

Re: Attn: real cryptographers – how safe would you be?

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cloud is porous, they can continue to breathe until the spell's duration elapses. The solidified cloud itself continues to drift with the wind as usual. While the caster cannot use this particular spell to propel the cloud at all, a control winds spell can summon a great gust of air to turn the cloudscape into a unique flying conveyance easily enough.

Nature's Charm (Enchantment/Charm)

Sphere: Elemental (earth, water)

Range: Touch

Components: V, S, M

Duration: 2 hours/level of caster

Casting Time: 1 round

Area of Effect: 15-foot radius/level of caster

Saving Throw: Creatures native to the area of effect are not affected.

Nature's charm causes a particular place to exert a special fascination beyond mere beauty to anyone entering the area except the spellcaster. This spell must target a site of notable natural splendor that possesses both edible plants and fresh water. The spot may not be larger than the spell's area of effect. For instance, a 12th-level druid could cast this spell on a forest glade up to 360 feet across, with flowers and fruit-bearing trees centered around a