

Druidcraft

School transmutation; **Level** druid 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 30 ft.

Target, Effect, or Area see text

Duration see text

Spell Resistance no

DESCRIPTION

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. This effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-ft. Cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Forced Reincarnation

School transmutation; **Level** druid 5

CASTING

Casting Time 10 minutes

Components V, S, M, DF (oils worth 1,000 gp)

EFFECT

Range touch

Target living creature touched

Duration instantaneous

Saving Throw none (see text); **Spell Resistance** yes

DESCRIPTION

This spell changes the body of a living creature, possibly changing their race in the process; it functions as *reincarnate*, except as noted. Contrary to its name, *forced reincarnation* can only affect a willing creature. Against a subject that elects to make a saving throw, the spell automatically fails.

In a process that takes 1 hour to complete, the spell transforms the target's body into that of a young adult of a random race. This transformation is absolute, even affecting parts of the target's body that are not present at the time of casting. As a result, no traces of the target's original body are left behind.