

The Complete Book of Druid Spells



For use with the Age of Hyboria: D&D 2nd Edition

Introduction

In the world of Hyboria, the manipulation of magic is not as easy as it was in days long ago in the time of the elves and dwarves. Men have forgotten much of the ancient knowledge. Spellcasters have lost the insulation, if you wish to think of it that way, which their forefathers had, and thus, at times, spell surges take a taxing toll on the body. Constitution points are drained sometimes very quickly.

All spellcasters are limited to the number of spells they have access to cast as per their respective charts below. In the Age of Hyboria version of D&D, they may cast a spell as many times as they wish as long as they have the CON for it (see below). Constitution is regained at a rate of 1 CON point for every 2 uninterrupted hours of rest (not sleep necessarily, but not walking around either).

All spellcasters must make a CON check every time they cast a spell. The CON check is modified adversely by the tier of spell being cast. Failure indicates that the spell was completed but the spellcaster loses temporary CON points equal to the spell tier cast. Any future checks the spellcaster wants to cast before resting will be more difficult as his CON is even lower now.

For example: A druid with a CON of 14 casts a 4th tier spell that is within his God's Sphere of Influence, so he would have to roll a 10 or lower on a d20 or temporarily lose 4 CON points (CON – Spell Level of 4 = 10).

Druids must first choose a god that fits their race and/or culture. Each god has a Sphere of Influence. It is easier for druids to cast spells from that sphere.

Druid Gods

Ajuju

Worshippers: Tombalku, southern Black Kingdoms

Druid Sphere: Animal

A deity known as The Dark One; his druids wear bells, feathers, and snake skins

At 1st level may innately cast *Chant*. At 3rd level, may cast *Prayer* effective for cleric only. At 5th level, may cast *Curse* once/week.

Asura

Worshippers: Vendhya

Druid Sphere: Divination

Secretive religion of balance and the afterlife and purification.

At 1st level can cast *Bless* 2/day. At 7th level, can cast *Reincarnation* 1/week.

Brigit

Worshippers: Rural areas in Aquilonia, Brythunia, Corinthia, Nemedra, Ophir, and Zingara

Druid Sphere: Plant

She is associated with the spring season, fertility, healing, poetry and smithcraft.

At 1st level, gains the *Smithing or Musical Instrument*, player's choice. At 5th level, may cast *Cure Wounds* and *Plant Growth* 1/day each.

Ishtar

Worshippers: Females in Khoraja, Khauran, Koth, Punt, and Shem

Druid Sphere: Plant

A Chthonic Goddess of war and fertility; an ornate goddess with animal sacrifice & elaborate ceremony

At 1st level, gains the *Allure* trait. At 2nd level, gains the *Sex* proficiency. At 5th level, can cast *Flame Strike* once per day.

Introduction

Jhebbal Sag

Worshippers: Pictish Wilderness

Druid Sphere: Animal

Ancient nature god was once worshipped by all living things.

At 2nd level, may cast *Animal Friendship* 1/day. At 7th level, may *Speak with Animals* innately.

Pteor

Worshippers: Pelishtia

Druid Sphere: Elemental

A sky god who mated with Mother Earth.

Often depicted as a fat man or a bull

At 3rd level, may cast *Plant Growth* once/week. At 7th level, may cast *Weather Summoning* once/week.

Regarding Druid (and Cleric) special abilities in bold above, casting or invoking these special powers never calls for a CON check. Also, no material components are needed, but verbal and somatic components are necessary. Druids gain one additional spell from their god's Sphere of Influence at every spell tier. Any other spells from the Druid Spell Progression (DSP) Table can be from any sphere allowed for druids respectively. Casting a spell from outside their god's Sphere of Influence incurs an additional -1 to their CON check. If failed, druids lose CON equal to the spell's tier. No bonus spells are allowed for high Wisdom scores. Unlike pure 2nd edition rules, once a spell is chosen and learned, it cannot simply be "unlearned" and swapped out after the next rest period. Players should carefully choose their spells as they will have them memorized for the rest of their character's life. Druids have access to the following spheres: Animal, Divination, Elemental, Plant

Druids cannot turn or control undead. However, at 3rd level druids can identify plants, animals, and pure water gaining the Herbalism proficiency if he or she does not already have it. At 7th level, druids can assume a reptile, bird or mammal form, once each per day. The new form cannot exceed about double of the original mass (weight) of the druid. This transformation to reptile, bird or mammal heals a d6*10 percent of any damage the druid had.

Druid Spell Progression Table

Level	1 st Tier	2 nd Tier	3 rd Tier	4 th Tier	5 th Tier	6 th Tier	7 th Tier
1	2 (3)						
2	2 (3)	1 (1)					
3	2 (4)	1 (2)	1 (1)				
4	2 (5)	1 (2)	1 (2)				
5	2 (5)	1(3)	1 (2)				
6	2 (5)	1 (3)	1 (2)	1 (1)*			
7	2 (5)	1 (4)	1(3)	1 (1)*			
8	2 (5)	1 (4)	1 (3)	1 (3)*			
9	2 (5)	1 (4)	1 (3)	1 (3)*	1 (1)**		
10	2 (5)	1 (4)	1 (3)	1 (4)*	1 (2)**		
11	2 (5)	1 (5)	1 (3)	1 (4)*	1 (2)**	1 (1)***	
12	2 (5)	1 (5)	1 (4)	1 (5)*	1 (3)**	1 (2)***	

* Usable only by Druids with an 16 Wisdom or greater

**Usable only by Druids with a 17 Wisdom or greater

*** Usable only by Druids with an 18 Wisdom or greater

Note: read each cell as number of Sphere of Influence spells + (any spell); for example, a first level Druid worshipping Mitra would have 2, 1st Tier Animal spells + any 3 1st Tier spells

Druid Spell List

1st Tier

Animal Friendship (A)
Animal Summoning I (A)
Cloud of Purification (E)
Detect Poison (D)
Detect Snare and Pits (D)
Entangle (P)
Faerie Fire (E)
Invisibility to Animals (A)
Locate Animals or Plants (D)
Pass Without Trace (P)
Shillelagh (P)
Slow Rot (P)
Starshine (E)
Strength of Stone (E)
Sunsorch (E)

4th Tier

Animal Summoning IV (A)
Divination (D)
Genius (D)
Giant Insect (A)
Hallucinatory Forest (P)
Hold Plant (P)
Lower Water (E)
Neutralize Poison (A/P)
Poison (A/P)
Raise Water (E)
Reflecting Pool (D)
Repel Insects (A)
Snakes to Sticks (A)
Speak with Plants (P)
Sticks to Snakes (P)

2nd Tier

Animal Summoning II (A)
Badberry (P)
Barkskin (P)
Charm Mammal (A)
Chill Metal (E)
Dust Devil (E)
Fire Trap (E)
Flame Blade (E)
Goodberry (P)
Heat Metal (E)
Idea (D)
Messenger (A)
Moonbeam (E)
Obscurement (E)
Produce Flame (E)
Slow Poison (A/P)
Snake Charm (A)
Soften Earth and Stone (E)
Speak with Animals (A/D)
Straighten Wood (P)
Trip (P)
Warp Wood (P)
Watery Fist (E)

5th Tier

Animal Growth (A)
Animal Shrinkage (A)
Animal Summoning V (A)
Atonement (D)
Commune with Nature (D)
Control Winds (E)
Insect Plague (A)
Rainbow (E)
Spike Stones (E)
Transmute Mud to Rock (E)
Transmute Rock to Mud (E)
Wall of Fire (E)

3rd Tier

Animal Summoning III (A)
Anti-Plant Shell (P)
Call Lightning (E)
Dispel Magic (P)
Hold Animal (A)
Hold Poison (A, P)
Locate Object (D)
Plant Growth (P)
Pyrotechnics (E)
Snare (P)
Speak with Dead Animal (D)
Spike Growth (P)
Stone Shape (E)
Summon Insects (A)
Water Breathing (E)

6th Tier

Animal Summoning VI (A)
Anti-animal Shell (A)
Conjure Animal (A)
Conjure Elemental (E)
Creeping Doom (A)
Find the Path (D)
Fire Seeds (P)
Liveoak (P)
Lose the Path (D)
Part Water (E)
Reincarnate (A)
Stone Tell (E)
Transmute Water to Dust (E)
Turn Wood (P)
Wall of Thorns (P)
Weather Summoning (E)

Druid Spells 1st Tier

1st Tier

Animal Friendship

Sphere: Animal
Range: 10 yds.
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 animal
Saving Throw: Neg.

By means of this spell, the caster is able to show any animal of animal intelligence to semi-intelligence (i.e., Intelligence 1-4) that he desires friendship. If the animal does not roll a successful saving throw vs. spell immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster about. The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives, the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.). The caster can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly. The caster can use this spell to attract up to 2 Hit Dice of animal(s) per experience level he possesses. This is also the maximum total Hit Dice of the animals that can be attracted and trained at one time: no more than twice the caster's experience level. Only unaligned animals can be attracted, befriended, and trained.

The material components of this spell are the caster's holy symbol and a piece of food liked by the animal.

Animal Summoning I

Sphere: Animal
Range: 1 mi. radius
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls up to eight animals that have 1 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild

horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no unicorns, dragons, gorgons, manticores, etc.).

Cloud of Purification

Sphere: Elemental
Range: 30 yards
Components: V, S
Duration: 1 round/level
Casting Time: 5
Area of Effect: 20-foot cube
Saving Throw: None

This spell creates a billowy cloud of magical vapors that moves in the direction of the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 15 miles per hour) breaks it up in 4 rounds, and a greater wind (25 MPH or more) prevents the use of the spell. Thick vegetation disperses the cloud in 2 rounds.

The *cloud of purification* destroys organic filth, garbage, and vermin (mice, rats, rot grubs, and so on). For example, a nest of rot grubs caught in the cloud would "melt." If the spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size, transmuted any filth, microbes, small fish, or other "impurities." The cloud's vapors are heavier than air, so they sink to the lowest level of the land (even down holes in the ground). Thus, this spell is perfect for cleansing a sewer or well.

This spell in no way affects magical creatures or creatures larger than a normal rat.

Detect Poison

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 1 turn + 1 rd./level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell enables the druid to determine if an object has been poisoned or is poisonous. One object, or one 5-foot cubic mass, can be checked per round. The druid has a 5% chance per level of determining the exact type of poison.

The material component is a strip of specially blessed vellum, which turns black if poison is present.

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Detect Snares & Pits

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 4 rds./level
Casting Time: 4
Area of Effect: 10 x 40 ft.
Saving Throw: None

Upon casting this spell, the caster is able to detect snares, pits, deadfalls and similar hazards along a path 10 feet wide and 40 feet long. Such hazards include simple pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The spell is directional--the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards--quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, deadfall, or snaring; see the 2nd-level spell *trip* and the 3rd-level spell *snare*), nor those that are mechanically complex, nor those that have been rendered safe or inactive.

The caster must have his holy symbol to complete the spell.

Entangle

Sphere: Plant
Range: 80 yds.
Components: V, S, M
Duration: 1 turn
Casting Time: 4
Area of Effect: 40-ft. cube
Saving Throw: Special

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a

successful saving throw vs. spell can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's option, based on the strength of the entangling plants.

The material component is the caster's holy symbol.

Faerie Fire

Sphere: Elemental
Range: 80 yds.
Component: V, M
Duration: 4 rds./level
Casting Time: 4
Area of Effect: 10 sq. ft./level within a 40 ft. radius
Saving Throw: None

This spell enables the caster to outline one or more objects or creatures with a pale glowing light. The number of subjects outlined depends upon the number of square feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the *faerie fire* spell, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark and 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike; thus, opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline non-corporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet according to the word of the caster at the time of casting. The faerie fire does not cause any harm to the object or creature thus outlined.

The material component is a small piece of foxfire.

Invisibility to Animals

Sphere: Animal
Range: Touch
Components: S, M
Duration: 1 turn + 1 rd./level
Casting Time: 4
Area of Effect: 1 creature/level
Saving Throw: None

When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligences under 6. Normal animals

Druid Spells 1st Tier

includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only). The material component of this spell is holly rubbed over the recipient.

Locate Animals or Plants

Sphere: Divination

Range: 100 yds. + 20 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 20 yds./level x 20 ft.

Saving Throw: None

The caster can find the direction and distance of any one type of animal or plant he desires. The caster, facing in a direction, thinks of the animal or plant, and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can face in only one direction (i.e., only a 20-foot-wide path can be known). The spell lasts one round per level of experience of the caster, while the length of the path is 100 yards plus 20 yards per level of experience. While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare = 5%. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most plants sought as spell components or for magical research are rare or very rare.

The material component is the caster's holy symbol.

Pass Without Trace

Sphere: Plant

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the recipient can move through any type of terrain--mud, snow, dust, etc.--and leave neither footprints nor scent. The area that is passed over radiates magic for 1d6 turns after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component of this spell is a sprig of pine or evergreen, which must be burned and the ashes powdered and scattered when the spell is cast

Shillelagh

Sphere: Plant

Range: Touch

Components: V, S, M

Duration: 4 rds. + 1 rd./level

Casting Time: 2

Area of Effect: 1 oak club or staff

Saving Throw: None

This spell enables the caster to change his own oak cudgel or unshod staff into a magical weapon that gains a +1 to hit and damage for every 3 levels of the druid and inflicts 2d4 points of base damage. Staves are treated as size L weapons. The spell inflicts no damage to the staff or cudgel. The caster must wield the shillelagh, of course.

The material components of this spell are a shamrock leaf and the caster's holy symbol.

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Slow Rot

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 1 week/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell increases the amount of time that fruits, vegetables, and grains remain wholesome and ripe. The spell will not take effect upon meat of any kind. The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low level druid could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in his orchard ripe until they are harvested. This spell does not prevent pests (such as rats) from eating the food.

The material component is a pinch of sugar.

Starshine

Sphere: Elemental
Range: 10 yds./level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 10-ft. sq./level
Saving Throw: None

A *starshine* spell enables the caster to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it is lit by starshine. Vision ranges are the same as those for a bright moonlit night--movement noted out to 100 yards; stationary creatures seen up to 50 yards; general identifications made at 30 yards; and recognition at 10 yards. The spell creates shadows and has no effect on infravision. The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the disbeliever to note that the "stars" are actually evoked lights. This spell does not function under water.

The material components are several stalks from an amaryllis plant (especially *Hypoxis*) and several holly berries.

Strength of Stone

Sphere: Elemental
Range: Touch
Components: V, S, M
Duration: 3 rounds + 1/level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

This spell grants supernatural strength to the recipient by raising his strength score by 1d4 points or to a minimum of 16, whichever is higher. Each 10% of exceptional strength counts as 1 point, so a character with a Strength of 17 could be raised as high as an 18/30, but no higher. Both the druid and the recipient must be in contact with solid stone or earth when the spell is cast. Standing on the ground will do nicely, but flying or swimming will not. The spell lasts for 3 rounds plus 1 per level of the caster, or until the recipient loses contact with the ground. Obviously, this can happen in a number of ways, including being picked up or grappled by a larger creature, being knocked through the air by an impact or explosion, or even being magically moved in some fashion.

The material components are a chip of granite and a hair from a giant.

Sunscorch

Sphere: Elemental
Range: 40 yards
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell creates a brilliant ray of scorching heat that slants down from the sky to strike one target of the caster's choice. The victim is entitled to a saving throw vs. spell to avoid the ray--a successful save indicates that it missed altogether. The creature struck by the ray sustains 1d6 points of damage, plus 1 point per caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points per caster level. In addition, living victims are also blinded for 1d4 rounds. The sun must be in the sky or the spell fails entirely. It cannot be cast underground, indoors, or in hours of darkness, although routine overcasts do not hinder the sunscorch.

Druid Spells 2nd Tier

2nd Tier

Animal Summoning II

Sphere: Animal
Range: 1 mi. radius
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls up to eight animals that have 2 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no unicorns, dragons, gorgons, manticores, etc.).

Badberry

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 1 day + 1 day/level
Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries
Saving Throw: None

Badberry, causes 2d4 rotten berries to appear wholesome, but each actually delivers 1d3 points of poison damage (no saving throw) if ingested. Furthermore, the victim will have -2 on die rolls for 24 hours unless a *neutralize poison*, or *hold poison* is cast upon him. If the druid passes a successful herbalism check, he can find 2d4+3 suitable berries instead of just 2d4.

The material component of the spell is the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Barkskin

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 4 rds. + 1 rd./level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

When a druid casts the *barkskin* spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the druid: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

In addition to his holy symbol, the caster must have a handful of bark from an oak as the material component for the spell.

Charm Mammal

Sphere: Animal
Range: 80 yds.
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: 1 person or mammal
Saving Throw: Neg.

This spell affects any single mammal it is cast upon. "Mammal" does not refer to any human or demi-human. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival. The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise,

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a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character. Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has.

The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

Intelligence Score	Period Between Checks
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically. If the subject of the *charm mammal* spell successfully rolls its saving throw vs. the spell, the effect is negated.

This spell, if used in conjunction with the *animal friendship* spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.

Chill Metal

Sphere: Elemental
Range: 40 yds.
Components: V, S, M
Duration: 7 rds.
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

By means of the *chill metal* spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely cold. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical cold to avoid being chilled. *Chill metal*, counters a *heat metal* spell or else causes metal to act as follows:

<u>Metal Temperature</u>	<u>Damage per Round</u>
Cold	1 st & 7 th /none
Icy	2 nd & 6 th /1d2 points
Freezing*	3 rd , 4 th & 5 th /1d4 points

* On the final round of freezing, the afflicted creature must roll a successful saving throw vs. spell or suffer from the numbing effects of the cold. This causes the loss of all feeling in a hand (or hands, if the DM rules the saving throw was failed badly) for 1d4 days. During this time, the character's grip is extremely weak and he cannot use that hand for fighting or any other activity requiring a firm grasp.

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat—proximity to a blazing fire (not a mere torch), a magical *flaming sword*, a *wall of fire* spell, etc. Under water, this version of the spell inflicts no damage, but ice immediately forms around the affected metal, exerting an upward buoyancy.

For every two experience levels of the caster, the metal of one man-sized creature can be affected (i.e., arms and armor, or a single mass of metal equal to 50 pounds of weight). Thus, a 3rd-level caster would affect one such creature, a 4th- or 5th-level caster two, etc.

The material component is the druid's holy symbol.

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Dust Devil

Sphere: Elemental
Range: 30 yds.
Components: V, S
Duration: 2 rds./level
Casting Time: 2 rds.
Area of Effect: 5 x 4 ft. cone
Saving Throw: None

This spell enables a druid to conjure up a weak air elemental—a dust devil of AC 4, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage—which can be hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves as directed by the druid, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. The dust devil can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a saving throw vs. spell to keep his concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air—even another dust devil—can disperse a dust devil with a single hit.

Fire Trap

Sphere: Elemental
Range: Touch
Components: V, S, M
Duration: Permanent until discharged
Casting Time: 1 turn
Area of Effect: Object touched
Saving Throw: ½

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. As soon as the offending party opens the item, the trap discharges. As with most magical traps, a thief has only half his normal find traps score to detect a fire trap. Failure to remove it successfully detonates it immediately. An unsuccessful *dispel magic* spell will not

detonate the spell. When the trap is discharged, there will be an explosion of 5-foot radius from the spell's center. All creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, and half that total amount for creatures successfully saving.

(Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a key word).

To place this spell, the caster must trace the outline of the closure with a stick of charcoal and touch the center of the effect. Attunement to another individual requires a hair or similar object from the individual.

The material components are holly berries.

Flame Blade

Sphere: Elemental
Range: 0
Components: V, S, M
Duration: 4 rds. + 1 rd./level
Casting Time: 4
Area of Effect: 3-ft. long blade
Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This bladelike ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d6+4 points of damage, with a damage bonus of +4 (i. e., 11-14 points) if the creature is undead or is especially vulnerable to fire. No strength bonuses apply though the caster gets whatever bonuses allowed if he is an expert or specialized in the scimitar.

A second casting of this spell is permitted as long as the druid's second attack hand is free. Normal dual-wielding penalties are enforced: -2/-4.

If the creature is protected from fire, the damage inflicted is only reduced by 2 (i.e., 1d4+2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. Creatures struck only by +1 magical weapons are harmed by it as are all undead regardless of immunities. This spell does not function under water.

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In addition to the caster's holy symbol, the spell requires a leaf of sumac as a material component.

Goodberry

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 1 day
Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries
Saving Throw: None

Casting a *goodberry* spell upon a handful of freshly picked berries makes 2d4 of them magical. If the druid passes a successful herbalism check, he can instead find 2d4+3 suitable berries. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. Berries with the magic either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1d3 points of physical damage from wounds or other similar causes. Only one set of goodberries is effective per day, per character for heading purposes.

The material component of the spell is the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Heat Metal

Sphere: Elemental
Range: 40 yds.
Components: V, S, M
Duration: 7 rds.
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

By means of the *heat metal* spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely hot. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical fire to avoid being heated.

During the second and sixth rounds, heat causes blisters and damage; in the third, fourth, and fifth rounds, the metal becomes searing hot, causing damage to exposed flesh, as shown below:

<u>Metal Temperature</u>	<u>Round/Damage</u>
very warm	1 st & 7 th /none
hot	2 nd & 6 th /1d4 points
searing*	3 rd , 4 th & 5 th /2d4 points

* On the final round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one or more of the following disabilities: hand or foot--becomes unusable for 2d4 days; body--becomes disabled for 1d4 days; head--fall unconscious for 1d4 turns.

This effect can be completely removed by the 6th-level druid spell *heal* spell or by normal rest. Note also that materials such as wood, leather, or flammable cloth smolder and burn if exposed to searing hot metal. Such materials cause searing damage to exposed flesh on the next round. Fire resistance (spell, potion, or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as does immersion in water or snow, or exposure to a *cold* or *ice storm* spell. This version of the spell does not function under water.

For every two experience levels of the caster, the metal of one man-sized creature can be affected (i.e., arms and armor, or a single mass of metal equal to 50 pounds of weight). Thus, a 3rd-level caster would affect one such creature, a 4th- or 5th-level caster two, etc.

The material component is the druid's holy symbol.

Idea

Sphere: Divination
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell stimulates the priest's mind to experience a flash of insight. In game terms, the DM reminds the priest's player of a fact or event that has been forgotten, overlooked, or discounted. Thus, the DM might remind the player about an important clue that the priest discovered but the player did not consider significant. If there are no forgotten facts, the DM may, at his discretion, tell the player of new information relevant to the condition at hand. The reminder can be cryptic, depending on the DM's campaign.

The material component is a gold coin. This spell can be cast only once in any six hour period.

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Messenger

Sphere: Animal
Range: 20 yds./level
Components: V, S
Duration: 1 day/level
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: Neg.

This spell enables the druid to call upon a tiny (size T) creature of at least animal intelligence to act as his messenger. The spell does not affect giant animals and it does not work on creatures of low (i.e., 5) Intelligence or higher. If the creature is within range, the druid, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. spell. If the saving throw is failed, the animal advances toward the druid and awaits his bidding. The druid can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.

Moonbeam

Sphere: Elemental
Range: 60 yds. + 10 yds./level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 7
Area of Effect: 5 ft. radius + special
Saving Throw: None

By means of this spell, the caster is able to cause a beam of soft, pale light to strike down from overhead and illuminate whatever area he is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white are vague. The spellcaster can easily make the moonbeam move to any area that he can see and point to. This makes the spell an effective way to spotlight something, an opponent, for example. While the *moonbeam* spell does not eliminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from this spell enables dim visual perception 10 yards beyond the area of effect, but it does not shed a telltale

glow that would negate surprise. The light does not adversely affect infravision. The caster can dim the beam to near darkness if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (of a creature in the beam), unless the DM rules otherwise.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Obscurement

Sphere: Elemental
Range: 0
Components: V, S
Duration: 4 rds./level
Casting Time: 5
Area of Effect: (level x 10)-ft.-sq.
Saving Throw: None

This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per caster level and reduces the visibility ranges of all types of vision (including infravision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level: a 10-foot x 10-foot area at 1st level, a 20-foot x 20-foot area at 2nd level, a 30-foot x 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as from the 3rd-level wizard spell *gust of wind*) can cut the duration of an *obscurement* spell by 75%. This spell does not function under water.

Produce Flame

Sphere: Elemental
Range: 0
Components: V, S
Duration: 1 rd./level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a *produce flame* spell. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 40 yards (considered short range). The flame flashes on impact, igniting combustibles within a 3-foot diameter of its center of impact, and then it goes out. A creature struck by the

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flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenade-like missile. If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame per level, but no more than one flame per round. The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

Slow Poison

Sphere: Animal, Plant
Range: Touch
Components: V, S, M
Duration: 1 hr./level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

The material components of the *slow poison* spell are the druid's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

Snake Charm

Sphere: Animal
Range: 30 yds.
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: 30-ft. cube
Saving Throw: None

When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to cease all activity except a semi-erect, swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 1d4+2 turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts 1d3 turns; if the snakes are angry or attacking, the spell lasts 1d4+4 rounds. The druid casting the spell can charm snakes whose total hit points are less than or equal to those of

the druid. A 23-hit point caster charming a dozen 2-hit point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as naga, couatl, etc., subject to magic resistance, hit points, and so forth. Variations of this spell may exist, allowing other creatures significant to a particular mythos to be affected. Your DM will inform you if such spells exist.

Soften Earth and Stone

Sphere: Elemental
Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: 10-foot square/level
Saving Throw: None

When this spell is cast, all natural undressed earth becomes softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay, easily molded or chopped. The druid affects a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM option). Magical or enchanted stone cannot be affected by this spell, nor can dressed or worked stone. Creatures attempting to move through an area softened into mud are reduced to a move of 10 feet per round. Any creatures caught within the mud when the spell takes effect must make a saving throw vs. paralyzation or lose the ability to move, attack, or cast spells for 1d2 rounds as they flounder about in the muck. Loose dirt is not as troublesome as mud, and creatures are only reduced to half their normal movement rate, with no chance of being caught for a round or two. However, it is impossible to run, sprint, or charge over either surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of PCs trying to break out of a cavern might use this spell to soften a wall. While *soften earth and stone* does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or roof and falls. A moderate amount of structural damage can be inflicted to man-made structures by softening the ground beneath a wall or tower, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

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The material component is a bit of slip (wet clay) from the wheel of a master potter.

Speak With Animals

Sphere: Animal, Divination

Range: 0

Components: V, S

Duration: 2 rds./level

Casting Time: 5

Area of Effect: 1 animal within 30 ft.

Saving Throw: None

This spell empowers the druid to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless. The druid is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the druid, it may do some favor or service for the druid (as determined by the DM). Note that this spell differs from the *Speak with Monsters* spell, for this spell allows conversation only with normal or giant non-fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Straighten Wood

Sphere: Plant

Range: 10 yds./level

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

When this spell is cast, the druid causes a volume of wood to straighten. It affects approximately a 15-inch shaft of wood of up to 1-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to straighten a hand axe handle or four crossbow bolts; at 5th level, he could straighten the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be straightened or a boat or ship to possibly be repaired.

This spell is particularly useful when combined with the bower/fletcher skill. Time to make arrows is halved since finding just the right materials is reduced to basically less than a round. Additionally, such arrows

are perfectly straight, providing a non-magical +1 to hit for each arrow that has been straightened.

Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Wooden magical items are considered enchanted at 12th level (or better). Wooden magical items, at the DMs discretion, may be ruined by straightening—for example a wizard's staff or a wooden ring. Treants, if failing a saving throw, are treated as if slowed. Extremely powerful items, such as artifacts, are unaffected by this spell.

This spell also reverses *Warp Wood*.

Trip

Sphere: Plant

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 5

Area of Effect: 1 object up to 10 ft. long

Saving Throw: Neg.

This magic must be cast upon a normal object--a length of vine, a stick, a pole, a rope, or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus, a 3-foot-long piece of rope could trip only one man-sized creature. Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not affected at all by a *trip* spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the operation of the spell is observed. This spell does not function under water.

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Warp Wood

Reversible
Sphere: Plant
Range: 10 yds./level
Components: V, S
Duration: Permanent
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

When this spell is cast, the druid causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. It affects approximately a 15-inch shaft of wood of up to 1-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to warp a hand axe handle or four crossbow bolts; at 5th level, he could warp the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped missile weapons are useless; warped melee weapons suffer a -4 penalty to their attack rolls. Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th-level wizard is 40% likely to be affected by a *warp wood* spell cast by a 7th-level druid. Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

Watery Fist

Sphere: Elemental
Range: 60 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell conjures a coherent pseudopod of water from any suitable body of water at least 5 feet across and 2 feet deep (for streams) or 10 feet in diameter and 2 feet deep (for ponds or pools). The pseudopod can reach up to 10 feet plus 1 foot per caster level from its source, so a 3rd-level druid could command *wateryfist* to strike at a creature hovering thirteen feet above a lake or standing on the shore 13 feet from the water. The pseudopod obeys the druid's mental commands,

although the druid must concentrate each round in order to maintain control of the watery member. The pseudopod is incapable of fine manipulation, but it can be used to make bludgeoning or constricting attacks.

When used to strike at opponents, it attacks with the caster's THACO and inflicts damage as shown below. The druid may add his magical attack adjustment (from his Wisdom score) to his THACO, but Strength based adjustments or special weapon skills don't help the druid to control *wateryfist*. The pseudopod may be able to make rear or flank attacks if the druid can move it into the proper position. If used to encircle and constrict, the pseudopod must first make an attack roll as described above, inflicting damage based on the druid's level. However, in following rounds, the pseudopod automatically strikes its grappled target for constricting damage, +1 point per round of constricting. In other words, in the first round the victim sustains listed damage, in the second round he sustains listed damage +1, in the third he sustains listed damage +2 and so on. The pseudopod holds its target with an effective Strength equal to the druid's Wisdom score.

Caster Level	Striking Damage	Constricting Damage
14	1d6	1d3
5-8	1d10	1d6
9-12	1d12	1d8
13+	2d8	1d10

Wateryfist can be released by the druid any time he cares to stop concentrating on maintaining it. The pseudopod immediately resumes its normal state, possibly drenching a grappled creature or extinguishing a small fire if the caster wishes. The pseudopod is AC 6 and has 15 hp plus 1 hp per caster level, but it can only be damaged by magical weapons, fire, or cold; all other attacks simply pass through the water. *Transmute water to dust*, *part water*, *lower water*, and *Otiluke's freezing sphere* all destroy *wateryfist* on contact.

The material component is a vial full of *blessed water* or a sprig of mistletoe thrown into the body of water where the *wateryfist* will be summoned.

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Animal Summoning III

Sphere: Animal
Range: 1 mi. radius
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls up to eight animals that have 3 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no unicorns, dragons, gorgons, manticores, etc.).

Anti-Plant Shell

Sphere: Plant
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 8
Area of Effect: 15-ft. diameter
Saving Throw: None

The *anti-plant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacking plants or vegetable creatures such as shambling mounds or treants. Any attempt to force the barrier against such creatures shatters the barrier immediately. The spell lasts for one turn for each experience level of the caster.

Call Lightning

Sphere: Elemental
Range: 360 yds.
Components: V, S
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10-ft. radius
Saving Throw: ½

When a *call lightning* spell is cast, there must be a storm of some sort in the area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more). The caster is then able to call down bolts of lightning. The caster can call down one bolt per turn. The caster need not call a bolt of lightning immediately—other actions, even spellcasting, can be performed; however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-level caster calls down a 6d8 bolt (2d8+4d8). The bolt of lightning flashes down in a vertical stroke at whatever distance the spellcaster decides, up to 360 yards away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful saving throw vs. spell is rolled, in which case only one-half damage is taken.

Because it requires a storm overhead, this spell can only be used outdoors. It does not function under ground or under water.

Dispel Magic

Sphere: Protection
Range: 60 yds
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: 30-ft. cube or 1 item
Saving Throw: None

When a druid casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows: First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for

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purposes of this spell). Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic even without the use of *Dispel Magic*; otherwise, the chance depends on the difference in level between the magical effect and the caster. The base chance of successfully dispelling is 50% plus or minus 5% for every level of difference between the magical effect the caster. A roll of 5% or lower will always dispel while a 95% will always fail. For example, a 7th level druid is casting *Dispel Magic* on a spell cast by a 9th level wizard. His base chance of success is 50% - 10% (two levels of difference). He thus, needs to roll 40% or less to dispel the effect.

A *dispel magic* can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature has the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An inter-dimensional interface (such as a *bag of holding*) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword. Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DM's option.

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster	Level	Effect negated*
Wand	6th level	Effect negated*
Staff	8th level	Effect negated*
Potion	12th level	Potion destroyed
Other item	12 th level	Effect negated*
Artifact	DM discretion	DM discretion

* Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.

Hold Animal

Sphere: Animal

Range: 80 yds.

Components: V, S

Duration: 2 rds./level

Casting Time: 6

Area of Effect: 1-4 animals in 40-ft. cube

Saving Throw: Neg.

By means of this spell, the caster holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. Apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for two rounds per caster level. The caster decides how many animals can be affected, but the greater the number, the better chance each has to successfully save against the spell. Each animal gets a saving throw: If only one is the subject of the spell, it has a penalty of -4 on its roll; if two are subject, each receives a penalty of -2 on its roll; if three are subject, each receives a penalty of -1 on its roll; and if four are subject, each gets an unmodified saving throw.

A maximum body weight of 400 pounds (100 pounds for non-mammals) per animal per caster level can be affected--for example, an 8th-level caster can affect up to four 3,200-pound mammals or a like number of 800-pound non-mammals, such as birds or reptiles.

Hold Poison

Sphere: Animal, Plant

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: 1

Area of Effect: Creature Touched

Saving Throw: None

A more potent version of *Slow Poison*, this spell can hold the poison so that it does not run its course for days, not hours. With each successive casting, a 2% cumulative exists to have the spell fail and the poison run its course.

Druid Spells 3rd Tier

Locate Object

Sphere: Divination
Range: 60 yds. + 10 yds./level
Components: V, S, M
Duration: 8 hrs.
Casting Time: 1 turn
Area of Effect: 1 object
Saving Throw: None

This spell helps locate a known or familiar object. The druid casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range--for example, 90 yards for 3rd-level druids, 100 yards for 4th, 110 yards for 5th, etc. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead.

The casting requires the use of a piece of lodestone.

Plant Growth

Sphere: Plant
Range: 160 yds.
Components: V, S, M
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: Special

The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for larger-than-man-sized creatures). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. Thus, an 8th-level caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x 80-foot rectangle, a 640-foot x 40-foot

rectangle, a 1,280-foot x 20-foot rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile square area. The DM secretly makes a saving throw (based on the caster's level) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ($[1d4+1] \times 10\%$), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

Pyrotechnics

Sphere: Elemental
Range: 160 yds.
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: 10 or 100 (TS) fire
Saving Throw: Special

A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster. First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. Creatures in, under, or within 120 feet of the area that have an unobstructed line of sight to the effect are blinded for $1d4+1$ rounds unless they roll successful saving throws vs. spell. The fireworks fill a volume 10 times greater than the original fire source.

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source. The spell uses one fire source within the area of effect, which is immediately extinguished. If an extremely large fire is used as the source, it is only partially extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers $1d4$ points of damage, plus 1 point of damage per caster level. This spell does not function under water.

Druid Spells 3rd Tier

Snare

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: Until triggered
Casting Time: 3 rds.
Area of Effect: 2-ft. diameter + 2 in./level
Saving Throw: None

This spell enables the caster to make a snare that is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the *snare* spell is cast upon it, the cordlike object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could be thus ensnared). If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cordlike object tightens upon the member(s), then wraps around the entire creature, causing no damage, but tightly binding it. Under water, the cord coils back upon its anchor point. The snare is magical, so for one hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour--22 after two hours, 21 after three, 20 after four--until six full hours have elapsed. At that time, 18 Strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all magical properties and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from strength, for example).

The caster must have a snake skin and a piece of sinew from a strong animal to weave into the cordlike object from which he will make the snare. Only the caster's holy symbol is otherwise needed.

Speak with Dead Animal

Sphere: Divination
Range: Touch
Components: V, S, M
Duration: 1 round /level
Casting Time: 1 turn
Area of Effect: 1 dead creature
Saving Throw: None

By means of this spell, the druid is able to speak with an animal that has been dead for no longer than 1 day per level of the druid. The druid may speak with the animal as if he had successfully cast *Speak with Animals*. Giant versions of animals may be spoken to but not fantastic or magical animals such as unicorns.

The druid may ask the animal one question per level of the druid. The DM will, naturally, have to decide what the animal may have seen, how it died etc. The DM must remember that an animal's perception and opinions of the world may be very different from the caster's.

The druid's holy symbol and any type of animal bones are the material components.

Spike Growth

Sphere: Plant
Range: 60 yds.
Components: V, S, M
Duration: 3d4 turns + 1/level
Casting Time: 6
Area of Effect: 10-ft. sq./level
Saving Throw: None

Wherever any type of plant growth of moderate size or density is found, this spell can be used. The ground-covering vegetation or roots and rootlets in the area becomes very hard and sharply pointed. In effect, the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each 10 feet of movement through the area, the victim suffers 2d4 points of damage. He must also roll a saving throw vs. spell. If this saving throw is failed, the victim's movement rate is reduced by 1/3 of its current total (but a creature's movement rate can never be less than 1). This penalty lasts for 24 hours, after which the character's normal movement rate is regained.

Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps* or *detect snares and pits*), an area

Druid Spells 3rd Tier

affected by *spike growth* is absolutely undetectable as such until a victim enters the area and suffers damage. Even then, the creature cannot determine the extent of the perilous area unless some means of magical detection is used.

The components for this spell are the druid's holy symbol and either seven sharp thorns or seven small twigs, each sharpened to a point.

Stone Shape

Sphere: Elemental

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 9 cu. ft. + 1 cu. ft./level

Saving Throw: None

By means of this spell, the caster can form an existing piece of stone into any shape that suits his purposes. For example, he can make a stone weapon, a special trapdoor, or a crude idol. By the same token, it enables the spellcaster to shape a stone door, perhaps so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While stone coffers can be thus formed, stone doors made, etc., the fineness of detail is not great. If the shaping has moving parts, there is a 30% chance they do not work. This chance is 0% if the druid has the stoneworking proficiency.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object, and then touched to the stone when the spell is uttered.

Summon Insects

Sphere: Animal

Range: 30 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

The *summon insects* spell attracts a cloud or swarm of normal insects to attack the foes of the caster. Flying insects appear 70% of the time, while crawling insects appear 30% of the time. The exact insects called are bees, biting flies, hornets, or wasps, if flying insects are indicated; biting ants or pinching beetles, if crawling

insects are indicated. A cloud of the flying type, or a swarm of the crawling sort, appears after the spell is cast. This gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to. The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects during the time it is attacked; it suffers 4 points of damage per round otherwise. If the insects are ignored, the victim fights with a -2 penalty to his attack roll and a +2 penalty to his Armor Class. If he attempts to cast a spell, an initiative roll should be made for the insects to see if their damage occurs before the spell is cast. If it does, the victim's concentration is ruined and the spell is lost.

The insects disperse and the spell ends if the victim enters thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water. If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1 round delay while they leave the former opponent and attack the new victim. Crawling insects can travel only about 10 feet per round (maximum speed over smooth ground) and flying insects travel 60 feet per round. The caster must concentrate to maintain the swarm; it dissipates if he moves or is disturbed.

It is possible, in underground situations, that the caster might summon 1d4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. This spell does not function under water.

The materials needed for this spell are the caster's holy symbol, a flower petal, and a bit of mud or wet clay.

Water Breathing

Sphere: Elemental

Range: Touch

Components: V, S

Duration: 1 hr./level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

The recipient of a *water breathing* spell is able to breathe under water freely for the duration of the spell—i.e., one hour for each experience level of the caster. The druid can divide the base duration between multiple characters. Thus, an 8th-level druid can confer this ability to two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of one half-hour per character.

Druid Spells 4th Tier

4th Tier

Animal Summoning IV

Sphere: Animal
Range: 1 mi. radius
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no unicorns, dragons, gorgons, manticores, etc.).

Divination

Sphere: Divination
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice. For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield +1* lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight), the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted

upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it). The base chance for a correct divination is 60%, plus 1% for each experience level of the druid casting the spell. The DM makes adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the spell have been taken). If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work.

The material components of the *divination* spell are a sacrificial offering, incense, and the holy symbol of the druid. If an unusually important *divination* is attempted, sacrifice of particularly valuable gems, jewelry, or magical items may be required.

Genius

Sphere: Divination
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Caster
Saving Throw: None

This spell is similar to *idea*, except that the priest's player can ask the DM one question about any event occurring at the moment. The question must be somehow related to evaluation of the current situation, such as "What are these monsters?" Speculation about the future, such as "What's on the other side of the door?" is not permitted.

As with *idea*, the DM must be careful in adjudicating this spell. The answer to the question should always be relevant and correct, although not necessarily complete, and should not be unbalancing to the situation. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation. In general, the answer will be a single word or a short phrase of no more than five words.

The material component is a gem of at least 50 gp value. This spell can be cast only once in any 12-hour period. Subsequent attempts to cast the spell result in no answer.

Druid Spells 4th Tier

Giant Insect

Sphere: Animal
Range: 20 yds.
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: 1 to 6 insects
Saving Throw: None

By means of this spell, the druid can turn one or more normal-sized insects into larger forms resembling the giant insects described in the Monstrous Manual. Only one type of insect can be altered at one time (i.e., a single casting cannot affect both an ant and a fly) and all insects affected must be grown to the same size. The number of insects and the size to which they can be grown depends upon the druid's level:

Druid's Insect Maximum

Level	Hit Dice	Total HD
7-9	3	9
10-12	4	12
13+	6	15

For example, an 8th-level druid can grow three insects to 3 Hit Dice, four insects to 2 Hit Dice, or nine insects to 1 Hit Die. Flying insects of 3 Hit Dice or more can carry a rider of human size (assume that such can carry 80 pounds per Hit Die).

If the casting is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one), the insects die and the spell is ruined. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits above.

If the insect created by this spell matches an existing monster description, use the monster description. Otherwise, unless the DM creates a special description, the giant form has an Armor Class of between 8 and 4, one attack, and inflicts 1d4 points of damage per Hit Die. For example, a 14th-level druid uses the *giant insect* spell to enlarge one beetle (all that is available) to 6 HD size. The DM decides the beetle has AC 5 and bites once for 6d4 points of damage.

Note that the spell works only on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. Any giant insects created by this spell do not attempt to harm the druid, but the druid's control of such creatures is limited to simple commands ("attack," "defend," "guard," and so forth). Orders to attack a certain creature when it appears or

guard against a particular occurrence are too complex. Unless commanded to do otherwise, the giant insects attempt to attack whoever or whatever is near them.

The reverse of the spell, *shrink insect*, reduces any giant insect to normal insect size. The number of Hit Dice affected by the druid is subtracted from the number of Hit Dice of the insects, and any insect reduced to 0 Hit Dice has been shrunk. Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus, a 9th-level druid attacked by giant ants could shrink three warrior ants or four worker ants to normal insect size with no saving throw. This spell has no effect on intelligent insect-like creatures.

The druid must use his holy symbol for the spell.

Hallucinatory Forest

Sphere: Plant
Range: 80 yds.
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: 40-ft. sq./level
Saving Throw: None

When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Druids attuned to the woodlands--as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants--recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The hallucinatory forest remains until it is magically dispelled.

The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 80 yards away from the caster.

Druid Spells 4th Tier

Hold Plant

Sphere: Plant
Range: 80 yds.
Components: V, S
Duration: 1 rd./level
Casting Time: 7
Area of Effect: 1d4 plants in 40-ft. sq.
Saving Throw: Neg.

The *hold plant* spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement that is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a *hold plant* spell is one round per level of experience of the caster. It affects 1d4 plants in a 40-foot x 40-foot area, or a square 4 to 16 yards on a side of small ground growth such as grass or mold. If only one plant (or 4 yards square) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 8 yards square) are the target, saving throws suffer a -2 penalty; if three plants (or 12 yards square) are the target, saving throws suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are the target, saving throws are unmodified.

Lower Water

Sphere: Elemental
Range: 120 yds.
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

The *lower water* spell causes water or similar fluid in the area of effect to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet for every experience level of the druid. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, an 8th-level druid affects a volume up to 16 feet x 80 feet x 80 feet, a 9th-level caster affects a volume up to 18 feet x 90 feet x 90 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and

rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

The material components of this spell are the druid's holy symbol and a pinch of dust.

Neutralize Poison

Sphere: Animal, Plant
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: 1 creat. or 1 cu. ft. of substance/2 levels
Saving Throw: None

By means of a *neutralize poison* spell, the druid detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the druid to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified.

Poison

Sphere: Animal, Plant
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: 1 creat. or 1 cu. ft. of substance/2 levels
Saving Throw: None

Poison requires a successful attack roll, and the victim is allowed a saving throw vs. poison. If the latter is unsuccessful, the victim is incapacitated and dies in one turn unless the poison is magically neutralized or slowed.

Poison may also be cast upon a substance, such as water or food. Eating such requires a saving throw vs. poison or the victim suffers the same fate as above.

Druid Spells 4th Tier

Raise Water

Sphere: Elemental
Range: 120 yds.
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Raise water, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges at the DM's option. It negates *lower water* and vice versa.

The material components of this spell are the druid's holy symbol and a drop of water.

Reflecting Pool

Sphere: Divination
Range: 10 yds.
Components: V, S, M
Duration: 1 rd./level
Casting Time: 2 hrs.
Area of Effect: Special
Saving Throw: None

This spell enables the caster to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the caster. The effect is to create a scrying device similar to a *crystal ball*. The scrying can extend only to the Ethereal Plane and the Inner Planes (which includes the para-elemental planes, the Demi-plane of Shadow, etc.). General notes on scrying, detection by the subject, and penalties for attempting to scry beyond the caster's own plane are given in the DMG, as well as a description of the *crystal ball* item. The following spells can be cast through a reflecting pool, with a 5% per level chance for operating correctly: *detect snares and pits*, and *detect poison*. Each additional detection attempt requires a round of concentration, regardless of success. Infravision, if available, operates normally through the reflecting pool. The image is nearly always hazy enough to prevent the reading of script of any type.

The material component is the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

Repel Insects

Sphere: Animal
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: 10-ft. radius
Saving Throw: None

When this spell is cast, the druid creates an invisible barrier to all sorts of insects, and normal insects do not approach within 10 feet of the caster while the spell is in effect. Giant insects with Hit Dice less than 1/3 of the caster's experience level are also repelled (for example, 2 Hit Dice for 7th- to 9th-level casters, 3 Hit Dice at 10th through 12th level, etc.). Insects with more Hit Dice can enter the protected area if the insect is especially aggressive and, in addition, rolls a successful saving throw vs. spell. Those that do sustain 1d6 points of damage from passing through the magical barrier. Note that the spell does not in any way affect arachnids, myriapods, and similar creatures--it affects only true insects.

The material components of the *repel insects* spell include any one of the following: several crushed marigold flowers, a whole crushed leek, seven crushed stinging nettle leaves, or a small lump of resin from a camphor tree.

Snakes to Sticks

Sphere: Animal
Range: 30 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 7
Area of Effect: 1d4 snakes + 1 snake/level in a 10-ft. cube
Saving Throw: None

By means of this spell, the caster can change 1d4 snakes, plus one snake per experience level, into sticks; thus, a 9th-level druid can change 10-13 snakes into an equal number of sticks. Such snakes cannot be larger than a staff. The spell lasts for two rounds for each experience level of the spellcaster at which time the sticks revert back to snakes.

The material components of the spell are a small piece of bark and several snake scales.

Druid Spells 4th Tier

Speak With Plants

Sphere: Plant
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 turn
Area of Effect: 30-ft. radius
Saving Throw: None

When cast, a *Speak With Plants* spell enables the druid to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (i.e., not monsters or plantlike creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services. The spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st-level spell of that name can be released. The power of the spell lasts for one round for each experience level of the casting druid. All vegetation within the area of effect is affected by the spell.

The material components for this spell are a drop of water, a pinch of dung, and a flame.

Sticks to Snakes

Sphere: Plant
Range: 30 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 7
Area of Effect: 1d4 sticks + 1 stick/level in a 10-ft. cube
Saving Throw: None

By means of this spell, the caster can change 1d4 sticks, plus one stick per experience level, into snakes; thus, a 9th-level druid can change 10-13 sticks into an equal number of snakes. These snakes attack as commanded by the druid. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (i.e., a spear held by an orc must roll the orc's saving throw vs. polymorph). Magical

items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed.

The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4+1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level druid has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.



Druid Spells 5th Tier

5th Tier

Animal Growth

Sphere: Animal
Range: 80 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 8
Area of Effect: Up to 8 animals in a 20-ft. sq.
Saving Throw: None

When this spell is released, the caster causes up to eight animals within a 20-foot-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with resultant improvement in attack potential), doubled hit points (except hit points added to Hit Dice), and doubled damage in combat. Movement and AC are not affected. The spell lasts for two rounds for each level of the caster. The spell is particularly useful in conjunction with a *charm person* or *mammal* spell.

The material component is the caster's holy symbol and a scrap of food.

Animal Shrinkage

Sphere: Animal
Range: 80 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 8
Area of Effect: Up to 8 animals in a 20-ft. sq.
Saving Throw: None

When this spell is released, the caster causes up to eight animals within a 20-foot-square area to shrink to half their normal size. The effects of this shrinkage are halved Hit, halved hit points, and halved damage in combat. Movement and AC are not affected. The spell lasts for two rounds for each level of the caster.

The material component is the caster's holy symbol and a scrap of food.

Animal Summoning V

Sphere: Animal
Range: 1 mi. radius
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls up to six animals that have 8 Hit Dice or less, 12 that have 4 Hit Dice or less, or of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no unicorns, dragons, gorgons, manticores, etc.).

Anti-Animal and Plant Shell

Sphere: Animal, Plant
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: 10-ft. radius
Saving Throw: None

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of living creature or plant that is wholly or partially animal or plant (not magical or extra-planar). Thus a sprite, a green slime, a giant, or a shambling mound would be kept out, but undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The anti-animal shell functions normally against crossbreeds, such as cambions, and lasts for one turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol and a handful of pepper.

Druid Spells 5th Tier

Atonement

Sphere: All
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 person
Saving Throw: None

This spell is used by the druid to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The spell removes the effects of magical alignment changes as well. The person seeking the *atonement* spell must either be truly repentant or not have been in command of his own will when the acts to be atoned for were committed. The DM will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell. A character who refuses to accept an atonement is automatically considered to have committed a willful misdeed.

The druid needs his religious symbol, prayer beads or wheel or book, and burning incense.

Commune With Nature

Sphere: Divination
Range: 0
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one fact--ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function. The DM may limit the casting of this spell to once per month.

Control Winds

Sphere: Elemental
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 8
Area of Effect: 40-ft./level radius
Saving Throw: None

By means of a *control winds* spell, the caster is able to alter wind force in the area of effect. For every three levels of experience, the caster can increase or decrease wind force by one level of strength. Wind strengths are as follows:

<u>Wind Force</u>	<u>Miles Per Hour</u>
Light Breeze	2-7
Moderate Breeze	8-18
Strong Breeze	19-31
Gale	32-54
Storm	55-72
Hurricane	73-176

Winds in excess of 19 miles per hour drive small flying creatures--those eagle-sized and under--from the skies, severely affect missile accuracy, and make sailing difficult. Winds in excess of 32 miles per hour drive even man-sized flying creatures from the skies and cause minor ship damage. Winds in excess of 55 miles per hour drive all flying creatures from the skies, uproot small trees, knock down wooden structures, tear off roofs, and endanger ships. Winds in excess of 73 miles per hour are of hurricane force. An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used underground, if the spell is cast in an area smaller than the area of effect, the eye shrinks 1 foot for every foot of confinement. For example, if the area of effect is a 360-foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in a radius would eliminate the eye and subject the spellcaster to the effects of the wind. Once the spell is cast, the wind force increases or decreases by 3 miles per hour per round until the maximum or minimum speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of his own ability.

Druid Spells 5th Tier

Insect Plague

Sphere: Summoning

Range: 120 yds.

Components: V, S, M

Duration: 2 rds./level

Casting Time: 1 turn

Area of Effect: 180 ft. x 60 ft. cloud

Saving Throw: None

When this spell is cast by the druid, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the druid. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

The material components of this spell are a few granules of sugar, some kernels of grain, and a smear of fat.

Rainbow

Sphere: Elemental

Range: 120 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

The *rainbow* spell has two applications, and the druid can choose the desired one at the time of casting. These applications are as follows:

Bow: The spell creates a shimmering, multi-layered short composite bow of rainbow hues. It is light and easy to pull, so that any character can use it without penalty for non-proficiency. It is magical: Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses. The bow fires seven sheaf missiles before disappearing (d8+2). It can be fired up to three times per round and the caster automatically nocks whichever arrow he desires. The number of arrows that can be fired is only limited to the duration of the spell. Additionally, each color of arrow has the ability to cause double damage (d8X2 +2) to certain creatures, as follows:

Red --fire dwellers/users and fire elementals

Orange --creatures or constructs of clay, sand, earth, stone or similar materials, and earth elementals

Yellow --vegetable opponents (including fungus creatures, shambling mounds, treants, etc.)

Green --aquatic creatures, electricity-using creatures, and air elementals

Indigo --acid-using or poison-using creatures

Violet --metallic or regenerating creatures

Bridge: The caster causes the rainbow to form a seven-hued bridge up to 3 feet wide per level of the caster. It must be at least 20 feet long and can be as long as 120 yards, according to the caster's desire. It lasts as long as the spell's duration or until ordered out of existence by the caster.

The components for this spell are the druid's holy symbol and a vial of holy water.

Druid Spells 5th Tier

Spike Stones

Sphere: Elemental

Range: 30 yds.

Components: V, S, M

Duration: 3d4 turns +1/level

Casting Time: 6

Area of Effect: 10 ft. sq./level, 1 spike/sq. ft.

Saving Throw: None

The *spike stones* spell causes rock to shape itself into long, sharp points that tend to blend into the background. It is effective on both natural rock and worked stone. The spike stones serve to impede progress through an area and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock.

Otherwise, those entering the spell's area of effect suffer 1d4 points of damage per round. The success of each attack is determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims suffer two attacks per round.

Those falling into pits affected by spike stones suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures also suffer normal falling damage.

The material component of this spell is four tiny stalactites.

Transmute Mud to Rock

Sphere: Elemental

Range: 160 yds.

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: 20-ft. cube/level

Saving Throw: None

Transmute mud to rock hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected.

The material components for the spell are sand, lime, and water for.

Transmute Rock to Mud

Sphere: Elemental

Range: 160 yds.

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: 20-ft. cube/level

Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a rock, for example, the rock affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round. The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind, and normal drainage.

The material components for the spell are clay and water.

The reverse, *transmute mud to rock*, hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected. The material components for the spell are clay and water (or sand, lime, and water for the reverse).

Druid Spells 5th Tier

Wall of Fire

Sphere: Elemental
Range: 80 yds.
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--yellow-green or amber (different from the 4th-level wizard version). The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet for every two levels of experience of the druid, and 20 feet high. The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage per level of the spellcaster, to any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the druid concentrates on maintaining it, or one round per level of experience of the druid in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.



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Animal Summoning VI

Sphere: Animal
Range: 1 mi. radius
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls up to four animals of no more than 16 Hit Dice each, or eight of no more than 8 Hit Dice, or 16 creatures of no more than 4 Hit Dice, or of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no unicorns, dragons, gorgons, manticores, etc.).

Anti-Animal Shell

Sphere: Animal
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: 10-ft. radius
Saving Throw: None

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of living creature that is wholly or partially animal (not magical or extraplanar). Thus a sprite, a giant, or a chimera would be kept out, but undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The anti-animal shell functions normally against crossbreeds, such as cambions, and lasts for one turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol and a handful of pepper.

Conjure Animals

Sphere: Summoning
Range: 30 yds.
Components: V, S
Duration: 2 rds./level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

The *conjure animals* spell enables the druid to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if the creature conjured is determined randomly. If a specific animal type is requested, the animal's Hit Dice cannot exceed his level. The DM selects the type of animal that appears if it is randomly called. Thus, a druid of 12th level could randomly conjure two mammals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as $\frac{1}{2}$ of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a 4 $\frac{1}{2}$ Hit Dice creature. The conjured animals remain for two rounds for each level of the conjuring druid, or until slain, and they follow the caster's verbal commands. Conjured animals unflinchingly attack the druid's opponents, but resist being used for any other purpose--they do not like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The conjured animals disappear when slain.

Conjure Fire or Earth Elemental

Sphere: Elemental
Range: 80 yds.
Components: V, S
Duration: 1 turn/level
Casting Time: 6 rds.
Area of Effect: Special
Saving Throw: None

Upon casting a *conjure fire or earth elemental* spell, the caster opens a special gate to the elemental plane of Fire or Earth and an elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge elemental of 21 to 24 Hit Dice

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appears. If dice call for salamanders or an efreeti, and the caster was summoning from the Earth Elemental Plane, simply re-roll the dice. The caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. The elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a *dispel magic* spell, the reverse of this spell, *dismiss elemental*, or similar magic.

Creeping Doom

Sphere: Animal
Range: 0
Components: V, S
Duration: 4 rds./level
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: None

When the caster utters the spell of *creeping doom*, he calls forth a mass of from 500 to 1,000 $[(1d6 + 4) \times 100]$ venomous, biting and stinging arachnids, insects, and myriapods. This carpet-like mass swarms in an area 20 feet square. Upon command from the caster, the swarm creeps forth at 10 feet per round toward any prey within 80 yards, moving in the direction in which the caster commands. The creeping doom slays any creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the creeping doom. If the creeping doom travels more than 80 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 80 yards. For example, at 100 yards, its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DMs.

Find the Path

Sphere: Divination
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3 rds.
Area of Effect: 1 creature
Saving Throw: None

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a *maze* spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster. The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph. The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a *maze* spell in a single round, and will continue to do so as long as the spell lasts. Note that this divination is keyed to the caster, not his companions, and that, like the *find traps* spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the druid--bones, ivory counters, sticks, carved runes, or whatever.

The reverse spell, *lose the path*, makes the creature touched totally lost and unable to find its way for the duration of the spell--although it can be led, of course.

Fire Seeds

Sphere: Elemental
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 rd./seed
Area of Effect: Special
Saving Throw: ½

The *fire seeds* spell creates special missiles or timed incendiaries that burn with great heat. The spell can be

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cast to create either fire seed missiles or fire seed incendiaries, as chosen when the spell is cast.

Fire seed missiles: This casting turns up to four acorns into special grenade-like missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10-foot diameter of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (i.e., no saving throw).

Fire seed incendiaries: This casting turns up to eight holly berries into special incendiaries. The holly berries are most often placed, being too light to make effective missiles. They can be tossed only up to 6 feet away. They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a 5-foot-diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage. All fire seeds lose their power after a duration equal to one turn per experience level of the caster--e.g., the seeds of a 13th-level caster remain potent for a maximum of 13 turns after their creation.

No other material components beyond acorns or holly berries are needed for this spell.

Liveoak

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: 1 oak tree
Saving Throw: None

This spell enables the caster to charm a healthy oak tree (or other type if the DM allows) to cause it to serve as a protector. The spell can be cast on a single tree at a time. While a *liveoak* spell cast by a particular caster is in effect, he cannot cast another such spell. The tree upon which the spell is cast must be within 10 feet of the caster's dwelling place, within a place sacred to the caster, or within 100 yards of something that the caster wishes to guard or protect.

The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size, according to desire and availability. A triggering phrase of up to maximum of one word per level of the spellcaster is then placed upon the targeted oak. For instance, "Attack any persons who come near without first saying *sacred mistletoe*" is an 11-word trigger phrase that could be used by a caster of 11th level or higher casting the spell. The *liveoak* spell triggers the tree into animating as a treant of equivalent size, an Armor Class of 0 and with two attacks per round, but with only a 30-feet-per-round movement rate.

Tree Size	Height	Hit Dice	Damage
Small	12' - 14'	7-8	2d8
Medium	16' - 19'	9-10	3d6
Large	20' - 23'	11-12	4d6

A tree enchanted by this spell radiates a magical aura (if checked for), and can be returned to normal by a successful casting of a *dispel magic* spell, or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. Damage to the tree can be healed with a *plant growth* spell, which restores 3d4 points of damage. A *plant growth* spell used in this fashion does not increase the size or hit points of the liveoak beyond the original value.

The caster needs his holy symbol to cast this spell.

Lose the Path

Sphere: Divination
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3 rds.
Area of Effect: 1 creature
Saving Throw: None

This spell makes the creature touched totally lost and unable to find its way to wherever his destination might be for the duration of the spell--although he can be led, of course.

The spell requires a set of divination counters of the sort favored by the druid--bones, ivory counters, sticks, carved runes, or whatever.

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Part Water

Sphere: Elemental
Range: 20 yds./level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 3 ft./level x 20 yds./level x 30 yds.
Saving Throw: None

By employing a *part water* spell, the druid is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell depends on the level of the druid. A trough 3 feet deep per caster level, by 30 yards wide, by 20 yards long per level is created. Thus at 12th level, the druid would part water 36 feet deep by 30 yards wide by 240 yards long. The trough remains as long as the spell lasts or until the druid who cast it opts to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature suffers 48 points of damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material component of this spell is the druid's holy symbol.

Reincarnate

Sphere: Animal
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 person
Saving Throw: None

With this spell, the druid can bring back a dead person in another body, if death occurred no more than one week before the casting of the spell. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person appears in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, though memories are distant and dreamlike. As memories are basically intact, the character class is the same as the old body's. A reincarnated fighter still remembers the stances and moves of his former self, for example, though it will take

1d4 weeks to be at full potential. Even so, the character must start at one level lower than when he perished. Ability scores must be re-rolled, but the player is allowed to rearrange them as desired. The scores must fulfill the old character class minimum requisites. The DM is encouraged to work out details of sex, height, weight, etc with the player. The race of the character will almost certainly be new. Consult the following table to determine the race:

D100:

01—04	Afghuli
05—08	Aquilonian
09—12	Argossean
13—16	Aesir
17—20	Brythunian
21—24	Cimmerian
25—28	Darfarian
29—32	Hyperborean
33—36	Hykanian
37—40	Iranistanian
41—44	Kambujanian
45—48	Keshani
49—52	Khitani
53—56	Meruvian
57—60	Nemedian
61—64	Ophirian
65—68	Pictish
69—72	Shemitish
73—76	Stygian
77—80	Turanian
81—84	Vanirian
85—88	Vendhyan
89—92	Zamoran
93—96	Zembabwei
97—00	Zingarian

Stone Tell

Sphere: Divination
Range: Touch
Components: V, S, M
Duration: 1 turn
Casting Time: 1 turn
Area of Effect: 1 cu. yd.
Saving Throw: None

When the druid casts a *stone tell* spell upon an area, the very stones speak and relate to the caster who or what has touched them as well as revealing what is covered, concealed, or simply behind them. The stones relate complete descriptions, if asked. Note that a stone's perspective, perception, and knowledge may hinder this divination. Such details, if any, are decided by the DM.

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The material components for this spell are a drop of mercury and a bit of clay.

Transmute Water to Dust

Sphere: Elemental

Range: 60 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 8

Area of Effect: 1 cu. yd./level

Saving Throw: Special

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud. If there is not a sufficient quantity of water to cause that effect, it simply soaks or dampens the dust accordingly.

Only the liquid actually in the area of effect at the moment of spellcasting is affected. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful saving throws vs. death or be slain. However, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

Components required are a bit of sea shell, and the caster's holy symbol.

Turn Wood

Sphere: Plant

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 9

Area of Effect: 20 ft./level x 120 ft.

Saving Throw: None

When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3 inches in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects less than 3 inches in diameter that are fixed splinter and break,

and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted to prevent this forced movement, it splinters. Even magical items with wooden sections are turned, although an anti-magic shell blocks the effects. A successful *dispel magic* spell ends the effect. Otherwise, the *turn wood* spell lasts for one round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing back wooden objects in the area of effect at a rate of 40 feet per melee round. The length of the path is 20 feet per level of the caster. Thus if a 14th-level druid casts a *turn wood* spell, the area of effect is 120 feet wide by 280 feet long, and the spell lasts 14 rounds. After casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

Wall of Thorns

Sphere: Plant

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 9

Area of Effect: One 10-ft. cube/level

Saving Throw: None

The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the wall of thorns suffers 8 points of damage, plus an additional amount of damage equal to the creature's AC. Negative ACs subtract from the base 8 points of damage, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast, crashes into the *wall of thorns* and must break through to move. The damage is based on each 10-foot thickness of the barrier.

If the wall of thorns is chopped at, it takes at least four turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in two turns, creating a wall of fire effect while doing so (see *wall of fire* spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall. The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as he desires. The spell's duration is one turn for each level of experience of the caster, and it covers one 10-foot cube per level of the caster in whatever shape the

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caster desires. Thus a 14th-level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10 feet deep (or high), a 10-foot-high by 10-foot-wide by 140-foot-long wall to block a dungeon passage, or any other sort of shape that suited his needs.

The caster

can also create a wall of 5-foot thickness, which inflicts half damage but can be doubled in one of the other dimensions. Note that those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

Weather Summoning

Sphere: Elemental

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, sleet storm, or hot weather could be summoned. In summer a torrential

rain, heat wave, hail storm, etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc., could be summoned. Winter enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the later winter or early spring. The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 square mile to 100 square miles. Note that several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.

Within four turns after the spell is cast, the trend of the weather to come is apparent--e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.



