Cure Critical Wounds

Necromantic (Reversible)

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	8 Rounds
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 6 Druid

Feeblemind

Enchantment / Charm

Range:	16"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	8 Segments
Area of Effect:	1 Creature	**Saving Throw:**	Negates

Level 6 Druid

Fire Seeds

Conjuration

Range:	4"	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	1 Round / Seed
Area of Effect:	Special	**Saving Throw:**	1/2 damage

Level 6 Druid

Description

This spell is the same as the 5th level cleric cure critical wounds spell (q.v.), with the exception of the fact that the spell requires the use of any sort of mistletoe.

The cure critical wounds spell is a very potent version of the cure light wounds spell (9.v.). The cleric lays his ar her hand upon a creature and heals from 6 to 27 (3d 8+3) hit points of damage from wounds or other damage. The spell does not affect creatures excluded in the cure light wounds spell explanation. Its reverse, cause serious wounds, operates in the same fashion as other cause wounds spells, requiring a successful touch to inflict the 6-27 hit points of damage. Caused wounds heal as do wounds of other sorts.

Description

A spell which is solely for employment against those persons or creatures who use magic spells, feeblemind causes the victim's brain to become that of a moronic child. The victim remains in this state until a heal, restoration or wish spell is used to do away with the effects. The spell is of such a nature that the probability of it affecting the target creature is generally enhanced, i.e. saving throws are lowered.

Type of Spells Used by target Creature	Saving Throw adjustment
Cleric	+I
Druid	-1
Magic-user (human)	-4
Illusionist	-5
Combination or non-human	-2

Note that the spell has no material component.

Description

The spell of fire seeds creates special missiles or timed incendiaries which burn with great heat. The druid may hurl these seeds up to 4" or place them to ignite upon a command word. Acorns become fire seed missiles, while holly berries are used as the timed incendiaries. The spell creates up to four acorn fire seeds or eight holly berry fire seeds. The acorns burst upon striking their target, causing 2 to 16 hit points (2d8) of damage and igniting any combustible materials within a 1" diameter of the point of impact. Although the holly berries are too light to make effective missiles, they can be placed, or tossed up to 6' away, to burst into flame upon a word of command. The berries ignite causing 1 to 8 hit points (d8) of damage to any creature in a %" diameter burst area, and their fire ignites combustibles in the burst area. The command range for holly berry fire seeds is 4". All fire seeds lose their power after the expiration of 1 turn per level of experience of the druid casting the spell, i.e. a 13th level druid has fire seeds which will remain potent for a maximum of 13 turns after their creation. Targets of acorn fire seeds must be struck by the missile. If a saving throw is made, creatures within the burst area take only one-half damage, but creatures struck directly always take full damage. Note that no mistletoe or other material components beyond acorns or holly berries are needed for this spell.