

Aura Fire - Red Wizard



Alteration

Level: 1

Range: 80 yds.

Components: V, S

Casting Time: 3

Duration: 4 rds./level

Area of Effect: 12 linear ft./level in a 40-ft. radius

Saving Throw: None

This spell is very similar to the 1st-level priest spell faerie fire. It enables the caster to outline one or more objects or creatures with a pale reddish light (a different color from the priest effect). The number of subjects outlined depends upon the number of feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined, but each must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark, 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike in poor lighting, thus opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better.

Note that outlining can render otherwise invisible creatures visible. However, this spell cannot outline non-corporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight, and thus has no special effect on undead or dark-dwelling creatures. The aura fire does not cause any harm to the object or creature thus outlined.

The wizard must make motions in the air with both hands as if outlining the body to be outlined with light.

Notes: Restricted to the Red Wizards of Thay and those trained by them: common.