Pass Plant

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	7 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Druid

Sticks to Snakes

Alteration (Reversible)

Range:	4"	**Components:**	V,S,M
Duration:	2 rounds / Level	**Casting Time:**	7 Segments
Area of Effect:	4" cube	**Saving Throw:**	None

Level 5 Druid

Transmute Rock to Mud

Alteration (Reversible)

Range:	16"	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	7 Segments
Area of Effect:	2" cube / Level	**Saving Throw:**	None

Level 5 Druid

Description

By using this spell, a druid is able to enter a tree and move from inside it to another of the same type which lies in approximately the direction desired by the spell user and is within the range shown below:

Type of Tree	Range of Area of Effect
Oak	60"
Ash	54"
Yew	48"
Elm	42"
Linden	36"
deciduous	30"
coniferous	24"
other	18"

The tree entered and that receiving the druid must be of the same type, living, and of girth at least equal to the druid. Note that if the druid enters a tree, suppose an ash, and wishes to pass north as far as possible (54"), but the only appropriate ash in range is south, the druid will pass to the ash in the south. The pass plant spell functions so that the movement takes only one segment (6 seconds) of a round. The druid may, at his or her option, remain within the receiving tree for a maximum of 1 round per level of experience. Otherwise, he or she may step forth immediately. Should no like tree be in range, the druid simply remains within the tree, does not pass elsewhere, and must step forth in the applicable number of rounds. (See plant door for effects of chopping or burning such a tree.)

Description

Except as noted above, and for the fact that the material component of the spell is typical for druids, this is the same as the 4th level cleric sticks to snakes spell (q.v.).

By means of this spell the cleric is able to change 1 stick to a snake for each level of experience he or she has attained, i.e. a 9th level cleric can change 9 sticks into 9 snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed. The probability of a snake thus changed being venomous is 5% per level of experience of the spell caster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11 th level cleric, 60% at 12th level, etc. The effect lasts for 2 melee rounds for each level of experience of the spell caster. The material components of the spell are a small piece of bark and several snake scales The reverse changes snakes to sticks for the duration appropriate, or it negates the sticks to snakes spell according to the level of the cleric countering the spell, i.e. a 10th level cleric casting the reverse spell can turn only 10 snakes back to sticks.

Description

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed one-half its length and/or breadth. If it is cast upon a rock, for example, the rock affected will collapse into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud will sink and suffocate, save for lightweight creatures which could normally pass across such ground. The mud will remain until a dispel magic spell or a reverse of this spell, mud to rock, restores its substance - but not necessarily its form. Evaporation will turn the mud to normal dirt, from 1 to 6 days per cubic 1" being required. The exact time depends on exposure to sun, wind and normal drainage. The mud to rock reverse will harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.