

CLOSED CHANNELING 2.2.4

CREATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Sustain Self	caster	1 day	self	U
☐ 3)	Water Production I	—	P	10'	E
☐ 4)	Food Production I	—	P	10'	E
☐ 5)	Fire Starting	1'R	—	1'	E
☐ 6)	Nutrient Conjures I	—	P	10'	E
☐ 7)	Water Production III	—	P	10'	E
☐ 8)	Food Production III	—	P	10'	E
☐ 9)	Herb Enhancement	1 herb	P	touch	U
☐ 10)	Water Production V	—	P	10'	E
☐ 11)	Food Production V	—	P	10'	E
☐ 12)	Nutrient Conjures III	—	P	10'	E
☐ 13)	Herb Mastery	1 herb	P	touch	U
☐ 14)					
☐ 15)	Lesser Plant Production	1 plant	P	10'	E
☐ 16)	Mass Water Production	—	P	10'	E
☐ 17)	Food Production True	—	P	10'	E
☐ 18)					
☐ 19)					
☐ 20)	Lesser Animal Prod.	1 animal	P	10'	E
☐ 25)	Nutrient Conjures True	—	P	10'	E
☐ 30)	Greater Plant Prod.	1 plant	P	10'	E
☐ 50)	Greater Animal Prod.	1 animal	P	10'	E

CREATIONS

- Sustain Self** — Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).
- Water Production I** — Caster can produce sufficient in any available receptacle to supply a being for one day.
- Food Production I** — Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.
- Fire Starting** — Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
- Nutrient Conjures I** — Caster can produce 1 loaf of waybread that weighs .5lb and will support 1 being for 1 day; the loaf will lose potency in 1 month.
- Water Production III** — As *Water Production I*, except caster can produce 3 days of water.
- Food Production III** — As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.
- Herb Enhancement** — Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.

- Water Production V** — As *Water Production I*, except caster can produce 5 days of water.
- Food Production V** — As *Food Production I*, except caster can produce sufficient food to feed 5 beings for 1 day.
- Nutrient Conjures III** — As *Nutrient Conjure I*, except caster can produce 3 loaves of waybread.
- Herb Mastery** — Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with *Herb Enhancement*.
- Lesser Plant Production** — Caster can produce a plant up to 10' in height and/or width; plant must be commonly found in the region.
- Mass Water Production** — As *Water Production I*, except caster can create 1 day of water per level (e.g., a 17th level Cleric could create 17 days of water).
- Food Production True** — As *Food Production I*, except caster can produce sufficient food to feed a number of beings equal to his level.
- Lesser Animal Production** — Caster can create an animal representative of the surrounding region and weighing no more than 10 pounds; animal will be friendly to caster.
- Nutrient Conjures True** — As *Nutrient Conjure I*, except caster can produce loaves of waybread equal to his level.
- Greater Plant Production** — As *Lesser Plant Production*, except that caster can create 1 plant with a height and/or width of 1' per level (e.g., a 30th level could produce a 20' high tree with a 30' maximum width); plant must be commonly found in the local area.
- Greater Animal Production** — As *Lesser Animal Production*, except that caster can produce an animal with a maximum weight of 1 pound per level; the animal must be a native of the area.

SPECIAL NOTES

See Section 7.2 for more information on the effects of herbs.