

Fire Eyes



Alteration, Fire

Level: 6
Range: 1 foot/level
Components: V, S
Casting Time: 6
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: ½

This spell causes the caster's eyes to emit twin rays of fire. These are concentrated beams that are hot enough to burn holes in plate armor in one round and in most stone walls in two rounds. The eye-beams cause 4d8 points of damage per round to any creature they touch except the caster (including items worn or carried).

In normal conditions, the caster can train his eye beams on a maximum of two creatures per round. Sometimes, such as when he is looking along a corridor at an approaching file of creatures or when multiple beings look in a window or doorway and meet his gaze, one after another, the caster might be able to affect more creatures.

While the caster's eyes are emitting fire, he can see normally but cannot cast or wield any other magic. The caster can end the spell at will before it would expire normally. Emitting the beams can be interrupted temporarily, also, so that the caster can look at creatures and things without burning them.

Contact with an eye beam instantly ignites flammables such as paper and cloth and forces all other items to make a saving throw vs. magical fire. Wizards employing this spell can easily and sometimes inadvertently-cause fires. A wizard under a fire eyes spell is protected against all direct flame and heat effects, from any fire (including dragon breath) and any hot substance (such as hot lava). He is not protected against fire-related damage. such as falling timbers in a burning building.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.