

Verdant Burst (Su)

When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of Damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

Fungus Leshy**Change Shape (Su) (Small fungus, tree shape)**

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. The creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their descriptions. *Format:* change shape (wolf; *beast form I*); *Location:* SQ, and in Special Abilities for creatures with a unique listing.

Fungus Leshy**Tree Shape**

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).

Pass Without Trace

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets one creature/level touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by non-magical means.

Charm Monster (Spore Domination DC 14)**Myceloid**

School enchantment (charm) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

Target one living creature

Duration 1 day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Person

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.