

Darsson's Fiery Cube



Evocation, Fire

Level: 2

Range: 5 yds./level

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 10-ft. cube

Saving Throw: ½

The fiery cube is an explosive burst of flame that fills an area no larger than a 10-foot cube. It detonates with a low roar, creating a cube of fire. The fire inflicts 1d4 points of damage per level of experience of the spellcaster, to a maximum of 10d4. The fiery cube will fill any open space in its area of effect but does not expand beyond that area. Thus, if it were cast in a corridor 5 feet wide and 7 feet high, it would fill a volume of 10 x 7 x 5 feet.

The caster points his finger and speaks the range (distance and height) at which he wishes to place the spell's center. A streak of orange light flashes from the pointing finger, detonating in cubic shape at the prescribed place unless it strikes a solid object before reaching that place (early impact indicates an early detonation). Creatures in the area of effect that make a saving throw vs. spell take only half damage.

Besides causing damage, the spell ignites all combustibles in its area of effect and melts soft metals. Exposed items require a saving throw vs. magical fire to determine if they are affected. Items in the possession of a creature that makes its saving throw are unaffected.

The material component of this spell is a tiny cube of bat guano, a small amount of sulphur, and a flake of phosphorus.

Notes: Rare or very rare. Known to be in Darsson's Notebook.