Description

By means of this spell the druid 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 creatures, thus holding them fast for the duration of the spell. If any creature in the area of effect makes its saving throw, the effect of the spell is to slow its movement by 50% for the spell duration.

Description

When the druid casts this spell, he or she outlines an object or creature with a pale glowing light. The completeness of the lining is dependent upon the number of linear feet the druid is able to affect, about 12' per level (Le. one 6' man or two 3' kobolds). If there is sufficient power, several objects or creatures con be covered by the faerie fire, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures (including those otherwise invisible) are visible at 8" in the dark, 4" if the viewer is near a bright light source. Outlined creatures are easier to strike, thus opponents gain +2 on "to hit" dice. The faerie fire con be blue, green, or violet according to the word of the druid at the time he or she costs the spell. The faerie fire does not itself cause any harm to the object or creature lined.

Description

When an invisibility to animals spell is cast by a druid, the recipient of the magic becomes totally undetectable with respect to normal animals with intelligence under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The magicked individual is able to walk amongst animals or pass through them as if he or she 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. The material component of this spell is holly rubbed over the individual.