

## Fire Aura

### Abjuration, Fire

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: Special

By means of this spell, the caster surrounds his body with an aura of magical green fire. The fire aura extends 1 foot from the caster's body and provides illumination in a 10-foot radius. The fire aura provides complete immunity to all forms of fire, both natural and magical; the flames can be extinguished only by dispel magic or a similar spell.

A creature touched by the wizard suffers 2d4 points of damage; also a victim who fails to make a saving throw vs. death magic is set afire with green flames.

The flames persist for 2d4 rounds and can be extinguished by dispel magic or a similar spell. Each round, the victim burns for an additional 1d6 points of damage; the victim's attack rolls are made with a -2 penalty during this time.

The material components for this spell are a scrap of singed paper and a piece of flint.

Notes: Restricted to abjurers and Fire mages; rare.