

# Fire Rain



## Evocation

Level: 3

Range: 240 yds.

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 30-ft cube

Saving Throw: ½

This spell causes threads of magical flame to stream from the sky over the target area. The spell is only effective outdoors and creatures in a building or under solid cover are protected. The building or protection may be set on fire, however.

All exposed creatures in the area of effect (except those immune to fire) must make a saving throw vs. spell. Those who fail suffer the full damage of the spell, while those who make the save suffer half damage. The spell causes 1d8 points of damage for every two levels of the caster (fractions rounded down), to a maximum of 5d8. In addition, there is a 50% chance that combustible materials in the area of effect are ignited, starting a small fire (although this may quickly spread).

The material components for this spell are a small blowpipe through which the caster must blow a mouthful of lamp oil.

Notes: Common in oriental settings; otherwise very rare.