

Fearfire



Enchantment/Charm, Illusion, Fire

Level: 3

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 4 rds. +1 rd./level

Area of Effect: 30-ft radius

Saving Throw: Neg.

This spell allows a wizard to temporarily charm a group of creatures. To cast the spell, the wizard must break a piece of wood of any size; once broken, a 30-foot radius area around the wizard erupts in magical flames and energy that simulates the retributive strike of a staff of the magi.

Up to one creature per two levels of the caster within the area of effect (rounded up, with a maximum of 5 creatures at 10th level) must make successful saving throws vs. spell to resist the effects; those who fail are in awe of the caster and will obey the caster's suggestions out of sheer terror of the wizard's power. Affected creatures treat the wizard as their all-powerful master, but effects other than duration duplicate those of a charm spell.

This charm effect can affect elves and creatures normally immune to charm spells; subtract 20% from such creatures' normal resistances to charm when gauging the effects of this spell. Blind creatures are immune to this particular spell.

This spell is one of the flashiest illusions created within the history of the Watchful Order of Magists and Protectors of Waterdeep. It was granted to them by Alcedor Kolat the Enchanter in exchange for some rare material components and minor spells.

Notes: Common for the Watchful Order and Alcedor Kolat in the FORGOTTEN REALMS Setting; otherwise very rare.