

Nature



MAGIC ACORNS

Target Up to five acorns, nuts, or seeds you can reach

Duration 1 hour; see the effect

You touch the targets, imbuing each with magic for the duration or until a creature attacks with it. A creature attacks with an acorn by throwing it at a target creature or object within short range, making an Agility attack roll against the target's Agility. On a success, the target of the attack takes 1d3 damage and becomes slowed for 1 round. If it becomes incapacitated by this damage, it becomes rooted to the ground and permanently transforms into a sapling.

Attack Roll 20+ The target takes 1d6 extra damage.

Nature



OAK HIDE

Duration 1 hour

For the duration, you gain a +2 bonus to Defense and when you attempt to hide in forest settings, you make the Agility challenge roll with 1 boon.

SHADOW 134

UTILITY 0

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Nature



HEALING BERRIES

Target Up to three fresh berries you can reach

Duration 8 hours; see the effect

You touch the targets, imbuing each with magic that lasts for the duration or until it is consumed. A living creature can use an action to consume a target berry, healing damage equal to half its healing rate.

SHADOW 134

UTILITY 1

Nature



OVERGROWTH

Area A circle on the ground with a 10-yard radius centered on a point within medium range

Duration 1 hour

Creepers and weeds spread through the area, which becomes difficult terrain for the duration. When the effect ends, this growth withers and dies.

SHADOW 134

UTILITY 1

Nature



SHILLELAGH

Target One club or staff you are holding

Duration 1 hour; see the effect

You imbue the target weapon with magic that lasts for the duration or until you drop it. While you hold the target weapon, you gain a +2 bonus to Speed and your attacks with it deal 1d6 extra damage.

SHADOW 134

UTILITY 1

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Nature



ENSNARING VINES

Target Up to five creatures within medium range
Vines erupt under the targets. Each target must get a success on an Agility roll or become immobilized for 1 minute. It can use an action to remove the affliction by tearing off the vine.

SHADOW 134

ATTACK 2

Nature



FIERY PINE CONES

Target Up to five pinecones, nuts, or seeds you can reach

Duration 8 hours, see the effect

You touch the targets, imbuing each with magic that lasts for the duration or until a creature attacks with it. An imbued item sheds light in a 5-yard radius around it. A creature can attack with the target by throwing it at a target creature or object within medium range, making an Agility attack roll against the target's Agility. On a success, the target of the attack takes 1d6 damage, and everything within 1 yard of it takes 1d3 damage from the flying sparks.

Attack Roll 20+ The target of the attack takes 1d6 extra damage.

Nature



BRAMBLES

Area A circle on the ground with a 10-yard radius centered on a point within medium range

Duration 1 minute

Brambles with razor-sharp thorns spread through the area, which becomes difficult terrain for the duration. When the effect ends, the brambles wither and die. Any creature entering the area or moving across it must make an Agility challenge roll with 1 bane, taking 1d6 damage on a failure.

SHADOW 134

UTILITY 3

Nature



FOREST WALK

Duration 1 minute

You, along with everything you wear and carry, turn bright green for the duration. For the duration, you can enter a space occupied by a plant of your Size or larger and instantly exit into an open space from another plant of your Size or larger that is within medium range of the plant whose space you entered.

SHADOW 134

UTILITY 3

Nature



WRATH OF NATURE

Target Up to five creatures within medium range

Whiplike vines leap up and deal 3d6 damage to each target. Each target must make an Agility challenge roll. On a failure, the target is moved 6 yards in a direction you choose and then becomes immobilized for 1 minute. The target can use an action to make a Strength challenge roll with 1 bane, removing the affliction on a success.

SHADOW 134

ATTACK 4

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Nature



FORM OF THE OAK GUARDIAN

Duration 1 minute

You transform into a mighty animated tree. For the duration, you cannot cast spells but gain all the following benefits:

- You gain a +3 bonus to Defense and a +15 bonus to Health, and your Size doubles.
- You make Strength attack rolls and challenge rolls with 1 boon.
- Your branches count as a melee weapon that deals 3d6 damage.
- You can use a triggered action on your turn to expend the casting of a Nature spell. If you do, you extend this effect's duration by a number of minutes equal to the spell's rank.

SHADOW 134

UTILITY 5