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# Lost Books 16: Codex of Sylvan Warfare



Requires the use of the Dungeons & Dragons Player's Handbook, Third Edition,  
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## HISTORY OF THE CODEX

Although it has a recurring presence in druidic lore and the folktales of old soldiers there is an air of mystery that surrounds the origins of the *Codex of Sylvan Warfare*. Many stories claim that it was a work of necessity, its creation the primal work of nature herself when she realized that her children needed to wage war on the encroaching cities and trappings of civilization. Others claim that it is the work of many hands, passed down from elder druid to novice for hundreds of years, with each generation adding new spells and passages that allow their successors to halt the progress of invading armies and woodcutters alike.

Regardless of its origins, the Codex is easily acknowledged as a powerful druidic tome created with a specific purpose in mind. Many of histories most powerful hierophant druids have claimed to possess the Codex at some point during their careers and even lesser druids have invoked the title in order to rebuke the plans of ambitious noblemen with designs on the forests. Despite this, the only reliable description of the Codex and its contents can be traced back to a little known druidic hierophant known as Albertus the Green.

Albertus' description of the Codex's opening prayer illuminates the Codex's intent, even though it does little to clarify the books origin: *When the folly of progress deems it responsible to overthrow the bonds of the natural order, the caretakers and consanguine of nature should be appraised of the resources available.*

The common traits shared by many fireside tales that feature the Codex only serves to further confuse its origins. Druidic lore claims that the book appears when and where the forces of nature deem necessary, often in order to aid druids that find themselves opposed by superior numbers.

Its presence is revealed to the most powerful druid in the region in a dream, allowing them to find their way to the Codex's hidden resting place and bypass the sylvan creatures that stand guard. Once it is claimed the Codex remains in the druid's possession only as long as it takes to drive back the invading forces that threaten the forest, dissolving into a cloud of leaves that disappear on the wind

once nature's balance has been restored.

Albertus is often hailed as the first wielder of the Codex's magic, although his own writings hint at its presence in several decisive battles between druids and civilized military in previous ages. He received the Codex over a hundred years ago, when a northern kingdom sent a small army of woodcutters to decimate the ancient forest that Albertus and his druidic Circle of the White Thorn tended. After the woodcutters were forced off by the circle and their animal allies, the kingdom sent an army to eliminate the forest's defenders.

The first confrontation between the two forces was a massacre that wiped out the Circle of the White Thorn. Albertus alone survived the battle, fleeing the conflict in the form of a rabbit and staying wildshaped and hidden for nearly a week. When he eventually returned home he found his sacred grove burned to the ground, his fellow druids slain and the ashes of their animal companions and sylvan allies scattered on the four winds. Even the ancient treant that had served as the circles advisor for centuries had been splintered and burned during the human assault.

Unable to fully comprehend the tragedy that had befallen his beloved woods, Albertus fled into the darkest part of the woods in horror. After miles of running he collapsed onto the roots of a mighty oak, drifting into an exhausted sleep where he received the vision of the Codex hidden in the caves behind a nearby waterfall. The Codex itself was guarded by a nymph, who gave the young druid a single command: *Become vengeance; wield the spirit of the land.*

The next morning Albertus followed the hazy directions from his dreams, stumbling through the forest as though in a trance until he happened upon the nymph of his phantom oracle. She quickly stunned him with a look before sauntering over and placing the Codex in his hands. Then she simply disappeared into the water without a word.

Albertus spent weeks studying the divine text, practicing the spells it contained until he felt ready to bring the defilers of the forest to justice. He spent

the following decade using the Codex's lessons to wage a one-man war against the murderous forcers that had slain his comrades, eventually putting the invading army and its lumberjacks to flight.

Some scholars claim that the mythology that surrounds the Codex is intentionally misleading, claiming that the book was actually scribed by Albertus as a record of his ten-year struggle against the invaders. Citing many instances where the young druid proved to be an adept master of misdirection and the use of fear as a military tactic, they point out that the confused myths that surround the Codex may simply be an attempt to obfuscate its origins and create a form of primal panic when the spells it contains are used in battle.

## BARDIC KNOWLEDGE & KNOWLEDGE (ARCANÆ)

Characters with the Bardic Knowledge ability or Knowledge (nature) may be familiar with the Codex and its creator. The first time such a character hears about the *Codex of Sylvan Warfare*, the Circle of the White Thorn or Albertus of the Green, have them make a check and consult the following table.

**DC 10:** The Codex of Sylvan Warfare is a druidic work that appears whenever nature is threatened by the overwhelming forces of civilization. It contains powerful magic that can force enemies out of the forests and destroy a small town in a matter of months. The book is also attributed several mystical powers related to its appearance and disappearance.

**DC 20:** The Codex is often associated with the hierophant druid Albertus of the Green, who once repelled an invading military force from his forests using the spells contained within the Codex. Several druids may have added new magic to the Codex since Albertus's first used it, although all claim the book disappeared within weeks of securing the safety of their forest homes.

**DC 30:** Some scholars believe that Albertus actually wrote the book, creating a powerful mythology that surrounds the Codex in order to enhance the fear and terror felt when the spells were used against his enemies. Several druids have claimed to possess the book for the same reason, giving weight to the myth.

## DESCRIPTION

This book has solid oak covers that protect the contents. The pages are specially treated palm fronds, each carefully cut to fit the book, while the inks are made from a variety of natural plant dyes. The book was written in the secret language of Druids using a wooden stylus as a writing implement.

The front cover has an image of a wasp burned into it. Below the wasp, also burned into the wood are the following words in Druidic, "Codex of Sylvan Warfare". The first page is blank, as are the last eight pages. Depending on the needs of the druid that recovers the Codex, these blank pages may contain diary notes recorded by a former owner in a similar situation that offer some insight into how to defeat their enemy.

**Value:** 5,160 gp (including 4,500 gp for spells, and 660 gp for enhancements).

**Hardness:** 10

**Hit Points:** 20

**Weight:** 5 lbs.

**Special:** This Codex is made of oak treated with the *ironwood* spell, giving it the strength and fire resistance of iron. The Codex is treated as a magic item if it is forced to make a saving throw, possessing a +5 bonus on all saving throws while left unattended.

## SPELLS

The tome contains the following spells: 2<sup>nd</sup>-*summon swarm*\*, *weather torment*\*; 3<sup>rd</sup>-*hide from plants*\*; 4<sup>th</sup>-*curse of the viper*\*, *giant vermin*, *greater summon swarm*\*, *repel vermin*, *summon vermin ally*\*; 5<sup>th</sup>-*green guardian*\*, *hide from vermin*\*, *insect plague*; 6<sup>th</sup>-*antilife shell*, *plague of rats*\*, *verdant doom*\*; 7<sup>th</sup>-*creeping doom*, *spiderweb*\*, *warden of the forest*\*; 9<sup>th</sup>-*primal fear*\*.

\*Indicates a new spell introduced in this product.



## NEW SPELL LISTS

### BARD SPELLS

#### 5-LEVEL BARD SPELLS

**Summon Swarm, Greater:** As *summon swarm*, except multiple swarms are summoned.

### DRUID SPELLS

#### 2ND-LEVEL DRUID SPELLS

**Weather Torment:** Subject is folowed by their own private thunderstorm.

#### 3RD-LEVEL DRUID SPELLS

**Hide from Plants:** Plant creatures cannot percieve one subject/level.

#### 4TH-LEVEL DRUID SPELLS

**Curse of the Viper:** Designate an action that will cause a viper to animate and attack the subject.

**Summon Swarm, Greater:** As *summon swarm*, except multiple swarms are summoned.

**Summon Vermin Ally:** Summon up to 8 HD of vermin creatures.

#### 5TH-LEVEL DRUID SPELLS

**Green Guardian:** Plant creatures act as guardian.

**Hide from Vermin:** Vermin creatures cannot percieve one subject/level.

#### 6TH-LEVEL DRUID SPELLS

**Plage of Rats:** Array of effects as vermin and plagues blight the area.

**Verdant Doom:** Subject is viewed with hostility by natural flora and fauna.

#### 7TH-LEVEL DRUID SPELLS

**Spiderweb:** Fills 20-ft. radius with sticky spiderwebs and a giant spider swarm.

**Warden of the Forest:** Creates a verdant warden from local plantlife.

#### 9TH-LEVEL DRUID SPELLS

**Primal Fear:** Creates a barrier of fear that prevents creatures from entering an area of primal wilderness.

### RANGER SPELLS

#### 3RD-LEVEL RANGER SPELLS

**Hide from Plants:** Plant creatures cannot percieve one subject/level.

#### 4TH-LEVEL RANGER SPELLS

**Curse of the Viper:** Designate an action that will cause a viper to animate and attack the subject.

**Hide from Vermin:** Vermin creatures cannot percieve one subject/level.

**Summon Vermin Ally:** Summon up to 8 HD of vermin creatures.

### SORCERER/WIZARD SPELLS

#### 5TH-LEVEL SORCERER/WIZARD SPELLS

**Summon Swarm, Greater:** As *summon swarm*, except multiple swarms are summoned.

#### 6TH-LEVEL SORCERER/WIZARD SPELLS

**Spiderweb:** Fills 20-ft. radius with sticky spiderwebs and a giant spider swarm.

## NEW SPELLS

### CURSE OF THE VIPER

Necromancy

**Level:** Drd 4, Rgr 4

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent; see text

**Saving Throw:** None; see text

**Spell Resistance:** Yes

You draw an indelible mark shaped like a snake on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark turns into a small viper and bites the subject. The bite automatically inflicts 1 point of damage and requires the subject to make a Fortitude save to avoid the serpent's poison. The serpent's poison inflicts 1d6 points of Dexterity damage immediately and 1d6 points of Strength damage 1 minute later.

After biting the subject, the viper immediately reverts back to a snake-like mark on the subject with a flash. The viper appears and bites the subject each time he activates the mark. Typically, you designate some sort of behavior that transgresses against nature to activate the mark, but you can pick any act you please.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *viper curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *viper curse* caster level. These restrictions apply regardless of whether the mark has activated.

### GREEN GUARDIAN

Conjuration (Summoning)

**Level:** Drd 5

**Components:** V, S, DF

**Casting Time:** 1 round

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

**Effect:** One or more summoned plant creatures, no two of which can be more than 20 feet apart.

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

**Saving Throw:** None

**Spell Resistance:** No

This spell creates 1d3 assassin vines, phantom fungi or violet fungi. The creatures appear where you designate and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with plant creatures, you can direct them not to attack, to attack particular enemies, or to perform other actions.

If the plants are summoned only for guard duty, however, the duration of the spell extends to 1 day/level. In this case, the creatures can only be ordered to guard a specific site or location. Plant creatures summoned for guard duty cannot move outside the spell's range, which is measured from the point where they first appeared.

The creatures cannot be summoned into an environment that cannot support them.

You choose which kind of creature to summon when casting the spell. All creatures summoned must be of the same type.

### HIDE FROM PLANTS

Abjuration

**Level:** Drd 3, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One touched creature/level

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

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

**Spell Resistance:** Yes

Plant type creatures cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent plant creatures are automatically affected and act as though the warded creatures are not there. An intelligent plant creature

gets a single Will save. If the save fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them.

If a warded creature attempts to turn or command plants, touches a plant creature, or attacks any plant creature (even with a spell), the spell ends for all recipients.

This spell has no effect on normal (non-creature) plants.

## HIDE FROM VERMIN

Abjuration

**Level:** Drd 5, Rgr 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One touched creature/level

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

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

**Spell Resistance:** Yes

Vermin cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent vermin are automatically affected and act as though the warded creatures are not there. An intelligent vermin (such as a hive minded swarm of vermin) gets a single Will save. If the save fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature touches a vermin or attacks any creature (even with a spell), the spell ends for all recipients.

## PLAGUE OF RATS

Evocation

**Level:** Drd 6

**Components:** V, S, F

**Casting Time:** 1 hour

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

**Area:** Up to 600 sq. ft./level (S)

**Duration:** Permanent (See below)

**Saving Throw:** None

**Spell Resistance:** No

This powerful spell is primarily used to wreck vengeance upon civilized towns or armies that have angered the druid. Upon completing the spell, you infest the area with multiple swarms of rats that attack living beings and blight crops and supplies with their voracious appetites.

The plague affects an area 600 square feet per caster level and can be shaped as you desire. Before casting the spell, you must mark out the boundary of the spell's area with carefully prepared stakes. The spell creates the following magical effects:

*Ravenous Swarms:* 2 rat swarms plus 1 additional rat swarm per caster level (maximum 12 swarms) appear anywhere within the spell's area that you desire. These rats are ravenous and immediately attack all other creatures within the swarm's 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. You have no control over the swarm's targets or direction once the spell is cast.

These ravenous swarms infest the area until they are dispersed or killed. If the swarm is destroyed, another forms in the center of the area under the light of the next full moon. Newly created swarms search for prey and remain in the area, just as the initially summoned swarms do.

*Crop Blight:* Rats, mice and other rodents infest all food sources and crops within the area of effect. All food is eaten and fouled by rats, including food that has been locked in supposedly secure containers or vessels. Magic storage items (such as portable holes, bags pf holding, or handy haversacks) and food in creature's possessions must succeed on a Will save or become fouled.

*Plague:* Any creature that spends longer than 24 hours within the area of effect must make a Fortitude save (DC 12) or contract filth fever. New saving throws must be made for every additional day that is spent within the area of effect.

The effects of the *plague of rats* can be removed by successfully dispelling one of the ravenous swarms or by destroying all 4 of the stakes used to mark out the area of effect. Druids normally take great care to conceal their markers before casting the spell. All swarms immediately disappear

when the spell ends, though any spoiled food and diseases contracted during the spells effects remain until they are healed or purified.

*Focus:* 4 sharpened willow stakes that are used to mark the boundary of the area of effect. Each stake must be tied with carefully crafted red cloth soaked in a carefully prepared herbal mixture worth 500 gp.

## PRIMAL FEAR

Necromancy [Fear, Mind-Affecting]

**Level:** Drd 9

**Components:** V, S, DF, XP

**Casting Time:** 1 week

**Range:** Touch

**Area:** Up to one square mile/level (S)

**Duration:** Instantaneous

**Saving Throw:** None; see text

**Spell Resistance:** No

You can cast this spell on any heavy forest, creating a powerful ward that enhances the primal fear felt by sentient humanoids when they are faced with a stretch of isolated and untamed wilderness.

Any humanoid creature looking upon the warded forest is filled with a vague sense of nervousness, as though there was something dangerous lurking within the shadows of the ancient trees. Any humanoid creature that moves within 20 feet of the warded area must make a Will save.

Those that fail the save are overcome by an irrational fear of the forest and cannot willingly

cross the boundary. The creature is shaken as long as they remain within 20 feet of the warded area, becoming frightened if they are forced to enter the warded area (for example, if they are transported through the forest while captured in a cage).

Even creatures that make their Will save remain nervous while within the warded forest. They are shaken for the first hour after they cross the border, after which they may make a second Will save if they are still within the warded area. Those that fail the second save remain shaken, while those that make the save become immune to the wards fear effects for 24 hours. Since creatures must approach the boundary of the warded area in order to feel the fear effect, a creature that successfully saves can remain within the warded forest indefinitely if they do not move outside the ward's area.

This fear generated by this spell only affects intelligent humanoids. Creatures that possess an intelligence score of 3 or less are unaffected by this spell.

Humanoids native to forest terrain (such as elves and gnolls) gain a +4 bonus to their saving throws to resist the effects of this spell.

**XP Component:** You must pay 100 experience points per square mile of area the spell encompasses (round up).

## SPIDERWEB

Conjuration (Summoning)

**Level:** Drd 7, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 round

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

**Effect:** Webs in a 20-ft.-radius spread and 1 spiderweb swarm

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

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

**Spell Resistance:** No

*Spiderweb* creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses need to be anchored to two perpendicular points (such as a post and the ground, or a tree branch and its trunk). Creatures caught within a *spiderweb* become

### PRIMAL FEAR AND OTHER TERRAIN

At the GM's discretion a druid may be able to cast primal fear on other forms of terrain, such as mountains, swamps, moors and natural cave complexes. These regions should always be isolated or imposing in some way, instilling a sense of grandeur or fear on the casual observer due to their primal savagery.

If cast on an area other than the forest, replace the word forest with the appropriate terrain type. Creatures native to the terrain always gain a +4 bonus to resist the effects of the spell.

entangled among the gluey fibers. Attacking a creature in a web won't cause the attacker to become entangled.

The webs are impossible to be seen from more than 10 feet away making it easy to stumble into one.

This spell also summons a giant spider swarm (see appendix) that attacks any creatures caught within the web. The swarm cannot move beyond the area of the webbing, but otherwise moves as you direct it to with a free action every round. The webs do not adversely affect the swarms movement in any way.

Anyone in the effect's area when the spell is cast is allowed a Reflex save to dodge out of the area. If the Reflex save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose, a creature remains entangled, but may move through the *spiderweb* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 15.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The web never provides cover from the giant spider swarm.

The strands of a *spiderweb* spell are not flammable and resist destruction from both normal and magical fire. Webs can only be burned away by a fire attack that deals at least 30 points of damage in a single attack.

*Material Component:* A bit of spider web and a dead spider.

### SUMMON SWARM, GREATER

Conjuration (Summoning)

**Level:** Brd 5, Drd 4, Sor/Wiz 5

**Components:** V, S, DF

**Casting Time:** 1 round

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

**Effect:** One or more swarms

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

**Saving Throw:** None

**Spell Resistance:** No



You summon a swarm from the table below, 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.

You can summon swarms of your level or lower. All swarms summoned must be of the same type. The types of swarms you can summon are based upon your caster level, as shown on the table below.

Minimum Caster Level	Type of Swarm	Number of Swarms Appearing
7 <sup>th</sup>	Spider	3 + 1 per 4 levels
8 <sup>th</sup> -10 <sup>th</sup>	Rat or Bat	2 + 1 per 4 levels
11 <sup>th</sup> -13 <sup>th</sup>	Locust	1 + 1 per 4 levels
14 <sup>th</sup> +	Centipede	0 + 1 per 4 levels

*Arcane Material Component:* A square of red cloth.

## SUMMON VERMIN ALLY

Conjuration (Summoning)

**Level:** Drd 4, Rgr 4

**Components:** V, S, DF

**Casting Time:** 1 round

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

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

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

**Saving Throw:** None

**Spell Resistance:** No

Casting this spells summons up to 3 vermin whose Hit Dice total no more than 6 or a singular vermin whose HD is no more than 8. These creatures appear where you designate and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with the creatures, you can direct them not to attack, to attack particular enemies, or to perform other actions.

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.

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 lists are neutral unless otherwise noted.

The maximum size of the vermin you can summon is limited by your caster level.

Caster Level	Vermin Size
9 <sup>th</sup> or lower	Medium
10 <sup>th</sup> -13 <sup>th</sup>	Large
14 <sup>th</sup> +	Huge

## VERDANT DOOM

Transmutation

**Level:** Drd 6

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 min./level

**Saving Throw:** Fort negates, Ref partial; see text

**Spell Resistance:** Yes

You cause the subject to emanate magical energy that turns the very forces of nature against him. Animals react violently to his presence and plants seem to come to life in order to impede his progress.

Any animal, vermin or plant creature that comes within 50 feet of the subject is automatically hostile towards him. Animal companions, special mounts, and other creatures with a strong bond with the target a permitted a Will save to resist this compulsion.

Every round the subject travels through forest, marsh or plain terrain, they are subject to attacks by grasses and trees that attempt to bind and claw the target. The creature must make a Reflex save or become entangled and held fast, taking 1d6 points of damage as they are battered and bludgeoned by the local flora. The creature can break free and move half its normal movement by using a full-round action to make a DC 20 Strength check or a DC 20 escape artist check. A creature that succeeds on a Reflex save is not entangled but can still only move at half speed through the area.

The subject of this spell can take refuge in barren hills and mountains that do not possess significant amounts of foliage. If in areas of heavy undergrowth the entangled creature takes an

additional 1d6 points of damage.

In dungeons terrain and natural caves, the target is instead assaulted by the various mundane molds and fungi native to such areas. While these fungi cannot entangle an opponent, they fill the air with spores and noxious fumes. The subject must make a successful Fortitude save every round or be nauseated by the taint in the air.

## WARDEN OF THE FOREST

Transmutation

**Level:** Drd 7

**Components:** V, S, F, XP

**Casting Time:** 1 hour

**Range:** Touch

**Effect:** Calls one verdant warden

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

By casting this spell you give form to the latent intelligence and primal life-force inherent within the trees of the forest, creating a verdant warden (see appendix 1) that possesses 1 HD per caster level you possess. The verdant warden then serves as the guardian and physical voice of the forest from which it was created.

The verdant warden possesses an extraordinary innate knowledge of the forest from which it was created, often serving its creator as a confidant and ally. While the warden isn't under your direct control, it is friendly towards you. You possess no special empathy or connection with the creature, although it does its best to aid you and serve you in specific tasks or endeavors if you communicate your desires to it.

The verdant warden's existence is linked to the tree chosen as the focus of the spell. The warden cannot move further than 5 miles per HD from the tree without dissolving into a pile of leaves and twigs, and it is instantly destroyed if the tree is cut down or otherwise destroyed. The spell can be cast on only a single tree within this radius at a time; while *warden of the forest* is in effect, you cannot cast it again.

The warden of the forest remains in existence for one week per caster level, upon which the primal life-force that animates the creature must

return to nature.

**XP:** 150 XP + 50 XP for every additional HD above 10 the verdant warden possesses

**Focus:** A single tree of Large size or greater that is over 200 years old

## WEATHER TORMENT

Transmutation [Electricity]

**Level:** Drd 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Special; see text

**Spell Resistance:** Yes; see text

You call upon the weather to produce a small cloud (3-4 ft. diameter) that floats six feet above the subject's head. The cloud follows the subject wherever he goes, even indoors or underground.

The cloud rains continuously for the duration of the spell, soaking the target and his immediate surrounds with his own personal rainstorm. The slick rainwater gives the subject a -2 penalty on all Balance, Climb, and Tumble checks for the duration of the spell, while the constant rumble of thunder that accompanies the storm inflicts a -5 penalty on all Move Silently checks and a -2 penalty on all Listen checks. Nearby creatures do not have their skills affected by these penalties.

On the first round, and every three rounds thereafter, the storm spits a small stroke of lightning at the subject. The subject is allowed a Reflex save to avoid the bolt, taking 1d4 points of electrical damage +1 point/level of the druid (maximum +10).

Spell resistance only applies to the lightning strokes and not the rain. Subjects that resist the spell suffer the skill check penalties from the storm, but the strokes of lightning stop.

## APPENDIX ONE: NEW MONSTERS

### GIANT SPIDER SWARM

*A writhing, creeping swarm of foot-long spiders scuttles forward.*

#### Giant Spider Swarm

CR 4

Always N Tiny Vermin (Swarm)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4

**Languages** None

**AC** 15, touch 15, flat-footed 12 (+2 size, +3 Dex)

**hp** 27 (6 HD)

**Resistance** half damage from slashing and piercing weapons

**Immunities** swarm traits, vermin traits

**Fort** +5, **Ref** +5, **Will** +2

**Spd** 20 tf. (4 squares); Climb 10 ft.

**Melee** swarm (2d6 plus poison)

**Space** 10 ft.; **Reach** 0 ft.

**Base Atk** +5; **Grp** –

**Atk Options** Web

**Special Attack** distraction, poison

**Abilities** Str 3, Dex 17, Con 10, Int –, Wis 10, Cha 2

**Feats:** Stealthy<sup>B</sup>

**Skills** Climb +11, Hide +17\*, Move Silently +5\*, Spot +4

**Distraction (Ex):** Any living creature that begins its turn with a giant spider swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Poison (Ex):** Injury. Fortitude DC 13, initial and secondary damage 1d3 Strength. The save DC is Constitution-based.

**Tremorsense (Ex):** A giant spider swarm can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

**Skills** A giant spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A giant spider swarm can always choose to take 10 on Climb checks, even if rushed or threatened. Giant spider swarms

use either their Strength or Dexterity modifiers for Climb checks, whichever is higher. A giant spider swarm has a +8 racial bonus on Hide and Move Silently checks when using their web.

A giant spider swarm is made up off a small horde of foot-long venomous spiders. The swarm is an aggressive predator, often enveloping a target and using their poisonous bite to kill their prey.

#### TACTICS AND ENCOUNTERS

A giant spider swarm attempts to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage plus poison to any creature whose space it occupies at the end of its move. See the swarms sidebar on page XX for more information.

Giant spider swarms are normally encountered in isolated areas of warm and temperate forests, especially jungles and other humid environments. They are normally encountered singly, but in areas where food is plentiful they may gather together in tangles (2-4 swarms, EL 6-8) and vast colonies (7-12 swarms, EL 10-11) have been cultivated by cultures that have a particular reverence or respect for spiders.

#### ECOLOGY

Giant spider swarms rarely form naturally, primarily due to the swarm's aggression and the difficulty of finding sufficient prey to maintain spiders of this size. Those that do form naturally are typically found in untouched areas of the wilderness, where insect life and other prey is in plentiful supply.

Spider-cults, evil druidic circles and savage jungle cultures have been known to cultivate giant spider swarms, often sacrificing victims to the swarm in religious ceremonies or as ritual punishment for transgressions against the gods. Many adventurers who venture into forgotten crypts or fallen jungle

temples have encountered the legacy of these breeding programs.

### PHYSICAL CHARACTERISTICS

The spiders that make up a giant spider swarm are typically covered with coarse, dark hair. A little over a foot long, they possess eight red eyes and fangs that are as long as a small knife.

### TREASURE

Giant spider swarms have little concern for treasure, although a small horde equal to one-tenth of the typical coins and half the usual goods and items may accumulate in areas where the spider's have access to humanoid victims.

### ADVANCED GIANT SPIDER SWARMS

As with the swarms of small creatures, giant spider swarms cannot be advanced. GM's wishing to include larger swarms are encouraged to use multiple swarms instead.



## SWARMS

For game purposes a swarm is defined as a single creature with a space of 10 feet. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

A giant spider swarm consists of approximately 300 Tiny giant spiders. This number is greater than could ordinarily fit in a 10-foot swarm based on their normal space, because creatures in the swarm are tightly packed together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. A large swarm is completely shapeable, though it usually remains contiguous.

### SWARMS IN COMBAT

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

### VULNERABILITIES OF SWARMS

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

## VERDANT WARDEN

*This creature resembles a tall, lithe humanoid whose body has been woven from tangled branches and thorny vines. Long limbs of wood end in thorn-covered hands and feet, while its narrow face is surrounded by a mane of leaves and flowers. It moves forward with surprising grace, wooden eyes filled with an emerald light.*

### Verdant Warden

CR 9

Always N Large Plant

**Init** +2; **Senses** low-light vision; Listen +14, Spot +14

**Aura** verdant aura (30-ft.-radius, Reflex DC 16)

**Languages** Common, Sylvan

**AC** 21, touch 11, flat-footed 19 (-1 size, +2 Dex, +10 natural)

**hp** 85 (10 HD); DR 5/slashing; fast healing 5

**Immune** plant traits

**Fort** +11, **Ref** +5, **Will** +7

**Weakness** vulnerable to fire

**Spd** 30 ft. (6 squares)

**Melee** 2 thorn rakes +12 (1d8+5)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +7; **Grp** +16

**Atk Options** Cleave, Combat Reflexes, Power Attack, improved grab, thorny grasp

**Spell-Like Abilities** (CL 15th)

At will – *commune with nature*

**Abilities** Str 20, Dex 15, Con 18, Int 12, Wis 19, Cha 13

**Feats** AlertnessB, Cleave, Combat Reflexes, Power Attack, Weapon Focus (thorn rake)

**Skills** Hide +4 (+12 in forested areas), Knowledge (geography) +13, Knowledge (local) +13, Knowledge (nature) +11, Listen +14, Spot +14, Survival +13

**Spell-Like Abilities** Verdant wardens can use *commune with nature* at will as a free action while within a forest environment.

**Fast Healing (Ex)** A verdant warden heals only if it is within a forest environment and it can maintain contact with the ground.

**Verdant Aura (Su)** All natural plants within a 30-foot-radius of the verdant warden come to life and attempt to entangle his foes. Creatures

caught within this area must make a successful Reflex save (DC 16) or become entangled as per the spell. The save DC is Charisma based.

**Improved Grab (Ex)** To use this ability, the verdant warden must hit with any one of its natural attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Thorny Grasp (Ex)** A verdant warden automatically inflicts slam damage with a successful grapple check against another creature. In addition, any creature that attempts an opposed grapple check to pin, constrict, swallow, or damage the verdant warden takes 1d8 points of damage from its thorn-covered body.

**Bonus Feat** A verdant warden gains the benefits of the Alertness feat while in forested areas.

**Skills** The verdant warden gains a +8 racial bonus to Knowledge (geography) and Knowledge (local) checks, and a +4 racial bonus to Knowledge (nature) and Survival checks. They gain a +8 racial bonus to Hide checks made in forested areas.

Verdant wardens are the manifestations of the primal power and life-force of the forest. They embody the raw fury and verdant energy of the wilderness.

### TACTICS AND ENCOUNTERS

Verdant wardens are direct combatants, tracking the greatest blights to nature using their *commune with nature* ability and attacking them with their thorn-covered hands. They are fearless as long as they remain in contact with earth or stone, attempting to re-establish such connections as soon as possible if they are separated from the ground.

Verdant wardens are always solitary, although

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they are willing to act in concert with druids, rangers and fey creatures who work to protect their forests.

### ECOLOGY

Most verdant warden's are normally created using the *warden of the forest* spell, although some are the product of nature deities or the spontaneous creation of energies unleashed by portals opened to particularly fertile outer planes.

Verdant wardens draw sustenance from the forests that gave them life, their presence serving as a focus for the natural power and energy of the forest. Plant-life around the verdant warden always seems to possess a flourishing vitality and the forest they inhabit seems extraordinarily healthy due to their innate ability to target and eliminate threats to the natural environment.

### PHYSICAL CHARACTERISTICS

The typical verdant warden stands over ten feet tall and weighs over three hundred pounds. Their lithe bodies are composed of dark, sturdy wood that is covered with layers of living plant life. An aura of healthy vitality surrounds the verdant warden, while their eyes blaze with the primal energy that makes up their life-force.

### SOCIETY

A verdant warden is normally the only creature of its kind within a forested area, though they often work in concert with local druids, rangers and fey. Since they possess the memory and knowledge of every

tree that lives within their forest, verdant wardens are often consulted for their innate knowledge of history and geography in addition to their combat prowess and ability to fight for the forest.

In druidic circles, the voice of the verdant warden is often thought to be the voice of the trees themselves. A verdant warden is thus accorded as much respect and prestige as many elder druids and hierophants.

### TREASURE

Verdant wardens have standard treasure for their CR, although they have little use for such objects. This wealth largely represents their ability to pinpoint the location of every lost coin and forgotten item that lies scattered throughout their forests, making it nearly impossible to recover the treasure without the verdant warden's assistance.

### ADVANCED VERDANT WARDENS

Larger verdant wardens are the product of powerful magic and sacrifice on the part of their druidic creators. Most advanced verdant wardens are Large (11-15 HD), with the spirits of particularly old or primal forests growing to Huge (16-30 HD) when created by druids of epic level.

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