

Fire Phantom



Conjuration/Summoning, Fire

Level: 3
Range: 30 yds.
Components: V, S, M
Casting Time: 1 rd.
Duration: 3 rds./level
Area of Effect: Special
Saving Throw: None

This is a spell used to summon a weaker fire elemental

The physical appearance of a fire phantom is a fiery outline of a vaguely humanoid form, 7 feet tall. The phantom must remain within 30 feet of the caster; if it moves beyond this range the spell expires. Normal fires set by the fire phantom continue to burn after the phantom is gone.

The fire phantom (being of low intelligence) follows all commands given by its summoner as long as the caster concentrates on controlling it. If the caster's concentration is broken, the phantom immediately attacks its summoner. otherwise, the fire phantom remains until it is destroyed or until the spell's duration expires, whereupon it vanishes.

Any more powerful creature from the Elemental Plane of Fire can dismiss the fire phantom at will, or even turn it upon its summoner, regardless of other circumstances.

The material component of this spell is a pint of oil, which must be poured out and ignited during the casting of the spell.

Notes: Rare for Fire mages; otherwise very rare. Known to be in the Fire-Eye Scrolls. (Updated from DRAGON Magazine.)

Fire Phantom: AC 5; MV 12; HD 2+2; #AT 1; Dmg 1d8; SA ignites combustibles. The fire phantom can be hit by ordinary weapons.