

Dancing Fire - Phaerimm



Evocation

Level: 1

Range: 10 yds.

Components: V

Casting Time: 1

Duration: 1d6 + 3 rds.

Area of Effect: Special

Saving Throw: None

This spell creates a flashing, leaping, semicircular, horizontal arc of flame in midair. The arc is 12 feet from end to end, and 2 feet thick. It moves steadily, at a rate of 1, from its point of origin in a direction set at the time of casting (and unalterable thereafter), until the spell expires or the arc strikes a solid barrier. If it burns through a barrier, such as a wooden door, the arc continues on in the same direction until spell expiration.

The flames inflict 3d4 points of damage upon each being they contact, and force saving throws vs. magical fire for all flammable items (cloth, paper, etc.) they touch. Striking a target does not slow or stop the arc; one being cannot shield another from its effects.

Notes: Restricted to Phaerimm; common.