Neutralize Poison

Necromantic (Reversible)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	5 Segments
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 3 Druid

Plant Growth

Alteration

Range:	16"	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	1 Round
Area of Effect:	2" x 2" Square / Level	**Saving Throw:**	None

Level 3 Druid

Protection from Fire

Abjuration

Range:	Touch	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	5 Segments
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 3 Druid

Description

This spell is the same as the 4th level cleric neutralize poison spell (q.v.).

By means of a neutralize poison spell, the cleric detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the cleric to score a hit in melee combat. Effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch, i.e. creatures (or objects) which generate new poison will not be permanently detoxified. The reversed spell, poison, likewise requires an attack (a "to hit" touch which succeeds), and the victim is allowed a saving throw versus poison. If the latter is unsuccessful, the victim is killed by the poison.

Description

When a plant growth spell is cast by the druid, he or she causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle which creatures must hack or force a way through at a movement rate of 1" per, or 2" per with respect to larger than man-sized creatures. Note that the area must have brush and trees in it in order to allow this spell to go into effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is 2" X 2" square per level of experience of the druid, in any square or rectangular shape that the druid decides upon at the time of the spell casting. Thus an 8th level druid can affect a maximum area of 16" X 16" square, a 32" X 8' rectangle, a 64" X 4" rectangle, 128 X 2" rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a dispel magic spell (q.v.).

Description

The effect of a protection from fire spell differs according to the recipient of the magic - the druid or some other creature. If the spell is cast upon the druid, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires such as demon fire, burning hands, fiery dragon breath, fireball, fire seeds, fire storm, flame strike, hell hound breath, meteor swarm, pyrohydra breath, etc. until an accumulation of 12 hit points of potential damage per level of experience of the druid has been absorbed by the protection from fire spell, at which time thespell is negated. Otherwise the spell lasts for 1 turn per level of experience of the druid. If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 on saving throw die rolls made versus fire attacks, and reduces damage sustained from magical fires by 50%.