

Fire Storm - Red Wizard



Evocation, Reversible

Level: 8

Range: 60 yds. + 5 yds./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd.

Area of Effect: One 10-ft cube/level

Saving Throw: ½

When a fire storm spell is cast, the whole area of effect is shot through with sheets of roaring flame. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d6 points of damage plus 1 additional point per level of the caster. Creatures that roll successful saving throws vs. spell suffer only half damage. The damage is inflicted each round the creature stays in the area of effect. The area of effect is a volume equal to one 10-foot cube per level of the caster; for example, a 16th-level caster can cast a fire storm measuring 40 x 40 x 10 feet. The height of the storm must be 10 or 20 feet; the balance of its effect is in length and width.

The reverse spell, fire quench, smothers twice the area of effect of a fire storm with respect to normal fires, and the normal area of effect with respect to magical fires. Fire-based creatures such as elementals, salamanders, etc., of less than demigod status have a 5% chance per experience level of the caster (up to 95% total) of being extinguished.

The material component for this form of the spell is charcoal from the cremation of a dead wizard.

Notes: Common for the Red Wizards of Thay; uncommon for Fire mages; otherwise very rare.