Hold Plant

Enchantment / Charm

Range:	8"	**Components:**	V,S,M
Duration:	1" / Level	**Casting Time:**	6 Segments
Area of Effect:	Special	**Saving Throw:**	Negates

Level 4 Druid

Plant Door

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	6 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 4 Druid

Produce Fire

Alteration (Reversible)

Range:	4"	**Components:**	V,S,M
Duration:	1 Round	**Casting Time:**	6 Segments
Area of Effect:	12' Square	**Saving Throw:**	None

Level 4 Druid

Description

The hold plant spell affects vegetable matter as follows:

1) it causes ambulatory vegetation to cease moving;
2) it prevents vegetable matter from entwining, grasping, closing, or growing;
3) it prevents vegetable matter from making any sound or movement which is not caused by wind.

The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a hold plant spell is 1 melee round per level of experience of the druid casting the spell. It affects from 1 to 4 plants- or from 4 to 16 square yards of small ground growth such as grass or mold. If but one plant (or 4 square yards) is chosen as the target for the spell by the druid, the saving throw of the plant (or area of plant growth) is made at a -4 on the die; if two plants (or 8 square yards) are the target, saving throws are at -2; if three plants (or 12 square yards) are the target, saving throws are at -1; and if the maximum of 4 plants (or 16 square yards of area) are the target, saving throws are normal.

Description

The plant door spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth - even growth of a magical nature. The plant do or is open only to the druid who cast the spell, druids of a higher level, or dryads. The door even enables the druid to enter into a solid tree trunk and remain hidden there until the spell ends. If the tree is cut down or burned, the druid must leave before the tree falls or is consumed, or else he or she is killed also. The duration of the spell is 1 turn per level of experience of the druid casting it. If the druid opts to stay within an oak, the spell lasts 9 times longer, if an ash tree it lasts 3 times as long. The path created by the spell is up to 4' wide, 8' high and 12' / level of experience of the druid long.

Description

By means of this spell the druid causes a common-type fire of up to 12' per side in area boundary. While it lasts but a single round, the fire produced by the spell will cause 1-4 hit points of damage on creatures within its area; and it will ignite combustible materials such as cloth, oil, paper, parchment, wood and the like so as to cause continued burning. The reverse, quench fire will extinguish any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.