

## Fire - Hishna



### Invocation/Evocation

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d6 + 1 rds.

Area of Effect: 3 x 3 ft. square or 1 creature/level

Saving Throw: Special

This spell allows the caster to ignite virtually any object, for the duration of the spell. If the object is flammable, it will remain burning after the spell expires. The fire is non-magical.

A creature within the area of effect suffers 2d6 points of damage per round. The spell will burn off hair and burnable clothing during the three rounds of its effectiveness. A successful saving throw vs. spell reduces damage by half; a target creature repeats the saving throw each round until it makes a successful roll, or the spell's duration expires.

Notes: Restricted to practitioners of hishna magic (the Maztica setting); common.