

# Circle of Flame



## Evocation, Fire

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Special

SavIDg Throw: None

This spell creates a hollow ring of flames up to 10 feet across around the caster. The ring is stationary and does no damage to the caster or any of the caster's worn or carried items. The caster can pass through the ring repeatedly without harm. All other creatures suffer 2d6 points of damage from passing through any part of the ring, and 1d4 points of damage for each lesser contact. In other words, a charging creature that went straight through the circle would sustain 12 points of damage twice-once from each "wall" it encountered.

The circle of flames can be as high as the caster desires, to a maximum of 20 feet, but cannot be made to close at the top, into a sphere. The magic prevents the flames from burning any surface on top of which they appear (such as a door). but ceilings, flying creatures, and overhanging items are not protected.

The material components of this spell are a flint and a bit of ash from any fire.

Notes: Uncommon for Fire mages in the FORGOTTEN REALMS setting; otherwise rare. Virtually unknown elsewhere.