

# Spells

## Ignite

Evocation (Fire)

**Level:** Drd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** 1 flammable item (max. 1 cubic ft./2 levels)

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

This spell causes any single flammable item to catch fire, entirely consuming the item. Flammable items affected by this spell include a piece of paper, a book, fabric, straw, hair, a rug, oil, or anything else that the GM would consider easily set ablaze. This spell does not work on treated pieces of wood including doors, walls, most floors, chests, weapon handles or hilts, shields, wagon wheels, the hull or mast of a ship, or anything else that the GM deems not easily flammable. A flammable item is consumed in a single round.

The fire that burns the item does so at the precise temperature required to consume the item. If the item is being held, worn by, or is part of a creature (such as a beard), a Will save will negate the effects of the spell. Failing the save causes the item to burn, dealing 1d4 points of fire damage if it was in contact with skin (therefore a shirt will cause fire damage, but not a cloak hanging over clothes or armor.) When igniting oil in a vial or flask the container will not explode, the fluid is simply consumed.

This spell does not work on magical items such as spell scrolls, spellbooks, potions or any magical garments.

## Engulf

Evocation (Fire)

**Level:** Drd 4, Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** All items carried on 1 creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** No

This spell is similar to the spell *ignite*, but affects all of the items located on a single creature. The spell will cause flammable items, both non-magical and magical, to be consumed in a fiery burst that takes but a single round.

All items on the creature are by definition attended, and therefore they all receive a Will save to negate the effects of this spell. The target creature must make an individual Will save for each of the flammable items on their person. Affected items include all fabrics, papers, oil, any wooden weapons (clubs, bows, arrows, crossbow bolts, pole

arm shafts, quarterstaves, etc.), and wooden shields. Metals, leather, minerals, and glass are not affected by this spell. The target creature will take 1d4 points of fire damage for each item held or worn (in contact with skin) that fails its saving throw and is therefore consumed in flame, to a maximum of 5d4.

Magical items, such as spell scrolls, magical cloaks and spellbooks may use their own save bonus or that of the creature attending them, whichever is higher. Minor artifacts and artifacts are not affected by this spell.

*Material Component:* a small cube of magnesium or sulfur.

## Spontaneous Combustion

Evocation (Fire)

**Level:** Drd 7, Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** 1 creature (see text)

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This spell causes the molecules in the target's body to oscillate so fast that the target will spontaneously combust from the inside out. If the target fails a Fortitude save, their torso will instantly erupt in flames, fire will shoot from every orifice, their flesh will burn, and they will be reduced to ash. If the target makes their Fortitude save then they still suffer 8d8 hit points of fire damage. Spells or magic items of protection from fire will work as normal against the fire damage, but only complete immunity to fire can prevent death in the event of a failed saving throw.

This spell affects creatures of large size or smaller. Huge sized or larger creatures will not be consumed by the spell, but will take 8d8 points of fire damage, half damage if they make their Fortitude save. This spell works against living and undead creatures, including outsiders and plants, but not against constructs or elementals.

*The hunter held his breath as the deer approached—a mother and its young. Silently, slowly, he drew back an arrow and aimed down its slender shaft. He had hoped for a buck, but was too hungry to be picky. Suddenly, his bow and arrow burst into flame, burning his ungloved hands. At first he was too stunned to notice that his clothes and his quiver of arrows were also ablaze, but the pain quickly caught his attention. In a moment he stood naked except for his leather tunic and huntsman's knife belted at the side. Then he noticed the druid standing beneath a nearby oak, wagging an accusing finger in his direction.*



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