

Fire Gate - Red Wizard



Alteration

Level: 4

Range: 0

Components: V, M

Casting Time: 4

Duration: instantaneous

Area of Effect: The caster

Saving Throw: None

Upon casting this spell the caster can step into a large fire (with at least a 2-foot radius) and immediately reappear in another, similar-sized fire up to 50 yards per level away. If no such fires exist within that range, the spell does not function and the caster remains in the initial fire. If multiple large fires are available, the caster can choose from them.

If there is a large, solid object blocking the fire gate, then the caster is mired in the Elemental Plane of Fire and will remain so until he either finds another way out or is rescued.

This spell has made its way out of the savage and brutal lands of the Red Wizards of Thay. It is recommended that the spellcaster have some form of protection against fire before attempting it.

Notes: Common for the Red Wizards of Thay; uncommon for Fire mages; otherwise very rare. Known to be in Daltim's Tome of Fire.