

Flame Ray



Alteration, Fire

Level: 2

Range: 0

Components: V, S

Casting Time: 6

Duration: 2 rds.

Area of Effect: 20-ft. long x 5-ft. diam. cone

Saving Throw: ½

This spell is a stronger variation of the burning hands spell. The cone of searing flame is projected from the caster's forefinger. It inflicts 1d3 points of damage, plus 2 points of damage per caster level in the first round, to a maximum of 1d3 plus 20 points of fire damage. In the second round, the ray inflicts half damage (rounded up). A successful saving throw vs. spell halves the damage in either round. The flame ray cone extends 20 feet, to a 5-foot diameter at its widest end. Its relatively long casting time is unusual.

Notes: Very rare spell. Known to be in the Book of the Silver Talon.