

# Trajet's Druid Spells (Grove)

**Domain Spell-Like Abilities** (CL 3rd; concentration +5) **Air**

**Gnome Spell-Like Abilities** (CL 3rd; concentration +5)

**Druid Spells Prepared** (CL 3rd; concentration +5)

## **Lightning Arc (Sp): (5/day)**

As a standard action, you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6 points of electricity damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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## **Cure Light Wounds (1d8+3) x2**

### **Dancing Lights (1/day)**

#### **Flaming Sphere (DC 14)**

**School** evocation [fire]; **Level** druid 2, sorcerer/wizard 2

**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.

#### **Flare (DC 12)**

**School** evocation [light]; **Level** bard 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V

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

**Effect** burst of light

**Duration** instantaneous

**Saving Throw** Fortitude negates; **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*.

#### **Ghost Sound (1/day)**

**School** illusion (figment); **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a bit of wool or a small lump of wax)

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

**Effect** illusory sounds

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

**Saving Throw** Will disbelief; **Spell Resistance** no

*Ghost sound* allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

*Ghost sound* can enhance the effectiveness of a *silent image* spell.

*Ghost sound* can be made permanent with a *permanency* spell.

## Light

### Obscuring Mist

**School** conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1

**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.

## Prestidigitation (1/day)

## Speak With Animals (1/day)

### Speak With Animals

**School** divination; **Level** bard 3, druid 1, ranger 1

**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.

## Stabilize

### Summon Swarm

**School** conjuration (summoning); **Level** bard 2, druid 2, sorcerer/wizard 2

**Casting Time** 1 round

**Components** V, S, M/DF (a square of red cloth)

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

**Effect** one swarm of bats, rats, or spiders

**Duration** concentration + 2 rounds

**Saving Throw** none; **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.

## Virtue

### Wind Wall

**School** evocation [air]; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

**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

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting

hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall (although it is no barrier to incorporeal creatures).

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

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### **Cure Light Wounds SCROLL x3 (1d8+1)**

#### **Spider Climb SCROLL**

**School** transmutation; **Level** druid 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a live spider)

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Will negates (harmless); **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.

### **Treeform Cloak PRICE 6,000 GP**

**AURA** moderate transmutation **CL** 7th **WEIGHT** 1 lb.

This long green cloak's back features an embroidered image of an ancient oak. Once per day on command, the wearer can assume the shape of a tree, as the *tree shape* spell, but can only take the form of a living tree. Furthermore, each hour the wear spends in tree form while in direct sunlight, he heals 1d6 hit points.

#### **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *goodberry*, *tree shape*

**COST** 3,000 GP

# Polgrin's Druid Spells (Grove)

**Domain Spell-Like Abilities** (CL 1st; concentration +3) **Fire**

**Druid Spells Prepared** (CL 1st; concentration +3)

## **Fire Bolt (Sp): (5/day)**

As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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## **Burning Hands (DC 13)**

**School** evocation [fire]; **Level** sorcerer/wizard 1

**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.

## **Detect Poison**

## **Endure Elements**

## **Faerie Fire**

**School** evocation [light]; **Level** druid 1

**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.

## **Flare (DC 12)**

**School** evocation [light]; **Level** bard 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V

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

**Effect** burst of light

**Duration** instantaneous

**Saving Throw** Fortitude negates; **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*.

## **Stabilize**

# Remaio Alcasti's Bard Spells (Basilica & Cacophony)

## Bardic Performance 11 rds/day

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time

### **Countersong (Su):**

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself ) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

### **Distraction (Su):**

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself ) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save.

Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

### **Fascinate (Su): (DC 14)**

At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures

affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

### **Inspire Courage (Su): (+1)**

A 1st-level bard can use his performance to inspire courage in his allies (including himself ), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

### **Inspire Competence (Su): (+2)**

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

**Bard Spells Known** (CL 3rd; concentration +6)

**1st (4/day)**

### **Charm Person (DC 14)**

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature 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 person 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 creature 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 person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### **Cure Light Wounds (1d8+3)**

#### **Detect Magic**

#### **Grease**

**School** conjuration (creation); **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (butter)

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

**Target** one object or 10-ft. square

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

**Save** see text; **SR** no

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and

must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

### **Hideous Laughter (DC 14)**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (tiny fruit tarts and a feather)

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

**Target** one creature; see text

**Duration** 1 round/level

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

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. On the creature's next turn, it may attempt a new saving throw to end the effect. If successful, the effect ends and the creature is treated as if it spent a full-round action on its turn.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

### **Light**

### **Mage Hand**

**School** transmutation; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one non-magical, unattended object weighing up to 5 lbs.

**Duration** concentration

**Saving Throw** none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

### **Message**

#### **Open/Close (DC 13)**

**School** transmutation; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a brass key)

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

**Target** object weighing up to 30 lbs. or portal that can be opened or closed

**Duration** instantaneous

**Saving Throw** Will negates (object); **Spell**

**Resistance** yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

### **Prestidigitation**

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### **Cure Light Wounds POTION x4 (1d8+1)**