

## Magician Base List 3.4.2

### FIRE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Boil Liquid	1 cu'/lvl	C	10'	F
2)	Warm Solid	1 cu'/lvl	24 hr	10'	F
3)	Woodfires	1'R	—	10'	F
4)	Wall of Fire	10'x10'x6'	1 rnd/lvl	100'	E
5)	Heat Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Fire Bolt I	1 target	—	100'	DE
7)	Wall of Fire II	20'x10'x6'	1 rnd/lvl	100'	E
8)	Fire Ball	10'R	—	100'	BE
9)	Ignite	5'R/lvl	P	5'/lvl	E
10)	Circle Aflame	10'R	1 rnd/lvl	self	E
11)	Firebolt III	1 target	—	300'	DE
12)	Call Flame II	20'x20'x20'	1 rnd/lvl	20'	E
13)	Metal Fires	1 lb/lvl	1 rnd/lvl	100'	F
14)	Waiting Flame	20'x20'x20'	varies	20'	E
15)	Firestorm	10'R	1 rnd/lvl	100'	E
16)	Triad of Flame	3 targets	—	100'	DE
17)	Firebolt V	1 target	—	500'	DE
18)	Waiting Firestorm	10'x10'x10'	varies	100'	E
19)	Call Flame V	50'x50'x50'	1 rnd/lvl	50'	E
20)	Corner Fires	1 target	—	300'	DE
25)	Following Fires	1 target	—	300'	DE
30)	Stone Fires	300 sq'	1 rnd/lvl	100'	F
50)	Fire Mastery	varies	1 rnd/lvl	varies	U

**1. Boil Liquid** — For each level of caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic feet per round.

**2. Warm Solid** — Any solid inanimate, non-metal material (up to 1 cubic foot per level) can be warmed to 37°C at a rate of 1 cubic foot per round of concentration.

**3. Woodfires** — Causes any wood to ignite and burn. All wood ignited must be within a one foot radii.

**4. Wall of Fire I** — Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through it takes an 'A' Heat critical (no RR).

**5. Heat Solid** — As *Warm Solid*, except for duration and material can be heated to 260°C at a rate of 10°C per round. The caster must concentrate to increase the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).

**6. Fire Bolt I** — A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Table.

**7. Wall of Fire II** — As *Wall of Fire I*, except for size (up to 20' x 10' x 6').

**8. Fire Ball** — A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10'R area. Resolve attack on the Fire Ball Table.

**9. Ignite** — The caster may designate a type of light source to ignite or extinguish (e.g., candles, torches, fireplaces, and lanterns, etc.). This spell will affect all of the light sources of the specified type(s) within the area of effect.

**10. Circle Aflame** — As *Wall of Fire*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center (the wall will not move with the caster).

**11. Fire Bolt III** — As *Fire Bolt I*, except range is 300' or if used within 100' hit point damage is doubled or a +30 attack bonus added (chosen at the time of casting).

**12. Call Flame II** — As *Wall of Fire I*, except creates a cube that is up to 20'x20'x20' in size and the range is 20'.

**13. Metal Fires** — Causes a metal object to burst into flames. The object can be up to 1 lb/lvl in mass. If the object is on a being, it gets a RR. If the RR fails, the being takes an automatic Heat critical of a severity to be determined by its location on the being's body. If the object is touching exposed flesh, the being takes a 'C' Heat critical; if the object is touching through cloth, the being takes a 'B' Heat critical; in all other cases, the being takes an 'A' Heat critical.

**14. Waiting Flame** — As *Call Flame II*, except the effect can be delayed for up to 24 hours. The effect can be triggered by one of the following (decided by caster at the time of casting): time period, specific movements, specific sounds, touch, violent actions in the area, etc.

**15. Firestorm** — Caster conjures small balls of flame that rain down in a 10'R area causing 'B' Heat criticals to all passing through (or caught within).

**16. Triad of Flame** — Three bolts of fire are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (Firebolt) to only one of the attacks (others get a +0 OB).

**17. Fire Bolt V** — As *Fire Bolt I*, except range is 500' or if used within 100' hit point damage is tripled or a +50 attack bonus added (chosen at the time of casting).

**18. Waiting Firestorm** — As *Waiting Flame*, except a *Firestorm* can be delayed.

**19. Call Flame V** — As *Call Flame II*, except size is up to a 50' cube and the range is 50'.

**20. Corner Fires** — As *Fire Bolt III*, except caster can make the bolt turn once up to 90° before striking the target (the caster must know the target's location).

**25. Following Fires** — As *Corner Fires*, except bolt can make as many turns as necessary and go through openings (must be larger than 6" radius) to strike the target.

**30. Stone Fires** — As *Metal Fires*, except up to a 300 square foot stone surface is affected and a 'C' Heat critical is given each round passing through (or caught within) the 3' flames.

**50. Fire Mastery** — Caster can use any one lower level spell (on this list) each round.

### SPECIAL NOTES

Section 7.1.13 for more information on walls (and spell effects on walls).

Observe that magical flames will ignite flammable materials and thus start regular non-magical fires. A *Call Flame II* spell in a dry forest will not simply disappear when the duration is up, it will probably spread to a great forest fire unless extinguished.