

Tome of Flames

Here's an item that might be fun for the party mage to run into, particularly if he is a pyromaniac. (Note that some of the new spells have had their levels changed since the last time I posted them. I welcome all commentary).

The Tome of Flames is a thin 18" x 6" book bound in the hide of a red dragon and held closed by a single gold clasp. It is highly magical, and known to be the spellbook of the archmage Yarenic Implasker of the Blood Sea. How he and this tome became separated is as much a mystery as his eventual fate, for he has not been seen for two centuries.

When the Tome of the Flames is open, it's writing immediately lashes out and burns the reader for 1d4 points of damage. Dispel magic will stop this, but it will also render the book unreadable since it's spells are recorded in fire itself.

Spells in the Tome of Flames:

First Level:

Burning Hands	5
Yarenic's Flame Ball	3
Detect Magic	5
Read Magic	5

Second Level:

Pyrotechnics	5
Web	5
Strength	5
Flamesphere	5
Fireball Snuff	3

Third Level:

Dispel Magic	5
Explosive Runes	5

Fireball 5

Flame Arrow 5

Fourth Level:

Dig 5

Fire Trap 5

Fire Shield 5

Minor Globe of Invulnerability 5

Wall of Fire 5

Yarenic's Flaming Whip 4

Fifth Level:

Conjure Fire Elemental 5

Cloudkill 5

Sixth Level:

Yarenic's Flame Pulse 4

Yarenic's Flame Ward 4

Anti-magic Shell 5

Deathspell 5

Seventh Level:

Delayed Blast Fireball 5

Eight Level:

Incendiary Cloud 5

Permenancy 5

Ninth Level:

Meteor Swarm

5

Yarenic's Starfire

5

First Level Spells

Yarenic's Flame Ball (Evocation) [1]

Range: 60 yards + 10 yards / level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature

Saving Throw: 1/2

This is essentially customized version of Magic Missile except that it can (and often does) affect nonliving material. The spell inflicts 1d4 points of damage per 2 levels of the caster, up to 5d4. Unlike Magic Missile, this spell allows a save for half damage. Also unlike Magic Missile, it will pass through a shield spell without being affected.

Objects struck by a Flame Ball run the risk of being set aflame, an effect which can possibly deal out more damage.

Second Level Spells

Fireball Snuff (Abjuration) [2]

Range: 0

Components: V, S, M

Duration: 1d4 rounds + 1 round / level

Casting Time: 1 round

Area of Effect: 20' radius around caster

Saving Throw: None

This spell has the sole purpose of warding off the classic spell Fireball. If a fireball is cast at the mage using this spell then this spell collapses along with the fireball. Any area of a fireball that overlaps this spell's ward fails to form.

The spell has no affect on any other firebased spell, including Delayed Blast Fireball.

The material component is a tiny gold shield (1" diameter will do)

Fourth Level Spells

Yarenic's Flaming Whip (Evocation) [4]

Range: 0

Components: V, S
Duration: 5 rounds + 1 round per level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

By means of this spell the caster creates a 7' long Flamewhip which strikes for 2d8 points of damage (4d8 vs cold based and creatures vulnerable to fire). The whip is considered +2 for purposes of determining what it can hit, but the mage must roll to hit with his normal THAC0 attacking once a round.

If a target is entangled by the whip the flames burn for 2d6 points of damage in addition to any other damage (the whip can choke a target)

If the caster is not proficient with a whip he suffers normal penalties for nonproficiency.

The whip is AC 0 and has 20 hit points if attacked. If seized from the caster it dissipates without further effect.

Sixth Level Spells

Yarenic's Flame Pulse (Evocation) [6]

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 20' radius around caster
Saving Throw: None

Simply a fireball centered on the caster that does not directly harm him, Yarenic's Flame Pulse can be dazzling, and certainly deadly.

Yarenic's Flame Ward (Evocation, Alteration) [6]

Range: 0
Components: V, S, M
Duration: 2 turns / level
Casting Time: 6
Area of Effect: One 10 ft square per level
Saving Throw: Special

This spell is used to guard rooms and the like. The wizard must also cast Conjure Elemental to summon a Fire elemental. The elemental serves without attempting to break free once the mage announces that he is going to cast this spell.

The Fire elemental then sinks into the floor and heats it. Thereafter for the remaining duration of the spell all creatures in contact with the surface other than the caster take 1d6 points of damage on the first round of contact, 2d6 on the second and so on, up to 5d6 on the fifth. On

every round a save vs. spell for 1/2 damage is allowed.

The area dimly radiates magic during the spell, and a True Seeing spell reveals the fire elemental.

The material components is a mixture of sulfur and mercury that is spread around the area to be heated. This spell can be rendered Permanent.

Ninth Level Spells

Yarenic's Starfire (Evocation) [9]

Range: 100 yards + 100 yards / level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One 40' radius sphere

Saving Throw: 1/2

Yarenic's favorite among damage dealing spells, Starfire inflicts 5d8 points of damage plus 1d8 for every level of the caster with no ceiling limit on its destructive capacity. (At 18th level it inflicts 23d8 points of damage).

All other spells not described are found in the Players Handbook, and due to copyright reasons, can not be posted.