

Holy Fires

Special

Note: Spells marked with an '∞' have a chance equal to the caster's channeling skill bonus to deliver an additional 'Holy' critical. This Holy critical can use the same dice roll as the original critical, or it may be resolved separately (GM's discretion).

	Area of Effect	Duration	Range
1—Candlefires	touch	1 rnd/lvl	S
2—Warm Inorganic	1 target	c	100'
3—Woodfires	1 target	v	1'
4—Wall of Fire ∞	10'x10'x6'	1 rnd/lvl	100'
5—Heatarmor	S	1 rnd/lvl	S
6—Heat Inorganic	1 target	c	100'
7—Fireflash ∞	10'r	-	100'
8—Fireweapon ∞	S	1 rnd/lvl	touch
9—Fireward ∞	1 sq'/lvl	1 day/lvl	touch
10—Firepurge	10'r/lvl	1 hr/lvl	S
11—Circle of Fire ∞	10'r	1 rnd/lvl	100'
12—Greater Firemage ∞	S	1 rnd/lvl	touch
13—Metalfires ∞	1 target	1 rnd/lvl	100'
14—Heat Inorganic II	1 target	c	100'
15—Firearmor	S	1 rnd/lvl	S
16—Whitefire Bolt ∞	1 target	-	100'
17—Holy Fires ∞	200'x20'r cone	1 rnd/lvl	200'
18—Immolation ∞	5'r	1 rnd/lvl	S
19—Stonefires ∞	300 sq'	1 rnd/lvl	100'
20—Cleansing Fires	1 target	c	100'
25—Perdition's Flames ∞	50'x50'x50'	1 rnd/lvl	100'
30—Fires of Retribution ∞	1 target	V	100'
50—Inferno ∞	V	V	V

1—Candlefires (E) Causes candle-sizes flames to spring from caster's fingertips. Will ignite combustible materials. Often used to light ceremonial fires.

2—Warm Inorganic (FE) Causes inorganic substances to be warmed to 100° (F). The spell will effect 1 cu'/lvl at the rate of 1cu'/rnd. Magical substances and substances carried or worn by a being get a RR each round to terminate the effect.

3—Woodfires (FE) Causes any wood to ignite and burn. Enchanted wood gains a RR.

4—Wall of Fire (E) Creates an opaque wall of fire. Anyone passing through it takes an 'A' heat critical (no RR). Caster may increase severity of critical for every additional 4 PP used on this spell.

5—Heatarmor (D) Protects caster from all natural fire; modifies magical fire attacks against the caster by -20.

6—Heat Inorganic (FE) As *Warm Inorganic*, except that the material can be heated to 500 degrees at a rate of 100°/rd of concentration.

7—Fireflash (E) Causes a 10' radius area to explode in flame. Results are determined on the *Fireball* table with a +25 mod.

8—Fireweapon (E) Causes a weapon of fire to spring from the caster's empty hand. Caster may make melee attacks with it using his directed spell bonus, resolving on the *Firebolt* table with a +20 OB. The *Firemage* cannot parry or be parried.

9—Fireward (E) Creates an invisible ward 1 sq'/lvl of caster, which erupts in flame when triggered. Can be set to trigger on any set condition specified by the caster. Results are determined on the *Fireball* table with a +25 mod. Maximum delay is 24 hours/lvl of caster.

10—Fire Purge (FE) Causes direct exposure to the power of the caster's diety. The ensuing flames expand outward from the caster at the rate of 10'/rd. This effect only harms creatures and items whose alignments are opposed to that of the caster. Damage inflicted equals 1D10/2 lvls of caster. Caster's body becomes insubstantial for the duration of this spell. This spell is most often used to cleanse 'unholy' temples or sacrificial grounds. **Note:** casting time: 1 hour.

11—Circle of Fire (E) As *Wall of Fire*, except the wall forms a circle with a 10' radius. Caster may increase the severity of the critical by one degree for each additional 11 PP he expends in casting this spell.

12—Greater Fireweapon (E) As *Fireweapon*, except the weapon is the size of a two-handed weapon, requires both empty hands to use, delivers double concussion hits, and its bonus is +35. Uses the same directed spell skill as *Fireweapon*.

13—Metalfires (FE) Causes a metal object to burst into flames. The object's mass may not exceed 1 lb/lvl. If the object is touching or carried by a living being, it gains a RR. If failed, the target takes a heat critical of a severity determined by the object's location on the target's body.

14—Heat Inorganic II (FE) As *Heat Inorganic*, except the object may be heated until it melts.

15—Firearmor (D) Reduces concussion hits delivered by fire by 1/2, and reduces heat criticals one degree in severity.

16—Whitefire Bolt (E) Causes a bolt of pure white flame to spring from the caster's hand. Attack is resolved on the *Plasma Bolt* table, but all criticals delivered are heat.

17—Holy Fires (E) Causes powerful gusts of wind to spring from caster's open hands. All within the area take a 'C' heat critical each round.

18—Immolation (E) Caster is covered with powerful flames, rendering him and all items on his person immune to all forms of fire. Anyone within 5' suffers an 'A' heat critical each round. Anyone in physical contact suffers a 'C' heat critical.

19—Stonefires (E) Causes a 300 sq' surface to burst into 3' high flames. Anyone passing through the flames receives a 'C' heat critical each round.

20—Cleansing Fires (F) Target must make a RR or burn with cold, transparent flames. Every round, the target loses 10-20% of his *total* spell points (to fuel the flame). When target's spell points reach zero, he permanently loses the ability to cast evil spell lists. This usually cannot be reversed short of an act of deity.

25—Perdition's Flames (E) Causes small balls of flame to rain down in a 50'x50'x50' area, delivering a 'C' heat critical to all passing through (or in).

30—Flames of Retribution (FE) Target suffers an 'E' heat critical modified by +5/5% failure each round for 1 rd/5% failure.

50—Inferno (E) As *Perdition's Flames*, except the caster may increase the area of effect by 50'x50'x50' every three rounds by concentrating (he must be within 10'/lvl of each newly affected area as it is ignited). The areas must be connected and each individual area will be active for 1 rd/lvl (the earliest areas affected will extinguish first). The Inferno crosses all obstacles unless a magical barrier is encountered which requires a RR. The caster may discontinue the burning in an individual area by concentrating for one round or he may cancel the whole spell normally.

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