

Enhance Fire Creature



Alteration, Province: Flame, Reversible

Level: 4

Range: 10 yds/level

Components: V, S, M

Casting Time: 4

Duration: 1d6 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell makes a creature of a fiery nature look and act tougher. (Recipients often waive their saving throws.) The spell can enhance creatures that dwell in fire or have the natural ability to manipulate fire, as well as creatures from the Elemental Plane of Fire. Examples include red dragons, hell hounds, efret, fire elementals, flame monoliths, fire newts, and salamanders. Enhance fire creature does nothing to creatures who merely cast fire-based spells, such as the seven Mages of the True Flame. Nor does it affect individuals with fire-based magical items, such as flametongue swords.

A recipient of this spell looks bigger and more vigorous than before. Its flames are charged with scintillating yellow and purple streaks. More importantly, the recipient gains a +1 bonus to its attack rolls and damage. If a creature inflicts damage expressed as a number of dice (such as a red dragon's breath weapon), then the bonus is +1 point for each die of damage before any other modification is made. Finally, a creature native to the Elemental Plane of Fire gains a +1 bonus to each Hit Die. Damage is subtracted from the bonus hit points first.

The material component of enhance fire creature is a rag steeped in pitch.

The reverse of this spell, quench fire creature, has the opposite result. The recipient looks less vigorous, and its flames are duller and redder than usual. It suffers a -1 penalty to attack rolls and to each die of damage inflicted. A creature from the Elemental Plane of Fire suffers a -1 loss from each Hit Die immediately. A successful saving throw negates the effects of this spell.

The material component of quench fire creature is a piece of damp cloth.

Notes: Common in arabian settings; very rare elsewhere.