

Fire Wake

Abjuration, Evocation, Fire

Level: 4

Range: 10 yds./level

Components: V. M

Casting Time: 4

Duration: instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This enchantment creates super-heated air directly behind the target creature. The heated area is the height and width of the target and causes the target's non-metal and non-magical possessions to make a saving throw vs. magical fire or burst into flames. The effect causes the target to suffer 1d6 points of damage, plus an additional point of damage for every level of the caster. For example, an 8th-level wizard would inflict 1d6+8 points of damage with this spell. The damage is halved if the target makes a successful saving throw vs. spell.

Notes: Rare for Fire mages; otherwise very rare. (Updated from POLYHEDRON Newszine.)