

Conflagration



Evocation, Necromancy, Province: Flame

Level: 9

Range: 20 yds./level

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level of caster

Area of Effect: 1 creature

Saving Throw: Special

This gruesome spell sets a living creature on fire, incinerating its hair, clothing, and at least the top layer of flesh. The target suffers 2d6 points of damage each round, with no saving throw allowed. Individuals within 10 feet of the target are allowed a saving throw vs. spells. A failure means the individual suffers 2d6 hit points damage; success means the damage is halved.

All items carried by the target must make a saving throw vs. magical fire at -2 or be destroyed. These flames are so intense that they set ablaze all other flammable items within 10 feet of the target and melt soft metals, if such items fail a saving throw vs. magical fire. The spell creates an "extremely hot flame" as far as devices such as a ring of fire resistance are concerned.

The living target of the conflagration can move and fight normally as long as he lives, and all those within 10 feet are subject to fire damage. He cannot cast spells, but can still use spell-like abilities.

Death brings no relief. When all hit points are lost, the target's corpse falls under the control of the caster. The wizard can animate his now-dead target by mental command, but cannot perform other spells in addition to commanding this movement.

Conflagration is difficult to thwart. Spraying the target with water or sand only creates a billowing cloud of steam or hot dust within 20 feet of the target, causing 1d6 points of additional damage to those within the cloud. Complete immersion in a large amount of water, or burial beneath the sand, reduces damage to 1 point per round for both the target and those within 10 feet. A well or reflecting pool does not contain enough water for this task, but a small lake does. A successful dispel magic spell also puts out the fire.

The material component of this spell is a wax doll.

Notes: Common in an arabian setting; otherwise very rare.