Tik Taan (Wood Idol) Tier 1-2

Barskin (1/day)
School transmutation; **Level** druid 2, ranger 2
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.

Create Water (3/day)
School conjuration (creation) [water]; **Level** cleric 0, druid 0, paladin 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect up to 2 gallons of water/level
Duration instantaneous
Saving Throw none; **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.

Detect Animals of Plants (At Will)
School divination; **Level** druid 1, ranger 1
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: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

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

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

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

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

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

Entangle (DC 12) (1/day)
School transmutation; **Level** druid 1, ranger 1
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 creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled

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

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

Goodberry (3/day)
School transmutation; **Level** druid 1
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.

Tree Shape (3/day)
School transmutation; **Level** druid 2, ranger 3
Casting Time 1 standard action
Components V, S, DF
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).

Warp Wood (DC 13) (At Will)
School transmutation; **Level** druid 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target 1 Small wooden object/level, all within a 20-ft. radius
Duration instantaneous
Saving Throw Will negates (object); **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.

Tik Taan (Bone Idol) Tier 4-5

Animate Dead (1/day)
School necromancy [evil]; **Level** cleric 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)
Range touch
Targets one or more corpses touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell turns corpses into undead skeletons or zombies (see the *Pathfinder RPG Bestiary*) that obey your spoken commands.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*. The *desecrate* spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

Bane (DC 12) 3/day
School enchantment (compulsion) [fear, mind-affecting]; **Level** cleric 1
Casting Time 1 standard action
Components V, S, DF
Range 50 ft.
Area 50-ft.-radius burst, centered on you
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

Bane fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects. *Bane* counters and dispels *bless*.

Cause Fear (DC 12) 3/day
School necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature with 5 or fewer HD
Duration 1d4 rounds or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. *Cause fear* counters and dispels *remove fear*.

Death Knell (DC 13) (1/day)
School necromancy [death, evil]; **Level** cleric 2
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/10 minutes per HD of subject; see text
Saving Throw Will negates; **Spell Resistance** yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Deathwatch (3/day)
School necromancy; **Level** cleric 1
Casting Time 1 standard action
Components V, S
Range 30 ft.
Area cone-shaped emanation
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

Hide From Undead (DC 12) (3/day)
School abjuration; **Level** cleric 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Targets one touched creature/level
Duration 10 min./level (D)
Saving Throw Will negates (harmless); see text; **Spell Resistance** yes

Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.