Part Water

Alteration

Range:	2" / Level	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	1 Turn
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Cleric

Speak With Monsters

Alteration

Range:	3"	**Components:**	V,S
Duration:	1 Round / Level	**Casting Time:**	9 Segments
Area of Effect:	Type of Monster	**Saving Throw:**	None

Level 6 Cleric

Stone Tell

Divination

Range:	Touch	**Components:**	V,S,M
Duration:	1 Turn	**Casting Time:**	1 Turn
Area of Effect:	1 Cubic Yard of Stone	**Saving Throw:**	None

Level 6 Cleric

Description

By employing a port water spell, the cleric is able to cause water or similar liquid to move aport, thus forming a trough. The depth and length of the trough created by the spell is dependent upon the level of the cleric, and a trough 3' deep by 1' by 2" (20' or 20 yards) is created per level, i.e. at 12th level the cleric would port water 36' deep by 12' wide by 24" (240' or 240 yards) long. The trough will remain as long as the spell lasts or until the cleric who cast it opts to end its effects (cf. dispel magic The material component of this spell is the cleric's religious symbol.

Description

When cost, the speak with monsters spell allows the cleric to converse with any type of creature which has any form of communicative ability That is, the monster will understand the intent of what is said to it by the cleric. The creature or creatures thus spoken to will be checked by your referee in order to determine reaction. All creatures of the some type as that chosen by the cleric to speak to can likewise understand if they are within range. The spell lasts for 1 melee round per level of experience of the cleric casting it, and during its duration conversation can take place as the monster is able and desires.

Description

When the cleric costs a stone tell upon an area, the very stones will speak and relate to the caster who or what has touched them as well as telling what is covered, concealed, or simply behind the place they are. The stones will relate complete descriptions as required. The material components for this spell are a drop of mercury and a bit of clay.