

# Eyefire



## Evocation

Level: 5

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./3 levels

Area of Effect: 1 creature/round within 20 ft. + 5 ft./level

Saving Throw: ½

This dramatic spell causes the caster's eyes to glow a fearsome, bright emerald green. The round of casting, the caster's entire countenance takes on such a frightening aspect that every creature with less than 4 Hit Dice or levels must pass an immediate morale check or run away in terror.

The next round, the wizard can discharge twin bolts of crackling green energy at an opponent, who must be within the area of effect (65 feet at 9th level, 70 feet at 10th, etc.). The attack causes 1d8 points of damage per level of the caster (save vs. spell for half damage), to a maximum of 15d8. In subsequent rounds, the caster can change targets and attack within a 90° field of vision.

Spell duration is one round per three levels of the caster, to a maximum of five rounds, so a 9th level caster can attack with eyefire twice, a 12th level caster thrice, and so on. Exposed magical items carried by those who fail their saving throws vs. spell must save vs. magical fire or be rendered non-magical. Normal items are unaffected.

Notes: Very rare spell, originally from the FORGOTTEN REALMS setting.