Pyrotechnics

Alteration

Range:	16"	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	5 Segments
Area of Effect:	10-100x the Fire Source	**Saving Throw:**	None

Level 3 Druid

Snare

Enchantment / Charm

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent until triggered	**Casting Time:**	3 rounds
Area of Effect:	2' circle + 1/6" / Level	**Saving Throw:**	None

Level 3 Druid

Stone Shape

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	1 Round
Area of Effect:	3' Cubic + 1' / Level	**Saving Throw:**	None

Level 3 Druid

Description

A pyrotechnics spell can have either of two effects. It produces a flashing and fiery burst of glowing, colored aerial fireworks which lasts 1 segment per experience level of the druid casting the spell and temporarily blinds those creatures in the area of effect or under it or within 12" of the area (and in any event in unobstructed line of sight); or it causes a thick writhing stream of smoke to arise from the fire source of the spell and form a choking cloud which lasts for 1 round per experience level of the druid casting it, covering a roughly globular area from the ground or floor up (or conforming to the shape of a confined area), which totally obscures vision beyond 2'. The spell requires a fire of some sort in range. The area of pyrotechnics effect is 10 times the volume of the fire source with respect to fireworks, 100 times with respect to smoke. In either case, the fire source is immediately extinguished by the employment of the spell.

Description

This spell enables the druid to make a snare which is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the snare spell is cast upon it, the cord-like object blends with the background of its location. One end of the snare is tied in a loop which will contract about 1 or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could aka be thus ensnared). If a strong and supple tree is nearby, the snare will be fastened to it, and the dweomer of the spell will cause it to bend and then straighten when the loop is triggered, thus causing 1-6 hit points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cord-like object will tighten upon the member(s) and then enwrap the entire creature, doing no damage, but tightly binding it. The snare is magical, SO for 1 hour it is breakable only by storm giant or greater strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour - 22 after 2 hours, 21 after 3, 20 after 4 - until 6 full hours have elapsed. At that time, 18 strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all of the magical properties, and the loop opens, freeing anything it had held. The druid must have a snake skin and a piece of sinew from a strong animal to weave into the cord-like object from which he or she will make the snare. Only mistletoe is otherwise needed.

Description

This spell is exactly the same os the fifth level magic-user spell, stone shape (q.v.), except as noted above and for the requirement of mistletoe as an additional component to enable a druid to cast the spell.

By means of this spell the magic-user can form an existing piece of stone into a shape which will suit his or her purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or an idol sculpted. By the same token, it would allow the spell caster to reshape a stone door, perhaps, so as to escape imprisonment, providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed, secret doors made, etc., the fineness of detail is not great. The material component of this spell is soft clay which must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.