Animal Friendship

Enchantment / Charm

Range:	1"	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	6 Turns
Area of Effect:	One Animal	**Saving Throw:**	Negates

Level 1 Druid

Detect Magic

Divination

Range:	0"	**Components:**	V,S,M
Duration:	12 Rounds	**Casting Time:**	3 Segments
Area of Effect:	1" Wide 4" Long Path	**Saving Throw:**	None

Level 1 Druid

Detect Snares & Pits

Divination

Range:	0"	**Components:**	V,S,M
Duration:	4 Rounds / Level	**Casting Time:**	3 Segments
Area of Effect:	1" Wide, 4" Long Path	**Saving Throw:**	None

Level 1 Druid

Description

By means of this spell the druid is able to show any animal which is of at least animal intelligence (but not above semi-intelligent rating) that the druid is disposed to be its friend. If the animal does not make its saving throw versus magic immediately when the spell is begun, it will stand quietly while the druid finishes the spell. Thereafter, it will follow the druid about, and he or she can teach it 3 specific "tricks" or tasks for each point of intelligence it possesses. (Typical tasks are those taught a dog or similar pet, i.e. they cannot be complex.). Training for each such "trick" must be done over a period of 1 week, and all must be done within 3 months of acquiring the creature. During the training period the animal will not harm the druid, but if the creature is left alone for more than 3 days it will revert to its natural state and act accordingly. The druid may use this spell to attract up to 2 hit dice of animal(s) per level of experience he or she possesses. This also means that the druid can never have more hit dice of animals so attracted and trained than are equal to or less than twice his or her levels of experience. Only neutral animals can be attracted, befriended, and trained. The material components of this spell are mistletoe and a piece of food attractive to the animal subject.

Description

Except as noted above, this spell is the same as the first level cleric spell of the same name.

When the detect magic spell is cast, the cleric detects magical radiations in a path 1” wide, and up to 3” long, in the direction he or she is facing. The caster can turn 60’ per round. Note that stone walls of 1’ or more thickness, solid metal of but 1/12’ thickness, or 3’ or more of solid wood will block the spell. The spell requires the use of the cleric’s holy (or unholy) symbol

Description

Upon casting this spell, the druid is able to detect snares & pits along the 1" wide by 4" long area of effect path and thus avoid such dead falls. Note that in the underground only simple pits, not all forms of traps, would be detected by means of this spell. Outdoors, the spell detects all forms of traps - deadfalls, missile trips, snares, etc. The spell lasts 4 melee rounds for each level of experience of the druid casting it, i.e. 4 rounds at the 1 st level, 8 at the 2nd, 12 (1 turn plus 2 rounds) ot the 3rd, etc.