

Fire Track



Evocation, Province: Flame

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Radius of 10 yds/level

Saving Throw: None

A fire track spell creates a fiery spark that follows the path of a given individual as doggedly as a desert hound follows a scent. The caster identifies the target when casting the spell, either by name or by physical description (e.g., "the man who stole the emir's purse today," or "the woman I saw wearing the gray eye patch"). A spark of flame appears harmlessly at the caster's fingertip- the faithful "hound" ready for the hunt

If the target has not been within the area of effect during the last 24 hours, then the flame leaps off the caster's finger, lands on the ground nearby, and extinguishes itself. If the target has been within range, the flame leaps off the caster's fingertip and flies toward the target's trail, striking the ground as soon as it "picks up the scent."

The fire track is like a brilliant flame traveling along a fuse. In its wake is a faint line of scorched earth and dust, marking the path of its prey. (The scorch marks are easily swept clean.) The flame moves at a rate of 0 to 8 for the spell's duration, as chosen by the caster. The fire track burns with the strength and brightness of a torch. It inflicts 1d6 points of damage upon those who get in its way, and sets combustible materials aflame. (A wise wizard does not use this spell to investigate burglaries in a cotton warehouse.)

The fire track can be foiled in a number of ways. It cannot cross water, and is extinguished in the attempt. It can be snuffed out while in motion by strong breezes, blowing sand, and heavy rain. If the pursued individual takes to the air or teleports, the fire track circles in place until its time expires. Mere climbing, leaping, or jumping (even across a chasm) cannot foil the fire track. however, and it always pursues in the correct direction.

The material components of this spell are a hair or droplet of blood from a saluqui (a desert greyhound), wrapped in wax. The wax is melted to cast the spell.

Notes: Common in arabian settings; otherwise very rare.