## *Summon Insects*

Conjuration / Summoning

| | | | |
|---|---|---|---|
| **Range:** | 3" | **Components:** | V,S,M |
| **Duration:** | 1 Round / Level | **Casting Time:** | 1 Round |
| **Area of Effect:** | Special | **Saving Throw:** | None |

Level 3 Druid

## *Tree*

Alteration

| | | | |
|---|---|---|---|
| **Range:** | 0 | **Components:** | V,S,M |
| **Duration:** | 6 Turns + 1 / Level | **Casting Time:** | 5 Segments |
| **Area of Effect:** | Personal | **Saving Throw:** | None |

Level 3 Druid

## *Water Breathing*

Alteration (Reversible)

| | | | |
|---|---|---|---|
| **Range:** | Touch | **Components:** | V,S,M |
| **Duration:** | 6 Turns / Level | **Casting Time:** | 5 Segments |
| **Area of Effect:** | Creature Touched | **Saving Throw:** | None |

Level 3 Druid

## Description

When a summon insects spell is cast by a druid, he or she attracts flying insects 70% of the time. The exact insects called will be bees, biting flies, hornets, or wasps if flying insects are indicated, or biting ants or pinching beetles if non-flying insects are determined. A cloud of the flying type, or a swarm of the crawling sort, will appear after the spell is cast. They will attack any creature the druid points to. The attacked creature will sustain 2 hit points of damage per melee round, and it can do nothing but attempt to fend off these insects during the time it is so attacked. The summoned insects can be caused to attack another opponent, but there will be at least a 1 round delay while they leave the former recipient and attack the new victim, and crawling insects can travel only about 12' per round (maximum speed over smooth ground). It is possible in underground situations that the druid could summon 1-4-giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. The materials needed for this spell are mistletoe, a flower petal, and a bit of mud or wet clay.

## Description

By means of this spell the druid is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with but a few limbs. Although the closest inspection will not reveal that this plant is actually a druid, and for all normal tests he or she is, in fact, a tree or shrub, the druid is able to observe all that goes on around his or her person just as if he or she were in human form. The spell caster may remove the dweomer at any time he or she desires, instantly changing from plant to human form, and having full capability of undertaking any action normally possible to the druid. Note that all clothing and gear wordcarried change with the druid. The material components of this spell are mistletoe and a twig from a tree.

## Description

The recipient of a water breathing spell is able to freely breathe underwater for the duration of the spell, i.e. 6 turns for each level of experience of the druid casting the spell. The reverse, air breathing, allows water breathing creatures to comfortably survive in the atmosphere for an equal duration.