

Fire Wings - Wu Jen



Alteration, Fire

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: The caster

Saving Throw: None

This spell transforms the wu jen's arms into phoenix like wings of brilliant fire. The caster and all he carries suffer no damage from this flame, but all within 3 feet suffer 1-2 points of damage each round unless immune to fire.

Since the caster's arms are transformed, he cannot hold items in his hands or cast spells while using the flery wings. Rings and bracers can still be worn, fitting around the pinions of feathery flames. The wings give the caster the ability to fly at a rate of 24 (MC: B). They cast illumination as a light spell to a radius of 60 feet. Although the wings are ill-suited to combat, the wu jen can use them to batter opponents. However, he does so using his non-proficiency penalty when determining if he hits. A successful attack inflicts 2d6 points of damage (no saving throw allowed).

The wings can be snuffed out if the wu jen is hit by a large quantity of water, freezing cold, or a wind of hurricane or greater force.

The material component is the feather of a bird, which must be burned upon casting. The spell also requires a golden amulet shaped like a phoenix (value of at least 50 gp), which is reusable.

Notes: Common in oriental settings; otherwise very rare.