

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

**Targets:** Yourself and one animal companion within range

**Duration:** Instantaneous

**Saving Throw:** None (harmless)

**Spell Resistance:** No

You trade places with the other target, teleporting as if you were both affected by *dimension door*. Both you and the other target arrive in a square you choose in the other's former space. If the targets are different sizes, they must appear in locations that cover previously occupied squares. As with *dimension door*, after casting this spell, you can't take any other actions until your next turn, and the other target is staggered until the end of its next turn due to the transposition.

## Control Winds

Elemental (Wind)

**Level:** Druid/Geomancer 5

**Casting Time:** 1 standard action

**Range:** 40 ft./level

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

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

**Saving Throw:** Fortitude negates

**Spell Resistance:** 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.

**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.

## Dragoon Jump III

Enhancing

**Level:** Black Mage/Druid/Geomancer/Red Mage/White Mage 5

**Casting Time:** 1 standard action

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

**Target:** One creature

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The subject gets a +30 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.

## Fey Form II

Enhancing (polymorph)

**Level:** Druid 5

This spell functions as *fey form I*, except it also allows you to assume the form of a Tiny or Large creature of the fey type. Your base speed can't increase above 90 feet this way. If the form you assume has any of the following abilities, you gain those abilities: burrow speed 30 feet, climb speed 90 feet, fly speed 60 feet (good maneuverability), swim speed 60 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, see in darkness, abduct, animated hair, bleed, blood rage, boot stomp, burn, compression, constrict, crushing leap, DR 2/cold iron, grab, heavy weapons, icewalking, kneecapper, nasal spray, no shadow, oversized weapons, poison, putrid vomit, rock throwing (50 feet, 1d6 damage), sound mimicry, trackless step, trample, tree meld, undersized weapons, and woodland stride. If the creature has immunity to mind-affecting effects or poison, you gain a +4 resistance bonus on saves against those effects. If the creature has any weaknesses, you gain them.

- **Tiny Fey:** If you assume this form, you gain a +6 size bonus to your Dexterity score and take a –2 penalty to your Strength score.
- **Large Fey:** If you assume this form, you gain a +4 size bonus to your Strength and Constitution scores and take a –2 penalty to your Dexterity score.

## Fickle Winds

Elemental (Wind)

**Level:** Druid/Geomancer 5

**Casting Time:** 1 standard action

**Range:** One or more Medium creatures/level, no two of which can be more than 30 ft. apart

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

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

**Saving Throw:** None (see text)

**Spell Resistance:** 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.

## Flight

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/Druid/Red Mage/White Mage/Time Mage/Geomancer 5

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing chain or plate armor, or if carrying a medium or heavy load). When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

## Form Highway

Elemental (Earth)

**Level:** Black Mage/Druid/Geomancer/White Mage 5

**Casting Time:** See text

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

**Effect:** 10ft by 10ft section of road

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell forms concrete into a usable highway on any terrain except in mid-air or in water, though the process is long it is considerably quicker than manually laboring the highway and waiting for it to settle. A highway can only be made up of concrete.

A highway cannot be formed inside of a creature or object unless it is being dug into the earth to form foundations. Once formed the highway becomes a mundane structure and cannot be dispelled.

- **Forming:** To form a highway, you must spend 2-minutes casting per section of highway 10ft wide, 10ft long, and 1ft thick. You must be carrying, or have nearby, materials worth 50 gil of concrete to form a section of highway. If the materials are not processed for highway building, for example, are not combined and melted to form malleable concrete, the casting requires an additional 3 minutes per section. Concrete is made up of cement, aggregate (particles of stone) and sharp sand. Mixed with water to form the malleable cement.

A highway becomes dry 20-minutes after it has been laid, rather than the normal 2 hours for manual placing. It reaches full hardness after 48 hours, rather than several days.

If a highway is being formed onto a terrain that is ill-suited, like sand in deserts, swamps in marshes, you must spend an additional casting per segment to create suitable columns and foundations beneath the surface. These foundations need not be made of concrete, instead only rock or brick is required, costing 10gil and 15gil respectively, the casting time for the foundations also only takes 1 minute to cast.

- **Effects:** A highway created by this spell reduces the movement penalty of terrain by 2 tiers (to a max of normal movement), refer to the Terrain and Terrain Improvements table for more details. These roads are wide enough to allow for a single carriage to travel along with it, a double casting to make the road 20ft wide will allow carriages to move both directions.

Due to the effectiveness of roads, removing most debris or obstacles and creating a smooth surface, any creature moving with the aid of a formed road gains a +4 circumstance bonus to the Constitution check made for forced

marches. Any creature that runs or changes on this surface gains an additional 10ft to their speed (multiplied as usual), vehicles increase their base speed by 10ft while driving on a highway and gain a +2 circumstance bonus on drive checks made to stop short.

## **Hungry Earth**

Enfeebling/Elemental (Earth)

**Level:** Druid 5

**Casting Time:** 1 standard action

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

**Area:** 20-foot-radius spread

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

The ground attempts to pull creatures beneath its surface as if hungry for the flesh of mortals. Immediately, and at the beginning of each of your turns, every creature touching the ground within the area of the spell is the target of a grapple combat maneuver. Creatures that enter the area of effect are also automatically attacked. The ground does not provoke attacks of opportunity. The earth's CMB is equal to 5 + your caster level for the purpose of this combat maneuver check. Attempt the combat maneuver check only once each round and apply the result to all creatures in the area of effect.

Each time the ground succeeds at a combat maneuver check to grapple a foe, it drags the creature farther down, eventually forcing the creature below its surface. With the first successful check, the target gains the grappled condition. Grappled opponents can't move without first breaking the grapple (doing so requires a successful DC 20 combat maneuver or Escape Artist check). The ground receives a +5 bonus on combat maneuver checks to grapple opponents it is already grappling. After the second successful grapple combat maneuver check, the grappled creature is pulled to the ground and becomes prone. On the third successful grapple combat maneuver check, the creature is fully buried and must hold its breath or begin suffocating. A buried creature can't attempt to escape unless the effect ends or it breaks the grapple. The DC to escape the grapple increases to 25 for a creature that has been pulled beneath the earth.

## **Insect Plague**

Summoning

**Level:** Druid 5/Summoner 4

**Casting Time:** 1 round

**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

**Spell Resistance:** No

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (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.

## **Jungle Mind**

Enhancing

**Level:** Druid 5

**Casting Time:** 1 minute

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (see text)

**Spell Resistance:** No

You merge your mind into the jungle's social hierarchy, mystically establishing yourself as a master of wild beasts and an apex predator. You attain knowledge about the general animal population in a radius of 1 mile as *commune with nature*, and you then select one type of animal (such as birds, cats, snakes, or fish). For the duration of the spell, you can sense the location, movement, and size of creatures of this type in the area, though you can't discern species or individual identity. In addition, you improve the starting attitude of animals of the chosen type by one step for the duration of the spell.

As a full-round action, you may focus on a single animal that you can sense with this spell to establish a mental link. You can read the animal's surface thoughts as detect thoughts, and can see, hear, and smell what the animal is experiencing using your own Perception skill. If you target another creature's animal companion, the spell ends if the animal succeeds at a Will save. Using this ability reduces the spell's remaining duration to 1 round/level, and the selected animal is treated as the scrying sensor. Despite the name, jungle mind functions within any terrain.

## Leafaga

Elemental (Earth, Fire, Ice, or Wind)

**Level:** Druid 5

This spell functions like *leafra*, except it deals 1d8 points of (the appropriate type) damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread, or 1d6 non-elemental damage per level for no seasons.

## Oasis

Enhancing/Elemental (Water)

**Level:** Druid 5

**Casting Time:** 30 minutes

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

**Effect:** Water source similar to a natural spring

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell functions in any natural terrain on the Material Plane. It redirects the flow of water in the ground toward the surface at the designated point, creating a permanent water source similar to a natural spring. The spring discharges 5 gallons of pure drinking water per caster level each hour.

If the shape of the terrain is suitable, a pond forms around the spring. If there is already a natural spring within 1 mile, its water output is reduced by an amount equal to the water produced by this spell's spring. A spring that has its water output reduced to 0 gallons per hour dries up and ceases to be a spring.

This spell functions differently depending on the terrain in which it's cast. In a desert, you must succeed at a DC 25 caster level check to actually create the spring, and its output is 1 gallon of drinking water per caster level each day.

Furthermore, in dry areas, erosion may cause the flow of water to be blocked if the affected area is left untended before a sufficient amount of vegetation has grown around it to keep the soil in place. In an arctic environment, low temperatures may cause the water to freeze. In a tropical environment, parasites may contaminate the water if the spring is created in a place where the water stands in a stagnant pool.

## **Passwall**

Elemental (Earth)

**Level:** Black Mage/Druid/White Mage/Geomancer 5

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create a passage through plaster or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

## **Plant Shape I**

Enhancing (polymorph)

**Level:** Druid 5

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

When you cast this spell, you can assume the form of any Small or Medium creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, grab, and poison. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has vulnerability to an element, you gain that vulnerability.

- **Small plant:** If the form you take is that of a Small plant, you gain a +2 size bonus to your Constitution and a +2 natural armor bonus.
- **Medium plant:** If the form you take is that of a Medium plant, you gain a +2 size bonus to your Strength, a +2 enhancement bonus to your Constitution, and a +2 natural armor bonus.

## **Raise Animal Companion**

Healing

**Level:** Druid 5

**Target:** Dead animal companion

This spell functions as *raise*, but it only affects an animal companion.

## **Release The Hounds**

Summoning

**Level:** Druid/Summoner 5

**Casting Time:** 1 full-round action

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

**Effect:** Pack of canines

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

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a pack of canines that respond to the spellcaster's commands and act in perfect unison, causing them to function like a swarm. The pack uses the statistics for a winter wolf, except it loses its breath weapon, the cold subtype, and its cold special attack and gains the swarm subtype, a swarm attack that deals 3d6 points of damage, and the distraction special attack (DC 17). Whenever the pack damages an opponent with its swarm attack, it can immediately attempt a trip combat maneuver check against that creature with its trip special attack. The pack does not gain any damage reduction or immunity to damage and can be attacked by effects that target a specific number of creatures, though such attacks deal 1/4 the normal amount of damage (25%) and effects that don't deal hit point damage are only 25% likely to work.

## Replay Tracks

Enhancing

**Level:** Druid 5

**Casting Time:** 3 rounds

**Range:** Personal

**Target:** You

**Duration:** Concentration, up to 1 hour/level

This spell allows you to reconstruct past events that occurred in your current location based on the tracks and other signs left behind. Replay tracks reveals events that occurred while the tracks that serve as the focus for the spell were being left, revealing events in the order they happened in real time or in reverse, depending on whether you are following the tracks forward or backward, although the image isn't clear enough to make out details (such as a creature's exact identity). You can attempt Survival checks to follow tracks as part of concentrating on the spell, but only events connected to the tracks used as the focus of the spell are revealed by the spell. Elements that left no trace detectable by you, such as creatures benefiting from pass without trace, are absent from the events you visualize.

## Snake Staff

Enhancing

**Level:** Druid 5

**Casting Time:** 1 standard action

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

**Targets:** 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)

**Spell Resistance:** 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.
- [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

Enhancing/Elemental (Earth)

**Level:** Astrologian/Black Mage/White Mage/Red Mage 4/Druid/Geomancer 5

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You beckon the earth to absorb into the subject's skin reducing the damage from physical attacks. For the duration of the spell, the target receives Damage Reduction 10/adamantine. It ignores the first 10 points of damage each time it takes damage from physical attacks, though an adamantine 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.

## Sturdy Tree Fort

Summoning

**Level:** Druid 5

**Casting Time:** 1 minute

**Range:** Touch

**Effects:** One large tree and a sturdy wooden house

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

**Saving Throw:** None

**Spell Resistance:** No

You cause a large tree to grow in the 5-foot square you touch. The tree has 1 foot of thickness for every 4 caster levels you have, and it can grow to any height you designate, up to 5 feet high per caster level you have. If there is a ceiling or other barrier overhead, the maximum height of the tree cannot exceed the space available. At any point along the tree's height, you can create a sturdy wooden building that fills one 10-foot cube for every 4 caster levels you have. All portions of the structure must be adjacent to the trunk of the tree (or can have the tree trunk extend up through their spaces), but otherwise these cubes need not be contiguous. If you place the cubes so that they are contiguous, the buildings merge together, complete with ladders connecting different vertical levels. The fort is magically supported, but if the tree it is attached to is destroyed, the structure is destroyed as well (the tree has hardness 5 and 20 hp per caster level you have).

Each building you create has shuttered arrow slits on its walls and in the floor, granting those within the structure improved cover against attacks from outside while the arrow slits are open and total cover when they are closed. Each cube within the fort is equivalent to a *summon cottage*, other than the size and its wooded construction material (hardness 5). When you cast sturdy tree fort, you can designate a number of creatures equal to your caster level. Designated creatures gain a +10 bonus on Climb checks and are not denied their Dexterity bonuses while climbing on the fort's structure, as they find handholds and stable footholds easily on the tree and its buildings.

You cannot cast this spell in an area of worked stone, though you can cast it in natural surroundings that would not normally support the growth of a large tree, such as a cavern, desert, or glacier. If you cast this spell in a

forest, jungle, or similar heavily treed terrain, the fort is camouflaged as long as its doors and windows remain closed (or even if they are open, as long as those within remain quiet and take no violent actions), requiring a successful DC 25 Perception check or Survival check to notice its presence.

## **Summon Nature's Ally V**

**Level:** Druid/Geomancer 5

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 6 or lower, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## **Tidal Surge**

Elemental (Water)/Summoning

**Level:** Druid 5

**Casting Time:** 1 standard action

**Range:** 30 ft. or 60 ft.; see text

**Area:** Cone-shaped burst or line; see text

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

If you cast tidal surge on land, you create an onrushing surge of water 10 feet high in a 30-foot cone that deals 1d6 points of water damage for every 2 caster levels you have (maximum 10d6 at 20th level) and extinguishes all non-magical fires in the area. Magical fire effects in the area of a tidal surge are affected as if you had cast *dispel*. In addition to taking damage, creatures that fail their Reflex saves are pushed 1d4×5 feet away from you, and Medium or smaller creatures are also knocked prone.

If you cast this spell in or on a body of water at least 30 feet across, you can shape the spell either as the cone described above or as a 60-foot line. In either shape, the water deals 1d10 points of water damage for every 2 caster levels you have in addition to pushing away creatures that fail their Reflex saves.

## **Transmute Mud to Rock**

Elemental (Earth)

**Level:** Druid/Geomancer 5

**Casting Time:** 1 standard action

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

**Area:** Up to two 10-ft. cubes/level (S)

**Duration:** Permanent

**Saving Throw:** See description

**Spell Resistance:** 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.

## **Transmute Rock to Mud**

Elemental (Earth)

**Level:** Druid/Geomancer 5

**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** Up to two 10-ft. cubes/level (S)  
**Duration:** Permanent  
**Saving Throw:** See description  
**Spell Resistance:** 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 foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel 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

Enhancing (teleportation)  
**Level:** Druid 5  
**Casting Time:** 1 standard action  
**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 ft.
Elm, linden	2,000 ft.
Other deciduous	1,500 ft.
Any coniferous	1,000 ft.

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.

## Vile Dog Transformation

Enhancing (polymorph)

**Level:** Druid 5

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** One or more dogs touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (see text)

**Spell Resistance:** No

You transform one or more dogs into evil, monstrous creatures. Each dog can attempt a Will save to negate the transformation, but if the dog trusts you (it has been trained by you for a purpose, or has been in your care for at least 30 days and generally treated well), it takes a –4 penalty on this saving throw. Each transformed dog has the same stats as a hell hound except that it doesn't have fire immunity and cold vulnerability and instead has acid, cold, and fire resistance 5. Additionally, each transformed dog deals an extra 1d6 points of acid damage with its bite attack (instead of fire damage), and its breath weapon is replaced with a vaporous cloud that spreads out in front of the creature in a 10-foot cone, dealing 2d4 points of acid damage. The creature can't understand Infernal but understands any languages you know. The dog is normally neutral evil, but is chaotic evil if you are chaotic or lawful evil if you are lawful.

For every 3 caster levels you have, you can transform one dog (to a maximum of five dogs at 15th level). At the end of the spell's duration, the dogs immediately dissolve into a stinking pile of gore and bones.

You can command the creature in the same way you would a creature you summoned via a *summon monster* spell. If you buy dogs to use with this spell, they cost 15 gil for a lap dog, 25 gil for a guard dog, or 150 gil for a riding dog. Any kind of dog can be transformed by this spell and has the same statistics.

## Vinetraps

Summoning

**Level:** Druid 5

**Casting Time:** 1 standard action

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

**Target:** One creature

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

**Saving Throw:** Reflex negates (see text)

**Spell Resistance:** Yes

Vines choked with thorns, blossoms, leaflets, and other floral debris burst to life on and around the subject of this spell, winding around limbs and armor and making it progressively more difficult for the subject to maneuver.

When this spell is cast, the subject may attempt a Reflex save. Success indicates that the vines fail to take root and the spell has no effect. On a failed save, the subject's base speed is immediately reduced by 5 feet. Each round thereafter, the subject must make another successful Reflex save or his speed is reduced by another 5 feet. This occurs each round until he is reduced to a speed equal to half of what it was before the spell was cast.

As a full-round action, the subject or an adjacent creature can tear the vines off the subject's body, resetting the speed penalty to just 5 feet, though the vines continue to grow each round thereafter for the spell's duration, requiring additional checks, unless it is actually dispelled. The spell's effects can also be prematurely ended by dealing at least 20 points of fire damage to the subject. When the spell's duration ends or the effect is terminated, the vines immediately wilt and the subject's speed returns to normal. Regardless of the subject's base speed, the vines cannot reduce a creature's speed below 5 feet.

This spell has additional effects depending on which version you cast, chosen when you cast the spell.

- **Blessed Thorns:** The vines sprout vicious thorns made of celestial steel. Each round at the beginning of your turn, the subject takes 2d4 points of damage, plus 1 point of damage for each round since the creature last took a full-round action to tear the vines off. When you cast this version of the spell, you can also choose to make the thorns either cold iron or silver for the purposes of overcoming damage reduction.
- **Noxious Vines:** The vines emit noxious fumes that act as a lung and eye irritant. The subject and any creatures adjacent to the subject must attempt a DC 15 Fortitude check each round at the beginning of their turn. On a failed save, the creatures becomes blinded for that round and can't cast spells with verbal components.
- **Swift Vines:** The vines act twice as quickly as normal, and slow the creature by 10 feet per round instead of 5 feet (though they still can't decrease the creature's speed to less than half). In addition, once the creature is slowed to half-speed, it becomes staggered until the vines are torn off or the spell ends.

## Wall of Thorns

Summoning

**Level:** Druid 5

**Casting Time:** 1 standard action

**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

**Spell Resistance:** 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 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.

## Whip of Centipedes

Summoning

**Level:** Druid 5

This spell functions as *whip of spiders*, except it summons centipedes, and any creature you strike with the whip takes swarm damage as if it were attacked by a centipede swarm (2d6 points of damage plus poison and distraction). If you transform the whip into a centipede swarm, it has 10 hit points.

## 6TH-LEVEL GEOMANCER SPELLS

### Antilife Shell

Enhancing

**Level:** Druid 6

**Casting Time:** 1 round

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

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

**Saving Throw:** None

**Spell Resistance:** 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 a barrier against creatures that the spell keeps at bay collapses the barrier.

### Beast Shape IV

Enhancing (polymorph)

**Level:** Druid 6

This spell functions as *beast shape III* except that it also allows you to assume the form of a Tiny or Large creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

- **Tiny magical beast:** If the form you take is that of a Tiny magical beast, you gain a -2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.
- **Large magical beast:** If the form you take is that of a Large magical beast, you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

## **Binding Earth, Mass**

Enfeebling/Elemental (Earth)

**Level:** Druid/Geomancer 6

**Target:** One creature or object/level, no two of which can be more than 30 ft. apart

This spell functions as *binding earth*, except as noted above.

## **Cyclic Reincarnation**

Healing

**Level:** Druid 6

This spell allows a dead creature that died no more than 1 year before the casting of the spell to return to life in a body that closely resembles its original body; it functions as *reincarnate* except as noted. Cyclic reincarnation returns the dead creature to life in a new body of the same race that the target belonged to in life, and the new body appears physically similar to the creature's previous one, to the extent that the creature could be easily mistaken for its own offspring or kin. If the affected creature isn't a humanoid, there is a 75% chance that the creature returns to life as a youth of its race, gaining the young creature simple template instead (or becomes a juvenile, in the case of dragons and other creatures whose power is determined by their age category).

You can use cyclic reincarnation on someone who was killed by a death effect or turned into an undead creature and then destroyed, but non-humanoids so restored always return to life with the young creature simple template (or as a juvenile, in the case of creatures whose power is determined by their age category).

## **Eagle Aerie**

Summoning

**Level:** Druid 6

**Casting Time:** 1 round

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

**Effect:** Summoned eagles

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You summon a flight of giant eagles (one per three caster levels, maximum of six) 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).

## **Enlightened Step**

Enhancing/Elemental (Wind)

**Level:** Druid 6

**Casting Time:** 1 hour

**Range:** Personal

**Target:** You

**Duration:** 24 hours or until discharged

Through careful regulation of your body's mystical energies, thoughtful control of your poise and balance, and the focus in your mind on the surety of each and every step you take, you are able to make your steps lighter than air.

This grants you the benefits of *air walk*, except as noted above. Additionally, at any time during the spell's duration, you can expend the spell's remaining duration as a swift action in order to gain a fly speed of 120 feet with perfect maneuverability for 1 minute. After this time, the spell ends.

### **Fey Form III**

Enhancing (polymorph)

**Level:** Druid 6

This spell functions as *fey form II* except it allows you to assume the form of a Diminutive or Huge creature of the fey type. If the form you assume has any of the following abilities, you gain those abilities: burrow speed 60 feet, climb speed 90 feet, fly speed 90 feet (good maneuverability), swim speed 90 feet, all-around vision, blindsense 60 feet, blindsight 30 feet, darkvision 90 feet, low-light vision, scent, see in darkness, tremorsense 60 feet, abduct, animated hair, bleed, blood rage, boot stomp, burn, compression, constrict, crushing leap, DR 5/cold iron, fear aura, frightful presence, grab, heavy weapons, icewalking, kneecapper, luminous, nasal spray, no shadow, oversized weapons, poison, putrid vomit, rend, rock throwing (100 feet, 2d6 damage), sound mimicry, supernatural speed, tear shadow, trackless step, trample, tree meld, undersized weapons, and woodland stride. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has immunity to mind-affecting effects or poison, you gain a +8 resistance bonus on saves against those effects. If the creature has any weaknesses, you gain those weaknesses.

- **Diminutive Fey:** If you assume this form, you gain a +8 size bonus to your Dexterity score and take a –4 penalty to your Strength score.
- **Huge Fey:** If you assume this form, you gain a +6 size bonus to your Strength and Constitution scores and take a –4 penalty to your Dexterity score.

### **Find the Path**

Enhancing

**Level:** Astrologian/Druid 6

**Casting Time:** 3 rounds

**Range:** Personal or touch

**Target:** You or creature touched

**Duration:** 10 min./level

**Saving Throw:** None or Will negates (harmless)

**Spell Resistance:** 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.

## Green Caress

Enfeebling

**Level:** Druid 6

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 7 days (see text)

**Saving Throw:** Fortitude partial (see text)

**Spell Resistance:** Yes

You cause the target to transform into a plant over time. You must succeed at a melee touch attack to infect the target. If the target succeeds at its Fortitude saving throw, it takes 1d4 points of ability damage to each physical ability score (Strength, Dexterity, and Constitution) and the spell ends. If the target fails its saving throw, it takes 1d4 points of ability damage to each physical ability score immediately and continues to take 1d4 points of ability damage to each of its physical ability scores every day, until the spell expires.

It can't recover this ability damage as long as the spell lasts, even with magic. While the spell continues, the target takes on physical plant characteristics as appropriate to the environment. It begins to diminish in height and its skin turns plantlike. For example, the target's skin might turn green and its hair is slowly replaced with grass or leaves or the target's skin might become smooth, pale, and flabby as the creature transforms into a large mushroom in an underground environment.

If the damage to any single ability score equals or exceeds that score, the target fully transforms into a normal small tree or shrub. This final transformation is instantaneous, ending green caress.

The target remains alive but is considered the same as a regular tree, shrub, or other vegetation. Any ability damage from other sources, like poison or disease, also applies toward transforming the creature. If the target retains at least 1 point in all of its physical ability scores at the end of 7 days, the final transformation doesn't occur and the spell ends. Any changes in appearance gradually reverse themselves as the ability damage heals.

*Dispel* and *greater esuna* can end the spell before the duration expires, but the spell is contagious. If a caster level check attempt to remove green caress fails by 5 or more, the creature who attempted to remove the effect must attempt a Fortitude saving throw as if it had just been targeted with the spell. If the spell's target attempts to remove the effect from itself and fails, it causes the spell to behave as if affected by plant growth (as described below).

If the target is in the area of a plant growth spell as it is cast, it must attempt a Fortitude save at green caress's DC or immediately take another 1d4 points of ability damage to each physical ability score; this stacks with multiple castings of plant growth. If the target is in the area of diminish plants as it is cast, it ignores the next ability damage from green caress to one of its three physical ability scores (chosen randomly); this doesn't stack with multiple castings of diminish plants.

## Insect Spies, Greater

Enhancing

**Level:** Druid 6

As *insect spies*, but you can also borrow the senses of the summoned insects. As a move action, you can choose to receive sensory input from one of the insects, seeing what it sees and hearing what it hears. While doing so, you are treated as being blind and deaf. You can change to another insect, or return to your own senses, with another move action.

## **Ironwood**

Enhancing

**Level:** Druid 6

**Casting Time:** 1 minute/lb. created

**Range:** 0 ft.

**Effect:** An ironwood object weighing up to 5 lbs./level

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

**Saving Throw:** None

**Spell Resistance:** 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.

## **Liveoak**

Enhancing

**Level:** Druid 6

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Tree touched

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

**Saving Throw:** None

**Spell Resistance:** 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.

## **Move Earth**

Elemental (Earth)

**Level:** Black Mage/Druid/Geomancer 6

**Casting Time:** See text

**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

**Spell Resistance:** No

This spell 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.

## **Path of the Winds**

Elemental (Wind)

**Level:** Black Mage/Druid/Geomancer/White Mage 6

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Effect:** 40-ft.-high downdraft of wind in a 100-foot line

**Duration:** Concentration + 1 round

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

With a sweeping gesture, you call forth mighty winds to clear a path ahead of you. The winds are the equivalent of a windstorm. During the first round of the spell, the winds sweep the designated area clear of anything of Small or smaller size, blowing it outward to the sides of the spell's effect (50% chance of landing on either side). You may move within the effect without penalty, though all other creatures are subject to the wind's effects. On the second and all later rounds of the spell, the edges of the effect are treated as a *wind wall*. If the effect includes a body of water or other liquid, the winds create a channel up to 40 feet deep into the surface of the liquid. On your turn as a move action, you can move the effect of this spell, either rotating it at one of its ends up to 45 degrees, or moving it up to 50 feet in line with its current orientation (toward you or away from you).

## **Plant Shape II**

Enhancing (polymorph)

**Level:** Druid 6

This spell functions as *plant shape I* except that it also allows you to assume the form of a Large creature of the plant type. If the creature has immunity or resistance to any elements, you gain elemental resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

- **Large plant:** If the form you take is that of a Large plant, you gain a +4 size bonus to your Strength, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

## **Reincarnate Spy**

Healing

**Level:** Druid 6

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Dead creature touched

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** Yes

This spell functions as *reincarnate* except that you can cause the new body to resemble a particular creature, matching its age category and sex and rerolling any race result that would be the wrong size category. The

subject further gains a +5 bonus on Disguise checks to impersonate the chosen creature due to similar features, although it might take a penalty for being the wrong race.

## Repel Wood

Enfeebling

**Level:** Druid 6

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line-shaped emanation from you

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

**Saving Throw:** None

**Spell Resistance:** 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.

If you are standing on a ship, that ship is considered a fixed object in relation to you and is not affected by this spell. Loose objects on a ship, or on ships within range, are affected normally. A ship under the control of a pilot can make a Will save to negate the effects of this spell.

## Share Skin

Enhancing

**Level:** Druid 6

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One animal touched

**Duration:** 1 minute/level or until you return to your body

You can possess an animal's body in a manner that functions like *magic jar*, except as noted here. Your body vanishes while the effect lasts and you don't require a receptacle.

## Stoneskin, Communal

Enhancing/Elemental (Earth)

**Level:** Astrologian/Black Mage/Druid/White Mage/Red Mage 5/Geomancer 6

**Targets:** Creatures touched

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.

## Summon Nature's Ally VI

**Level:** Druid/Geomancer 6

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 8 or lower, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## Summon Stampede

Summoning

**Level:** Summoner 4/Druid 6

**Casting Time:** 1 full-round action

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

**Effect:** 20-ft.-radius herd of animals

**Duration:** 1 round/level

**Saving Throw:** Reflex halves (see text)

**Spell Resistance:** No

You summon a herd of aurochs or similar herd animal that immediately stampedes in the direction you indicate. The herd takes up a 20-foot-radius space and moves at a rate of 120 feet per round in a straight line. Any creatures caught in the herd's path take 4d6+9 points of damage that round as they are trampled beneath dozens of animals' hooves. A successful Reflex save halves this damage.

If the stampede's path would put it in an obviously dangerous area (such as over a cliff or through a fire) or force it to move through a solid barrier, the herd stops at the obstacle and moves in a new randomly determined direction until it reaches another obstacle or the spell's duration ends.

## Swarm Skin

Enhancing

**Level:** Druid 6

**Casting Time:** 1 standard action

**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	<a href="#">Spider swarm</a>
4 caster levels	<a href="#">Rat swarm</a>
6 caster levels	<a href="#">Crab swarm</a> , <a href="#">wasp swarm</a>
8 caster levels	<a href="#">Centipede swarm</a> , <a href="#">leech swarm</a>

Number of Levels	Swarm Type(s)
10 caster levels	<a href="#">Army ant swarm</a>

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 your 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.

## Transport via Plants

Chronomancy (teleportation)

**Level:** Druid 6

**Casting Time:** 1 standard action

**Range:** Unlimited

**Targets:** You and touched objects or other touched willing creatures

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** 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.

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.

## Unerring Tracker

Enhancing

**Level:** Druid 6

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

During this spell's duration, you can touch the sign of a creature's passage that you have identified using the Survival skill to make the other steps in the creature's path perfectly clear to you, no matter how minute. This trail can't be more than 24 hours old. You can follow the trail at any speed, provided you have line of sight to

the trail. You can distinguish the trail of the particular creature followed even if it joins and splits with other trails. Once you have selected a trail to follow using this spell, it can't be changed.

The spell is unable to follow teleportation or interplanar travel for any distance. The trail appears to end where the creature teleported (though a successful Spellcraft check allows you to determine the method of teleportation, if a spell was used). Unerring tracker can't track creatures under the effect of a *pass without trace* spell, as those creatures leave no trail at all.

This spell can be used to track flying creatures, but the trail must at least begin on a solid surface. This spell doesn't reveal the creature's current position or any shorter path than the one it followed (for instance, it will not reveal that the creature doubled back upon the trail until you reach the point where the creature turned around.) It doesn't reveal traps or other hazards along the trail.

## Whip of Ants

Summoning

**Level:** Druid 6

This spell functions as *whip of spiders*, except it summons army ants, and any creature you strike with the whip takes swarm damage as if it were attacked by an army ant swarm (3d6 points of damage plus poison and distraction). If you transform the whip into an army ant swarm, it has 16 hit points.

## Wind Walk

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Geomancer 6

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** You and one touched creature per three levels

**Duration:** 1 hour/level (D); see text

**Saving Throw:** None and Will negates (harmless)

**Spell Resistance:** No and yes (harmless)

You alter the substance of your body to a cloud-like vapor 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.

## 7TH-LEVEL GEOMANCER SPELLS

### Animate Plants

Enhancing

**Level:** Druid 7

**Casting Time:** 1 standard action

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

**Targets:** 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

**Spell Resistance:** 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, 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.

## Changestaff

Enhancing

**Level:** Druid 7

**Casting Time:** 1 round

**Range:** Touch

**Target:** Your touched staff

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

**Saving Throw:** None

**Spell Resistance:** No

You change a specially prepared quarterstaff into a Huge treant-like creature, 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.

## Control Weather

Elemental (Wind)

**Level:** Druid/Geomancer 7

**Casting Time:** 10 minutes; see text

**Range:** 2 miles

**Area:** 2-mile-radius circle, centered on you; see text

**Duration:** 4d12 hours; see text

**Saving Throw:** None

**Spell Resistance:** 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.

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 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.

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

## Creeping Doom

Summoning

**Level:** Summoner 5/Druid 7

**Casting Time:** 1 standard action

**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

**Spell Resistance:** 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).

## Fairy Ring Retreat

Chronomancy/Summoning

**Level:** Druid 7

**Casting Time:** 1 standard action

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

**Effect:** Extradimensional meadow, up to three 10-ft. cubes/level (S)

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You summon up an extradimensional meadow that can be accessed from a single entrance on the plane from which the spell was cast. The entry point looks like a circle of toadstools enclosing a 10-foot square. Only those you designate can enter the meadow before you do, and the portal is shut and made invisible behind you when you enter. You can open it again from your own side at will. Once a visitor has passed through the entry point, they find themselves in an idyllic twilight meadow surrounded by an impassable grove of fruit and nut trees. The atmosphere is clean, fresh, and warm.

You can configure the meadow into any shape you desire, to the limit of the spell's effect. The place is comfortable and temperate. The trees can provide enough food to sustain 4 people per caster level for a day. A staff of near-transparent animal or fey-like servants (as many as two per caster level) wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the meadow. Since the place can be entered only through its special portal, outside conditions do not affect the meadow, nor do conditions inside it pass to the plane beyond.

### **Fluid Form**

Enhancing/Elemental (Water)

**Level:** Black Mage/Druid/White Mage/Geomancer 7

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

### **Fly, Mass**

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/Druid/White Mage/Geomancer 7

**Casting Time:** 1 standard action

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

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

**Duration:** 10 minute/level

This spell functions as *fly*, except that it can target numerous creatures and lasts longer.

### **Legendary Proportions**

Enhancing

**Level:** Druid 7

**Casting Time:** 1 standard action

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

**Target:** 1 creature (see text)

**Duration:** 1 minute/level

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

**Spell Resistance:** No

You call upon the primordial power of ancient megafauna to boost the size of your target. Because of its connection to living creatures of the distant past, the spell does not function on outsiders, undead, and summoned creatures. Your target grows to legendary proportions, increasing in size by one category. The creature's height doubles and its weight increases by a factor of 8. The target gains a +6 size bonus to its Strength score and a +4 size bonus to its Constitution score. It gains a +6 size bonus to its natural armor, and DR 10/adamantine. Its carrying capacity changes to reflect its new size. The creature's equipment and weapons, if any, also increase in size. Any enlarged item that leaves the creature's possession returns to its original size (though thrown weapons and ammunition deal damage at their enlarged size before returning to their true proportions).

If insufficient room is available to accommodate the creature's growth, it attains the maximum possible size and can attempt a Strength check (using its increased Strength score) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it. The spell cannot crush a creature by enclosing it.

## Planar Refuge

Summoning

**Level:** Druid 7

**Casting Time:** 1 hour

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

**Effect:** 50-ft.-radius area of safe environment

**Duration:** 1 day/level

**Saving Throw:** None

**Spell Resistance:** No

This spell enforces the rules of the Material Plane on other planes of existence. Upon casting this spell on another plane, a spherical pocket of wilderness terrain forms around the designated point. The affected area defies the local climate and planar traits, suppressing any harmful environmental effects such as toxicity, extreme temperatures, or lack of air (though this spell doesn't affect gravity). The area also becomes lush with edible plants whose appearance, taste, and smell bear characteristics distinct to the environment. On a negative-dominant plane, for example, the plants grow ghastly white leaves and taste bitter. Though planar refuge can be cast on any plane of existence other than the Material Plane, it requires a body of solid matter at least as large as its area to function.

## Plant Shape III

Enhancing (polymorph)

**Level:** Druid 7

This spell functions as *plant shape II* except that it also allows you to assume the form of a Huge creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: Damage Reduction, regeneration 5, and trample.

- **Huge plant:** If the form you take is that of a Huge plant, you gain a +8 size bonus to your Strength, a -2 penalty to your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.

## Rampart

Elemental (Earth)/Summoning

**Level:** Druid/Summoner 7

**Casting Time:** 1 standard action

**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

**Spell Resistance:** 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.

## Scouring Winds

Enfeebling/Elemental (Wind)

**Level:** Black Mage/Druid/Geomancer 7

**Casting Time:** 1 standard action

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

**Effect:** Sandstorm in 20-ft. radius, 20 ft. high

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

**Saving Throw:** None

**Spell Resistance:** 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 wind damage each round. The area is considered a windstorm. 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.

## Siege of Trees

Enhancing

**Level:** Druid 7

**Casting Time:** 10 minutes

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

**Targets:** One Large plant per three caster levels

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

**Saving Throw:** None

**Spell Resistance:** No

You imbue inanimate plants with limited mobility and a semblance of life. Each plant targeted acts as a light catapult 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 if the energy selected is fire.

## Summon Nature's Ally VII

**Level:** Druid/Geomancer 7

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 10 or lower, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## **Tectonic Communion**

Enhancing

**Level:** Druid 7

**Casting Time:** 1 hour

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

Tectonic communion functions as commune with nature with an even greater range. In outdoor or natural underground settings, the spell operates on a radius of 100 miles per caster level, extending even underground without penalty. For every 2 caster levels above 13th, you may glean an additional fact from the list presented in commune with nature. Communities, dungeons, and signs of civilization (such as roads, farms or other constructions and settlements) exist as dark and unknowable blots in your perception of the spell's area; you're aware of their location and existence, but can't discern any information regarding them.

## **Transmute Metal to Wood**

Enfeebling

**Level:** Druid 7

**Casting Time:** 1 standard action

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

**Area:** All metal objects within a 40-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** 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.

## **Vortex**

Elemental (Water)

**Level:** Black Mage/Druid/Geomancer 7

**Casting Time:** 1 standard action

**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

**Spell Resistance:** Yes

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 water 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 water 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 water 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.

## 8TH-LEVEL GEOMANCER SPELLS

### Animal Shapes

Enhancing (polymorph)

**Level:** Druid 8

**Casting Time:** 1 standard action

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

**Targets:** Up to one willing creature per level, all within 30 ft. of each other.

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

**Saving Throw:** None, see text

**Spell Resistance:** Yes (harmless)

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.

### Atavism, Mass

Enhancing

**Level:** Druid 8

**Target:** one animal/level, no two of which can be more than 30 ft. apart

This spell functions as *atavism*, except it affects multiple creatures.

### Control Plants

Enfeebling

**Level:** Druid 8

**Casting Time:** 1 standard action

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

**Targets:** 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

**Spell Resistance:** No

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.

### Earth Rupture

Elemental (Earth)

**Level:** Druid/Geomancer 8

**Casting Time:** 1 standard action

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

**Area:** 80-ft.-radius spread (S)

**Duration:** 1 round

**Saving Throw:** See text

**Spell Resistance:** No

When you cast *earth rupture*, 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 *earth rupture* affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earth rupture* 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).
- **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 Environment 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 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.

## Fey Form IV

Enhancing (polymorph)

**Level:** Druid 8

This spell functions as *fey form III* except it doesn't limit your base speed and also allows you to use more abilities. If the form you assume has any of the following abilities, you gain those abilities: burrow speed 60 feet, climb speed 90 feet, fly speed 120 feet (good maneuverability), swim speed 120 feet, all-around vision, blindsense 60 feet, blindsight 30 feet, darkvision 90 feet, low-light vision, scent, see in darkness, tremorsense 60 feet, abduct, animated hair, beguiling aura, bleed, blood rage, boot stomp, burn, compression, constrict, crushing leap, DR 5/cold iron, fast healing 5, fear aura, frightful presence, grab, heavy weapons, hide in plain sight,

icewalking, kneecapper, luminous, nasal spray, no shadow, oversized weapons, poison, putrid vomit, rend, rock Throwing (120 feet, 2d10 damage), sound mimicry, supernatural speed, tear shadow, trackless step, trample, transparency, tree meld, undersized weapons, vault, and woodland stride. If the creature has immunity or resistance to any energy types, you gain resistance 30 to those energy types. If the creature has immunity to mind-affecting effects or poison, you gain a +8 resistance bonus on saves against those effects. If the creature has spell resistance, you gain spell resistance 6 + your caster level. If the creature has any weaknesses, you gain those weaknesses.

## **Repel Metal or Stone**

Elemental (Earth)

**Level:** Druid 8

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line from you

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

**Saving Throw:** None

**Spell Resistance:** 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 loose 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.

## **Seamantle**

Enhancing/Elemental (Water)

**Level:** Black Mage/Druid/White Mage/Geomancer 8

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

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 a swim speed. 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.

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 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; this also applies to any non-instantaneous fire effect that comes into contact with you. Even if you fail to extinguish a fire, you are not harmed by it. A weapon with a material that deals fire damage that strikes you has its power suppressed for 1d4 rounds.

## Summon Nature's Ally VIII

**Level:** Druid/Geomancer 8

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 12 or lower, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## Wandering Weather

Enhancing

**Level:** Druid 8

This spell functions as *control weather* except you can opt for the weather to remain centered on you as you move.

## Whirlwind

Elemental (Wind)

**Level:** Druid/Geomancer 8

**Casting Time:** 1 standard action

**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 (D)

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** 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 wind 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 wind 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.

## 9TH-LEVEL GEOMANCER SPELLS

### Clashing Rocks

Elemental (Earth)

**Level:** Black Mage/Druid/Geomancer 9

**Casting Time:** 1 standard action

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

**Effect:** See text

**Duration:** Instantaneous

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

**Spell Resistance:** 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 damage (half earth and half bludgeoning) 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.

If the *clashing rocks* miss the target, the target still takes 10d6 points of damage (half earth and half bludgeoning) 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 of damage (half earth and half bludgeoning) 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.

### Sea of Dust

Elemental (Water)

**Level:** Druid 9

**Casting Time:** 1 hour

**Range:** 0 ft.

**Area:** 2-mile-radius emanation

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You cause all areas of water to which you have line of effect to recede as if you had cast control water. Exposed water that enters the area ebbs away, evaporating or leaching into the ground at a rate of 1 foot of depth per hour. Living creatures in the area when the spell is cast are parched with thirst and take a –4 penalty on Constitution checks to resist the effects of a hot climate, and their daily water requirement to avoid thirst doubles. Plant creatures and inanimate plants take 1d6 points of nonlethal damage per hour after the first 24 hours, which bypasses hardness and damage reduction. Living creatures with the aquatic or water subtype, unless completely immersed in water, must attempt a DC 20 Constitution check each hour no matter how much water they drink. A creature that fails takes 1d6 points of nonlethal damage and becomes fatigued until it recovers from the nonlethal damage.

After 1 week, the soil in the area of sea of dust begins to break down and blow away. Moderate winds have a 50% chance each hour to cause sandstorms. This chance increases to 75% in strong winds and 100% in severe

or stronger winds. Short-duration wind effects such as gust of wind create sandstorms with the same area and duration as the spell, plus an identical duration after the spell ends.

After 1 month, the soil in an area affected by sea of dust has virtually disintegrated. The area is treated as a shallow bog for the purposes of movement, with a 25% chance each hour to encounter an area equivalent to a deep bog 2d6×10 feet across, and a 5% chance to encounter a collapsing dust drift equivalent to quicksand 1d6×5 feet across.

The affected region remains desert-like in condition until the magic is dispelled, at which point the region recovers and returns to its original terrain over the course of time (this may take only days or weeks, or it could take months or even years, subject to GM discretion). This spell has no effect if cast on an entirely aquatic region. If the spell is cast on an island, the effects of the spell extend to the shore but not beyond.

## **Shambler**

Summoning

**Level:** Druid 9

**Casting Time:** 1 standard action

**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 (D); see text

**Saving Throw:** None

**Spell Resistance:** No

The shambler spell creates 1d4+2 shambling mounds with the advanced template. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for 7 days unless you dismiss them. If the 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 effect 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.

## **Shapechange**

Enhancing (polymorph)

**Level:** Druid 9

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

This spell allows you to take the form of a wide variety of creatures. This spell can function as beast shape IV, elemental body IV, 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.

## **Siege of Trees, Greater**

Enhancing

**Level:** Druid 9

**Targets:** One Gargantuan, Huge, or Large plant per three caster levels

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

**Saving Throw:** None

**Spell Resistance:** No

As *siege of trees*, but you can affect larger-sized plants. Each plant acts as a catapult of its size.

## **Summon Nature's Ally IX**

**Level:** Druid/Geomancer 9

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 14 or lower, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## **Tsunami**

Elemental (Water)

**Level:** Black Mage/Druid/Geomancer 9

**Casting Time:** 1 standard action

**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

**Spell Resistance:** 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 water damage (a Fortitude save halves this damage). In addition, the tsunami makes a special Attack roll against any creature it strikes, the wave's Attack roll is equal to your caster level + your Intelligence modifier + 8 (for the wave's size). The defender makes an opposed Strength check, if the defender fails, 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 Swim check opposed by the wave's Attack roll, if a creature fails to escape, it takes another 6d6 points of water damage (Fortitude save for half) and continues being carried along by the 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 water 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. 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**

Enhancing/Elemental (Wind)

**Level:** Black Mage/Druid/White Mage/Geomancer 9

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

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 wind 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. On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

## **World Wave**

Elemental (Earth/Water)

**Level:** Black Mage/Druid/White Mage/Geomancer 9

**Casting Time:** 1 standard action

**Range:** See text

**Effect:** See text

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

**Saving Throw:** None

**Spell Resistance:** 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 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 earth damage (if the tsunami) or 1d6 points of earth 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 geomancer 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 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.