



PATHFINDER

ROLEPLAYING GAME

SPELL CARDS

DRUID

Pathfinder Spell Cards – Druid Core Rulebook Spells

These spell cards are intended for use with the Pathfinder RPG and use the spell text from the Pathfinder Roleplaying Game Reference Document (<http://paizo.com/pathfinderRPG/prd/>).

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If you have any issues to report, or questions please contact me at Caedwyr@gmail.com, or on the Paizo forums in the thread “Free Spell Cards” (<http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/licensees/freeSpellCards>).

Spell List Information

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

Order of Presentation: In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with “lesser,” “greater,” or “mass,” the spell is alphabetized under the second word of the spell name instead.

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a specific number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, still have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the short descriptions that follow always refers to caster level.

Creatures and Characters: The words “creature” and “character” are used synonymously in the short descriptions.

Druid Spells

0-Level Druid Spells (Orisons)

Create Water: Creates 2 gallons/level of pure water.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Flare: Dazzles one creature (–1 penalty on attack rolls).

Guidance: +1 on one attack roll, saving throw, or skill check.

Know Direction: You discern north.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 bonus on saving throws.

Stabilize: Cause a dying creature to stabilize.

Virtue: Subject gains 1 temporary hp.

1st-Level Druid Spells

Calm Animals: Calms 2d4 + level HD of animals.

Charm Animal: Makes one animal your friend.

Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold regions.

Entangle: Plants entangle everyone in 40-ft. radius.

Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

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

Jump: Subject gets bonus on Acrobatics checks.

Longstrider: Your speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.

Obscuring Mist: Fog surrounds you.

Pass without Trace: One subject/level leaves no tracks.

Produce Flame: 1d6 damage + 1/level, touch or thrown.

Shillelagh: Cudgel or quarterstaff becomes +1 weapon (2d6 damage) for 1 min./level.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Summons creature to fight.

2nd-Level Druid Spells

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Chill Metal: Cold metal damages those who touch it.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Fire Trap^M: Opened object deals 1d4 + 1/level damage.

Flame Blade: Touch attack deals 1d8 + 1/two levels damage.

Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Makes metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Reduce Animal: Shrinks one willing animal.

Resist Energy: Ignores 10 or more points of damage per attack from specified energy type.

Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.

Soften Earth and Stone: Turns stone to clay, or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Nature's Ally II: Summons creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Warp Wood: Bends wood.

Wood Shape: Reshapes wooden objects to suit you.

3rd-Level Druid Spells

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Contagion: Infects subject with chosen disease.

Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).

Daylight: 60-ft. radius of bright light.

Diminish Plants: Reduces size or blights the growth of normal plants.

Dominate Animal: One animal obeys your silent mental commands and orders.

Magic Fang, Greater: One natural weapon gets + 1/four levels (max +5).

Meld into Stone: You and your gear merge with stone.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.

Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.

Quench: Extinguishes fires.

Remove Disease: Cures all diseases affecting subject.

Sleet Storm: Hampers vision and movement.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be slowed.

Stone Shape: Sculpts stone into any shape.

Summon Nature's Ally III: Summons creature to fight.

Water Breathing: Subjects can breathe underwater.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Druid Spells

Air Walk: Subject treads on air as if solid (climb or descend at 45-degree angle).

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Sways the actions of plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).

Dispel Magic: Cancels one magical spell or effect.

Flame Strike: Smites foes with divine fire (1d6/level damage).

Freedom of Movement: Subject moves normally despite impediments to movement.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Reincarnate: Brings dead subject back in a random body.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Rusting Grasp: Your touch corrodes iron and alloys.

Scrying^F: Spies on subject from a distance.

Spike Stones: Creatures in area take 1d8 damage, may also be slowed.

Summon Nature's Ally IV: Summons creature to fight.

5th-Level Druid Spells

Animal Growth: One animal doubles in size.

Atonement^{FM}: Removes burden of misdeeds from subject.

Awaken^M: Animal or tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.

Commune with Nature: Learn about terrain for 1 mile/level.

Control Winds: Changes wind direction and speed.

Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).

Death Ward: Grants bonuses against death spells and negative energy.

Hallow^M: Designates location as holy.

Insect Plague: Wasp swarms attack creatures.

Stoneskin^M: Grants DR 10/adamantine.

Summon Nature's Ally V: Summons creature to fight.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Tree Stride: Step from one tree to another far away.

Unhallow^M: Designates location as unholy.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of Thorns: Thorns damage anyone who tries to pass.

6th-Level Druid Spells

Antilife Shell: 10-ft.-radius field hedges out living creatures.

Bear's Endurance, Mass: As *bear's endurance*, affects 1 subject/level.

Bull's Strength, Mass: As *bull's strength*, affects 1 subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.

Dispel Magic, Greater: As *dispel magic*, but with multiple targets.

Find the Path: Shows most direct way to a location.

Fire Seeds: Acorns and berries become grenades and bombs.

Ironwood: Magic wood is as strong as steel.

Liveoak: Oak becomes treant guardian.

Move Earth: Digs trenches and builds hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects 1 subject/level.

Repel Wood: Pushes away wooden objects.

Spellstaff: Stores one spell in wooden quarterstaff.

Stone Tell: Talk to natural or worked stone.

Summon Nature's Ally VI: Summons creature to fight.

Transport via Plants: Move instantly from one plant to another of the same kind.

Wall of Stone: Creates a stone wall that can be shaped.

7th-Level Druid Spells

Animate Plants: One or more plants animate and fight for you.

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Creeping Doom: Swarms of centipedes attack at your command.

Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.

Fire Storm: Deals 1d6/level fire damage.

Heal: Cures 10 points/level damage, all diseases and mental conditions.

Scrying, Greater: As *scrying*, but faster and longer.

Summon Nature's Ally VII: Summons creature to fight.

Sunbeam: Beam blinds and deals 4d6 damage.

Transmute Metal to Wood: Metal within 40 ft. becomes wood.

True Seeing^M: Lets you see all things as they really are.

Wind Walk: You and your allies turn vaporous and travel fast.

8th-Level Druid Spells

Animal Shapes: One ally/level polymorphs into chosen animal.

Control Plants: Controls actions of one or more plant creatures.

Cure Serious Wounds, Mass: Cures 3d8 damage + 1/level, affects 1 subject/level.

Earthquake: Intense tremor shakes 80-ft.-radius.

Finger of Death: Deals 10 damage/level to one subject.

Repel Metal or Stone: Pushes away metal and stone.

Reverse Gravity: Objects and creatures fall upward.

Summon Nature's Ally VIII: Summons creature to fight.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Whirlwind: Cyclone deals damage and can pick up creatures.

Word of Recall: Teleports you back to designated place.

9th-Level Druid Spells

Antipathy: Object or location affected by spell repels certain creatures.

Cure Critical Wounds, Mass: Cures 4d8 damage + 1/level for many creatures.

Elemental Swarm: Summons multiple elementals.

Foresight: “Sixth sense” warns of impending danger.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Shambler: Creates 1d4+2 shambling mounds to fight for you.

Shapechange^F: Transforms you into certain creatures, and you can change forms once per round.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Nature's Ally IX: Summons creature to fight.

Sympathy^M: Object or location attracts certain creatures.

Domain Spells

Air Domain

1st—obscuring mist, 2nd—wind wall, 3rd—gaseous form, 4th—air walk, 5th—control winds, 6th—chain lightning, 7th—elemental body IV (air only), 8th—whirlwind, 9th—elemental swarm (air spell only).

Animal Domain

1st—calm animals, 2nd—hold animal, 3rd—dominate animal, 4th—summon nature's ally IV (animals only), 5th—beast shape III (animals only), 6th—antilife shell, 7th—animal shapes, 8th—summon nature's ally VIII (animals only), 9th—shapechange.

Earth Domain

1st—magic stone, 2nd—soften earth and stone, 3rd—stone shape, 4th—spike stones, 5th—wall of stone, 6th—stoneskin, 7th—elemental body IV (earth only), 8th—earthquake, 9th—elemental swarm (earth spell only).

Fire Domain

1st—burning hands, 2nd—produce flame, 3rd—fireball, 4th—wall of fire, 5th—fire shield, 6th—fire seeds, 7th—elemental body IV (fire only), 8th—incendiary cloud, 9th—elemental swarm (fire spell only).

Plant Domain

1st—entangle, 2nd—barkskin, 3rd—plant growth, 4th—command plants, 5th—wall of thorns, 6th—repel wood, 7th—animate plants, 8th—control plants, 9th—shambler.

Water Domain

1st—obscuring mist, 2nd—fog cloud, 3rd—water breathing, 4th—control water, 5th—ice storm, 6th—cone of cold,
7th—elemental body IV (water only), 8th—horrid wilting, 9th—elemental swarm (water spell only).

Weather Domain

1st—obscuring mist, 2nd—fog cloud, 3rd—call lightning, 4th—sleet storm, 5th—ice storm, 6th—control winds,
7th—control weather, 8th—whirlwind, 9th—storm of vengeance.





Create Water

Conjuration (creation) [water]

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
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.

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

Level Cle0, Dru0, Pal1

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Detect Poison

Divination

V
S

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

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

Level Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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Flare

Evocation [light]

V
S

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Effect: burst of light
Duration: instantaneous
Saving Throw: Fortitude negates
Spell Resistance: yes

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

Level Brd0, Dru0, Sor0, Wiz0

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Guidance

Divination

V
S

Casting Time: 1 standard action
Components: V, S
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.

Level Cle0, Dru0

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Know Direction

Divination

V
S

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: instantaneous

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

Level Brd0, Dru0

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Light

Evocation [light]

V
S

Casting Time: 1 standard action
Components: V, M/DF (a firefly)
Range: touch
Target: object touched
Duration: 10 min/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, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

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

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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Mending

Transmutation

V
S

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

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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Purify Food and Drink

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S
Range: 10 ft
Target: 1 ft³/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.

Level Cle0, Dru0

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Read Magic

Divination

V
S

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

F

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

Read magic can be made permanent with a *permanency* spell.

Level Brd0, Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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Resistance

Abjuration

V
S

Casting Time: 1 standard action
Components: V, S, M/DF (a miniature cloak)
Range: touch
Target: creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

DF

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

Resistance can be made permanent with a *permanency* spell.

Level Brd0, Cle0, Dru0, Pal1, Sor0, Wiz0

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Stabilize

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
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.

Level Cle0, Dru0

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Virtue

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 min
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.

DF

Level Cle0, Dru0, Pal1

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Calm Animals

Enchantment (compulsion) [mind-affecting]

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
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 + 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.

Level Dru1, Ran1

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Charm Animal

Enchantment (charm) [mind-affecting]

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one animal
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: yes

This charm makes an animal of any size regard you as its trusted friend and ally (treat the target's attitude as friendly). If the animal is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed animal as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the 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.) An affected animal never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed animal breaks the spell. You must speak the animal's language to communicate your commands, or else be good at pantomiming.

Level Dru1, Ran1

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Cure Light Wounds

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

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

Level Brd1, Cle1, Dru1, Pal1, Ran2

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Detect Animals or Plants

Divination

V
S

Casting Time: 1 standard action
Components: V, S
Range: long (400 ft + 40 ft/level)
Area: cone-shaped emanation
Duration: concentration, up to 10 min/level (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: If a creature falls into more than one category, the spell indicates the weaker of the two. 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.

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.

Level Dru1, Ran1

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Detect Snares and Pits

Divination

V
S

Casting Time: 1 standard action
Components: V, S
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.

Level Dru1, Ran1

Caedwyr Publishing OGL 1.0a Illustration - Eugène Henri Paul Gauguin

Endure Elements

Abjuration

V
S

Casting Time: 1 standard action
Components: V, S
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 without having to make **Fortitude** saves. The creature's equipment is likewise protected.

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



Level Cle1, Dru1, Pal1, Ran1, Sor1, Wiz1

Caedwyr Publishing OGL 1.0a Illustration - Utagawa Kuniyoshi

Entangle

Transmutation

V
S

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

This spell causes tall grass, weeds, and other plants to wrap around foes 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.



Level Dru1, Ran1

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Faerie Fire

Evocation [light]

V
S

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



Level Dru1

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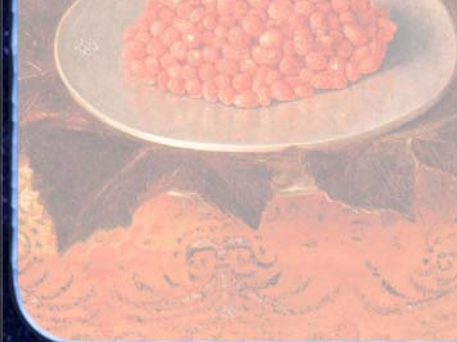
Goodberry

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Targets: 2d4 fresh berries touched
Duration: 1 day/level
Saving Throw: none
Spell Resistance: yes

Casting goodberry makes 2d4 freshly picked berries magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.



Level Dru1

Caedwyr Publishing OGL 1.0a Illustration - Sebastian Stoskopff

Hide from Animals

Abjuration

S

Casting Time: 1 standard action
Components: S, DF
Range: touch
Targets: one creature touched/level
Duration: 10 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes

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.



Level Dru1, Ran1

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Jump

Transmutation

V
S
M

Casting Time: 1 standard action
Components: V, S, M (a grasshopper's hind leg)
Range: touch
Target: creature touched
Duration: 1 min/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. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.



Level Dru1, Ran1, Sor1, Wiz1

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Longstrider

Transmutation

V
S
M

Casting Time: 1 standard action
Components: V, S, M (a pinch of dirt)
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.



Level Dru1, Ran1

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Magic Fang

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: living creature touched
Duration: 1 min/level
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.

Magic fang can be made permanent with a *permanency* spell.

DF

Level Dru1, Ran1

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Magic Stone

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Targets: up to three pebbles touched
Duration: 30 minutes or until discharged
Saving Throw: Will negates (harmless, object)
Spell Resistance: yes (harmless, object)

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

DF

Level Cle1, Dru1

Caedwyr Publishing OGL 1.0a Illustration - Peter Paul Rubens

Obscuring Mist

Conjuration (creation)

V
S

Casting Time: 1 standard action
Components: V, S
Range: 20 ft
Effect: cloud spreads in 20-ft radius from you, 20 ft high
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: no

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

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

This spell does not function underwater.

DF

Level Cle1, Dru1, Sor1, Wiz1

Caedwyr Publishing OGL 1.0a Illustration - Caspar David Friedrich

Pass Without Trace

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: 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 nonmagical means.

DF

Level Dru1, Ran1

Caedwyr Publishing OGL 1.0a Illustration - Gustave Moreau

Produce Flame

Evocation [fire]

V
S

Casting Time: 1 standard action
Components: V, S
Range: 0 ft.
Effect: flame in your palm
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: yes

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

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

This spell does not function underwater.

DF

Level Dru1

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Shillelagh

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: one touched nonmagical oak club or quarterstaff
Duration: 1 min/level
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

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

DF

Level Dru1

Caedwyr Publishing OGL 1.0a Illustration - Francisco José de Goya y Lucientes

Speak with Animals

Divination

V
S

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 min/level

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

DF

Level Brd3, Dru1, Ran1

Caedwyr Publishing OGL 1.0a Illustration - Gustave Moreau

Summon Nature's Ally I

Conjuration (summoning)

V
S

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
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). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

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

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

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

DF

Level Dru1, Ran1

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Animal Messenger

Enchantment (compulsion) [mind-affecting]

V

S

M

Casting Time: 1 minute
Components: V, S, M (a morsel of food the animal likes)
Range: close (25 ft + 5 ft/2levels)
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).

Level Brd2, Dru2, Ran1

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Animal Trance

Enchantment (compulsion) [mind-affecting, sonic]

V

S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
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.

Level Brd2, Dru2

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Barkskin

Transmutation

V

S

DF

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: living creature touched
Duration: 10 min/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.

Level Dru2, Ran2

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Bear's Endurance

Transmutation

V

S

M

DF

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

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

Level Cle2, Dru2, Ran2, Sor2, Wiz2

Caedwyr Publishing OGL 1.0a Illustration - Utagawa Kuniyoshi

Bull's Strength

Transmutation

V

S

M

DF

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

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

Level Cle2, Dru2, Pal2, Sor2, Wiz2

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Cat's Grace

Transmutation

V

S

M

Casting Time: 1 standard action
Components: V, S, M (pinch of cat fur)
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

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

Level Brd2, Dru2, Ran2, Sor2, Wiz2

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Chill Metal

Transmutation [cold]

V

S

DF

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

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

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

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

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it float if unattended.

Chill metal counters and dispels heat *metal*.

Level Dru2

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Delay Poison

Conjuration (healing)

V

S

DF

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

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

Level Brd2, Cle2, Dru2, Pal2, Ran1

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Fire Trap

Abjuration [fire]



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

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

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

A fire-trapped item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

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

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

Level Dru2, Sor4, Wiz4

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Flame Blade

Evocation [fire]



Casting Time: 1 standard action
Components: V, S, DF
Range: 0 ft
Effect: sword-like beam
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: yes



A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your **Strength** modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Level Dru2

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Flaming Sphere

Evocation [fire]



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



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

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

Level Dru2, Sor2, Wiz2

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Fog Cloud

Conjuration (creation)



Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: fog spreads in 20-ft radius, 20 ft high
Duration: 10 min/level
Saving Throw: none
Spell Resistance: no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

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

The spell does not function underwater.

Level Dru2, Sor2, Wiz2

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Gust of Wind

Evocation [air]



Casting Time: 1 standard action
Components: V, S
Range: 60 ft
Effect: line-shaped gust of severe wind emanating out from you
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.

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

Level Dru2, Sor2, Wiz2

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Heat Metal

Transmutation [fire]



Casting Time: 1 standard action
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Target: metal equipment of one creature per two levels, no two of which can be more than 30 ft apart; or 25 lbs of metal/level, all of which must be within a 30 ft diameter circle.



Duration: 7 rounds
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

Heat metal causes metal objects to become red-hot. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

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

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and boils the surrounding water.

Heat metal counters and dispels *chill metal*.

Level Dru2

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Hold Animal

Enchantment (compulsion) [mind-affecting]



Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target: one animal
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: yes

The subject becomes **paralyzed** and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is **paralyzed** cannot flap its wings and falls. A swimmer can't swim and may drown.

Level Dru2, Ran2

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Owl's Wisdom

Transmutation



Casting Time: 1 standard action
Components: V, S, M/DF (feathers or droppings from an owl)
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes



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

Level Cle2, Dru2, Pal2, Ran2, Sor2, Wiz2

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Reduce Animal

Transmutation

V **Casting Time:** 1 standard action
S **Components:** V, S
M **Range:** touch
Target: one willing animal of Small, Medium, Large, or Huge size
Duration: 1 hour/level (D)
Saving Throw: none
Spell Resistance: no

This spell causes instant diminution of a single willing animal, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to **Dexterity**, a -2 size penalty to **Strength** (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small animal whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large animal whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (see Equipment for how to adjust damage for size).

Multiple magical effects that reduce size do not stack.

Reduce animal can be made permanent with a *permanency* spell.

Level Dru2, Ran3

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Resist Energy

Abjuration

V **Casting Time:** 1 standard action
S **Components:** V, S, DF
M **Range:** touch
Target: creature touched
Duration: 10 min/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

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

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

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

Level Cle2, Dru2, Pal2, Ran1, Sor2, Wiz2

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Lesser Restoration

Conjuration (healing)

V **Casting Time:** 3 rounds
S **Components:** V, S
M **Range:** touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

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

Level Cle2, Dru2, Pal1

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Soften Earth and Stone

Transmutation [earth]

V **Casting Time:** 1 standard action
S **Components:** V, S, DF
M **Range:** close (25 ft + 5 ft/2levels)
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.

Level Dru2

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Spider Climb

Transmutation

V **Casting Time:** 1 standard action
S **Components:** V, S, M (a live spider)
M **Range:** touch
Target: creature touched
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

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

Level Dru2, Sor2, Wiz2

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Summon Nature's Ally II

Conjuration (summoning)

V **Casting Time:** 1 round
S **Components:** V, S, DF
M **Range:** close (25 ft + 5 ft/2levels)
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). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

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

The spell conjures one 2nd level creature or 1d3 1st level creatures of the same kind from Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

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

Level Dru2, Ran3

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Summon Swarm

Conjuration (summoning)

V **Casting Time:** 1 round
S **Components:** V, S, M/DF (a square of red cloth)
M **Range:** close (25 ft + 5 ft/2levels)
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.

Level Brd2, Dru2, Sor2, Wiz2

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Tree Shape

Transmutation

V **Casting Time:** 1 standard action
S **Components:** V, S, DF
M **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 transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective **Dexterity** score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss *tree shape* as a free action (instead of as a standard action).

Level Dru2, Ran3

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Warp Wood

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
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 unwarp wood (effectively warping it back to normal) with this spell. *Make whole*, on the other hand, does no good in repairing a warped item.

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

Level Dru2

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Wood Shape

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: one touched piece of wood no larger than 10 ft³ + 1 ft³/level
Duration: instantaneous
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

DF

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.

Level Dru2

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Call Lightning

Evocation [electricity]

V
S

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

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

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

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

This spell functions indoors or underground but not underwater.

Level Dru3

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Cure Moderate Wounds

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a *Will* save to take half damage.

Level Brd2, Cle2, Dru3, Pal3, Ran3

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Daylight

Evocation [light]

V
S

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: object touched
Duration: 10 min/level (D)
Saving Throw: none
Spell Resistance: no

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

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

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

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

Level Brd3, Cle3, Dru3, Pal3, Sor3, Wiz3

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Diminish Plants

Transmutation

V
S

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

Level Dru3, Ran3

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Contagion

Necromancy [evil]

V
S

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: living creature touched
Duration: instantaneous
Saving Throw: Fortitude negates
Spell Resistance: yes

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

Level Cle3, Dru3, Sor4, Wiz4

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Dominate Animal

Enchantment (compulsion) [mind-affecting]

V
S

Casting Time: 1 round
Components: V, S
Range: close (25 ft + 5 ft/2levels)
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.

Level Dru3

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Greater Magic Fang

Transmutation

V
S

DF

Casting Time: 1 standard action
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

Greater magic fang gives one natural weapon or unarmed strike of the subject a +1 per four caster levels (maximum +5) enhancement bonus on attack and damage rolls. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. 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.

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

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

Level Dru3, Ran3

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Meld into Stone

Transmutation [earth]

V
S

DF

Casting Time: 1 standard action
Components: V, S, DF
Range: personal
Target: you
Duration: 10 min/level

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

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

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

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

Level Cle3, Dru3

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Neutralize Poison

Conjuration (healing)

V
S

M

DF

Casting Time: 1 standard action
Components: V, S, M/DF (charcoal)
Range: touch
Target: creature or object of up to 1 ft³/level touched
Duration: instantaneous or 10 min/level; see text
Saving Throw: Will negates (harmless, object)
Spell Resistance: yes (harmless, object)

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

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a **Will** save to negate the effect.

Level Brd4, Cle4, Dru3, Pal4, Ran3

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Plant Growth

Transmutation

V
S

DF

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

Level Dru3, Ran3

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Poison

Necromancy

V
S

DF

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: living creature touched
Duration: instantaneous; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: yes

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

Level Cle4, Dru3

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Protection from Energy

Abjuration

V
S

DF

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 10 min/level or until discharged
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

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

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

Level Cle3, Dru3, Ran2, Sor3, Wiz3

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Quench

Transmutation

V
S

DF

Casting Time: 1 standard action
Components: V, S, DF
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 nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

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

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

Level Dru3

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Remove Disease

Conjuration (healing)

V
S

DF

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

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

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

Level Cle3, Dru3, Ran3

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Sleet Storm

Conjuration (creation) [cold]

V
S
M

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

DF

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

The sleet extinguishes torches and small fires.

Level Dru3, Sor3, Wiz3

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Snare

Transmutation

V
S

Casting Time: 3 rounds
Components: V, S, DF
Range: touch
Target: touched nonmagical circle of vine, rope, or thong with a 2 ft diameter + 2 ft/level
Duration: until triggered or broken
Saving Throw: none
Spell Resistance: no

DF

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

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

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

Level Dru3, Ran2

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Speak with Plants

Divination

V
S

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 min/level

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

Level Brd4, Dru3, Ran2

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Spike Growth

Transmutation

V
S

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

DF

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

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

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

Magic traps are hard to detect. A rogue (only) can use the **Perception** skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger). *Spike growth* can't be disabled with the **Disable Device** skill.

Level Dru3, Ran2

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Stone Shape

Transmutation [earth]

V
S
M

Casting Time: 1 standard action
Components: V, S, M/DF (soft clay)
Range: touch
Target: stone or stone object touched, up to 10 ft³ + 1 ft³/level
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

DF

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.

Level Cle3, Dru3, Sor4, Wiz4

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Summon Nature's Ally III

Conjuration (summoning) [see text]

V
S

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

DF

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

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

The spell conjures one 3rd level creature, 1d3 2nd level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

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

Level Dru3, Ran3

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Water Breathing

Transmutation

V
S
M

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

DF

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

Level Cle3, Dru3, Sor3, Wiz3

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Wind Wall

Evocation [air]

V
S
M

Casting Time: 1 standard action
Components: V, S, M/DF (a tiny fan and an exotic feather)
Range: medium (100 ft + 10 ft/level)
Effect: wall up to 10 ft/level long and 5 ft/level high (S)
Duration: 1 round/level
Saving Throw: none; see text
Spell Resistance: yes

DF

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.

Level Cle3, Dru3, Ran2, Sor3, Wiz3

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Air Walk

Transmutation [air]

V

S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature (Gargantuan or smaller) touched
Duration: 10 min/level
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, but not if it is negated by an *antimagic field*.

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

DF

Level Cle4, Dru4

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Antiplant Shell

Abjuration

V

S

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

DF

Level Dru4

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Blight

Necromancy

V

S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: one plant or plant creature
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 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.

DF

Level Dru4, Sor5, Wiz5

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Command Plants

Transmutation

V

S

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
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.

DF

Level Dru4, Ran3

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Cure Serious Wounds

Conjuration (healing)

V

S

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 3d6 points of damage + 1 point per caster level (maximum +15). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a **Will** save to take half damage.

DF

Level Brd3, Cle3, Dru4, Pal4, Ran4

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Flame Strike

Evocation [fire]

V

S

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

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

DF

Level Cle5, Dru4

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Freedom of Movement

Abjuration

V

S

M

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

DF

Level Brd4, Cle4, Dru4, Ran4

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Giant Vermin

Transmutation

V

S

Casting Time: 1 standard action
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
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.

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

Caster Level	Centipedes	Scorpions	Spiders
9th or lower	3	1	2
10th–13th	4	2	3
14th–17th	6	3	4
18th–19th	8	4	5
20th or higher	12	6	8

DF

Level Cle4, Dru4

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Ice Storm

Evocation [cold]

V
S
M

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

DF

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

Level Dru4, Sor4, Wiz4

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Repel Vermin

Abjuration

V
S

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

DF

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.

Level Brd4, Cle4, Dru4, Ran3

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Rusting Grasp

Transmutation

V
S

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

DF

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

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

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

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

Level Dru4

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Spike Stones

Transmutation [earth]

V
S

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

DF

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

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

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

Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the **Perception** skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*. *Spike stones* is a magic trap that can't be disabled with the **Disable Device** skill.

Level Dru4

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Summon Nature's Ally IV

Conjuration (summoning) [see text]

V
S

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

DF

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

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

The spell conjures one 4th level creature, 1d3 3rd level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

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

Level Dru4, Ran4

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Animal Growth

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target: one animal (Gargantuan or smaller)
Duration: 1 min/level
Saving Throw: Fortitude negates
Spell Resistance: yes

DF

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.

Level Dru5, Ran4, Sor5, Wiz5

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Awaken

Transmutation

V
S

Casting Time: 24 hours
Components: V, S, M (herbs and oils worth 2000gp), DF
Range: touch
Target: one animal or tree touched
Duration: instantaneous
Saving Throw: Will negates
Spell Resistance: yes

DF

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.

Level Dru5

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Baleful Polymorph

Transmutation (polymorph)

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature
Duration: permanent
Saving Throw: Fortitude negates, Will partial, see text
Spell Resistance: yes

DF

Baleful polymorph changes the subject into a Small or smaller animal of no more than 1 HD. If the form you choose has any of the following abilities, it 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. 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.

Diminutive animal: If the form is that of a Diminutive animal, the subject gains a +6 size bonus to its **Dexterity**, a –4 penalty to its **Strength**, and a +1 natural armor bonus.

Tiny animal: If the form is that of a Tiny animal, the subject gains a +4 size bonus to its **Dexterity**, a –2 penalty to its **Strength**, and a +1 natural armor bonus.

Small animal: If the form is that of a Small animal, the subject gains a +2 size bonus to its **Dexterity** and a +1 natural armor bonus.

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 shapeshanger subtype can revert to its natural form as a standard action.

Level Dru5, Sor5, Wiz5

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Call Lightning Storm

Evocation [electricity]

V
S

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

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

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 15 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 5d10 points of electricity damage instead of 5d6.

This spell functions indoors or underground but not underwater.

Level Dru5

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Commune with Nature

Divination

V
S

Casting Time: 10 minutes
Components: V, S
Range: personal
Target: you
Duration: instantaneous

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

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

Level Dru5, Ran4

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Cure Critical Wounds

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Level Brd4, Cle4, Dru5

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Death Ward

Necromancy

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: living creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

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

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

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

Level Cle4, Dru5, Pal4

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Insect Plague

Conjuration (summoning)

V
S

Casting Time: 1 round
Components: V, S, DF
Range: long (400 ft + 40 ft/level)
Effect: one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm
Duration: 1 min/level
Saving Throw: none
Spell Resistance: no

DF

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.

Level Cle5, Dru5

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Stoneskin

Abjuration

V
S
M

Casting Time: 1 standard action
Components: V, S, M (granite and diamond dust worth 250gp)
Range: touch
Target: creature touched
Duration: 10 min/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an 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.

Level Dru5, Sor4, Wiz4

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Summon Nature's Ally V

Conjuration (summoning) [see text]

V
S

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

DF

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

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

The spell conjures one 5th level creature, 1d3 4th level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

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

Level Dru5

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Transmute Mud to Rock

Transmutation [earth]

V
S
M

Casting Time: 1 standard action
Components: V, S, M/DF (sand, lime, and water)
Range: medium (100 ft + 10 ft/level)
Area: up to two 10-ft cubes/level (S)
Duration: permanent
Saving Throw: see text
Spell Resistance: no

DF

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*.

Level Dru5, Sor5, Wiz5

Caedwyr Publishing OGL 1.0a Illustration - Carlos Schwabe

Transmute Rock to Mud

Transmutation [earth]

V
S
M

Casting Time: 1 standard action
Components: V, S, M/DF (clay and water)
Range: medium (100 ft + 10 ft/level)
Area: up to two 10-ft cubes/level (S)
Duration: permanent; see text
Saving Throw: see text
Spell Resistance: no

DF

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 magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels *transmute mud to rock*.

Level Dru5, Sor5, Wiz5

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Tree Stride

Conjuration (teleportation)

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: personal
Target: you
Duration: 1 hour/level or until expended; see text

DF

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 on any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet

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.

Level Dru5, Ran4

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Wall of Fire

Evocation [fire]

V
S

Casting Time: 1 standard action
Components: V, S, M/DF (a piece of phosphor)
Range: medium (100 ft + 10 ft/level)
Effect: opaque sheet of flame up to 20 ft long/level or a ring of fire with a radius of up to 5 ft/2levels; either form 20 ft high
Duration: concentration + 1 round/level
Saving Throw: none
Spell Resistance: yes

DF

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Level Dru5, Sor4, Wiz4

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Wall of Thorns

Conjuration (creation)

V
S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: wall of thorny bush, 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.

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). 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.

Level Dru5

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Antilife Shell

Abjuration

V
S

Casting Time: 1 round
Components: V, S, DF
Range: 10 ft
Area: 10-ft radius emanation, centered on you
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: yes

DF

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Level Cle6, Dru6

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Mass Bear's Endurance

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, M/DF (a few hairs or a pinch of dung from a bear)
Range: close (25 ft + 5 ft/2levels)
Targets: one creature/level, no two of which can be more than 30 ft apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

DF

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

Level Cle6, Dru6, Sor6, Wiz6

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Mass Bull's Strength

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, M/DF (a few hairs, or a pinch of dung from a bull)
Range: close (25 ft + 5 ft/2levels)
Targets: one creature/level, no two of which can be more than 30 ft apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

DF

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

Level Cle6, Dru6, Sor6, Wiz6

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Mass Cat's Grace

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, M (pinch of cat fur)
Range: close (25 ft + 5 ft/2levels)
Targets: one creature/level, no two of which can be more than 30 ft apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

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

Level Brd6, Dru6, Sor6, Wiz6

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Mass Cure Light Wounds

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature/level, no two of which can be more than 30 ft apart
Duration: instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: yes (harmless) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.

Level Brd6, Cle6, Dru7

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Find the Path

Divination

V
S

Casting Time: 3 rounds
Components: V, S, F (a set of divination counters)
Range: personal or touch
Target: you or creature touched
Duration: 10 min/level
Saving Throw: none or Will negates (harmless)
Spell Resistance: no or yes (harmless)

F

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.

Level Brd6, Cle6, Dru6

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Fire Seeds

Conjuration (creation) [fire]

V
S
M

Casting Time: 1 standard action
Components: V, S, M (acorns or holly berries)
Range: touch
Targets: up to four acorns or up to eight holly berries
Duration: 10 min/level or until used
Saving Throw: none or Reflex half; see text
Spell Resistance: no

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special thrown splash weapons. An acorn grenade has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d4 points of fire damage per caster level (maximum 20d4) divided among the acorns as you wish. No acorn can deal more than 10d4 points of damage.

Each acorn grenade explodes upon striking any hard surface. In addition to its regular fire damage, all creatures adjacent to the explosion take 1 point of fire damage per die of the explosion. This explosion of fire ignites any combustible materials adjacent to the target.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage + 1 point per caster level to every creature in a 5-foot-radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful **Reflex** saving throw takes only half damage.

Level Dru6

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Ironwood

Transmutation

V
S

Casting Time: 1 minute/lb. created
Components: V, S, F (wood to be transformed)
Range: 0 ft
Effect: an *ironwood* object weighing up to 5 lbs/level
Duration: 1 day/level (D)
Saving Throw: none
Spell Resistance: no

F

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.

Level Dru6

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Liveoak

Transmutation

V
S

Casting Time: 10 minutes
Components: V, S
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.

Level Dru6

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Move Earth

Transmutation [earth]

V
S
M

Casting Time: see text
Components: V, S, M (clay, loam, sand, and an iron blade)
Range: long (400 ft + 40 ft/level)
Area: dirt in an area up to 750 ft² and up to 10 ft deep (S)
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

Move earth moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Level Dru6, Sor6, Wiz6

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Mass Owl's Wisdom

Transmutation

V
S
M

Casting Time: 1 standard action
Components: V, S, M/DF (feathers or droppings from an owl)
Range: close (25 ft + 5 ft/2levels)
Target: one creature/level, no two of which can be more than 30 ft apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

DP

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

Level Cle6, Dru6, Sor6, Wiz6

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Repel Wood

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S
Range: 60 ft
Area: 60-ft line shaped emanation from you
Duration: 1 min/level (D)
Saving Throw: none
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 loose 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.

Level Dru6

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Spellstaff

Transmutation

V
S

Casting Time: 10 minutes
Components: V, S, F (the staff that stores the spell)
Range: touch
Target: wooden quarterstaff touched
Duration: permanent until discharged (D)
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

F

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

Level Dru6

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Stone Tell

Divination

V
S

Casting Time: 10 minutes
Components: V, S, DF
Range: personal
Target: you
Duration: 1 min/level

DF

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Level Dru6

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Summon Nature's Ally VI

Conjuration (summoning) [see text]

V
S

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

DF

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

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

The spell conjures one 6th level creature, 1d3 5th level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

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

Level Dru6

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Transport via Plants

Conjuration (teleportation)

V
S

Casting Time: 1 standard action
Components: V, S
Range: unlimited
Target: you and touched objects or other touched willing creatures
Duration: 1 round
Saving Throw: none
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.

Level Dru6

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Wall of Stone

Conjuration (creation) [earth]

V
S
M

Casting Time: 1 standard action
Components: V, S, M/DF (a small block of granite)
Range: medium (100 ft + 10 ft/level)
Effect: stone wall whose area is up to one 5-ft square/level (S)
Duration: instantaneous
Saving Throw: see text
Spell Resistance: no

DF

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the **Strength** check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful **Reflex** saves.

Level Cle5, Dru6, Sor5, Wiz5

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Changestaff

Transmutation

V
S

Casting Time: 1 round
Components: V, S, F (a quarterstaff that has been carved and polished for 28 days)
Range: touch
Target: your touched staff
Duration: 1 hour/level (D)
Saving Throw: none
Spell Resistance: no

F

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 friend; 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.

Level Dru7

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Control Weather

Transmutation

V
S

Casting Time: 10 minutes; see text
Components: V, S
Range: 2 miles
Area: 2 mile radius circle, centered on you; see text
Duration: 4d12 hours; see text
Saving Throw: none
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.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather — where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Level Cle7, Dru7, Sor7, Wiz7

Caedwyr Publishing OGL 1.0a Illustration - John Constable

Creeping Doom

Conjuration (summoning)

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
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 4dc 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).

Level Dru7

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Mass Cure Moderate Wounds

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature/level, no two of which can be more than 30 ft apart
Duration: instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: yes (harmless) or yes; see text

You channel positive energy to cure 2d8 points of damage + 1 point per caster level (maximum +30) on each selected creature. Like other *cure* spells, *mass cure moderate wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.



Level Brd6, Cle6, Dru7

Caedwyr Publishing OGL 1.0a Illustration - Sigismund Christian Hubert Goetze

Fire Storm

Evocation [fire]

V
S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Area: two 10-ft cubes per level (S)
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their **Reflex** save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 **Reflex** save.



Level Cle8, Dru7

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Heal

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
Range: touch
Targets: creature touched
Duration: instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, **blinded**, **confused**, **dazed**, **dazzled**, **deafened**, **diseased**, **exhausted**, **fatigued**, **feebleminded**, **insanity**, **nauseated**, **poisoned**, **sickened**, and **stunned**. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points at 15th level.

Heal does not remove **negative levels** or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.



Level Cle6, Dru7

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Summon Nature's Ally VII

Conjuration (summoning) [see text]

V
S

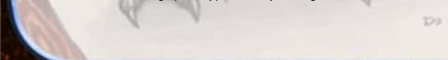
Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

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

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

The spell conjures one 7th level creature, 1d3 6th level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

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



Level Dru7

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Sunbeam

Evocation [light]

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: 60 ft
Area: line from your hand
Duration: 1 round/level or until all beams are exhausted
Saving Throw: Reflex negates and damage half; see text
Spell Resistance: yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful **Reflex** save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a **Reflex** save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.



Level Dru7

Caedwyr Publishing OGL 1.0a Illustration - Utagawa Kuniyoshi

Transmute Metal to Wood

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: long (400 ft + 40 ft/level)
Area: all metal objects within a 40-ft radius burst
Duration: instantaneous
Saving Throw: none
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.

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



Level Dru7

Caedwyr Publishing OGL 1.0a Illustration - Jan Toorop

Wind Walk

Transmutation [air]

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Targets: you and one touched creature per three levels
Duration: 1 hour/level (D); see text
Saving Throw: no and Will negates (harmless)
Spell Resistance: no and yes (harmless)

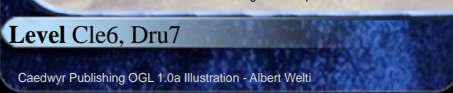
You alter the substance of your body to a cloudlike vapor and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

In cloud form, a subject's 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 cloud 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 cloud form. If it has a touch spell ready to use, that spell is discharged harmlessly when the cloud form takes effect.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind waits 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.



Level Cle6, Dru7

Caedwyr Publishing OGL 1.0a Illustration - Albert Welti

Control Plants

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
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.



Level Dru8

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Mass Cure Serious Wounds

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature/level, no two of which can be more than 30 ft apart
Duration: instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: yes (harmless) or yes; see text

You channel positive energy to cure 3d8 points of damage + 1 point per caster level (maximum +35) on each selected creature. Like other *cure* spells, *mass cure serious wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.



Level Cle7, Dru8

Caedwyr Publishing OGL 1.0a Illustration - Tintoretto

Finger of Death

Necromancy [death]

V
S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature
Duration: instantaneous
Saving Throw: Fortitude partial
Spell Resistance: yes

This spell instantly delivers 10 points of damage per caster level. If the target's **Fortitude** saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.



Level Dru8, Sor7, Wiz7

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Repel Metal or Stone

Abjuration [earth]

V
S

Casting Time: 1 standard action
Components: V, S
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.



Level Dru8

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Reverse Gravity

Transmutation

V
S
M

Casting Time: 1 standard action
Components: V, S, M/DF (lodestone and iron filings)
Range: medium (100 ft + 10 ft/level)
Area: up to one 10-ft cube/level (S)
Duration: 1 round/level (D)
Saving Throw: none; see text
Spell Resistance: no

This spell reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a **Reflex** save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.



Level Dru8, Sor7, Wiz7

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Summon Nature's Ally VIII

Conjuration (summoning) [see text]

V
S

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
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). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

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

The spell conjures one 8th level creature, 1d3 7th level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

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



Level Dru8

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Sunburst

Evocation [light]

V
S
M

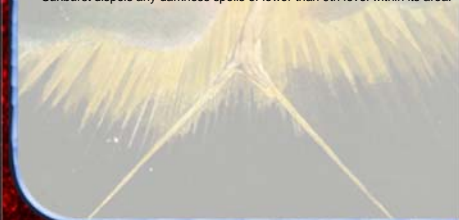
Casting Time: 1 standard action
Components: V, S, M/DF (a sunstone and fire source)
Range: long (400 ft + 40 ft/level)
Area: 80-ft radius burst
Duration: instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are **blinded** and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful **Reflex** save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a **Reflex** save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.



Level Dru8, Sor8, Wiz8

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Whirlwind

Evocation [air]

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: long (400 ft + 40 ft/level)
Effect: cyclone 10 ft wide at base, 30 ft wide at top, and 30 ft tall
Duration: 1 round/level (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 damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.



Level Dru8

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Word of Recall

Conjuration (teleportation)

V

Casting Time: 1 standard action
Components: V
Range: unlimited
Target: you and touched objects or other willing creatures
Duration: instantaneous
Saving Throw: none or Will negates (harmless, object)
Spell Resistance: no or yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's **Will** save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.



Level Cle6, Dru8

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Antipathy

Enchantment (compulsion) [mind-affecting]

V **Casting Time:** 1 hour
S **Components:** V, S, M/DF (a lump of alum soaked in vinegar)
Range: close (25 ft + 5 ft/2levels)
S **Target:** one location (up to a 10-ft cube/level) or one object
M **Duration:** 2 hours/level (D)
DF **Saving Throw:** Will partial
Spell Resistance: yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's **Dexterity** score by 4 points.

Antipathy counters and dispels *sympathy*.

Level Dru9, Sor8, Wiz8

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Mass Cure Critical Wounds

Conjuration (healing)

V **Casting Time:** 1 standard action
S **Components:** V, S
Range: close (25 ft + 5 ft/2levels)
S **Target:** one creature/level, no two of which can be more than 30 ft apart
M **Duration:** instantaneous
DF **Saving Throw:** Will half (harmless) or Will half; see text
Spell Resistance: yes (harmless) or yes; see text

You channel positive energy to cure 4d8 points of damage + 1 point per caster level (maximum +40) on each selected creature. Like other cure spells, *mass cure critical wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.

Level Cle8, Dru9

Caedwyr Publishing OGL 1.0a Illustration - Lorenzo Lotto

Elemental Swarm

Conjuration (summoning)

V **Casting Time:** 10 minutes
S **Components:** V, S
Range: medium (100 ft + 10 ft/level)
S **Effect:** two or more summoned creatures, no two of which can be more than 30 ft apart
M **Duration:** 10 min/level (D)
DF **Saving Throw:** none
Spell Resistance: no

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Level Dru9

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Foresight

Divination

V **Casting Time:** 1 standard action
S **Components:** V, S, M/DF (a hummingbird's feather)
Range: personal or touch
S **Target:** see text
M **Duration:** 10 min/level
DF **Saving Throw:** none or Will negates (harmless)
Spell Resistance: no or yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or **flat-footed**. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on **Reflex** saves. This insight bonus is lost whenever you would lose a **Dexterity** bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and **Reflex** saves.

Level Dru9, Sor9, Wiz9

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Regenerate

Conjuration (healing)

V **Casting Time:** 3 full rounds
S **Components:** V, S, DF
Range: touch
S **Target:** living creature touched
M **Duration:** instantaneous
DF **Saving Throw:** Fortitude negates (harmless)
Spell Resistance: yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Level Cle7, Dru9

Caedwyr Publishing OGL 1.0a Illustration - Carlos Schwabe

Shambler

Conjuration (creation)

V **Casting Time:** 1 standard action
S **Components:** V, S
Range: medium (100 ft + 10 ft/level)
S **Effect:** three or more shambling mounds, no two of which can be more than 30 ft apart; see text
M **Duration:** 7 days or 7 months (D); see text
DF **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.

Level Dru9

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Shapechange

Transmutation (polymorph)

V **Casting Time:** 1 standard action
S **Components:** V, S, F (jade circlet worth 1500gp)
Range: personal
S **Target:** you
M **Duration:** 10 min/level (D)
F

This spell allows you to take the form of a wide variety of creatures. This spell can function as *alter self*, *bear form IV*, *elemental body IV*, *form of the dragon III*, *giant form II*, and *plant shape III* depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

Level Dru9, Sor9, Wiz9

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Storm of Vengeance

Conjuration (summoning)

V **Casting Time:** 1 round
S **Components:** V, S
Range: long (400 ft + 40 ft/level)
S **Effect:** 360-ft radius storm cloud
M **Duration:** concentration (maximum 10 rounds) (D)
DF **Saving Throw:** see text
Spell Resistance: yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a **Fortitude** save or be **deafened** for 1d4 × 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a **Reflex** save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance*'s save DC + the level of the spell the caster is trying to cast.

Level Cle9, Dru9

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Summon Nature's Ally IX

Conjuration (summoning) [see text]

V

S

DF

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
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). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

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

The spell conjures one 9th level creature, 1d3 8th level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

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

Level Dru9

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Sympathy

Enchantment (compulsion) [mind-affecting]

V

S

M

Casting Time: 1 hour
Components: V, S, M (a drop of honey and crushed pearls worth 1500 gp)
Range: close (25 ft + 5 ft/level)
Target: one location (up to a 10-ft cube/level) or one object
Duration: 2 hours/level (D)
Saving Throw: Will negates; see text
Spell Resistance: yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Level Dru9, Sor8, Wiz8

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Divination

Casting Time: 1 standard action
Components: V, S
Range: 60 ft
Area: cone-shaped emanation
Duration: concentration, up to 1 min/level (D)
Saving Throw: none
Spell Resistance: no

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

Detect magic can be made permanent with a *permanency* spell.

Spell or Object	Faint	Detect Magic Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (diety level)
Magic item (caster level)	5th or lower	6th-11th	12-20th	21st+ (artifact)

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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Transmutation [water]

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

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.

Level Cle4, Dru4, Sor6, Wiz6

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Dispel Magic

Abjuration



Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target or Area: one spellcaster, creature, or object; or a 20-ft radius burst
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

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

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

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with the highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

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

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

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

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

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

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check with a +4 bonus to counter the other spellcaster's spell.

Level Brd3, Cle3, Dru4, Pal3, Sor3, Wiz3

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Reincarnate

Transmutation



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

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



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 spells prepared has a 50% chance of losing any given spell upon being reincarnated. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

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

For a humanoid creature, the new incarnation is determined using the table above. For nonhumanoid creatures, a similar table of creatures of the same type should be created. A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell can bring back a creature that has died of old age.

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.

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

Level Dru4

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V

S

M

F

DF

Scrying

Divination (scrying)

Casting Time: 1 hour
Components: V, S, M/DF (a pool of water), F (a silver mirror worth 1,000gp)
Range: see text
Effect: magical sensor
Duration: 1 min/level
Saving Throw: Will negates
Spell Resistance: yes

You can observe a creature at any distance. If the subject succeeds on a **Will** save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its **Will** save.

Knowledge	Will Save Modifier	Connection	Will Save Modifier
None*	+10	Likeness or picture	-2
Secondhand (you have heard of the subject)	+5	Possession or garment	-4
Firsthand (you have met the subject)	+0	Body part, lock of hair, bit of nail, etc.	-10
Familiar (you know the subject well)	-5		

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

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

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

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

Level Brd3, Cle5, Dru4, Sor4, Wiz4

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V

S

M

F

DF

Atonement

Abjuration

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

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

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

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

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession.

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

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

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

Level Cle5, Dru5

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V

S

Casting Time: 1 standard action
Components: V, S
Range: 40 ft/level
Area: 40 ft/level radius cylinder 40 ft high
Duration: 10 min/level
Saving Throw: Fortitude negates
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 Table: Wind Effects 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.

Control Winds

Transmutation [air]

Level Dru5

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V

S

The wind can create a stinging spray of sand or dust, fan a large fire, keel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Wind Force	Wind Speed	Ranged Attacks	Normal/Siege Weapons ¹	Checked ²	Blown Away ³	Fly/Perception ⁴ Penalty
Light	0–10 mph	—	—	—	—	—
Moderate	11–20 mph	—	—	—	—	—
Strong	21–30 mph	—	—	Tiny	—	–2/–2
Severe	31–50 mph	—	—	Small	Tiny	–4/–4
Windstorm	51–74 mph	—	Impossible/–4	Medium	Small	–8/–8
Hurricane	75–174 mph	—	Impossible/–8	Large	Medium	–12/Impossible
Tornado	175–300 mph	—	Impossible/impossible	Huge	Large	–16/Impossible

¹ The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.
² Checked: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 **Strength** check (if on the ground) or a DC 20 **Fly** skill check if airborne.
³ Blown Away: Creatures on the ground are knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 **Strength** check. Flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 **Fly** skill check.
⁴ Perception Penalty: Sound-based **Perception** checks take the listed penalty due to the noise of the wind.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like).

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. This is the velocity of wind produced by a *gust of wind* spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns.

Hurricane-Force Wind: All flames are extinguished. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. Instead of being blown away, vulnerable characters in close proximity to a tornado who fail their **Fortitude** saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage might apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

Control Winds, Detailed Effects

Transmutation [air]

Level Dru5

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Hallow

Evocation [good]

V

S

M

DF

Casting Time: 24 hours

Components: V, S, M (herbs, oils, and incense worth at least 1,000gp, plus 1,000gp per level of the spell to be included in the hallowed area), DF

Range: touch

Area: 40-ft radius emanating from the touched point

Duration: instantaneous

Saving Throw: see text

Spell Resistance: see text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

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

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

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

Finally, you can fix a single spell effect to the *hallowed* site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a *hallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

Level Cle5, Dru5

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Unhallow

Evocation [evil]

V

S

M

Casting Time: 24 hours

Components: V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the *unhallowed* area)

Range: touch

Area: 40-ft radius emanating from the touched point

Duration: instantaneous

Saving Throw: see text

Spell Resistance: see text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

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

Finally, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel *hallow*.

Level Cle5, Dru5

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Greater Dispel Magic

Abjuration



Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target or Area: one spellcaster, creature, or object; or a 20-ft radius burst
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

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

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *greater dispel magic* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with the highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

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

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

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

Greater dispel magic allows you to dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells. Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC. You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *greater dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *greater dispel magic* may not work; you must make a dispel check with a +4 bonus to counter the other spellcaster's spell.

Level Brd5, Cle6, Dru6, Sor6, Wiz6

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Animate Plants

Transmutation



Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
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 of affect 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. Spell resistance does not keep creatures from being **entangled**. This effect lasts 1 hour per caster level.

Level Dru7

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Greater Scrying

Divination (scrying)

V

S

Casting Time: 1 standard action
Components: V, S
Range: see text
Effect: magical sensor
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: yes

You can observe a creature at any distance. If the subject succeeds on a **Will** save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its **Will** save.

Knowledge	Will Save Modifier	Connection	Will Save Modifier
None*	+10	Likeness or picture	-2
Secondhand (you have heard of the subject)	+5	Possession or garment	-4
Firsthand (you have met the subject)	+0	Body part, lock of hair, bit of nail, etc.	-10
Familiar (you know the subject well)	-5		

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

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

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

Level Brd6, Cle7, Dru7, Sor7, Wiz7

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True Seeing

Divination

V

S

M

Casting Time: 1 standard action
Components: V, S, M (an eye ointment that costs 250gp)
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees **invisible** creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

Level Cle5, Dru7, Sor6, Wiz6

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Animal Shapes

Transmutation (polymorph)

V
S

Casting Time: 1 standard action

Components: V, S, DF

Range: close (25 ft + 5 ft/2levels)

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)

DF

When you cast this spell, you change the form up to one willing creature per caster level into a Diminutive to Huge creature of the animal type of your choice. This spell also allows you to change the form of the willing creature(s) into the a Small or Medium creature of the magical beast type 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. If the form you choose has any of the following abilities, the recipient(s) of *animals shapes* 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.

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.

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.

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.

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.

Level Dru8

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Earthquake

Evocation [earth]

V
S

Casting Time: 1 standard action

Components: V, S, DF

Range: long (400 ft + 40 ft/level)

Area: 80-ft radius spread (S)

Duration: 1 round

Saving Throw: see text

Spell Resistance: no

DF

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a **Concentration** check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (**Reflex** DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (**Reflex** DC 15 half) and is pinned beneath the rubble (see below).

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. Creatures trapped in a fissure take 8d6 points of damage, or half that amount if they make a DC 15 **Reflex** save. They are considered buried and without a source of fresh air. Buried creatures take 1d6 points of nonlethal damage per minute. If a buried creature falls unconscious, he must make a DC 15 **Constitution** check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

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.

Level Cle8, Dru8

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Conjuration (summoning) [see text]

VSDF

Level Dru1-9, Ran1-4

Burning Hands

Evocation [fire]

V
S

Casting Time: 1 standard action
Components: V, S
Range: 15 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Level Sor1, Wiz1

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Chain Lightning

Evocation [electricity]

V
S

Casting Time: 1 standard action
Components: V, S, F (a bit of fur, a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)
Range: long (400 ft + 40 ft/level)
Targets: one primary target, plus one secondary target/level (each of which must be within 30 ft of the primary target)
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a **Reflex** saving throw for half damage. The **Reflex** DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Level Sor6, Wiz6

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Cone of Cold

Evocation [cold]

V
S

Casting Time: 1 standard action
Components: V, S, M (a small crystal or glass cone)
Range: 60 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Level Sor5, Wiz5

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Elemental Body IV

Transmutation (polymorph)

V
S

Casting Time: 1 standard action
Components: V, S, M (the element you plan to assume)
Range: personal
Target: you
Duration: 1 min/level (D)

When you cast this spell, you can assume the form of a Small to Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5—.

Air elemental: If the form you take is that of an air elemental, you gain a +4 size bonus to your **Strength**, +6 size bonus to your **Dexterity**, and a +4 natural armor bonus. You also gain fly 120 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of an earth elemental, you gain a +8 size bonus to your **Strength**, a -2 penalty on your **Dexterity**, a +4 size bonus to your **Constitution**, and a +6 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide.

Fire elemental: If the form you take is that of a fire elemental, you gain a +6 size bonus to your **Dexterity**, a +4 size bonus to your **Constitution**, and a +4 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a water elemental, you gain a +4 size bonus to your **Strength**, a -2 penalty on your **Dexterity**, a +8 size bonus to your **Constitution**, and a +6 natural armor bonus. You also gain swim 120 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Level Sor7, Wiz7

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Fire Shield

Evocation [fire or cold]

V
S

Casting Time: 1 standard action
Components: V, S, M (phosphorus for the *warm shield*; a firefly or glowworm for the *chill shield*)
Range: personal
Target: you
Duration: 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your *fire shield*.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a *chill shield*) or fire damage (if you choose a *warm shield*). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the *chill shield* is cast, violet or red if the *warm shield* is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a **Reflex** save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a **Reflex** save for half damage, you take no damage on a successful saving throw.

Level Sor4, Wiz4

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Fireball

Evocation [fire]

V
S

Casting Time: 1 standard action
Components: V, S, M (a ball of bat guano and sulfur)
Range: long (400 ft + 40 ft/level)
Area: 20-ft radius spread
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Level Sor3, Wiz3

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Gaseous Form

Transmutation

S
M

Casting Time: 1 standard action
Components: S, M/DF (a bit of gauze and a wisp of smoke)
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.

Level Brd3, Sor3, Wiz3

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Horrid Wilting

Necromancy

V
S

Casting Time: 1 standard action
Components: V, S, M/DF (a bit of sponge)
Range: long (400 ft + 40 ft/level)
Targets: living creatures, no two of which can be more than 60 ft apart
Duration: instantaneous
Saving Throw: Fortitude half
Spell Resistance: yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Level Sor8, Wiz8

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V

S

Incendiary Cloud

Conjuration (creation) [fire]

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Area: cloud spreads in 20-ft radius, 20 ft high
Duration: 1 round/level (D)
Saving Throw: Reflex half; see text
Spell Resistance: no

An *incendiary cloud* spell creates a cloud of rolling smoke shot through with white-hot embers. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make **Reflex** saves each round to take half damage.

The smoke moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

Because the fumes are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. The fumes cannot penetrate liquids, nor can it be cast underwater. A moderate wind (11+ mph) disperses the *incendiary cloud* in 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round.

Level Sor8, Wiz8

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Beast Shape III

Transmutation (polymorph)

V
S
M

Casting Time: 1 standard action

Components: V, S, M (a piece of the creature whose form you plan to assume)

Range: personal

Target: you

Duration: 1 min/level (D)

When you cast this spell, you can assume the form of any Diminutive to Large creature of the animal type. This spell also allows you to take on the form of a Small to 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.

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.

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.

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.

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.

Level Sor5, Wiz5

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Edward Robert Hughes (1851-1914) – (Antimagic Field, Bless Weapon)
Simon David Hutchinson – (Planar Binding-Lesser)
Louis Janmot (1814-1892) – (Ressurrection)
Geertgen tot Sint Jans (1460-1488) – (Ray of Exhaustion)
Frans Francken der Jüngere (1581-1642) – (Summon Monster Summoning Chart (Table 10-1))
Wassily Kandinsky (1866-1944) – (Confusion, Nightmare, Weird)
Angelica Katharina Kauffmann (1741-1807) – (Dictum)
Ferdinand Keller (1842-1922) – (Antipathy)
Ferdinand van Kessel (1648-1696) – (Heroes' Feast)
Max Klinger (1857-1920) – (Darkness, Inflict Moderate Wounds)
Johann Christoph Kolb (1680-1743) – (Eagle's Splendor)
Johann Peter Krafft (1780-1856) – (Halt Undead)
Toyohara Kunichika (1835-1900) – (Beast Shape III)
Utagawa Kunisada (1786-1865) – (Gaseous Form)
Utagawa Kuniyoshi (1797-1861) – (Bane, Banishment, Bear's Endurance, Break Enchantment, Call Lightning, Detect Undead, Endure Elements, Flame Strike, Floating Disk, Freedom, Geas-Lesser, Ghost Sound, Nondetection, Phantasmal Killer, Plant Shape I, Polymorph-Greater, Protection from Energy, Resist Energy, Shatter, Shield, Summon Monster II, Summon Monster IV, Sunbeam, True Seeing, Unholy Aura, Unholy Blight, Whirlwind, Zone of Silence)
Giovanni Lanfranco (1582-1647) – (Cure Light Wounds)
Lascaux Cave Paintings (15,000 BCE) – (Bull's Strength-Mass)
Henri Fantin-Latour (1836-1904) – (Blur)
Edmund Blair Leighton (1853-1922) – (Message)
Frederic Leighton (1830-1896) – (Virtue)
Hans Leu the Elder (1460-1510) – (Lullaby)
Lorenzo Lotto (1480-1556) – (Cure Critical Wounds-Mass)
Daniel Maclise (1806-1870) – (Protection from Chaos)

Jacek Malczewski (1854-1929) – (Slay Living, Status)
Jan Mandyn (1500-1559) – (Legend Lore)
Andrea Mantegna (1431-1506) – (Mnemonic Enhancer)
Franz Marc (1880-1916) – (Cat's Grace, Cat's Grace-Mass, Fox's Cunning, Fox's Cunning-Mass, Shadow Conjuraton, Shadow Evocation-Greater)
John Martin (1789-1854) – (Destruction)
Girolamo Francesco Maria Mazzola (Parmigianino) (1503-1540) – (Polymorph)
Adolph Friedrich Erdmann von Menzel (1815-1905) – (Veil)
Michelangelo (1475-1564) – (Inflict Light Wounds, Mass, Reverse Gravity)
Claude Monet (1840-1926) – (Obscure Object)
Gustave Moreau (1826-1898) – (Bestow Curse, Calm Emotions, Daze, Discern Lies, Heroism-Greater, Hypnotism, Invisibility Purge, Pass Without Trace, Speak with Animals, Suggestion-Mass, Unseen Servant, Waves of Exhaustion)
Evelyn de Morgan (1855-1919) – (Control Winds, Crushing Despair, Detect Poison, Diminish Plants, Dispel Good, Eagle's Splendor-Mass, Elemental Swarm, Globe of Invulnerability-Lesser, Neutralize Poison, Prismatic Spray, Protection from Evil, Remove Curse, Rope Trick, Sepia Snake Sigil, Shield of Faith, Sound Burst, Teleport, Teleport Object, Tree Stride, Vision)
Alphonse Maria Mucha (1860-1939) – (Dimensional Lock, Mage's Lucubration)
Edvard Munch (1863-1944) – (Fear)
Caspar Netscher (1639-1684) – (Poison)
Kay Nielsen (1886-1957) – (Illusory Wall, Protection from Spells)
Ida Rentoul Outhwaite (1888-1960) – (Resilient Sphere, Summon Nature's Ally III)
Maxfield Parrish (1870-1966) – (Dream, Enlarge Person-Mass, Stoneskin)
Edward John Poynter (1836-1919) – (Power Word Stun)
Gaetano Previati (1852-1920) – (Detect Good, Temporal Stasis)
Pierre-Paul Prud'hon (1758-1823) – (Mark of Justice)
Witold Pruszkowski (1846-1896) – (Dimensional Anchor)
Raffaello Sanzio da Urbino (Raphael) (1483-1520) – (Passwall, Protection from Arrows, Spell Immunity, True Strike)
José de Ribera (1591-1652) – (False Life, Inflict Light Wounds)
Rembrandt Harmenszoon van Rijn (1606-1669) – (Atonement, Blindness/Deafness, Erase, Raise Dead, Secret Page, Sending, Teleport-Greater)
Salvator Rosa (1615-1673) – (Detect Evil)
Dante Gabriel Rossetti (1828-1882) – (Acid Arrow, Bless Water)
Henri Rousseau (1844-1910) – (Calm Animals)
Peter Paul Rubens (1577-1640) – (Create Food and Water, Magic Stone, Magic Vestment, Magic Weapon-Greater, Touch of Idiocy)
John Singer Sargent (1856-1925) – (Spike Stones)
Friedrich Wilhelm Schadow (1789-1862) – (Charm Monster-Mass)
Egon Schiele (1890-1918) – (Enervation)
Carl Friedrich Schinkel (1781-1841) – (Deeper Darkness, Order's Wrath)
Carlos Schwabe (1866-1926) – (Regenerate, Sculpt Sound, Symbol of Pain, Transmute Mud to Rock)
Charles Spencelayh (1865-1958) – (Mending)
Spettro84 – (Mage's Faithful Hound)
Carl Spitzweg (1808-1885) – (Analyze Dweomer, Command, Dispel Evil, Doom, Hold Animal, Scrying, Stone Tell)
John Roddam Spencer Stanhope (1829-1908) – (Cure Light Wounds-Mass)
Virginia Frances Sterrett (1900-1931) – (Wall of Iron)
Wilhelm I Steuerwaldt (1791-1863) – (Hold Portal)
Sebastian Stoskopff (1597-1657) – (Goodberry)
Franz von Stuck (1863-1928) – (Blade Barrier)
William Holmes Sullivan (1870-1908) – (Reduce Person-Mass)
Arthur Fitzwilliam Tait (1819-1905) – (Snare)
Henry Herbert La Thangue (1859 - 1929) – (Plant Growth)
Tintoretto (1518-1594) – (Cure Serious Wounds-Mass)
James Jacques Joseph Tissot (1836-1902) – (Astral Projection, Death Ward)
Jan Toorop (1858-1928) – (Transmute Metal to Wood)
Joseph Mallord William Turner (1775-1851) – (Daylight, Death Knell, Solid Fog, Tiny Hut)

Unknown – (*Animal Messenger, Baleful Polymorph, Bear's Endurance-Mass, Beast Shape I, Beast Shape II, Bull's Strength, Circle of Death, Cone of Cold, Delay Poison, Demand, Divination, Fire Storm, Fog Cloud, Glyph of Warding-Greater, Gust of Wind, Hallucinatory Terrain, Inflict Critical Wounds, Instant Summons, Invisibility Sphere, Greater Invisibility, Mislead, Phantom Steed, Power Word Kill, Reduce Person, Remove Paralysis, Seeming, Sleep, Song of Discord, Stinking Cloud, Summon Swarm, Tongues*)

Felix Vallotton (1865-1925) – (*Air Walk, Undeath to Death*)

Viktor Mikhailovich Vasnetsov (1848-1926) – (*Detect Scrying, Dominate Animal, Geas/Quest, Heal Mount, Heal-Mass, Holy Smite, Inflict Critical Wounds-Mass, Overland Flight, Shapechange, Symbol of Death*)

Jan Vermeer (1632-1675) – (*Discern Location, Fabricate, Suggestion*)

Leonardo da Vinci (1452-1519) – (*Charm Animal*)

John Cimon Warburg (1867-1931) – (*Transport via Plants*)

John William Waterhouse (1849-1917) – (*Alter Self, Charm Person, Curse Water, Mage's Disjunction, Magic Circle Against Evil*)

John Reinhard Weguelin (1849-1927) – (*Commune*)

Albert Welti (1862-1912) – (*Wind Walk*)

James Abbott McNeill Whistler (1834-1903) – (*Pyrotechnics*)

Hugh William Williams (1773-1829) – (*Protection from Law*)

Philips Wouwerman (1619-1668) – (*Mount*)

Francisco de Zurbarán (1598-1664) – (*Holy Aura*)