Commune with Nature

Divination

Range:	0	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	1 Turn
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Druid

Control Winds

Alteration

Range:	0	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	7 Segments
Area of Effect:	4" / level radius hsphere	**Saving Throw:**	None

Level 5 Druid

Insect Plague

Conjuration / Summoning

Range:	32"	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	1 Turn
Area of Effect:	32" dia x 4" tall cloud	**Saving Throw:**	None

Level 5 Druid

Description

This spell enables the druid to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each level of experience of the druid, he or she may "know" one fact, i.e. the ground ahead, left or right, the plants ahead, left or right, the minerals ahead, left or right, the water coursedbodies of water ahead, left or right, the people dwelling ahead, left or right, etc. The spell is effective only in outdoors settings, and operates in a radius of one half mile for each level of experience of the druid casting the commune with nature spell.

Description

By means of a control wind spell the druid is able to alter wind force in the area of effect. For every level of his or her experience, the druid is able to increase or decrease wind force by 3 miles per hour. Winds in excess of 30 miles per hour drive small flying creatures (those eagle-sized and under) from the skies and severely inhibit missile discharge. Winds in excess of 45 miles per hour drive even man-sized flying creatures from the skies. Winds in excess of 60 miles per hour drive all flying creatures from the skies and uproot trees of small size, knock down wooden structures, tear off roofs, etc. Winds in excess of 75 miles per hour are of hurricane force and cause devastation to all save the strongest stone constructions. A wind above 30 miles per hour makes sailing difficult, above 45 miles per hour causes minor ship damage, above 60 miles per hour endangers ships, and above 75 miles per hour sinks ships. There is an "eye" of 4" radius around the druid where the wind is calm. A higher level druid can use a control winds spell to counter the effects of a like spell cast by a lower level druid (cf. control weather). The spell remains in force for 1 turn for each level of experience of the druid casting it. Once the spell is cast, the wind force increases by 3 miles per hour per round until maximum speed is attained. When the spell is exhausted, the force of the wind diminishes at the same rote. Note that while the spell can be used in underground places, the "eye" will shrink in direct proportion to any confinement of the wind effect, i.e. if the area of effect is a 4 8 radius, and the confined space allows only a 46" radius, the "eye" will be a 2" radius; and any space under 44" radius will completely eliminate the "eye" and subject the spell caster to the effects of the wind.

Description

Except as noted above, and other than the fact that the material component needed for the spell is mistletoe or the holly or oak leaves substitute, the spell is the same as the 5th level cleric insect plague spell (q.v.) .

When this spell is cast by the cleric, a horde of creeping, hopping, and flying insects swarm in a thick cloud. These insects obscure vision, limiting it to 3". Creatures within the insect plague sustain 1 hit point of damage for each melee round they remain in it due to the bites and stings of the insects, regardless of armor class. The referee will cause all creatures with fewer than five hit dice to check morale. Creatures with two or fewer hit dice will automatically move-at their fastest possible speed in a straight line in a random direction until they are not less than 24" distant from the cloud of insects. Creatures with fewer than five hit dice which fail their morale check will behave likewise. Heavy smoke will drive off insects within its bounds. Fire will also drive insects away; a wall of fire in a ring shape will keep the insect plague outside its confines, but a fire ball will simply clear insects from its blast area for 1 turn. Lightning and cold/ice act likewise. The plague lasts for 1 turn for each level of experience of the cleric casting the spell, and thereafter the insects disperse. The insects swarm in an area which centers around a summoning point determined by the spell caster, which point can be up to 36" distant from the cleric. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by casting a dispel magic upon the summoning point. A cube of force (a special magic item) would keep insects away from a character seeking the center of the swarm, but invisibility would afford no protection. The material components of this spell are a few grains of sugar, some kernels of grain, and a smear of fat.