Transport via Plants

Alteration

Range:	Touch	**Components:**	V,S
Duration:	Special	**Casting Time:**	3 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Druid

Turn Wood

Alteration

Range:	0	**Components:**	V,S,M
Duration:	4 Rounds / Level	**Casting Time:**	8 Segments
Area of Effect:	12" wide path, 2" long /lvl	**Saving Throw:**	None

Level 6 Druid

Wall of Thorns

Conjuration / Summoning

Range:	8"	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	8 Segments
Area of Effect:	10" Cube / Level	**Saving Throw:**	None

Level 6 Druid

Description

By means of this spell, the druid is able to enter any large plant and pass any distance to a plant of the same species in a single round regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the druid, but it also must be alive. If the druid is uncertain of the destination plant, he or she need merely determine direction and distance, and the transport via plant spell will move him or her as near as possible to the desired location. There is a basic 20% chance, reduced 1% per level of experience of the druid, that the transport will deliver the druid to an allied species of plant from 1 to 100 miles removed from the desired destination plant. if a particular destination plant is desired, but the plant is not living, the spell fails and the druid must come forth from the entrance plant within 24 hours. Harm to a plant housing a druid can affect the druid (cf. plant door).

Description

When this spell is cast, waves of force roll forth from the druid, moving in the direction he or she faces, and causing all wooden objects in the path of the spell to be pushed away from the druid to the limit of the area of effect. Wooden objects above three inches diameter which are fixed firmly will not be affected, but loose objects (movable mantlets, siege towers, etc.) will move back. Objects under 3 inches diameter which are fixed will splinter and break and the pieces will move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts will be pushed back, dragging those carrying them with them; and if a spear is planted in order to prevent this forced movement, it will splinter. The turn wood spell lasts for 4 rounds per level of experience of the druid casting it, and the waves of force will continue to sweep down the set path for this period. The wooden obiects in the area of effect are pushed back at a rate of 4" per melee round. The length of the path is 2" per level of the druid, i.e. a 14th level druid casts a turn wood spell with an area of effect 12" wide by 28" long, and the spell would last for 56 rounds (5.6 turns). As usual, the above assumes the druid is using greater mistletoe when casting the spell. Note that after casting the spell the path is set, and the druid may then do other things or go elsewhere without affecting the spell's power.

Description

The wall of thorns spell creates a barrier of very tough, pliable green tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or merely impacting upon) the wall of thorns takes 8 hit points of damage plus an additional amount of hit points equal to the creature's armor class, i.e. 10 or fewer additional hit points of damage, with negative armor classes subtracting from the base 8 hit points of damage. Any creature within the area of effect of the spell when it is cast is considered to hove impacted on the wall of thorns and in addition must break through to gain movement space. The damage is based on each 1" thickness of the barrier. If the wall of thorns is chopped at, it will take at least 4 turns to cut a path through a 1" thickness. Normal fire will not harm the barrier, but magical fires will burn away the barrier in 2 turns with the effect of creating a wall of fire while doing so. (See wall of fire spell.) The nearest edge of the wall of thorns appears up to 8 distant from the druid, as he or she desires. The spell lasts for 1 turn for each level of experience of the druid casting it, and covers an area of ten cubic inches per level of the caster in whatever form the caster desires. Thus a 14th level druid could create a wall of thorns 7" long by 2" high (or deep) by 1" deep (or high), a 1" high by 1" wide by 14" long wall to block a dungeon passage, or any other sort of shape that suited his or her needs.