

Fireflow*



Alteration, Wild

Level 3

Range: 30 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: One fire source

Saving Throw: None

This spell allows a wizard to control natural fires by manipulating randomness and adjusting probabilities to cause them to spread and take shape in any direction he desires. Once cast, the wizard points at any fire within range. He can then cause that fire to move in any direction desired within spell range, as long as the flames contact a solid surface (the fire may not be raised in the air).

The caster must maintain concentration or the spell fails. The flames can be spread at the rate of 50 square feet per turn. Thus, if a caster affects a campfire, he could create a flaming line 1 foot wide and 50 feet long or fill a 5' 0 10' square in a single round.

The flames are not limited by a lack of burnable material and can be directed to spread over water, snow, ice, and other nonflammable surfaces. The surface is not harmed, but objects and creatures caught in the flames suffer damage as if they had stepped into the original fire source. Thus, a character caught in flames created from a candle will suffer only minor damage, while a character caught in a blaze that originated from a huge bonfire will be severely burned.

The material components are a small paintbrush and a pot of pitch.

Note: Uncommon Spell (TOM)