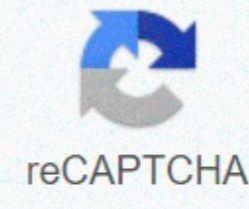




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Pyrotechnics Transmutation 2nd level Casting time: 1 action Range: 60 feet Components: V, Duration S: InstantAne Choose a flame area that can be seen and that can fit inside a 5-foot cube within the range. Fire can be extinguished in this area, and fireworks or smoke are created. Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed in a constitution-saving launch or get blinded until the end of its next shift. Smoke. Thick black smoke spreads from the target within a 20-foot radius, moving around corners. The area of smoke is heavily obscured. Smoke persists for 1 minute or until a strong wind disperses it. Spell lists. Artificer, Bard, Sorcerer, Dungeon Wizard and Dragons Wiki Edit Share Parwydd Hanifar launches pyrotechnics into an elemental of fire, turning it into fireworks to dazzle garpies and kenkus. Artificer 2 Bard 2 Sorcerer 2 Wizard 2 Bard 2 Sorcerer 2 Mag 2 Wu jen 2 AlterationFireFlameInventive Cleric 3 Druid 3 Elementary 3 Elementary Fire 3 Elementary Fire 2 3 Wizard 2 Arcanist 2 Druid 3 Magic-user 2 Wu jen 2 Pyrotechnics was a spell of transmutation school or alteration that operated on a normal fire to produce brilliant, blinding fireworks or thick clouds , choking smoke. [7] [8] In Netheril's time, Primidon's pyrotechnics could be launched by arcanists from inventive specialization. [11] Pyrotechnics could be learned and originally launched by archaic magical users and druids. [12] After the Trouble Time of 1358 DR, it could be launched by druids, wizards with access to the alteration school, and clerics, particularly those who commanded the elementary and elementary spheres of fire. [8] After the Year of Wild Magic, 1372 AD, it could only be launched by magicians with access to the school of transmutation, sorcerers and bards,[4] as well as warm-ups and wu jen. [6] In Zakhara, elementary wizards and sorcerers could learn it as part of the province of flames. [10] Effects[edit | edit source] The spear-thrower chose an existing fire source at a distance of 120 meters or more, turning it into smoke or fireworks as they wanted. [4] The fireworks version produced a brief burst of lights in the air over the fire source These were bright, fierce, multicolored and intermittent. All creatures under 37 meters that risked getting blinded for a short period of time, although those who could withstand spells could avoid it. [4] This effect could also be used to put out a fire aboard a spelling. [14] The smoke cloud version made the fire source emit a stream of smoke, which bimetered outwards for 6.1 meters in all directions. Thick smoke blocked all natural sight. Creatures trapped inside cloud drowned in smoke and weakened for a short period of time, even they escaped the cloud or dissipated, which he did in no time. [4] This effect could also be used to get rid of the air envelope of a spelling. [14] The spell could not be cast in flegliston, as any source of fire immediately exploded in contact with the substance. [14] Components[edit | edit source] In addition to the typical verbal and somatic components, pyrotechnics required an existing fire source as a material component. A small fire would immediately be put out by the sized, but a larger 20 feet (6.1 meters) wide and equally high would be only partially extinguished. A magic fire of any size could not be extinguished. [4] A fire-based creature, such as an elemental fire, could also be used as a source of fire. Damages would be taken in accordance with the power of the cascade. [4] History[edit] This spell was invented by a Netherese arcanist named Primidon in 1918 in New York (~1941 DR) and was known as primidon pyrotechnics. [1] Notable elements[edit | edit source] A conflagros an annulus, a powerful magic ring, could produce pyrotechnics at will. [15] Notable uses[edit] Edit Source] In the Year of the Prince, 1357 DR, magician Parwydd Hanifar, acting on the advice of his assistant Dunstanny, approached an elementary fire and used it as a source of fire for a pyrotechnic spell. This forced the elemental and fireworks dazzled a number of garboys and kenkus that had emerged from their Great Gate. [16] Appendix[edit] See also[edit] Edit Source] References[edit source] ↑ 1.0 1.1 slade, James Butler (November 1996). Netheril: Empire of Magic (The Winds of Netheril). (TSR, Inc.), p. 12 ^ a b 2.0 2.1 2.2 2.3 2.3 2.4 2.4 2.5 2.6 2.6 2.6 ↑ Richard Baker, Robert J. Schwalb, Stephen Schubert (April 2015). Elemental Evil Player's Companion . link:[1]. To David Noonan, Stacy Janssen eds. (Wizards of the Coast and Sasquatch Game Studio), pp. 12–14, 21. ^Jeremy Crawford, James Wyatt, Keith Baker (November 2019). Eberron: Rising from the last war. ^ a ↑ 9.0 9.1 9.2 9.3 9.4 9.4 9.4 9.4 9.4 9.4 9.6 9.6 9.6 9.4 9.6 9.6 9.6 ↑ 4.0 4.1 4.1 4.3 4.4 4.5 4.6 4.7 Jonathan Tweet, Monte Cook, Skip Williams (July 2003). Player Manual v.3.5. (Wizards of the Coast), p. 267. ^ a ↑ 7.0 7.1 7.2 7.3 7.4 7.4 7.6 7.6 7.6 7.6 7.6 ↑ James Wyatt (October 2001). Oriental adventures (3rd edition). (Wizards of the Coast), p. 93. ^ a ↑ 7.0 7.1 7.2 7.3 7.4 7.4 7.6 7.6 7.6 7.6 7.6 ↑ 6.0 6.1 Richard Baker (November 2004). Complete Arcane. (Wizards of the Coast), pp. 90, 92. ^ a ↑ 2.0 2.1 2.2 2.3 2.3 2.4 2.5 2.5 2.6 2.6 2.6 ↑ 7.0 7.1 7.1 7.2 David Zeb Cook (August 1989). Player Manual (2nd edition). (TSR, Inc.), pp. 144, 212. ^ a ...5.0 5.1 5.2 5.3 5.4 5.4 5.5 5.5.6 5.6 5.6 5.6 ↑ 8.0 8.1 8.2 David Zeb Cook (April 1995). Manual of the 2nd edition (revised). (TSR, Inc.). ^ a ↑ 5.0 5.1 5.2 5.3 5.4 5.4 5.5 5.6 5.6 5.6 5.6 ↑ Richard Baker (1996). Player option: Spells and Magic. (TSR, Inc.), p. 183. ^ a b 5.0 5.2 5.2 5.3 5.4 5.4 5.5 5.5.6 5.6 5.6 5.6 ↑ 10.0 10.1 Jeff Grubb and Andria Hayday (April 1992). Arabic Arabic (TSR, Inc.), p. 152. ^ a ↑ 1.0 1.1 1.2 1.3 1.4 1.4 1.5 1.5 1.6 1.6 1.6, ↑ 11.0 11.1 Slade, James Butler (November 1996). Netheril: Empire of Magic (The Winds of Netheril). (TSR, Inc.), p. 122. ^ a ↑ 2.0 2.1 2.2 2.3 2.3 2.4 2.4 2.5 2.6 2.6 2.6 ↑ 12.0 12.1 Gary Gygax (1978). Players Manual 1st edition. (TSR, Inc.), pp. 58, 71. ^ a ↑ 1.0 1.1 1.2 1.3 1.4 1.4 1.5 1.5 1.6 1.6 1.6 ↑ Gary Gygax, David Cook, and François Marcela-Froideval (1985). Oriental adventures. (TSR, Inc.), p. 80. ^ a ...3.0 3.1 3.2 3.3 3.4 3.4 3.4 3.4 3.5 3.6 3.6 ↑ 14.0 14.1 14.1 14.2 Jeff Grubb (August 1989). ^ Concordance of Arcane Space. Spelljammer: Adventures of AD&D (TSR, Inc.), p. 80. ^ a ↑ 9.0 9.1 9.2 9.3 9.4 9.4 9.4 9.6 9.6 9.6 ↑ Richard Baker, James Wyatt (March 2004). Player's guide to faerûn. (Wizards of the Coast), p. 122. ^ a ↑ 5.0 5.1 5.2 5.3 5.4 5.4 5.5 5.5 5.6 5.6 5.6 ↑ Dan Mishkin (May 1990). The day of darkening. Elliot S. Maggin ed. Advanced Dungeons & Dragons #18 (DC Comics), pp. 17–18. Community content is available at CC-BY-SA, unless otherwise stated. Pyrotechnics turns a fire into a blaze of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses a source of fire, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partially extinguished. Magic fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level. Fireworks: Fireworks are a flashing, fiery, momentary burst of bright, colorful aerial lights. This effect causes the creatures within 120 feet of the fire source to be blinded for 1d4+1 rounds (Will denies). These creatures must have line of sight in the fire to be affected. Spell resistance can prevent blindness. Cloud of smoke: A stream of smoke comes out of the fire, forming a choking cloud that extends 20 feet in all directions and lasts 1 round by Caster Level. The whole view, even Darkvision, is ineffective in or across the cloud. All within the cloud take –4 penalties to Force and Skill (Fortitude denies). These effects last 1d4+1 rounds after the cloud dissipses or after the Creature leaves the cloud area. Spelling resistance does not apply. Cast time components V, S, M (a source of fire) Duration 1d4 +1 rounds, or 1d4 +1 rounds after the creatures leave the cloud of smoke; see text Level Bard 2, Sorcerer/Wizard 2 Long range (400 feet + 40 feet/level) Saving launch is denied or Fortitude denies; See Text Spell Resistance Target A source of fire, up to a 20-foot pyrotechnics cube turns a fire into a blaze of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose. Fire Fireworks are a flashing, fiery, momentary burst of bright, colorful aerial lights. This effect causes the creatures within 120 feet of the fire source to be blinded for 1d4+1 rounds (Will denies). These creatures must have line of sight in the fire to be affected. Spell resistance can prevent blindness. Smoke Smoke A stream of smoke wrinkles comes out of the source, forming a choking cloud. The cloud extends 20 feet in all directions and lasts 1 round per casting level. All sight, even dark vision, is ineffective in or through the cloud. All within the cloud take -4 penalties to strength and prowess (Fortitude denies). These effects last 1d4+1 rounds after the cloud dissipates or after the creature leaves the cloud area. Spell resistance does not apply. Material component The spell uses a source of fire, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partially extinguished. Magic fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per casting level. Pyrotechnics, a transmutation spell A bad elemental spell Transmutation Level: 2 Casting time: 1 Action range: 60 feet Components: V, S Duration: Instant Choose a non-human flame area that can be seen and fits inside a 5-foot cube within the range. You can extinguish the fire in this area, and fireworks or smoke are created when you do. Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed in a constitution-saving launch or get blinded until the end of its next shift. Smoke. Thick black smoke spreads from the target within a 20-foot radius, moving around corners. The area of smoke is heavily obscured. Smoke persists for 1 minute or until a strong wind disperses it. Page: 21 EE Players Companion A Bard, Sorcerer, Wizard, Spell Create and Save Your Own Spelling Books, Sign Up Now! Looking for another spell ? Visit << back list

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