Pyrotechnics

Alteration

Range:	12"	**Components:**	V,S
Duration:	Special	**Casting Time:**	2 segments
Area of Effect:	10-100 times fire source	**Saving Throw:**	None

Level 2 Magic-User

Ray of Enfeeblement

Enchantment/Charm

Range:	1" + 1/4" / level	**Components:**	V,S
Duration:	1 round / level	**Casting Time:**	2 segments
Area of Effect:	One creature	**Saving Throw:**	Negates

Level 2 Magic-User

Rope Trick

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	2 turns / level	**Casting Time:**	2 segments
Area of Effect:	Special	**Saving Throw:**	None

Level 2 Magic-User

Description

With the exception of the differences noted above, this spell is the same as the third level druid spell pyrotechnics (q.v.).

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

By means of a ray of enfeeblement, a magic-user weakens an opponent, reducing strength - and attacks which rely upon it - by 25% or more. For every level of experience beyond the third of the magic-user casting the spell, there is an additional 2% strength reduction, so that at 4th level, strength Isss is 27%. Range and duration of the spell are also dependent upon the level of experience of the spell caster. For example, if a creature is struck by a ray of enfeeblement, it will lose the appropriate percentage of hit points of damage it scores on physical attacks (missiles, thrusting/cutting/crushing weapons, biting, clawing, goring, kicking, constriction, etc.). Your referee will determine any other reductions appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect.

Description

When this spell is cast upon a piece of rope from 5' to 30' in length, one end of the rope rises into the air until the whole is hanging perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened in an extra-dimensional space, and the spell caster and up to five others can climb up the rope and disappear into this place of safety where no creature can find them. The rope cannot be taken into the extradimensional space if six persons have climbed it, but otherwise it can be pulled up. Otherwise, the rope simply hangs in air, and will stay there unless removed by some creature. The persons in the extra-dimensional space must climb down the rope prior to the expiration of the spell duration, or else they are dropped from the height to which they originally climbed when the effect of the spell wears out. The rope can be climbed by only one person at a time. Note that the rope trick spell allows climbers to reach a normal place if they do not climb a11 the way to the rope's upper end, which is in an extra-dimensional space. The material components of this spell are powdered corn extract and a twisted loop of parchment.