## Fire Quill

## **Alteration, Evocation, Fire, Geometry**

Level: 1 Range: 0

Components: V, S, M
Casting Time: 4
Duration: 1 turn/level
Area of Effect: Special

Saving Throw: Special



This spell transforms a feather of any size and type into a quill pen that writes letters of illusory flame. The pen can be used for up to one turn after the spell is cast to write 10 letters, characters, or symbols per level of the caster. These letters appear to be made of leaping flame, and are bright enough to read by anyone within 7 feet. They can be written in the air, on a stone wall, or even on a person.

Creatures unwilling to be written on receive a saving throw vs. spell: if the saving throw is successful, the letters fade as they are written. The pen comes to life only as the caster wills. The flames are not real, and cannot ignite anything, but they do not form on water or a wet surface.

The flaming inscriptions last for one turn per level of the caster from when the spell was cast, not when they were actually written. They need not all be written in the same place, on the same surface, or adjacent. For example, the caster can draw an arrow here, another arrow with a word or two of instructions in the next room, another couple of arrows down a passage, and an inscription in the room at its end.

If the caster tries to use the fire quill to draw magical glyphs or symbols, they do not form. The magic only works when the caster's hand is guiding the quill. No ink is necessary.

The feather is the material component of the spell.

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