

# Agannazar's Scorcher



## Evocation, Fire

Level: 2

Range: 20 yds.

Components: V, S

Casting Time: 3

Duration: 2 rds.

Area of Effect: jet 2 ft. wide x 60 ft. long

Saving Throw: Special

Upon casting this spell, a jet of flame appears at the caster's fingertips and bursts out toward one creature or object of the caster's choice. The target will be hit by the flame for 3d6 points of damage in the first round and 3d6 points the following round if it remains within the spell's range. The target has no saving throw against this spell, though anti-fire capabilities such as fire resistance will apply and may reduce or eliminate the damage.

Other creatures in the path of the flame jet can make a saving throw vs. spell to avoid 2d8 points of fire damage. A successful saving throw reduces this to 1d8 points of damage.

The caster cannot perform other actions during the second round of the spell or discontinue the spell until it has run its course. If the target moves more than 60 feet away from the caster or takes shelter behind some large fireproof object in the second round, the flame jet will remain directed toward its original target even though no further damage can be caused. Like the burning hands spell, flammable materials such as cloth, paper, parchment, thin wood, and so forth in its path will burn, but can be extinguished in the next round if no other action is taken.

Notes: Rare or very rare spell. Known to be in the Tome of the Covenant.