




This subclass of elemental magic is perhaps the most popular school of wizardry. These are the napalm-slingers, the pyrotechnic madmen who toy with the deadliest element. These are the wizards who sweep armies before their flames, who burn out entire countrysides when their spells fail to function correctly. Fire magic draws wizards as no other school can. There is some sort of seductive lure and myth surrounding fire that players find irresistible.

Fire magic is not available to witches.

Total Spells:	304
Spell Breakdown:	
1–5 points:	152
6–10 points:	42
11–15 points:	9
16–24 points:	20
25–34 points:	22
35–44 points:	10
45+ points:	49




The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.

The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.




Spells marked with  are available to minstrel mages.











absorb light 1/cubic foot/week   makes an object very, very dark. 





absorb magic 10/point    similar to store magic, except that this spell absorbs spell points cast at it rather than storing them to be





re-used. Used in conjunction with *ensorcel* and *permanency* to make spell-absorbing magic items. For example, a sword with 8 points of absorption (*ensorcel* + *absorb magic* × 8 + *permanency* = 180 points total cost) could absorb any spell of 8 points or less cast at its wielder. Once a spell is absorbed, a *vent magic* spell must be used to empty the points before another spell can be absorbed.





affix fire 1   keeps a normal sized fire from spreading. Do your part to prevent forest fires. . . . 

amplify flame 3    doubles the brightness of a fire of up to six feet in diameter. The heat of the fire is unaffected. 

amplify light ½ original spell cost    doubles the area of any light spell, including spells originally cast by someone else. 

animate shadow 4     causes a shadow to move independently of its master. A man could be standing still and have his shadow waving its arms and gesturing wildly, for instance. Lasts as long as the spell caster concentrates on it.





attract fire 1/day    cast on a person or object, will cause all loose fire sources to head toward him/her/it. Effectiven ear campfires or fireplaces. Especially effective near bonfires or burning buildings. 

attract light 1/day    causes light sources to seem to seek out the person or object this spell is cast on. Makes attempts to hide in shadows useless. 

aura variable causes an aura to appear around an object or creature.

aura    2/hr 





colored aura    4/hr (color chosen by caster) 





flame aura    3/hr (causes a fiery aura) 





aurora 50     creates a brilliant aurora in the nighttime sky. 





bake 1/10 lbs   bakes food. 






ball light variable a floating ball of light, controllable by the caster, which gives about the illumination of a forty watt bulb. It bursts spectacularly but harmlessly on contact with anything.

ball light    2/hr 





colored ball light    3/hr (color chosen by caster) 






beacon 1/hr    a light that will always point in the direction specified (eg. north). 






beam ½ accompanying spell cost    cast alongside a light spell, will channel all of that spell's energy in one direction (i.e. light and beam together would equal something like a flashlight). 





blaze 15     will double the intensity of any fire for several minutes. Comparable to dumping several gallons of gasoline on a bonfire. 





boil water 1/gallon    boils water. 





boiling rain 5/100 square feet/hr    heats already falling rain to the boiling point, scalding any creatures caught underneath. Rain must already be falling for the spell to be effective. Creatures unable to escape the rain will be severely burned. 

bonus I 40     causes an ensorcelled weapon to give +5% on damage—effective only in conjunction with *ensorcel* and *permanency*. 

bonus II 50     causes an ensorcelled weapon to give +10% on damage—effective only in conjunction with *ensorcel* and *permanency*. 

bouncing fireball 11     a fireball which will bounce from target to target, like a rubber ball. When fired into a mass of people, it will hit 1–6 different targets (causing stuns) before detonating as a normal fireball (+2 stun).

brand 3     creates a brand similar to one implanted with an iron, but without the pain of a burn. The recipient must be touched to be affected.

breathe fire 9/hour     allows a creature to breath flame every 30

seconds (3 combat rounds). Fire breathing will cause 1–6% of damage on a table I creature, or 1% on other creatures. ☞

brightfire 3/hr ◇◇◇◇ causes a fire to seem to burn with twice the normal intensity. ☞

brushfire 12/100 foot radius ◇◇◇◇ ignites all easily flammable brush, scrub and low-lying foliage. ☞

bubble delay *half accompanying spell cost/year* ◇◇◇◇ when cast alongside another spell, this will encase the contents of that spell inside a bubble. The spell will be delayed until the bubble touches or is touched by something. The bubble will move at the caster's command, but a wizard can control only one bubble at a time. If the bubble is not touched within a year, both bubble and accompanying spell are dissipated harmlessly. Note that both bubble delay and the spell to be contained within the bubble must be cast at the same time, so the spell caster must have at least 150% of the spell points needed to cast the contained spell. ☞

bubble light 2/hr ◇◇◇ creates a large glowing bubble which, if hit, will break up into smaller bubbles, then smaller, then smaller, then smaller. . . . ☞

burn 1/d6% ◇◇◇ burns a creature touched by the spell caster.

burning light 10/day ◇◇◇◇ creates a light source which will burn the eyes if gazed at directly. ☞

burst 29 ◇◇◇◇ causes a fiery explosion which surrounds the spell caster but does not harm him or her. This is most effective when one has been tackled and is about to be murdered, having the effect of cooking one's opponents. Any creature in contact with the caster when the burst explodes sustains a +8 stun; others within a three foot radius sustain a +3 stun. ☞

cage of fire 10/3 hrs/1,000 cubic feet ◇◇◇◇ creates an impassable cage of fire. Ineffective against creatures which are protected vs. fire. ☞

candle 2/hr ◇◇◇ creates a flame which looks identical to a candle flame. Although it does not burn and cannot be blown out, items can be lit from the flame. When the spell expires, the flame becomes a real flame. ☞

cat's eye 1/day ◇◇◇ makes a person's eyes gleam in the dark, like a cat's eye will when it catches the light. Does not change the person physically; more like a one-way phosphorescent glow on the retinas of the eyes. ☞

cauterize 1 ◇◇◇ cauterizes a wound.

chainlights *variable* creates a chain of tiny lights that move in a loop determined by the caster. For example, a chain of lights could blink on and off in a predetermined sequence, or move in a loop to create a continuously moving light trail, or blink in a random sequence.

chainlights I ◇◇◇ 1/10 lights/day ☞

chainlights II ◇◇◇◇ 6/10 lights/year ☞

chainlights III ◇◇◇◇◇ 16/10 lights/permanent ☞

colored chainlights I ◇◇◇ 1/10 lights/day (color or mix of colors specified by the caster) ☞

colored chainlights II ◇◇◇◇ 6/10 lights/year ☞

colored chainlights III ◇◇◇◇◇ 16/10 lights/permanent ☞

channel fire 12 ◇◇◇◇◇ will direct the course of a fire spell. For instance, a *firefry* could be made to explode in a pie-shaped wedge, rather than in a uniform circle, or a *fire tsunami* could be formed into an outward expanding circle.

circle of fire 10/day ◇◇◇◇ creates a closed barrier of one foot thick flames from 6 to 10 feet in diameter. The enclosure need not be circular. Any creature attempting to pass through the barrier in either direction will sustain a +6 stun: serious, possibly fatal burns. A creature which is protected vs. flames will not be burned, nor will the ground on which the enclosure rests. ☞

claws of fire 4/hr ◇◇◇◇ when cast on a human or animal it provides fiery talons. In unarmed combat this will give a bonus of +2/+20% to damage rolls. ☞

cold flames 5/hr ◇◇◇ causes a normal-sized fire to produce flames which are cold to the touch. Does not diminish the brightness of a fire or prevent it from smoking. ☞

colored flames 1 ◇◇◇◇ allows a wizard to change the color of a normal fire. ☞

colored smoke 7/3,000 cubic feet ◇◇◇◇ creates a dense cloud of smoke of a hue chosen by its creator. ☞

conditional delay 50 ◇◇◇◇◇ will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. ☞

conditional ensorcel 50 ◇◇◇◇◇ enchants an item in the same manner as an ensorcel spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use conditional ensorcel. As with ensorcel, a permanency spell must be cast on the enchanted object within a month or the magic will fade. ☞

control elemental *variable* allows the caster to control any single elemental. Includes elemental guardians, elemental spirits, demi-elementals, etc.

control elemental ◇◇◇◇◇ 20/day ☞

control elemental II ◇◇◇◇◇ 40/week ☞

control elemental III ◇◇◇◇◇ 100/month ☞

control fire *variable* allows the spell's caster to direct the course a fire will take. For instance, the direction of a forest fire might be altered. The spell works as long as the caster focuses all of his or her attention on it, but is very draining.

control fire I ◇◇◇ 4 (campfire-sized fire) ☞

control fire II ◇◇◇◇◇ 24 (burning house-sized fire) ☞

control fire III ◇◇◇◇◇◇ 54 (any sized fire) ☞

control fire elemental *variable* controls any single fire elemental of any form, including elemental guardians, demi-elementals, elemental spirits, etc.

control fire elemental ◇◇◇◇◇ 20/week ☞

control fire elemental II ◇◇◇◇◇◇ 50/month ☞

cook 1/10 lbs ◇◇◇◇ cooks food to the caster's preference. ☞

cremate 5 ◇◇◇◇ cremates a dead body. Works only on dead bodies, though. ☞

crisp 64 ◇◇◇◇◇ the biggest fireball you've ever seen, able to decimate city blocks at a single poof. Four times the area of a firefry; causes the same damage over a 4 times larger area. ☞

dancing flames 4 ◇◇◇◇ causes flames to dance in a prescribed manner. Lasts as long as the caster concentrates on the flames. A fire-0 can affect a campfire-sized blaze, with an additional 10 foot diameter for each level; a fire-3 can cause a 30-foot fire to dance (a house-sized fire). ☞

darkfire 3/hr ◇◇◇◇ causes a fire to seem to burn with half the normal intensity. ☞

dazzle 6 ◇◇◇◇◇ causes several dozen flashes of very bright light, which can temporarily blind a creature unlucky enough to be looking directly at them. ☞

dazzling bubble light 4/hr ◇◇◇◇ creates a large bubble which radiates light like a flare. If hit, it breaks up into smaller bubbles, then smaller, then smaller. . . . ☞

decrease fire 3 ◇◇◇◇ causes an exceptionally hot fire to cool to the heat level of a normal fire. ☞

delay *variable* delays a spell until a certain vague condition is met. For example, a spell might be delayed until a creature passed through a door, etc.

- delay** ◇◇◇◇ 10/year ☞
- extended delay** ◇◇◇◇ 30/10 years ☞
- delayed fire 10/day** ◇◇◇◇ when cast on an existing fire, that fire will only seem to go out whenever extinguished; after a specified time (within the duration of the spell) the fire will flare up again, as big and bright as it was before. combined with an *infinity* spell, this can make a fire that will go off at the same time every day. ☞
- detect fire 1** ◇◇◇ finds nearest source of fire. ☞
- detect heat 1** ◇◇◇ finds nearest source of heat. ☞
- detect magic 4/hr** ◇◇◇ causes all enchanted objects within the caster's line of sight to become visible. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). ☞
- disensorcel 50** ◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. ☞
- disguise fire 8/day** ◇◇◇◇ makes a fire assume any pattern or shape desired. You can have a wall of fire in the shape of a brick wall, etc.
- dispel elemental 30** ◇◇◇◇ forces an elemental to return to its own plane. ☞
- dispel fire magic *spell cost + 4/level of caster above dispeller*** ◇◇◇◇ allows a wizard to negate another fire mage's spell. ☞
- dispel magic 8 + *original spell cost*** ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. ☞
- distort shadow 28** ◇◇◇◇ permanently changes a person's shadow to any shape specified by the spell's caster. A man could cast a giant bat's shadow, for instance.
- double light 2/hr** ◇◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a 100-watt light bulb. ☞
- dry 2/100 square feet** ◇◇◇ dries a wet surface. ☞
- elemental guardian 10/skill level** ◇◇◇◇ a minor spirit summoned as a protector from another universe. It is composed entirely of the wizard's element—fire, earth, air, or water—and stands between 6 and 7 feet high, shaped roughly as a human. Elemental guardians fight only passively; they may be ordered to defend a doorway, for example, but they would not then attack any creature not threatening that doorway. Such guardians fight as at least a weapon-1, more if their summoner expends more points. They are table I creatures, are never at a length advantage or disadvantage, can take 100% damage and are unarmored. They are unaffected by missiles.
- eliminate shadow 4/day** ◇◇◇ eliminates a person's shadow for a day. ☞
- emanate heat 4/hr** ◇◇◇ causes an inanimate object to generate and give off heat equivalent to a small fire. ☞
- enhance fire 3** ◇◇◇ causes a normal fire to become exceptionally hot. ☞
- ensorcel *variable*** the preliminary spell used in creating a magic item. This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.
- ensorcel** ◇◇◇◇ 50 ☞
- extended ensorcel** ◇◇◇◇ 75 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.) ☞
- eternal flame 16** ◇◇◇◇ useful for memorials. Never burns out, uses no fuel. A mage can create a flame up to 1-inch in radius for every level, so a fire-3 could create a flame that is 6 inches across (3-inch radius) ☞
- evaporate 1/gallon** ◇◇◇ vaporizes a liquid. ☞
- extension $\frac{1}{2}$ *original spell cost*** ◇◇◇ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant, i.e. a one-hour spell will be extended an additional hour for each extension cast. ☞
- extinguish flame 2** ◇◇◇ quenches a normal fire. ☞
- eyes 1/hr** ◇◇◇ gives the appearance of two eyes in the dark.
- fake sunrise 42** ◇◇◇◇ causes one area of the sky to grow pink, as though with a coming sunrise. Only visible from a small area; can occur in any direction. Useful against neurotic vampires. ☞
- field of fire *variable*** everything combustible, even remotely combustible, within the area of the spell will burn. Likewise, anything which enters the spell area while this enchantment is in effect will catch fire and burn. Anything not readily combustible (such as human flesh) which remains in the field will bake, broil or be otherwise cooked.
- field of fire** ◇◇◇◇ 28/100 yard radius/day ☞
- field of fire II** ◇◇◇◇ 50/100 yard radius/week ☞
- field of fire III** ◇◇◇◇ 89/100 yard radius/month ☞
- field of fire IV** ◇◇◇◇ 149/100 yard radius/year ☞
- field of fire V** ◇◇◇◇ 149/1 mile radius/week ☞
- field of fire VI** ◇◇◇◇ 249/1 mile radius/month ☞
- field of fire de-protection 12/100 square feet/day** ◇◇◇◇ anyone who walks through this field loses any magical protection against fire for the next hour. ☞
- field of fire prevention *variable*** prevents all but magical fires from taking place in a certain area. Remember, only *you* can prevent forest fires.
- prevention I.1** ◇◇◇ 3/10 foot radius/day ☞
- prevention I.2** ◇◇◇◇ 12/10 foot radius/month ☞
- prevention I.3** ◇◇◇◇ 22/10 foot radius/year ☞
- prevention I.4** ◇◇◇◇ 32/10 foot radius (permanent) ☞
- prevention II.1** ◇◇◇◇ 18/100 foot radius/day ☞
- prevention II.2** ◇◇◇◇ 32/100 foot radius/month ☞
- prevention II.3** ◇◇◇◇ 52/100 foot radius/year ☞
- prevention II.4** ◇◇◇◇ 72/10 foot radius (permanent) ☞
- prevention III.1** ◇◇◇◇ 38/1 mile radius/day ☞
- prevention III.2** ◇◇◇◇ 68/1 mile radius/month ☞
- prevention III.3** ◇◇◇◇ 98/1 mile radius/year ☞
- prevention III.4** ◇◇◇◇ 128/1 mile radius (permanent) ☞
- field of fire protection 27/100 square feet/day** ◇◇◇◇ anyone who passes through this field is protected against fire for the next hour. ☞
- field of fire protection II 6/day** ◇◇◇◇ protects everyone within a 10-foot radius of the casting point against fire. ☞
- field of flaming footprints 8/100 ft radius/day** ◇◇◇◇ anyone who walks through this field will leave a trail of glowing footprints for the next hour. ☞
- field of wood combustion 20/100 square feet/day** ◇◇◇◇ makes all wood entering the field burst into flame. Great for destroying lances, bows, arrows. . . . ☞

fiery kiss 6 ◇◇◇◇ allows a creature to cause a fiery blast—inflicting a +6 stun—on a creature by giving it a kiss. The kisser is unaffected by the explosion.

find fire 1 ◇◇◇ tells the direction of fire sources within 1 mile (plus up to 1 mile per level, so a fire-3 could locate a fire up to 3 miles away). The caster can specify the nearest fire, or all sources of fire within a given distance. 🌀

fire blight 75/square mile/year ◇◇◇◇◇ renders land sterile for a year. Anything that tries to grow bursts into flames. Any vegetation present when the spell is cast immediately dries, shrivels and burns. The spell affects cover an area half a mile in every direction from the point where the spell is cast. 🌀

fire book 30 ◇◇◇◇◇ creates a permanent book out of fire, which is like a book in every way except you must have *protection vs.fire* to handle it, and it can be destroyed only by immersion in water or by being dispelled. It can only be written in with *wizard script* or *fire script*. To dispel the book, the total cost of the book and all the writing must be dispelled at once.

fire chameleon 5/cubic foot of mass/day ◇◇◇ creates an object out of fire (as with *fire object*), only this one maintains the appearance of what it's supposed to emulate (e.g. a gold piece would look like a gold piece) until touched, when it will burst into flame and ignite whatever's combustible that's nearby. 🌀

fire creature I 3 ◇◇◇ creates a Table I creature from fire, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A fire vole or fire dog could be created this way. 🌀

fire creature II 9 ◇◇◇◇ creates a Table II creature from fire, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A fire horse or fire shark could be created this way. 🌀

fire creature III 27 ◇◇◇◇◇ creates a Table III creature from fire, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A fire troll or fire whale could be created this way. 🌀

fire creature IV 81 ◇◇◇◇◇ creates a Table IV creature from fire, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A fire giant or fire dragon could be created this way. 🌀

fire curse I 60 ◇◇◇◇◇ quenches all normal sized fires within a 1 mile radius. Useful for blacking out enemy encampments or ruining festive barbecues. 🌀

fire curse II 60 ◇◇◇◇◇ causes anything readily flammable (i.e. paper or dry cloth, but not trees) within a radius of the caster's INT x 10 feet to burst into flame. 🌀

fire curse III 60 ◇◇◇◇◇ prevents any fires from being lit or burning within a radius of the caster's INT x 10 feet until the spell is dispelled. 🌀

fire devil 42/hr ◇◇◇◇◇ creates a miniature fire tornado (about 10 feet high) the movement of which is controlled by the spell caster as long as he or she concentrates on it. 🌀

fire fur 8/day ◇◇◇◇ covers a creature with invisible "fur" which will burn if touched. 🌀

fire hail 4/100 square feet ◇◇◇ causes a brief hail of fire to fall. All creatures within it sustain a +1 stun. If it is already hailing, the spell's effects are much greater and the stun is at +2. 🌀

fire object 2/cubic foot of mass/hr ◇◇◇ will create any object in fire. This spell can be used to temporarily create ladders, swords, shields, etc., all of which will remain solid for the duration of the spell. The caster can choose to end the spell prematurely (for example, to make a bridge disappear after he or she has crossed it, trapping pursuers on the opposite river bank).

fire rain 2/100 square feet ◇◇◇ causes a brief rain of fire to fall. All creatures within it sustain a stun. If it is already raining, the spell's effects are much greater and the stun is at +1. 🌀

fire script 5/letter ◇◇◇ permanent glowing letters that cannot be erased by non-magical means. perfect for inscriptions on monuments, since you can read them quite well at night.

fire sending 8 ◇◇◇◇ allows the spell caster to send an image of his or herself to a distant location where it can speak and act as the caster chooses. A fire sending must be cast through fire. It can, for example, be made to appear in a fireplace, a campfire, or any other source of flame. The wizard must be totally undisturbed and devote his or her entire concentration on the sending to maintain it. Sendings are insubstantial, and not quite opaque—always in the exact image of the caster. They can be cast anywhere within a range of (INT + magic level) miles. Maintaining a sending is draining, and a magician must spend one hour immediately afterward resting for each five minutes of time spent concentrating on the spell.

fire snappers 1 ◇◇◇ creates 2–12 (2d6) peanut-sized nodules. If stepped upon, they explode loudly but harmlessly. Like caps. 🌀

fire tsunami 70/hr ◇◇◇◇◇ a 30 foot high, 150 foot long wall of fire that races across the land. Anyone caught directly in its path is doomed. Useful for opening up recalcitrant cities. 🌀

fire vision 10/1 mile radius/minute ◇◇◇◇ allows the spell's caster to look through any fire within the area of the spell. Effectively turns fires into eyes which can see what the fire illuminates. For example, a character casting this spell outside a house might be able to see the kitchen through the cooking fire, the study through lit candles, the hallway through rush-lights, etc. 🌀

fireball 4 ◇◇◇ a fireball is a fist-sized ball of flame that shoots from the caster's hand and bursts on impact with its target. It hits and does damage as a +2 stun. Its range is the caster's EYE x 10 feet. The burst of a fireball has very little explosive power but can be used to ignite flammable targets.

fireflies variable creates a swarm of tiny bright dots which move and float through the air around a creature or object of the caster's choosing, or just at a random place.

fireflies ◇◇◇ 5/hr 🌀

extended fireflies ◇◇◇◇◇ 20/month 🌀

permanent fireflies ◇◇◇◇◇ 40 🌀

firefry 32 ◇◇◇◇◇ this spell allows a wizard to create an explosive and immense fireball anywhere within his or her clear line of sight. Creatures directly hit by a firefry sustain a +10 stun; within a five foot radius a +5 stun; within a ten foot radius a +3 stun; within a fifteen foot radius a +1 stun; within a twenty-five foot radius a stun. This spell can be suicidal if cast in a confined area. 🌀

firegate 35 ◇◇◇◇◇ enables a wizard to teleport from one fire to another anywhere else in the world. This can be dangerous if one is not protected from the effects of heat and flames. 🌀

firehorse 12/hr ◇◇◇◇◇ creates a fiery mount equivalent in all respects to a medium warhorse. The horse requires no rest and can be ridden continuously.

fireproof variable protects a surface against fire and heat damage.

fireproof ◇◇◇ 1/100 square foot/year 🌀

fireproof II ◇◇◇ 4/100 square foot (permanent) 🌀

firesight 1/day ◇◇◇ allows a person to gaze upon any fire without suffering any ill effects. 🌀

firesleep 18/hr ◇◇◇◇◇ cast on a normal fire. Puts to sleep any Table I creature which gazes at the fire. 🌀

firestorm 6/100 square feet ◇◇◇◇ causes a brief storm of fire, 3 times the intensity of fire rain. All creatures within it sustain a +3 stun. If it is already raining the spell is intensified, and the stun is

- at +5. ☞
- firestream 20** ◇◇◇◇ ignites a ten second stream of fire which shoots from a wizard's fingertips at a target up to EYE x 10 feet away. A hit causes a +2 stun on a creature; a sustained hit causes a +8 stun.
- firesword 5/hr** ◇◇ creates a 3-foot-long weapon—it need not be a sword—of the caster's choice. The weapon does no special damage but its wielder cannot be disarmed.
- firetip 6** ◇◇◇ the spell is cast on a missile weapon and lasts about a day before dissipating. If the missile scores a hit on a creature within that time, it explodes after impact, causing a +4 stun in addition to the normal damage done by the missile. The missile—as well as possibly the victim of the missile—is obliterated by the explosion. ☞
- firetrap 15/year** ◇◇◇◇ puts a trap on an object—such as a lock—which causes a +4 stun on any creature other than the caster which touches that object. ☞
- firewater 1/gallon/day** ◇◇ will make any liquid feel/taste as if it's burning. ☞
- firewet 1/square foot/hour** ◇◇ ignites a fire on water, which burns as a normal fire but draws its fuel from the liquid. The fire will not spread. ☞
- firewheel 63** ◇◇◇◇ creates an enormous (50-foot radius) spinning wheel of fire in the air that slowly descends. Anything caught when it hits ground is cooked (+4 stun for direct hit, less for indirect exposure). Sets fire to anything flammable it contacts. Very pyrotechnic. ☞
- fireworks 30/hr** ◇◇◇◇ causes a brilliant display of exploding lights in the sky, visible for miles around. ☞
- flame web 7/100 square feet** ◇◇◇ creates a web of flames that can be cast over an area such as a doorway or pit or can be used to simply cover an area of ground. The strands of flame in the web are about 6 inches apart. They are as strong as good cord and are not easily cut through. Anyone who touches a flame web sustains a +1 stun. ☞
- flames of fear 22** ◇◇◇◇ they strike terror into everyone who sees them! When cast onto a fire, inspires pyrophobia in anyone who gazes at it. ☞
- flaming building blocks 5** ◇◇ blocks of solid flame which stick together. Great for a fireproof child to build things with. Non-toxic and non-explosive. ☞
- flaming footprints 1/hr** ◇◇ causes a creature to leave a trail of glowing footprints. ☞
- flammable 1/square foot/year** ◇◇ renders a surface flammable. ☞
- flare 2** ◇◇ shoots up a flare in a color chosen by the caster. The flare bursts brilliantly in the air, illuminating a wide area for several minutes. ☞
- flash 2** ◇◇ causes a sudden, brief flash of the intensity and duration of a camera flashbulb. This does no real harm, but may cause nearby creatures to see spots for a few minutes. ☞
- flashblind 7** ◇◇◇ causes a sudden, blinding flash of intense light. This flash will blind 2–12 Table I creatures or 1–3 Table II creatures who view it for 1–6 minutes. It will not affect more powerful creatures or creatures who fail to see the flash. Any creature whose resistance roll is 81+ is paralyzed rather than blinded. Only creatures which normally have vision are affected. ☞
- flashtrap 2/week** ◇◇ sets off a blinding flash of light when it's triggered. ☞
- frostfire 40** ◇◇◇◇ can only be used during a snowfall. The spell affects an area roughly 50 feet in diameter. All snow falling within that area during the spell's half-minute duration is intensely hot, burning its way through anything but metal, and scarring metal deeply. Normal *protection vs. heat* is useless against frost-fire. All creatures within 10 feet of the spell's center sustain a +6 stun, within the rest of the circle a +3 stun. These numbers are modified by +1 in heavy snowfall. ☞
- fry 25** ◇◇◇◇ causes a sudden 80° rise in temperature over an area 2–12 feet in diameter. Anyone caught fully within the circle sustains a +6 stun; an indirect exposure causes a +2 stun; those in close proximity take a stun. ☞
- fuel 1/50 lbs** ◇◇ allows a fire to burn using any object this spell is cast upon as its fuel. You can burn rock, water, almost anything this way. ☞
- fuelless flames 4/hr** ◇◇ fuelless flames give off the same amount of light and heat as normal fire, but they neither spread nor consume fuel. The spell creates roughly the same amount of fire present in a large campfire, and it can be cast on any nonliving surface. ☞
- gemfire 34** ◇◇◇◇ locks a flame inside a cut gem. Easy way to create fire opals. ☞
- glare 4/day** ◇◇ makes it hard for a person to see by day. The light is always in his eyes. . . . ☞
- glass 1/10 cubic feet** ◇◇ turns sand into glass; the glass may be shaped and purified with a *glassblow* or by natural means. ☞
- glassblow 1/cubic foot** ◇◇ for the artistic fire mage; heats glass which can then be shaped. Lasts as long as the caster concentrates on it. ☞
- glittercloth 1/day** ◇◇ gives any cloth a luxurious luminescence. Great for that after-eight look. ☞
- heat aura 4/hr** ◇◇ surrounds a person with a layer of superheated air without actually baking that person. Anyone trying to touch the recipient will receive a stun unless protected vs. heat. ☞
- heat vision 2/hr** ◇◇ extends the recipient's vision into the infrared spectrum. ☞
- heatburst 3** ◇◇ allows the caster to throw an intensely hot blast of air, which acts as a stun on one creature, but will not affect anyone protected vs. heat. Can cause severe sunburnlike injuries; peeling and infection may follow.
- heatburst trap 5/week** ◇◇ when triggered, causes a stun on 1–3 creatures. Causes severe sunburnlike injuries; peeling and infection may follow. ☞
- heatless flames 3/day** ◇◇ these flames consume the same fuel and give off the same light as normal fire, but give off no heat. Heatless flames are invisible to heat vision. ☞
- heatstroke 8** ◇◇◇ causes a table I creature to be overcome by heat, incapacitating that creature for several hours. ☞
- heatwaves 4/square mile/hr** ◇◇ causes the ground to ripple with heat waves; makes it hard to see exactly what's where until you're right on top of it. ☞
- heavy fire 25** ◇◇◇◇ Creates a fire that seems to gain weight as it burns. For example, if cast on the roof of a house, as it consumed fuel the fire would gain weight until the roof of the house collapsed. Heavy fires do not spread quickly, as they are not easily carried through airborne sparks. Aside from their weight, they have all the properties of normal fires. ☞
- hot potato 4** ◇◇ superheats an inorganic object within the caster's sight, causing its wielder to drop it or suffer from burns. Not effective if wielder is protected against heat. ☞
- ignite 4** ◇◇ causes a flammable object within range (equal to the wizard's spell points in feet) to burst into flames. The object must be easily ignitable—i.e. a tunic, straw, etc., not a log or a tree. The flames catch and spread quickly, unlike those caused by a *kindle*-spell. The spell can be cast quite rapidly; the object to be ignited must be pointed to.

- infinity 10 x original spell cost** ◇◇◇◇ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with ensorcel and permanency spells. For instance a sword could be made to give off light whenever it was held (*light + infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shock-throw*.
- infrared area 2/acre/hour** ◇◇◇ causes anything that gives off heat to glow; similar to heat vision, only everyone can see the heat sources, and the spell is fixed in place. ☞
- inhibit light 4/day** ◇◇◇ makes a light source 10 times less effective (i.e., 90% less bright). ☞
- invisible fire 1** ◇◇◇ makes any small fire invisible. Any subsequent fire ignited from the invisible fire are visible, however, so you can't create invisible forest fires. ☞
- invisibility to fire creatures 3/day** ◇◇◇ makes any person invisible to anything made of fire. ☞
- invisibility to heat vision 3/day** ◇◇◇ prevents a creature from being seen in the infrared spectrum. The creature can still be seen with normal vision or night vision. ☞
- kiln 8** ◇◇◇◇ bakes/glazes pottery. Generates intense heat. ☞
- kindle 1** ◇◇◇ lights easily ignitable material, which must be touched to be affected. The magical equivalent of a bic lighter.
- leechfire 75** ◇◇◇◇ creates a fire which feeds on spell points (essentially transforming non-fire spells to fire spells) Any wizard who approaches a leechfire is drained of spell points; magic items are disensorcelled and drained. A leechfire will go out if it does not drain 75 spell points (or equivalent in magic items) in a 24 hour period; otherwise, it lasts forever. ☞
- light variable** a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt light bulb.
- light** ◇◇◇ 1/hr ☞
- colored light** ◇◇◇ 2/hr (color chosen by caster) ☞
- light II 2/hr** ◇◇◇ lights an entire room. ☞
- liquid light 3/pint/day** ◇◇◇ creates a luminescent liquid which gives off about forty watts of illumination. ☞
- lob 1** ◇◇◇ when cast in conjunction with a fireball spell, will cause the fireball to sink at a set rate. In effect, the fireball can be lobbed over obstacles.
- maintain temperature variable** ◇◇◇◇ will permanently keep the temperature of anything to a specific temperature. Can be used on a room, or a shirt, or an icebox, etc. the basic cost is 50, +5 for each 1,000 cubic feet affected, +1 for each degree above or below 70° Fahrenheit. For example, to heat a 20 x 10 x 10 room to 80° would cost 70 points (50 +10 for the room size +10 for degrees above 70). ☞
- mini-fireball 2** ◇◇◇ a mini-fireball is a small ball of flame that shoots from the caster's hand and bursts on impact with its target. It hits and does damage as a stun. Its range is the caster's EYE x 10 feet. The burst of a mini-fireball has very little explosive power but can be used to ignite flammable targets.
- motionlight variable** when cast, any motion within the affected area triggers a bright light equivalent to a 75-watt bulb that illuminates the entire area for a length of time specified by the spell caster (up to 1 hour per point of the caster's INT + 1 hour per level). The light lasts as long as there is any motion within the affected area. The spell caster may choose the color of the light
- motionlight I** ◇◇◇ 2/10 foot radius/day (one time only) ☞
- motionlight II** ◇◇◇◇ 28/10 foot radius/year (every time the spell area is entered) ☞
- motionlight III** ◇◇◇◇◇ 64/10 foot radius/permanent (every time the area is entered) ☞
- part fire 10/10 feet** ◇◇◇◇ forces flames out of the way to accommodate the whims of a wizard. ☞
- pause fire 40** ◇◇◇◇ causes a fire of any size to pause for 1–6 hours. A fire burning a house could be paused long enough to get everyone out, for example. ☞
- permanency 50** ◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal *extension* and *delay* spells will not work with *permanency*. ☞
- pervert magic same as original spell cost** ◇◇◇◇ causes a spell to escape from its caster's control. ☞
- phosphorescence 4/hr** ◇◇◇ causes a sickly, dim light, which can be cast on animate or inanimate objects. ☞
- protection vs. cold variable** protects against most extremes of cold.
- prot. vs. cold** ◇◇◇ 2/day ☞
- extended prot. vs. cold** ◇◇◇◇ 23/year ☞
- permanent prot. vs. cold** ◇◇◇◇◇ 59 ☞
- protection vs. elementals 2/day** ◇◇◇ protects against even the most powerful elementals. This protection is negated if a protected creature attacks an elemental. ☞
- protection vs. exceptional fire 4/day** ◇◇◇ protects against exceptionally hot flames, such as whitefire or frostfire, in addition to other fire and heat. ☞
- protection vs. heat variable** protects against most extremes of heat, including normal fire spells.
- prot. vs. heat** ◇◇◇ 1/day ☞
- extended prot. vs. heat** ◇◇◇◇ 19/year ☞
- permanent prot. vs. heat** ◇◇◇◇◇ 57 ☞
- quench 85** ◇◇◇◇◇ will extinguish any fire, no matter how big or how hot. Forest fire problems? ☞
- rainbow 30** ◇◇◇◇◇ will make a rainbow appear. ☞
- recharge 5 x original spell cost** ◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with ensorcel and permanency spells
- recovery 8/week** ◇◇◇◇ allows a spell caster to recover spell points at a rate of 3/day, no matter how active he or she may be. ☞
- reduce flame 1** ◇◇◇ halves the brightness of a fire up to 6 feet in diameter. ☞
- remote combustion 25** ◇◇◇◇ causes a fire anywhere. The spell caster must be familiar with the place where the fire is to start; he or she must have actually seen the place at some point. ☞
- remove wizardmark 10/level of original caster** ◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6.
- reshape fire 1/cubic foot** ◇◇◇ any object created from fire can be changed to a different shape with this spell.
- roast 16** ◇◇◇◇◇ this spell allows a wizard to create a large and explosive fireball anywhere within his or her clear line of sight. Creatures directly hit by a roast sustain a +5 stun; within a 5-foot radius a +3 stun; within a 10-foot radius a +1 stun; within a 15-foot radius a stun. This spell can be suicidal if cast in a confined area. ☞
- scorch 1** ◇◇◇ heats an object until it just begins to burn. ☞
- sequins 1/day** ◇◇◇ makes an object or piece of clothing glitter brightly. ☞

- shadowban 30** ◇◇◇◇ permanently eliminates a person's shadow. ☞
- shape flame 3** ◇◇◇ allows a fire mage to shape a normal-sized flame as he or she chooses. The shape lasts as long as the wizard concentrates exclusively on it. ☞
- shrieking fire 2/hr** ◇◇◇ can be cast on any existing fire, or alongside any fire spell. Makes the fire shriek like a woman being murdered. Particularly effective on fireballs. ☞
- sightstun 4** ◇◇◇ causes a bright flash in the face of a Table I creature, stunning that creature for 1–3 rounds. Only one creature can see the flash. ☞
- singe 1/square foot** ◇◇◇ lightly burns an object. ☞
- sky writing *variable*** creates a message which floats in the sky or air where the caster chooses. When the spell expires fiery messages will go out and smoke messages will gradually disperse. The caster chooses the size of the letters.
- fiery writing** ◇◇◇ 2/letter/hour
- smoke writing** ◇◇◇ 1/letter/hour
- smelt metal *variable*** brings a metal to its boiling point.
- smelt soft metal** ◇◇◇ 4/cubic foot ☞
- smelt hard metal** ◇◇◇◇ 7/cubic foot ☞
- smoke 5/3,000 cubic feet** ◇◇◇ creates a cloud of thick smoke. ☞
- smoke trail 7/day** ◇◇◇◇ when cast on a person or thing, it will leave a smoky trail as that person/thing moves or is moved. The subject of the spell must be touched.
- smokeless fire 2/hr** ◇◇◇ causes a normal-sized fire to burn without giving off smoke. ☞
- smolder 1/square foot** ◇◇◇ causes flammable material to begin smoldering but not actually ignite for 2–12 hours. ☞
- spark *variable*** causes an object to generate sparks if touched by anyone other than the caster (or others specified by the caster when the spell is cast). The sparks continue as long as the object is touched. Just *try* to walk off with that Ming vase. . . .
- spark** ◇◇◇ 4/year (works once only, within a year of casting) ☞
- spark II** ◇◇◇◇ 24/year (works any number of times, within a year of casting) ☞
- spark III** ◇◇◇◇ 44 (permanent; works any number of times) ☞
- sparkler 2/hr** ◇◇◇ like a Roman candle . . . throws off a continuous shower of sparks. ☞
- sparkstream 5** ◇◇◇ ignites a 10-second stream of sparks which shoot from the spell caster's fingertips at a target up to EYE x 10 feet away. It doesn't cause any damage to speak of, but it looks very impressive. Inadvisable near kerosene factories.
- sparkthrow 2** ◇◇◇ shoots a spark at a target of the caster's choice, up to 30 yards distant. A pool of oil, for instance. . . .
- speed fire 8** ◇◇◇◇ causes a fire to burn twice as quickly as normal. Great for fast barbecues. Works on a fire of any size. ☞
- spontaneous combustion 20/year** ◇◇◇◇ when cast on an inanimate object, it will cause that object to burst into flames at a time (within the next year) chosen by the caster. ☞
- spotlight 3/hr** ◇◇◇ throws a concentrated beam of light (about 3-feet in diameter) a long distance.
- steam 1/gallon** ◇◇◇ superheats water to steam instantly. ☞
- sticky fire 3/hr + 1/hit** ◇◇◇ causes flames to envelop the striking surface of a weapon, causing +5% to damage. Additionally, on any hit, the spell caster can choose to expend another spell point and cause fire from the weapon to stick to his or her opponent. Like napalm, the fire sticks and burns for 2–12 rounds (longer if fueled), causing 1–3% of damage per round.
- sticky light 2/hr** ◇◇◇ a malleable ball of light that glows brightly, and sticks to anything it touches.
- store magic 10/point** ◇◇◇◇ creates a spell-storing item. Usable only in conjunction with ensorcel and permanency spells.
- strobe 2/hr** ◇◇◇ causes any light source to pulse in rhythm to any sounds, or to a rhythm chosen by the caster. Great with musical accompaniment. ☞
- summon demi-elemental 40** ◇◇◇◇ calls a fire demi-elemental, but does not protect the caster against that elemental's wrath. See p. 234 for more information on demi-elementals. ☞
- summon elemental 60** ◇◇◇◇ calls a powerful fire elemental, but does not protect the caster against that elemental's wrath. See p. 235 for more information on elementals. ☞
- summon elemental spirit 25** ◇◇◇◇ calls a fire spirit, but does not protect the caster against that elemental's wrath. See p. 235 for more information on elemental spirits. ☞
- sunburn 4** ◇◇◇ gives someone a very bad sunburn ☞
- sunscreen 1/day** ◇◇◇ protects against sunburn. ☞
- superfry 128** ◇◇◇◇ a huge (and we're talking REALLY HUGE here) fireball . . . 4 times as large as crisp. ☞
- swordfire 2/hr** ◇◇◇ surrounds all or part of a small inanimate object with fire. If used to put flames on a weapon, that weapon will do +5% to damage in combat.
- teal's ember walk 18/day** ◇◇◇◇ covers a square mile of land with a layer of burning embers. ☞
- teal's pillar 88/day** ◇◇◇◇ a 300-foot-high, 20-foot-wide pillar of fire. It will topple in any given direction on the caster's command, and then either burst apart into smaller fires or start to roll. ☞
- teal's rotating spheres of unbreakable light 1/hr** ◇◇◇ essentially, a series of multi-colored bubbles of light which revolve around one another. Will not burst if touched. Child's toy. ☞
- thermal inversion 10/day** ◇◇◇◇ reverses the normal process of heat generation, causing a creature to lose instead of gain heat when exerting itself. In battle, for instance, the harder a person fights the colder he or she gets; a character who overexerted would collapse with hypothermia. ☞
- throw flame 4** ◇◇◇ throws a blast of flame from an existing fire, causing a +2 stun on 1–3 victims up to 40 feet away.
- toast 1** ◇◇◇ toasts bread. ☞
- touch of flame 6** ◇◇◇◇ causes an explosion with a touch to a creature, causing the victim to sustain a +3 stun.
- transfire 90** ◇◇◇◇ allows a person to travel instantaneously from one fire to another by walking into one of the fires. Both fires must be magical in origin, must be the same spell (walls of fire for instance), and must have been cast by the same person. The spell is cast either on a person (allowing only him or her to go through) or on one of the fires (allowing anyone to go through). It lasts until one of the fires goes out. ☞
- transfire II 120** ◇◇◇◇ like a transfire, but less restricted in its conditions. The spell creates a gate between any two fires. They need not have been created by the same wizard, and can, in fact, be non-magical fires. ☞
- trap heat 1/cubic foot/day** ◇◇◇ prevents heat from radiating away—like a thermos. ☞
- tropic zone *variable*** maintains a pleasantly warm (70–80°) temperature in a specified area. Comes in a variety of forms:
- tropic zone 1.1** ◇◇◇ 2/day (10-foot radius) ☞
- tropic zone 1.2** ◇◇◇◇ 18/ month (10-foot radius) ☞
- tropic zone 1.3** ◇◇◇◇ 48/year (10-foot radius) ☞
- tropic zone 1.4** ◇◇◇◇ 98 (10-foot radius, permanent) ☞
- tropic zone 2.1** ◇◇◇◇ 8/day (100-foot radius) ☞
- tropic zone 2.2** ◇◇◇◇ 48/ month (100-foot radius) ☞
- tropic zone 2.3** ◇◇◇◇ 98/year (100-foot radius) ☞
- tropic zone 2.4** ◇◇◇◇ 138 (100-foot radius, permanent) ☞
- tropic zone 3.1** ◇◇◇◇ 30/day (1-mile radius) ☞
- tropic zone 3.2** ◇◇◇◇ 88/ month (1-mile radius) ☞

tropic zone 3.3 ◇◇◇◇ 158/year (1-mile radius) ☞

tropic zone 3.4 ◇◇◇◇ 218 (1-mile radius, permanent) ☞

unburn 1/2% ◇◇◇ will negate the effects of being burned on any object. For example, an object which had been 30% destroyed by fire would require 15 points to unburn. A totally destroyed object would cost 50 points. ☞

uncanny follower 5/day ◇◇◇ creates a bright mass of flame or colored light in a shape chosen by the spell caster. The uncanny follower will follow a few paces behind the person or creature the spell is cast on—never getting closer, but never getting any farther away either. ☞

unholy conflagration 25 ◇◇◇◇ will burn up to 100 square feet of anything not flammable or 1,000 square feet of anything flammable. Great for annoying buildings or natural features. ☞

unspreading fire 4 ◇◇◇ prevents a normal-sized fire from spreading. Only *you* can prevent forest fires. ☞

vent magic $\frac{1}{2}$ original spell cost ◇◇◇ harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell.

wall of brightfire 6/100 square feet/day ◇◇◇◇ creates an opaque wall of intense light. ☞

wall of fire 10/100 square feet/day ◇◇◇◇ creates a 1-foot-thick wall of flames. The flames are quite hot; any attempt to pass through will lead to serious burns and a +6 stun against the trespasser. The fire will not burn surrounding areas which its borders touch. It will not harm a creature which is protected vs. flame. ☞

wall of heat 12/day ◇◇◇◇ creates an invisible wall that radiates intense heat (but no light). Comparable to approaching an open forge. ☞

wall of heatless flames 10/day ◇◇◇◇ these flames consume the same fuel and give off the same light as normal fire, but give off no heat. Heatless flames are invisible to heat vision. ☞

wall of light 3/100 square feet/day ◇◇◇ creates an opaque wall of light, several feet thick. The wall can be passed through without harm. It can be shaped as the caster chooses, but must be based on a solid surface. ☞

wall of smoke 1/100 square feet/day ◇◇◇ creates a dense barrier of smoke. The wall is opaque but does not obstruct passage. ☞

wall of warmth 5/day ◇◇◇ creates an invisible wall that radiates a soothing warmth. Comparable to approaching a radiator. . . . ☞

warm 4/day ◇◇◇ raises the temperature in a room or confined area to a comfortable level. ☞

weld 5 ◇◇◇ solders together two metal surfaces. ☞

whip 8/hr ◇◇◇◇ generates a long, sinuous and fiery whip which seems to animate itself as if it were a flaming extension of its wielder's arm. At least it does if the wielder has skill with a whip or bullwhip (he or she uses it at +2/+10%). If a creature without one of those skills attempts to use such a whip it will likely result in self-immolation.

whitefire 4/hr ◇◇◇ causes a blue and white, wildly active flame to spring into being on the surface of an inanimate object. Considerable light is given off by the flame—about the same as a torch—but no heat is emitted. Although externally cool, the inside of a whitefire burns with enough heat to cut through rock. The surface on which the spell is cast sustains no damage from whitefire, although it can be damaged by proximity to objects heated by the flame (if a sword with whitefire were used to cut through metal, for example, the sword would be ruined by exposure to molten metal). If cast on a weapon, whitefire gives +10% to damage rolls.

windfire 62 ◇◇◇◇ causes an intensely hot wind to sweep for up to 600 yards—depending on wind conditions—destroying nearly everything in its path. Flammable objects hit by a firewind will burn; others will have their surfaces charred. Exposed body areas will sustain third degree burns and covered areas will take lesser damage. Soft metal is reduced to slag. Anyone within a 50-foot radius of the wind's center sustains a +5 stun, within 100 feet a +3 stun, within 200 feet a +1 stun, within 400 feet a stun. The caster may start the wind up to 200 feet from him or herself. ☞

window of fire 20 ◇◇◇◇ allows creatures to see through any two magical fires created by the spell's caster. Useful in conjunction with transfire if a wizard wants to see where he or she is going before stepping through a fire. The window can be one-way at the caster's option—i.e. creatures on the other side of the second fire would then not be able to look at the caster while being spied on. ☞

witchlight variable forms a floating 3-foot ball of dim translucent light, controllable by its creator.

witchlight ◇◇◇ 2/3 hrs ☞

colored witchlight ◇◇◇ 3/3 hrs (color chosen by caster) ☞

wizardmark 3 ◇◇◇ creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast., but it cannot be removed with a *dispel magic* spell.

wizardscript 5/hr ◇◇◇ creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

wood fire 3 ◇◇◇ if cast on a fire, that fire will only burn wood and other non-living matter. People can pass through it without harm. ☞