Purify Water

Alteration (Reversible)

Range:	4"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	1 Round
Area of Effect:	1' cubic/lvl in 1" square	**Saving Throw:**	None

Level 1 Druid

Shillelagh

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	1 Segment
Area of Effect:	One Oaken Club	**Saving Throw:**	None

Level 1 Druid

Speak With Animals

Alteration

Range:	0	**Components:**	V,S
Duration:	2 Rounds / Level	**Casting Time:**	3 Segments
Area of Effect:	1 Animal Type, 4" Radius	**Saving Throw:**	None

Level 1 Druid

Description

This spell makes dirty, contaminated water clean and pure, suitable for consumption. Up to one cubic foot per level of the druid casting the spell can be thus purified. The reverse of the spell, contaminate water, works in exactly the same manner, and even holy/unholy water can be spoiled by its effects.

Description

This spell enables the druid to change his own oaken cudgel into a magical weapon which is +1 to hit and inflicts 2-8 hit points of damage on opponents up to man-sized, 2-5 hit paints of damage on larger opponents. The druid must wield the shillelagh, of course. The material components of this spell are an oaken club, any mistletoe, and a shamrock leaf.

Description

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

By employing this spell, the cleric is empowered to comprehend and communicate with any warm or cold-blooded animal which is not mindless (such as an amoeba). The cleric is able to ask questions, receive answers, and generally be on amicable terms with the animal. This ability lasts for 2 melee rounds for each level of experience of the cleric employing the spell. Even if the bent of the animal is opposite to that of the cleric evil/good, good/evil), it and any others of the same kind with it will not attack while the spell lasts. If the animal is neutral or of the same general bent as the cleric (evil/evil, good/good), there is a possibility that the animal, and its like associates, will do some favor or service for the cleric. This possibility will be determined by the referee by consulting a special reaction chart, using the charisma of the cleric and his actions as the major determinants. Note that this spell differs from speak with monsters (q...), for it allows conversation only with basically normal, non-fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.