Barkskin

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	4 Rounds + 1 Round/Lvl	**Casting Time:**	3 Segments
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 2 Druid

Charm Person or Mammal

Evocation/Charm

Range:	8"	**Components:**	V,S
Duration:	Special	**Casting Time:**	4 Segments
Area of Effect:	1 Creature or Mammal	**Saving Throw:**	Negates

Level 2 Druid

Create Water

Alteration

Range:	1"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	1 Turn
Area of Effect:	1 Cu. Foot / Level	**Saving Throw:**	None

Level 2 Druid

Description

When the druid casts the barkskin spell upon a creature, its armor class improves 1 place because the creature's skin becomes as tough as bark. In addition, saving throws versus all attack forms except magic increase by + 1. This spell can be placed on the druid casting it or on any other creature he or she touches. In addition to mistletoe, the caster must have a handful of bark from an oak as the material component of the spell.

Description

This spell will affect any single person or mammal it is cast upon. The creature then will regard the druid who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the druid to control the charmed creature as if it were an automaton, but any word or action of the druid will be viewed in its most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the druid if assured that the only chance to save the druid's life is if the creature holds back an onrushing red dragon for "just a round or two". Note also that the spell does not empower the druid with linguistic capabilities beyond those he or she normally possesses. The duration of the spell is a function of the charmed creature's intelligence, and it is tied to the saving throw. The spell may be broken if a saving throw is made, and this saving throw is checked on a periodic basis according to the creature's intelligence:

Intelligence score	period between checks	Intelligence score	period between checks
3 or less	3 months	15 to 16	1 week
4 to 6	2 months	17	3 days
7 to 9	1 month	18	2 days
10 to 12	3 weeks	19 or more	1 day
13 to 14	2 weeks		

If the druid harms, or attempts to harm, the charmed creature by some overt action, or if a dispel magic (q.v.) is successfully cast upon the charmed creature, the charm will be broken automatically. The spell affects all mammalian animals and persons. The term person includes all bipedal human and humanoid creatures of approximately man-size, or less than man-size, including those affected by the hold person spell (q.v.). If the recipient of the charm person/charm mammal spell makes its saving throw versus the spell, its effect is negated.

Description

The druid can create pure, drinkable water by means of a create water spell. He or she creates 1 cubic foot of water for each level of experience attained. The water con be created at a maximum distance of 1” from the druid.