

## Azure Flame - Paramander



### Alteration

Level: 5

Range: 50 yds.

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: 20-ft. radius

Saving Throw: Neg.

The azure flame spell causes all creatures within the area of effect to burst into blue flame. A successful saving throw vs. spell negates the effect. The azure flame burns until extinguished by dispel magic-nothing else affects it-and spreads to any living thing touched. Lifeless items (including undead and constructs) do not burn. Burning creatures take 1d4 points of damage per round until the flame is dispelled; a successful dispel magic spell extinguishes the flame, as will remove curse. Also any priest spell above 3rd level that extinguishes magical fire will be effective. Creatures reduced to -10 hit points by the name crumble into a pile of blue ash from which they cannot be resurrected.

This spell is cast by paramanders (a very rare type of paladin/mage) acting in direct service to their deity, and represents wielding raw energy from the deity itself. Casting this spell except under the most exacting conditions of directly furthering the deity's aims will afflict the casting paramander and none other with the effects. It is exceedingly dangerous to cast it more than once per month.

The material component of the spell is a small piece of azurite rubbed between the fingers of one hand while the other hand performs the complicated somatic gestures. The spell requires a Dexterity of 13 or higher.

Notes: Restricted to paramanders; uncommon. Known efforts by others to duplicate this spell have all ended badly. (Updated from DRAGON Magazine.)