

Fiery Fists



Alteration, Province: Flame

Level: 3

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: 2 rds. +1 rd./level

Area of Effect: The caster

Saving Throw: None

When this spell is cast the caster's hands become enshrouded with blazing blue fire, making them deadly weapons. If the caster touches an opponent (a hit on AC 10, adjusted for the victim's Dexterity and magical protection), the magical fire leaps up in a smoky explosion. The fire causes 2-7 points of flame damage (1d6+1), and the noxious smoke forces the creature struck to make a saving throw vs. poison or stand helplessly coughing and choking for 1d4+1 rounds thereafter {the smoke affects only the creature struck}. Although the caster has two fiery fists, the spell allows only one effective attack per round, so roll only once to hit.

The material component is a lump of coal held in the caster's hand.

Notes: Uncommon in arabian settings; otherwise very rare.