Produce Flame

Alteration

Range:	0"	**Components:**	V,S,M
Duration:	2 Rounds / Level	**Casting Time:**	4 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 2 Druid

Trip

Enchantment/Charm

Range:	Touch	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	4 Segments
Area of Effect:	One 10' Object	**Saving Throw:**	Negates

Level 2 Druid

Warp Wood

Alteration

Range:	1" / Level	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	4 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 2 Druid

Description

A bright flame, equal in brightness to a torch, springs forth from the druid's palm when he or she casts a produce flame spell. This magical flame lasts for 2 melee rounds for each level of the druid casting the spell. The flame does not harm the druid's person, but it is hot, and it will cause combustion of inflammable materials (paper, cloth, dry wood, oil, etc.). The druid is capable of hurling the magical flame as a missile, with a range of 4". The flame will flash on impact, igniting combustibles within a 3' diameter of its center of impact, and then extinguish itself. The druid can cause it to go out any time he or she desires, but fire caused by the flame cannot be so extinguished.

Description

The spell caster must use a length of vine, a stick, pole, rope, or similar object to cast this magic upon. The trip spell causes the object to rise slightly off the ground or floor it is resting on and trip creatures crossing it if they fail to make their saving throw versus magic. Note that only as many creatures can be tripped as are actually stepping across the magicked object, i.e. a 3' long piece of rope could trip only 1 man-sized creature. Creatures moving at a very rapid pace (running) when tripped will take 1-6 (d6) hit points of damage and be stunned for 2-5 (d4+ 1) rounds if the surface they fall upon is very hard, but if it is turf or non-hard they will merely be stunned for 2-5 segments. Very large creatures such as elephants will not be at all affected by a trip. The object magicked will continue to trip all creatures passing over it, including the spell caster, for as long as the spell duration lasts. Creatures aware of the object and its potential add +4 to their saving throw when crossing it. The object is 80% undetectable without magical means of detection.

Description

When this spell is cast the druid causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. The range of a warp wood spell is 1" for each level of experience of the druid casting it. It affects approximately a fifteen inch shaft of wood of up to one inch diameter per level of the druid. Thus, at 1st level, a druid might be able to warp a hand axe handle, or four crossbow bolts, at 5th level he or she could warp the shaft of a typical magic spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak.