Suggestion

Enchantment/Charm

Range:	3"	**Components:**	V,S,M
Duration:	6 turns + 6 turns / level	**Casting Time:**	3 segments
Area of Effect:	One Creature	**Saving Throw:**	Negates

Level 3 Magic-User

Tongues

Alteration (Reversable)

Range:	0	**Components:**	V,M
Duration:	1 round / level	**Casting Time:**	3 segments
Area of Effect:	6" circle	**Saving Throw:**	None

Level 3 Magic-User

Water Breathing

Alteration (Reversable)

Range:	Touch	**Components:**	V,S,M
Duration:	3 turns / level	**Casting Time:**	3 segments
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 3 Magic-User

Description

When this spell is cast by the magic-user, he or she influences the actions of the chosen recipient by utterance of a few words - phrases, or a sentence or two - suggesting a course of action desirable to the spell caster. The creature to be influenced must, of course, be able to understand the magic-user's suggestion, i.e., it must be spoken in a language which the spell recipient understands. The suggestion must be worded in such a manner as to make the action sound reasonable; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically negate the effect of the spell. However, a suggestion that a pool of acid was actually pure water, and a quick dip would be refreshing, is another matter; or the urging that a cessation of attack upon the magic-user's party would benefit a red dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of the spell's power. The course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. If the recipient creature makes its saving throw, the spell has no effect. Note that a very reasonable suggestion will cause the saving throw to be made at a penalty (such as -1, -2, etc.) at the discretion of your Dungeon Master. Undead are not subject to suggestion. The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Description

Except as noted above, this spell is the same as the fourth level cleric spell, tongues (q.v.). Also, the material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

This spell enables the cleric to speak the language of any creature inside the spell area, whether it is a racial tongue or an alignment language. The reverse of the spell cancels the effect of the tongues spell or confuses verbal communication of any sort within the area of effect.

Description

Except as noted above, and that the material component of the spell is a short reed or piece of straw, this is the same as the third level druid spell, water breathing (q.v.).

The recipient of a water breathing spell is able to freely breathe underwater for the duration of the spell, i.e. 6 turns for each level of experience of the druid casting the spell. The reverse, air breathing, allows water breathing creatures to comfortably survive in the atmosphere for an equal duration.