

## Combust - Red Wizard



### Evocation, Fire

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 30 lbs./level

Saving Throw: ½

This spell makes a combustible object burst into flame, even if damp. The damage done to those wearing, carrying, riding in, or otherwise in contact with the object is 1d6 per 30 lbs. weight base damage; save vs. paralysis for half damage. Thereafter fire inflicts 1d6 points of damage per turn per level of the caster until the object is consumed or the flame is extinguished. The flame itself is not magical, merely hot. While this spell cannot be directly cast on creatures, it can be cast upon any flammable clothing or equipment, provided the caster can make a successful touch attack.

Notes: Common for the Red Wizards of Thay; otherwise rare.