

## Toplina Vatre

### 1 – Careful, That’s Hot

Time to Cast: 1 round  
Resist Check: none  
Target: LOS 50 + 50/F'  
Duration: instantaneous  
Area: single non-living target  
Effect: heat object

The target object is heated up instantaneously to approximately 300° F, no flame is produced, but easily ignitable things will ignite. The temperature will dissipate as normal and can be extinguished by water. Anyone touching the item must succeed at a resistance check against WIL of 3d6 to continue holding the item. On the failure, they may choose to continue holding the item, but will take one fire/heat damage per round.

### 2 – Detect Heat

Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: 30 + 10/F minutes  
Area: 100 + 50/F'  
Effect: detect hot things

The caster can detect anything within the spell’s area that is hotter than 150 degrees. The caster simply knows the location of all hot objects.

### 3 – Pre-heat

Time to Cast: 1 round  
Resist Check: 4d6 vs. HEA negates  
Target: LOS 20 + 10/F'  
Duration: 2 + 1/F hours  
Area: single target  
Effect: make more flammable

If the target of this spell fails the resistance check, they gain a single rank of Susceptible to Fire for the spells duration.

### 4 – FoxFire

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 + 2/F rounds  
Area: 60 + 15/' radius  
Effect: create fire bolts

The caster is surrounded in 4 + 1/F floating fires. The fire can automatically hit, at the caster’s discretion, anything with that spell’s area of effect. An enemy hit by a FoxFire bolt takes 1d6 points of fire/heat damage. An enemy can be hit with a single FoxFire bolt per round. If the bolts are not used during the duration, they harmlessly dissipate.

### 5 – Ignite

Time to Cast: 1 round  
Resist Check: none  
Target: LOS 25 + 25/F'  
Duration: 4 + 2/F rounds  
Area: single target  
Effect: ignite target

This spell will ignite in fire causing them to take 3d6 points of fire/heat damage. For the duration of the spell, the fire will continue burning causing an additional 1d6 points of fire/heat damage unless the target spends one round to put the fire out. The fire is considered magical.

### 6 – Pseudo-fire

Time to Cast: 2 round  
Resist Check: none  
Target: touch  
Duration: 6 + 3/F hours  
Area: single item  
Effect: create fake flames

The targeted item is engulfed in false flames. The flames feel real and emit a small amount of heat, but they do not cause damage and cannot ignite other objects.

### 7 – Propulsion

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 + 2/F rounds  
Area: self  
Effect: go faster

This spell creates a fire around the caster’s feet that increases his movement rate for the spells duration. This allows the caster to double his land movement and flying speed for the duration.

### 8 – BAMF!

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: port to fire

This spell allows the caster to teleport to any fire or heat source that is visible and within 200 + 50/F'. The caster will appear in a safe location next to the fire or heat source.

### 9 – It's a Trap!

Time to Cast: 4 rounds  
Resist Check: 5d6 vs. AGI halves  
Target: touch  
Duration: 2 + 1/F hours  
Area: two items  
Effect: create trap

The caster must cast this spell on two items with identical marking, such as paper. After cast, one item turns blue and the other item turns red. The red item can be placed anywhere the caster desires an explosion to occur. When the blue item is destroyed, the red item explodes causing 9d6 points of fire/heat damage to a 40' radius. If the resistance check is made, the damage is halved. If the red item is destroyed first, the spell ends with no explosion.

### 10 – Quenching Fire

Time to Cast: 1 round  
Resist Check: 5d6 vs. PWR negates  
Target: touch  
Duration: 10 + 5/F minutes  
Area: single living target  
Effect: reverse healing

If the target of this spell fails that resistance check, a phantasmal fire is visible above their head for the spell's duration. For the duration, any healing effects that occur to the target deal fire/heat damage instead.

### 11 – Firestorm

Time to Cast: 1 round  
Resist Check: 5d6 vs. AGI halves  
Target: caster  
Duration: 4 + 2/F rounds  
Area: 5 + 5/F' radius  
Effect: ring of fire

The caster waves a channeling device, which must be a wand, staff, or sword, in a circle around them causing a ring of fire to circle them. Anyone within the area will take 4d6 points of fire/heat damage per round. For each two finesse, the caster can exclude a single creature from the damage.

### 12 – The Melting

Time to Cast: 4 rounds  
Resist Check: 5d6 vs. Fire  
Target: LOS 100 + 50/F'  
Duration: 1 minute  
Area: single item  
Effect: destroy item

The target of this spell is heated to extreme temperatures over the course of the casting time. If it fails a resistance check of 5d6 against its fire resistance, it melts and is destroyed. If the resistance check succeeds, it remains at the temperature for the duration but is not destroyed. The item will feel very hot, but will do no additional damage.

### 13 – Rathian Fire

Time to Cast: 1 minute  
Resist Check: none  
Target: touch  
Duration: permanent  
Area: 5' radius item  
Effect: flame aura

The item targeted by this spell is permanently engulfed in flames. These flames will do 1d6 points of fire/heat damage per round to anything within two feet. The caster can choose the color of the fire using finesse and the fire cannot be put out through any means other than by revoking the spell.

### 14 – BAMF BAMF BAMF!!!

Time to Cast: 4 rounds  
Resist Check: willing targets  
Target: multitouch  
Duration: instantaneous  
Area: touched beings  
Effect: port to fire

This spell allows the caster and any targets touched during the casting time to teleport to any fire or heat source that is visible and within 400 + 100/F'. The caster and the targets will appear in a safe location next to the fire or heat source.

### 15 – Flames of Rage

Time to Cast: 1 round  
Resist Check: 5d6 vs. WIL negates  
Target: LOS 120 + 20/F'  
Duration: 2 + 1/F hours  
Area: single target  
Effect: make angry

If the target of this spell fails the resistance check, they become uncontrollably angry for the duration. The target will attack the closest things around him, be they allies or inanimate objects.

### 16 – Consumir Chamas

Time to Cast: 1 round  
Resist Check: 6d6 vs. PWR negates  
Target: LOS 150 + 50/F'  
Duration: 2 rounds  
Area: single target  
Effect: kill target

If the target fails the resistance check, they are engulfed in a black flame. The flame consumes the target for the spell's duration, killing the target and turning his body to ash.