Description

The druid with a locate animals spell is able to determine the direction and distance of any of the desired animals within the area of effect. The sought after animal can be of any sort, but the druid must concentrate on the sort desired. The cleric faces in a direction, thinks of the animal desired, and he or she then knows if any such animal is within spell range. During a round of spell effect duration, the druid must face in only one direction, i.e., only a 2" wide path can be known. The spell lasts 1 round per level of experience of the druid, while the length of the path is 2" per level of experience.

Description

When this spell is cast, the recipient can move through any type of terrain - mud, snow, dust, etc. -and leave neither footprint nor scent. Thus, tracking a person or other creature covered by this dweomer is impossible. The material components of this spell are a leaf of mistletoe (which must be burned thereafter and the ashes powdered and scattered) and a sprig of pine or evergreen. Note: The area which is passed over will radiate a dweomer for 6-36 turns after the affected creature passes.

Description

When a predict weather spell is cast by a druid, he or she gains 100% accurate knowledge of the weather (sky, temperature, precipitation) in a nine square mile area centering on the druid. For each level of experience of the druid casting the spell, two hours advance weather can be forecast. Thus, at 1st level the druid knows what the weather will be for two hours; at second level he or she knows the weather for 4 hours in advance, etc.