

Flamespin



Evocation, Fire

Level: 1

Range: 10 feet/level

Components: V, S, M

Casting Time: 1

Duration: 3 rds.

Area of Effect: Special

Saving Throw: None

This spell creates a 2-foot-diameter vertical pinwheel of flame in midair, anywhere in spell range. It remains stationary unless touched by the caster, who can touch it without taking any harm and-alone of all beings-can move it about. The caster can throw it, bowl it, tow it along, or thrust it at a foe like a bludgeoning weapon. A caster using it as a weapon strikes once per round (at his THAC0), instead of casting a spell that round. The caster need not concentrate to maintain the flamespin.

Circumstances may increase the caster's chances of striking a target. Hurling the pinwheel through a hatchway or down a narrow passage or shaft, for example, might merit a bonus for the caster's attack roll. A stationary flamespin cannot be moved by any means except the caster's hand, so beings who lack a dispel magic and cannot wait for the spell to expire must take damage if they have to touch the flames. Falling through a flamespin in a shaft, for example, results in fire damage to the falling being.

A flamespin causes 1d6+3 points of damage to any creature touched by it, unless the creature is protected against magical fire. A flamespin also forces all items that come into contact with it to make saving throws vs. magical fire (except those worn or carried by the caster). If a flamespin remains in contact with a creature, it causes damage and forces exposed items to make saving throws each round.

The material component of this spell is a bit of phosphorous or saltpeter.

Notes: Rare in the FORGOTTEN REALMS setting; vimally unknown elsewhere.