

THE BOOK OF FIRE

“You think you have taught me of pain. You have decimated my village, slaughtered my animals, murdered my wife, savaged my daughters and hobbled my sons, but all this will pale in comparison the lesson in pain I will teach you, here in the final moments of your life. Burn.”

—The fire-wielder Layden Ray

There is no primal force more extreme than fire; it is the giver of life and the destroyer of all living things. In its warmth we can survive winters, grow plants, cook meat—but draw too close and you are no more than fuel to stoke its flames. The wielder that chooses to court primal fire must understand that, more than any other type of magic, fire not only threatens to consume the user, but desires to do so. If wielding air is like a dance and shaping water like understanding a dream, then throwing fire is like working with a wild beast that can never be fully tamed and that also finds you delectable.

The Primal books of magic are Earth, Air, Fire, Water, and Light and Darkness. These forces are some of the oldest in creation, the palette employed by gods, angels, demons, elementals and mythic powers to shape the cosmos. Beings such as these speak in tongues of raw force that can move mountains and alter realities. What little we know and understand of their speech we have come to call the Primal tongue. This is the third of the seven ancient languages, older than Music, Nature, Dragon, or Sylvain. Primal words do not typically translate across the board to our modern ways of speech; they are far more diverse, and each encompasses a concept rather than a single meaning. This language can be very dangerous to employ—learn and practice it with caution and reverence or it will consume you, body and spirit.

The basic tenets of fire are Spark and Breeze. Spark’s use is evident, but Breeze may confound some. Fire does not merely require fuel to burn, but air as well, and understanding the basic tenet of Breeze will greatly aid a wielder in fanning the flames.

The Primal word for fire is *εφραγ*. To invoke this ancient name will bring flames to attention—candles will burn brighter and logs on a fire will crackle with new delight. Spells in elemental books will often have Primal words combined with the tongues of Music and Nature as well as Sylvain to achieve the desired effect. The gestures used in the casting of the spell are meant to focus the caster’s mind on the magical energies involved. Races without arms or hands (or even those with missing limbs) will have to develop other gestures that make sense to them to cast these spells. Often times these

self-developed gestures make the magic more potent. Races with no vocal chords may be able to simply think the words rather than say them aloud (Focus roll of 20 or better to trigger any spell).

Careful study and pronunciation will aid a wielder in the use of these effects, but only someone who understands fire at its core should ever attempt to take on this book. One must function in extremes, with love and hate in equal abundance and passions overflowing. Many of the books of magic require a clear cool head to employ, but fire works better with those who act upon the conscripts of their heart rather than the rationality of their head. Still, all the passion in creation cannot help one who does not also understand the hunger and desire of fire to consume. Without a deep and abiding respect for this insatiable appetite, fire will devour enemies and wielder alike.

FIRE EFFECTS

It is important to note that there is no significant difference between mundane fires and magically-created ones, though the spark may come from a different source, the flames burn just as hot and consume just as ferociously. Magic does make an excellent fuel though, and most of the effects in this book come from burning magic like one might burn jet fuel.

When dealing with fire-based spells and effects, do not forget that flames can catch. Standard rules apply for characters hit by flames. The damage listed in the spell description is just the start. Characters directly targeted by a fire spell must roll Reflex of 15 or better once the spell ends to avoid catching on fire in the next round. Reflex is only 12 for those only catching a splash of the flame. Burning characters take 2d8 points of damage per round while on fire, and 1d8 points of damage if only splashed and burning. This fire damage is rolled at the end of each round.

Being on fire is not a situation that can be put off for long. Damage reduction from Armor only applies to the first round of fire damage. Additionally, at the start of each round, all characters on fire must roll Focus vs. the total amount of damage they have taken from the active fire over all rounds—failure means that the only action they can take this round is to try to put the fire out.

Also when any fire-based spell ends, always check for unattended flammable items touched by the flames to see if they continue to burn. Items like paper will always catch, but less easily flammable items such as trees or grass won't always. As a general rule, figure a 50% + Spell Order × 5% chance of catching. Once a fire catches, it may

consume the entire area. Characters caught in the flames of a burning building or field or the like also take 2d8 points of damage per round.

Critical damage from fire spells (when applicable) is based on the order of the spell. Critical damage generally only applies when the target uses either Ranged or Melee Defense to defend against a spell (as opposed to Reflex or Will).

- 1-2 — 1d4
- 3-4 — 1d6
- 5-6 — 1d8
- 7-8 — 1d10
- 9-10 — 1d12

Wound damage from fire is applied across 3 wound locations. Fire is much more likely to leave you scarred and burned across most of your body than to outright kill. Death is much more likely to come from smoke inhalation in confined spaces. Adjudicate this as bad air—partial if there is some room to breathe, or full on if the fire is raging and there is no ventilation.

When casting any spell, the wielder must score a Magical Attack (or Defense if required) roll of at least 10+Spell Order, or the effect will fizzle out—even if there is no opponent to resist it.

Many spells can be maintained once cast. A wielder may maintain only one spell on a given round, though he may continue to cast spells normally while maintaining his one spell. Mana for maintained spells is paid at the start of each round.

Always keep in mind that flame is a primal force, and is feared by many for good reason. Any magical fire effects can have a frightening effect on animals that fear fire and peoples whose exposure to magic is limited. If the GM decides that this is the case with a spell, the frightened party may make a Will save vs. the caster's Magical Attack or be compelled to flee the affected area. Animals under the care of a handler (such as a horse), gain a bonus to their Will rolls equal to their handler's Animal Affinity skill. Sentient creatures gain a flat +5 to their Will rolls vs. fire.

Water is famous as a proof against fire, but unless it is applied in very large quantities, it will have little effect. Figure one gallon of water dumped on a fire spell will reduce its damage by about 1d4. Fire spells will definitely not work underwater, though spells based only on heat or steam will function relatively normally. Targets partially immersed in water will generally take half damage from flame-based effects, and creatures fully underwater won't take any damage at all.

Finally, those who weave fire should take great care to not be burned themselves. Whenever a wielder makes a critical failure in the casting of a fire spell (Magical Attack roll of 1), there is a 10% chance per order of the spell that they will be burnt by their own spell. With aggressive spells such as Fireball or Throw Flame, the caster will take the full damage intended for the target, including any critical damage. With other spells, like Spark or Transfer Flame, the caster takes the cost in Mana as damage to their Stamina (or to Wound if they have none left). This percentage goes down by 10% for every level a wielder has known the spell until this no longer can occur. Oh, and as a final humiliation, after damage is applied, the wielder must then roll Reflex to avoid catching fire.

BASIC TENETS

Spark

Prerequisite: Magical Awakening (Any type)

Sacrifice: 1 (unless free with awakening)

Mana Cost: 1

Range: Caster

Target: Self

Area of Effect: Caster

Duration: 1 round

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Creates a spark in the caster's hand

Words: e'pax

Casting: The wielder utters the Primal word for Spark while snapping his fingers.

Spark simply creates a small spark (like that from a flint and steel or an electric spark plug) in the caster's hand. It can come from their fingertips or from their palm as desired. Basically the caster snaps their fingers and the spark springs forth. The spark acts like a normal spark, and can be used to start fires, make a small flash of light, shock someone (no damage, just a sting), or anything else one might do with a spark. Spark is the basis for both the Book of Fire and the Book of Light and Darkness, and it is also quite relevant to the Book of Air.

Material Component: A silver thimble will keep the spark from fading, increasing the duration to 1 minute. Can be purchased for around 35 units in most settings.

Breeze

Prerequisite: Magical Awakening (Any type)

Sacrifice: 1 (unless free with awakening)

Mana Cost: 1

Duration: 1 Round

Area of Effect: 5 meter sphere around the caster

Roll: Magical Attack 10 or better

Resist: None

Casting Time: 1 Action

Words: aṛi'a

Casting: The wielder utters the Primal word for Breeze while waving outward with his hands.

Those with affinity to the natural elements can often reach out with their senses and push upon the air around them, causing it to move gently. This simple breeze is not fast enough to blow out candles or knock over enemies, but it might be refreshing on a hot day, or it might help clear a room of bad air, or move a cloud of poison away from the caster. It also allows the caster to purchase the Book of Air, which is necessary to unlock the more powerful Fire spells. Particularly recommended for fire wielders is the second order air spell, Air Jet.

Material Component: A tail feather from a crow or any larger bird will increase the duration to 1 minute. The feather is consumed in the casting.

FIRST ORDER SPELLS

Unlike with more complex spells, wielders can take first-order spells immediately after gaining the basic tenets necessary.

Affect Fire

Order: 1

Prerequisite: Spark, Breeze

Sacrifice: 1

Mana Cost: 1d4

Range: Line of Sight

Target: 1 Fire

Area of Effect: 5 meter radius from starting point

Duration: 1d4 Rounds

Roll: Magical Attack

Resist: N/A

Casting Time: 1 Action

Words: εφραγ χαν

Effect: Existing fires can be enlarged or dampened or pushed in a certain direction.

Casting: The wielder utters the Primal words for fire and change while sweeping his hands up, down or outward.

This spell can change a fire already in progress, either by increasing its intensity, dampening it down, or helping it spread in a certain direction. It works on both magical and non-magical fires. It is often used to increase or decrease the effect of lingering fire on a creature after they have been hit by fire. In this case, Reflex rolls needed to put out the flames are affected by + or – 5 and damage is upgraded or downgraded one die type.

Likewise, if this spell is cast on a non-instantaneous fire-based spell (or non-magical fire), it will increase or decrease any damage dice by 1 and defense rolls by 5.

Affect Fire may also be used to control the direction by which a natural fire spreads. It can also be used for more cosmetic effects, such as making a fire appear to dance. All in all, this is a very versatile spell with almost an infinite number of uses, and it forms much of the basis of the rest of the book of Fire, representing control over the element.

Material Component: A small bit of candle wax, about the size of a marble or larger, held in one of the caster's hands increases the duration from 1d4 rounds to 1 minute.

Create Fire

Order: 1

Prerequisite: Spark

Sacrifice: 1

Mana Cost: 1 per round

Range: 20 meters

Target: Flammable material

Area of Effect: 1 square foot of surface area

Duration: Instant (see below)

Roll: Magical Attack

Resist: Reflex to smother the fire before it catches

Casting Time: 1 Action

Words: εφραγ

Effect: Lights flammable material on fire

Casting: The caster must say the Primal word for fire while looking at the object they wish to bring to light, repeating this word each round the spell is maintained is necessary to draw the fire forth.

This more powerful version of Spark instantly lights any flammable material in a one foot square area on fire; examples include paper, light cloth, and kindling. Larger objects such as furniture or logs will need 1d4 rounds of this spell being maintained to come alight. If an object is wet, living, or fire-proofed, the spell may require an additional 1d4 rounds of maintenance beyond that to light it.

The fire created is ordinary fire, and must have fuel to burn—this spell simply starts the fire. Damage dealt by the flames are per the standard fire rules. Casting this spell at a person or creature simply causes the standard Reflex roll to check for catching on fire after a flame attack (only the Reflex target is the caster's Magical Attack roll instead of 15).

Material Component: Any small bit of highly flammable material held in one of the caster's palms increases the range to 60 meters. Paper works, so do dry leaves, and so on. However, if the material is at all wet, no bonus is gained.

SECOND ORDER SPELLS

Wielders who wish to learn second-order spells must be at least second level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Extinguish

Order: 2

Prerequisite: Affect Fire

Sacrifice: 1

Mana Cost: 1d6 per square meter affected

Range: 20 meters

Target: Any active fire

Area of Effect: 1 square meter of burning surface area (stackable)

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: **εφραγ̃ ιφαν**

Effect: Extinguishes fires

Casting: The caster must say the Primal words for fire and end while clapping his palms together and drawing in his breath.

This useful spell instantly extinguishes any type of fire within range of the caster, though its cost varies by the size of the fire. Natural fires go out automatically, though if movable and attended (such as a torch), the attender is allowed a Reflex roll to prevent the effect. Maintained magical fires require a battle of the maintainer's Magical Defense vs. the caster's Magical Attack. When trying to extinguish maintained fire effects such as Wall of Fire or the like, figure the Mana cost to extinguish is the same as the cost to create the effect in the first place.

If this spell is cast at a fire elemental or similar creature, the wielder rolls his Magical Attack vs. the elemental's Magical Defense, if the spell succeeds, the creature takes damage of 3d6+Depth.

Material Component: A small damp piece of cloth (at least three inches across) clapped between the caster's hands while casting this spell increases the base area of effect to 9 square meters (essentially a 3x3 meter, or 10x10 foot, square).

Fire Blade

Order: 2

Prerequisite: Affect Fire, Create Fire

Sacrifice: 1

Mana Cost: 1d6 per round

Range: Touch

Target: One Weapon

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack (only to determine critical failure)

Resist: None

Casting Time: 1 Action

Words: **εφραγ ζολαν**

Effect: Creates a tongue of flame on a weapon

Casting: The caster must say the Primal words for fire and weapon while holding the weapon with one hand and passing the other over it.

If Fire Blade is cast upon a weapon held by the caster, it will produce a tongue of flame along the business edge of the weapon. The flame will not consume the weapon, but will add damage of 1d6+Depth (and +1d4 crit) to all melee attacks made with the weapon. It will also catch its victims on fire if they fail their Reflex roll.

Material Component: A small amount of oil (enough to wet a cloth) wiped over the weapon while casting decreases the cost from 1d6 per round to 1d6 per minute. Can be purchased in most setting for about 1 unit per application.

Heat

Order: 2

Prerequisite: Affect Fire

Sacrifice: 1

Mana Cost: 1d6 per 10 minutes

Range: Touch

Target: Anything

Area of Effect: Solid - 1 cubic foot; Liquid – 100 liters; Air – 5-meter cube

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense vs. touch

Casting Time: 1 Action

Words: **FAREN**

Effect: Heats an object, creature, or part of the environment

Casting: The caster must say the Primal word for heat while looking at the object they wish to bring to light, repeating this word each round the spell is maintained is necessary to draw the fire forth.

This spell excites the molecules in a single object or individual, causing it to become comfortably warm. The main use of this spell is simply to prevent natural cold damage due to environmental factors and the like. This spell will decrease the effective level of damaging cold by up to two steps (so from Extreme cold to Moderate cold).

When used on an object it will not heat to a harmful temperature no matter how long it is maintained, but it can keep food warm, heat a cold floor, or warm a bed on a cold night.

Against magical cold, this spell must be cast on a specific person or object, and bestows a damage reduction of 5 vs. cold-based effects.

Material Component: A twig, a small piece of coal, or a few drops of oil increases the duration of this spell to 1d6 per hour.

Shape Fire

Order: 2

Prerequisite: Affect Fire

Sacrifice: 1

Mana Cost: 1d6 per round

Range: 20 meters

Target: Existing Fire

Area of Effect: 5-meter cube (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: **εφραγ χαν**

Effect: Makes shapes out of existing fire

Casting: The wielder points at the flame and utters the Primal words for fire and alter, then they move their hands like a puppet master while focusing on what they wish to create.

This spell allows the caster to animate the flames of an existing fire in order to create wild shapes, push the fire in a particular direction, or use it to attack creatures in the area. When shaping a fire, it can take any shape the caster wishes—an angry demon, a ballerina, a keg of beer—although the size and color of the fire will not change.

While shaping a fire, the caster cannot move its base, although he can lash out the flames up to 2 meters in any direction, possibly catching the surrounding area on fire or engulfing creatures within it.

If there are creatures within range of the flames, the caster may make one Magical Attack vs. Melee Defense per action they have in a round. These attacks are made as if they were natural weaponry—the fire is basically an extension of the caster's body, and thus requiring concentration throughout the duration of the spell. No other actions may be taken while this spell is in use. Successful hits with the fire deal 2d6+Depth damage to those struck.

This spell works well when used together with Create Fire, or as a sneak attack against a group huddled around a campfire or fireplace. It is also useful in story telling or as a particularly fancy party trick.

Shape fire may also be used to hold and control the movements of fire elementals or other creatures made of magical fire, although they are allowed a Will roll vs. the caster's Magical Attack to avoid this effect.

In order to make detailed shapes in the flames, the caster must succeed at a Focus roll. This must be 6 or better for simple shapes like a hand or claws, 12 for more complex shapes like a particular person's face, 16 for full-fledged creatures like a phoenix or giant cat, and 20 and above to create stories with multiple characters.

Material Component: A chunk of pumice (1-inch cube or larger) held in one of the caster's palms lowers the spell cost to 1d6 mana for 1 minute. Can be purchased in most settings for 5 units or found in volcanic regions with a full success in Scholar: Geologist.

Smoke

Order: 2

Prerequisite: Affect Fire

Sacrifice: 1

Mana Cost: 1d6 per minute

Range: 20 meters

Target: Any point in range

Area of Effect: 5-meter cube (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: pak'a

Effect: Fills the air with thick, black smoke.

Casting: The caster must say the Primal word for smoke with raspy voice while clawing at his eyes.

While this spell is in effect, thick, black smoke will pour from the origin point, filling the area of effect. The smoke blocks out vision in the area, acting like fog with a maximum visibility of 2 meters. Character cannot see through or past the smoke area. Characters can attempt to hide in the smoke, and anyone not within 2 meters receives an Awareness penalty of -10 to spot them. Also, the smoke will irritate the lungs and eyes. Those who fail a Will roll vs. the smoke receive a -2 penalty to all rolls while in the smoke (and for 1d4 rounds afterwards). After the spell ends, the smoke will hang around for 2d6 rounds (or 1d4 rounds outdoors).

Material Component: Ash mixed with a little water and spread on the caster's face during casting increases the area of effect for this spell to a 10x10x10 meter cube.

Throw Flame

Order: 2

Prerequisite: Create Fire

Sacrifice: 1

Mana Cost: 1d6 per round

Range: 10 meters

Target: Single person or object

Area of Effect: 1 square meter of surface area on target

Duration: Instant

Roll: Magical Attack

Resist: Ranged or Melee Defense

Casting Time: 1 Action

Words: εφραγ τ'ελαρ

Effect: Caster throws flames at a target

Casting: The caster must say the Primal words for fire and distance while flinging his arm in a throwing motion.

The wielder has begun to understand fire and can now channel it directly from his body. This spell causes a raging fire to burn in the caster's palms, allowing him to lash out at those around him with the flames. The fire extends from the palms and the wielder may throw it at a target or attack with it like a melee weapon. Make melee attacks vs. targets within 1 meter, or ranged attacks vs. more distant opponents.

Damage done on a successful hit is 2d6+Depth (1d4 crit). The effect lasts for the full round, and the caster can make additional attacks with the flame if he has any bonus actions in the round after casting the spell.

Material Component: A small bit (about the size of a thumb or bigger) of scoria (aka lava rock) will increase the damage to 2d10+Depth (1d6 crit). The rock is hurled towards the target area by the caster upon casting and is consumed in the spell. Can be purchased in most settings for 5 units or found in volcanic areas with a partial success in Scholar: Geologist.

Transfer Flame

Order: 2

Prerequisite: Affect Fire, Create Fire

Sacrifice: 1

Mana Cost: 1d6

Range: Touch

Target: Any Object

Area of Effect: Target (up to 1 square meter surface area)

Duration: 2d4 Rounds

Roll: Magical Attack

Resist: Melee Defense vs. touch

Casting Time: 1 Action

Words: εφραγ εμβρο

Effect: Attaches a flame to an object without consuming it

Casting: The caster must say the Primal words for fire and embrace while rubbing their fingers together to create the initial flame.

Upon casting this spell, a flame springs to life at the tip of the caster's finger. A simple touch will attach the flame to an object without harming the object in any way. If the flaming object then touches something flammable, the flame will set it alight. A common use is to attach a flame to an arrow and then shoot it at an enemy or a building to set it on fire.

When the spell ends, the flame will remain for a moment, but the effect protecting the object will expire, so if the object protected is flammable, it will catch on fire when the spell ends. In this way this spell can be used as an elegant fuse.

Consider anything touched by the flame as if hit with the first-order spell *Create Fire*.

Material Component: A piece of asbestos (1 oz. or more) rubbed between the caster's hands during casting will prevent the target object from catching on fire when the spell ends. Asbestos can be bought in some settings for around 5 units, or found most anywhere with a partial success in Scholar: Geology and a full success in Laborer.

THIRD ORDER SPELLS

Wielders who wish to learn third-order spells must be at least third level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Choke

Order: 3

Prerequisite: Heat, Smoke

Sacrifice: 2

Mana Cost: 1d8 per minute

Range: 20 meters

Target: Any point in range

Area of Effect: 5-meter cube (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: ṛak'a fapen

Effect: Creates an unpleasant, choking smoke

Casting: The caster must say the Primal words for smoke and heat while clutching his throat.

While this spell is in effect, thick, black, hot smoke will pour from the origin point, filling the area of effect. This spell works much like the second-order spell *Smoke*, only those who fail their Will roll will begin to choke and cough, and will be unable to take any actions during the round, other than stumble up to 5 meters and weakly defend themselves (-5 penalty to all defense rolls).

Also, this spell acts as bad air, and those who remain in it can suffocate. Those in the smoke can hold their breath for up to one round per point of Fitness before beginning to suffocate. This can be a nasty spell to employ on enemies pinned down in a defensive position.

Material Component: A small amount of Sulfur dust (about the size of a coin) rubbed on the caster's hands will half the time targets can hold their breath. Can be purchased in most settings for 2 units, or found in volcanic regions with a partial success in Scholar: Geologist.

Fireball

Order: 3

Prerequisite: Affect Fire, Throw Flame

Sacrifice: 2

Mana Cost: 2d8

Range: 20 meters

Target: Any point in range

Area of Effect: 3 meter radius

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense to dodge direct hit (see below)

Casting Time: 1 Action

Words: epay karaz

Effect: Hurls an exploding ball of flame at the target

Casting: The caster must say the Primal words for fire and explode while flinging his arm in a throwing motion.

The most infamous tool in the wielder's bag of flaming tricks, a fireball is terrifying sight to see. The caster flings out his arm, hurling a ball of burning magic, and when it hits its target, it explodes, showering flame in a wide concussion all around.

The target of the attack gets a Ranged Defense roll to avoid a direct hit, but even if this succeeds, he will still be hit by the larger explosion.

A direct hit from a fireball deals 4d8+Depth (1d6 crit). Anyone else within 3 meters of the center point takes half that damage (and 1d4 crit). Those located just on the edge of the explosion (2 or 3 meters away) are allowed a Reflex roll to avoid any damage altogether (-5 to Reflex for those at 2 meters). Of course, anyone who takes damage must also roll for lingering fire effects.

Material Component: A cool volcanic bomb hurled during casting will increase the direct damage to 6d10+Depth (1d10 crit) and the indirect crit damage to 1d6 crit. Volcanic bombs are a mass of molten volcanic rock that form when a volcano ejects viscous lava during an eruption. They often cool in midair as they can be flung several kilometers, and thus form aerodynamic shapes. They are rare to come by and can be quite costly, up to 100 to 500 units. This material component works best with a complete rock, if a fragment of a volcanic bomb (no smaller than 4 oz.) is used it will merely add an additional 1d8 damage to the spell.

Fire Proof

Order: 3

Prerequisite: Extinguish

Sacrifice: 2

Mana Cost: 1d8

Range: Touch

Target: Flammable material

Area of Effect: 1 square meter of surface area

Duration: 2d6 hours

Roll: Magical Defense

Resist: Melee Defense vs. touch

Casting Time: 1 Action

Words: αὐ'ωαγ εφραγ

Effect: Protects from fire

Casting: The caster must say the Primal words for peace and fire while pressing his crossed palms against the object to be protected.

This spell causes an item or individual to be protected from fire and heat damage. If touched by a normal flame, the object will not catch fire. It will also prevent any chance of catching fire after a flame attack.

If the target of this spell is hit by a fire attack (such as from a flamethrower) or a fire spell, any damage will be halved.

Material Component: A dragon scale held between the crossed palms of the caster will cause the spell to negate even magical fire damage. Also, the dragon scale will not be consumed during use like most magical components, thus it can be reused over and over. Dragon scales are highly prized and in most cultures will cost at least 500 units.

Fire Shield

Order: 3

Prerequisite: Affect Fire, Transfer Flame

Sacrifice: 2

Mana Cost: 1d8 per round

Range: Self

Target: Caster

Area of Effect: Shell 1 foot away from caster

Duration: Maintained

Roll: Magical Defense

Resist: None

Casting Time: 1 Action

Words: εφραγ τῦνταλ

Effect: Creates a shield of flame around the caster

Casting: The caster must say the Primal words for fire and force while sweeping his arms up and around him.

Fire Shield creates a magical cocoon of flame all around the caster. He will be able to see out through the shield, but others will not be able to see in. Ranged attacks against the shielded caster are made at a -6. Anyone within one meter of the caster (such as someone trying to strike him with a melee weapon), will take 2d6+Depth points of damage from contact with the flames. Polearms and the like can be used without danger, but the -6 penalty to hit for ranged attacks applies. However, it is quite likely that any weapon pushed through the shield will catch fire if it is made of wood, leather, or similar material. Metal weapons pushed through the shield will act as if affected by the *Sear* spell after 1 round.

Material Component: The claw from a dragon's wing worn anywhere on the caster will lower the cost from 1d8 per round to 1d8 per minute. Once again, dragon parts are not consumed during the casting of a fire spell and can be reused. The claw from a dragon's wing can be very costly and there are many fakes out there; a real one should cost at least 1,000 units.

Fireworks

Order: 3

Prerequisite: Affect Fire, Glitter [G]

Sacrifice: 2

Mana Cost: 1d8 per round

Range: Line of sight

Target: Any point in space

Area of Effect: 10 meter radius sphere from target

Duration: Maintained

Roll: Magical Attack

Resist: Reflex (See below)

Casting Time: Full Round

Words: *illoree'othuum* *kaɾaʒ*

Effect: Creates an impressive fireworks display

Casting: The caster must say the Sylvan word for glitter and the Primal word for explode while continuously sweeping upward with his hands.

This spell is a rarity in the fire book, as it is less of a weapon and more just for fun. This spell essentially simulates a fancy fireworks display, replete with flashy colors and loud bangs. Though best known for its recreational uses, it can be a very useful tool. In particular, it makes an excellent distress signal, as it is impossible to not see or hear.

Fireworks may also be used to create a diversion, a distraction, or even to disperse a crowd. Anyone caught in the effect takes 1d6+½ Depth points of damage and if they fail their Reflex save, are partially deafened for 1d4 rounds (-4 to Awareness rolls).

This spell is unique in the fire canon in that it will not catch targets on fire after the effect has ended.

Material Component: Colored metal oxide dust swept into the air during casting will increase the effective radius to 20 meters. Metal oxide varies widely in cost depending on color and can be hard to find outside of urban areas. A gram is usually between 10 to 50 units. Rust can be harvested if available without any special rolls.

Flame Jet

Order: 3

Prerequisite: Throw Flame, Air Jet (A)

Sacrifice: 1

Mana Cost: 2d6

Range: Caster

Target: Area

Area of Effect: 1 meter diameter column, 10 meters long

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense for half damage

Casting Time: 1 Action

Words: εφραγ αι'α τῦνταλ

Effect: A jet of flame shoots from the caster's fingertips

Casting: The wielder utters the Primal words for fire, air, and force while raising his arm and thrusting a clawed palm in the direction he wishes to blast.

A thick jet of flame shoots from the caster's fingertips, as if from a flamethrower, dealing damage similarly: $3d10 + \text{Depth}$ (1d6 crit). Like with a flamethrower, this spell can set people and objects on fire. Unlike with a mechanical flamethrower though, this spell targets all those in the area of effect, even if someone is standing between them and the caster (hey, it's magic!)

Strategically, this spell is similar in effect to a fireball, though in a more targeted area. Also, everyone in the area is targeted for a direct hit, as opposed to the fireball, which has a specific target in mind.

Material Component: Powdered pyrite flung from the clawed hand during the casting of this spell will increase the damage to $4d12 + \text{Depth}$ (1d8 crit). Pyrite, also known as fool's gold, is less well known as an ignition source. It is not widely valued and costs around 1 to 2 units for a handful. Can be harvested from a stream with a pan with a partial success in Survivalist.

Sear

Order: 3

Prerequisite: Heat

Sacrifice: 2

Mana Cost: 1d8 per round

Range: 20 meters

Target: Anything

Area of Effect: Solid - 1 cubic foot; Liquid – 100 liters; Air – 5-meter cube

Duration: Maintained + 1d4 rounds

Roll: Magical Attack

Resist: Reflex (object) or Ranged Defense

Casting Time: Full Round

Words: **ḥāḥen ṭūnṭal**

Effect: Superheats an object, creature, or part of the environment

Casting: The caster must say the Primal words for heat and force while waving clawed fingers at the target.

This spell excites the molecules in a single object or individual over several seconds, causing it to sear and burn.

If after a full round of casting, the object targeted will heat to near oven temperatures, somewhere around 350°F. Flammable objects such as fuel, paper, or kindling will burst into flame. Weaker objects may melt, buckle or shatter. Most objects will simply become too hot to touch.

Beings in contact with searing-hot objects (or the target of the spell themselves) take 1d8+½Depth damage per round exposed. Creatures holding a hot object must make a Will roll vs. the Magical Attack roll or be compelled to drop it (or cease other actions and remove it). Living creatures who suffer through four rounds or more of damage have a standard chance of catching fire.

Even magical heat does not dissipate instantly; this spell will remain in effect for 1d4 rounds after the caster has stopped maintaining it.

Wielders can use this spell on a metal pot to boil water or heat food, though it is often employed for less savory pursuits. It can be a torture device, a means of ensuring peace (by searing an enemy's weapon), or simply a way to kill (by searing an enemy's suit of armor, perhaps).

Material Component: A chip of stone or brick off a hearth, when held in the caster's off hand, will reduce the mana cost, from 1d8 per round to 1d8 per minute.

Steam

Order: 3

Prerequisite: Heat, Create Water [W]

Sacrifice: 2

Mana Cost: 1d8 per 1d4 rounds (per area)

Range: 20 meters

Target: Any point in range

Area of Effect: 5-meter cube (stackable)

Duration: Maintained (+1d4 rounds – see below)

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: αἶα ὠα φάρην

Effect: Creates a cloud of boiling steam

Casting: The caster must say the Primal words for air, water, and heat while cupping his mouth and blowing outward.

Similar to the *Smoke* spell, this spell creates a thick cloud that billows out from the origin point, only with this spell, the cloud is formed of white, boiling steam. Creatures may attempt a Reflex roll to avoid being hit by the steam when it first emanates, but those who are engulfed by it suffer 2d6+Depth points of damage per round. The steam does not block vision as much as the *Smoke* spell, but instead causes a flat -6 penalty to Awareness to anyone in the cloud or trying to see through it. Those who pass through the steam will be partially blinded, retaining the -6 Awareness penalty for 1d4 rounds afterwards.

Items in the steam may melt or lose adhesiveness. This spell also kills most germs in an area and is an excellent method of cleaning many objects.

Material Component: A small vial of distilled water poured into the hands just before casting will increase the area of effect of this spell to a 10x10x10 meter cube. Can be purchased for 1 unit, or crafted with a partial success in Brewer.

FOURTH ORDER SPELLS

Wielders who wish to learn fourth-order spells must be at least fourth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Fire Spikes

Order: 4

Prerequisite: Fire Shield, Flame Jet

Sacrifice: 2

Mana Cost: 1d10 per Round + 1d6 per spike

Range: Self

Target: Caster

Area of Effect: Shell 1 foot away from caster

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: εφραγ τουνταλ ζολαν

Effect: Creates a spiked shield of flame around the caster

Casting: The caster must say the Primal words for fire, force, and weapon shielding his chest with his arms and then clawing them out and back.

This more aggressive version of *Fire Shield* is a particularly nasty way to keep enemies at bay. Like *Fire Shield*, this is a magical cocoon of flame that protects the caster with exactly the same effects. However, if anyone gets within 2 meters of the caster, a long tendril of fire can (at the caster's discretion) shoot out from the shield and skewer them.

Roll a Magical Attack for each spike against the target's Melee Defense to determine if the spike hits. These spikes deal 2d10+Depth damage (1d6 crit). The shield will create as many spikes as the caster can fuel with his Mana, though no more than one per target per round. After each hit from a tendril, the target must roll Reflex vs. the damage dealt or catch on fire.

See the 3rd order spell *Fire Shield* for details on the base fire shield effect.

Material Component: A fire dragon fang anywhere on the caster's person will increase the damage for each of the spikes to 3d12+Depth (1d8 crit). This fang will not be consumed by the spell like most material components. Fire dragon fangs are rare to find for sale in most places and can fetch upward of 2,000 to 5,000 units.

Fire Storm

Order: 4

Prerequisite: Fireball, Flame Jet

Sacrifice: 2

Mana Cost: 2d10

Range: 20 meters

Target: Any point in range

Area of Effect: 3-meter cube (stackable)

Duration: 1 Round (Maintainable)

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: εφραγ ταιφον

Effect: Fills an area with a massive blaze from the sky

Casting: The caster must say the Primal words for fire and storm while raising his hands to the heavens and bringing them down in the direction of the target area.

Perhaps the most terrifying effect in the wielder's arsenal, the aptly named fire storm is just as it sounds—a massive blast of flames sweeps downward out of the air and bathes everything in a large area in a thick barrage of flames. Anyone or anything in the affected area takes $4d10 + \text{Depth}$ points of damage.

The effect is not instant, but will fill the area for the rest of the round after the caster's action, dealing damage to anyone who tries to enter or pass through the area. This spell can be maintained by paying the Mana cost at the start of each round, therefore blocking off the area from anyone trying to get by.

When the spell first goes off, anyone at the center of the area can roll Reflex to flee the area or shield themselves somehow and take half damage. Anyone at the edge of the affected area can avoid damage by rolling Reflex and stepping out of the flames.

Everyone affected by the spell must roll Reflex vs. damage taken or catch fire when the spell ends.

Material Component: A handful of manure will increase the effective area stack of this spell, from a 3x3x3 meter area to a 5x5x5 meter area.

Additionally, a flame tear held anywhere on the caster's person will increase the damage to $6d12 + \text{Depth}$. Flame tears are the cool solid state of a tear from an ancient flame drake. The tear will not be lost in the casting and can be used over and over. They are extremely rare and, due to this and their thrilling beauty as well as other magical properties, are very costly. It is not unheard of for a flame tear to sell for 250,000 units or more at auction.

Lash

Order: 4

Prerequisite: Fire Blade, Flame Jet

Sacrifice: 2

Mana Cost: 1d10

Range: 3 meters (see below)

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: **εφραγ ζολαν τ'ελαρ**

Effect: Creates twin whips of flame

Casting: The caster must say the Primal words for fire, weapon, and distance while snapping his hands forward as if cracking a whip.

Upon casting this spell, two 3-meter long whips appear in the wielder's hands. These can be used as melee weapons against anyone in range. The caster can make two attacks per round, as if using two weapons, without paying an attack penalty (though the first round only one attack is allowed, as one action is used in the casting). The caster may also make one additional attack per each bonus action he gets due to Reflex.

Roll Magical Attack to strike out with the whips (vs. the target's Melee Defense). A successful hit deals 3d10+Depth points of damage (1d6 crit). Each whip may also crack with a loud boom on each attack if the caster desires.

Material Component: A gram of dried fire dragon's tongue crusted into a fine powder and spread on the caster's hands will increase the damage from each hit to 4d12+Depth (1d8 crit). Fire dragon tongue powder can be hard to come by and usually runs between 300 to 600 units for a gram. One tongue typically produces about 3d6 grams of powder.

Melt

Order: 4

Prerequisite: Sear

Sacrifice: 2

Mana Cost: 1d10 per round

Range: 20 meters

Target: Anything

Area of Effect: Solid - 1 cubic foot; Liquid – 100 liters; Air – 5-meter cube

Duration: Maintained + up to 4 rounds

Roll: Magical Attack

Resist: Reflex (area or held object) or Ranged Defense (person)

Casting Time: Full Round

Words: **φαρεν τ'υπταλ ανικ**

Effect: Superheats an object, creature, or part of the environment

Casting: The caster must say the Primal words for heat, force, and destroy while pressing his hands together and then sweeping them down and outward as if a liquid spreading.

This more-powerful version of Sear starts out a little slower but builds up enough heat over time to outright melt most substances.

Over the first full round of casting, the object targeted will heat to near oven temperatures, somewhere around 500°f. If the spell is maintained, the heat will increase by 500 degrees each round until a max of 2500°f is reached at the end of five rounds. Flammable objects such as fuel, paper, or kindling will burst into flame within the first round. Water will evaporate, and air will simply cause damage to anyone within it. Most organic materials will start to burn in the second round. By the second round, any fats or waxes will have completely liquefied. Aluminum and bronze will melt on the third round, and gold and silver and brass on the fourth. After five rounds, cast iron will melt, as well as copper and most stone. Glass will soften and sag, but will not completely liquefy.

Beings in contact with searing-hot matter (or the target of the spell themselves) start out at 1d10+Depth damage for the first round. On the second round, they take 2d10+Depth, 3d10+Depth on the third, 4d10+Depth on the fourth round, and 5d10+Depth on the fifth round. Creatures holding a hot object must make a Will roll vs. the Magical Attack roll or be compelled to drop it (or cease other actions and remove it). Living creatures who suffer anything past the first round of damage have a standard chance of catching fire.

Once the caster stops maintaining the spell, the temperature will drop 500°f per round and damage will be dealt accordingly.

Note that cold-forged (or wrought) iron is proof against magic and will not melt from this spell. It also cannot be the direct target of this spell, though it can get hot from coming into contact with another target.

Material Component: A chunk of steel previously melted vis this spell, if pressed between the caster's palms during casting will add an additional 1d10 points of damage per round. The steel will degrade after casting and can only be used once before it needs to be retreated by melting it again with this spell.

Steam Jet

Order: 4

Prerequisite: Steam

Sacrifice: 2

Mana Cost: 1d10

Range: Caster

Target: Area

Area of Effect: 2 meter diameter column, 10 meters long

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense for half damage

Casting Time: 1 Action

Words: owa fapeñ tũntal

Effect: A jet of boiling steam shoots out from the caster's hands

Casting: The caster must say the Primal words for water, heat, and force while raising his arm and thrusting a clawed palm in the direction he wishes to blast.

Upon casting this spell, a heavy jet of boiling steam shoots forth from the caster's palms. This effect is similar to the flame jet spell, only it covers a wider area and has no chance to set anything in its path ablaze, which makes it effective in situations where most other fire spells would not be (such as when fighting off an intruder in your own home).

The steam jet deals 2d10+Depth damage to anyone in the area of effect. Items in the steam may melt or lose adhesiveness. The spell also kills most germs in an area and is an excellent method of cleaning many objects.

Material Component: Any small rock retrieved from a geyser will add an additional 1d10 damage if thrust forward in the casting. The rock will be consumed by the magic of the spell.

Suffocate

Order: 4

Prerequisite: Choke

Sacrifice: 2

Mana Cost: 1d10 per round

Range: 20 meters

Target: Any single creature

Area of Effect: Target

Duration: Maintained

Resist: Reflex

Casting Time: 1 Action

Words: ai'a fapeñ embro

Effect: Suffocates a target

Casting: The caster must say the Primal words for air, heat, and embrace while clutching his throat and pointing at the target.

This spell targets the air in the lungs of a single target, super-heating it and causing it to expand out of the lungs, simultaneously suffocating the target and cooking him from the inside.

This spell causes 2d12+Depth points of damage per round to the target. It will not cause him to catch fire, and will deal all wound damage to the torso.

Material Component: A gram of ground habanero or ghost pepper spread on the caster's palms will double this spell's damage. These peppers are relatively inexpensive where available, and can fetch upwards of 10 units in colder regions. Fortunately the magic of the spell consumes the pepper. If, however, the caster fails to hit the magical attack roll, the spell will not go off, and the caster will be unable to touch his face or use the toilet until his hands are cleaned.

Wall of Fire

Order: 4

Prerequisite: Fire Shield, Flame Jet

Sacrifice: 2

Mana Cost: 2d8 per area per round

Range: 20 meters

Target: Any point in range

Area of Effect: 10 cubic meters (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: εφραγ οβ'αστ

Effect: Creates an wall of burning flame

Casting: The caster must say the Primal words for fire and wall while holding his arms before him and sweeping them back.

This spell allows the wielder to create a wall of fire along the ground in any position he desires within the range. Each 10 cubic meter stack is generally used to create a 5-meter-long section of wall about 2 meters high (and 1-meter thick), though the proportions can be rearranged. A wall of fire is just what it sound like, a thick curtain of burning flames. The wall does not physically stop someone from passing through it, though it definitely will prevent them from wanting to.

In practice, this is much like the Fire Shield spell, only it can be placed somewhere else than simply just around the caster. The wall blocks vision through it, so those on the

other side will not be able to see the caster and his allies. Anyone within one meter of the wall will take $2d8 + \text{Depth}$ damage, and anyone passing through it will take $4d10 + \text{Depth}$. Ranged attacks through the wall are made at a -6, assuming that the attacker can even see what he is shooting at. Metal objects in contact with the wall will act as if affected by the Sear spell after 1 round.

If the wall is cast directly upon someone, they are allowed a Reflex roll to simply take the contact damage instead of the full damage. This spell is typically used to create a barrier on the battlefield that will deter anyone from passing, or to secure a retreat.

Passing through the wall will require a Reflex roll vs. damage received to prevent catching fire. Proximity damage will catch the target on fire if a Reflex roll of 12 is failed.

Material Component: Ash from Primal fire thrown in the air during casting will increase the area stack to 30 cubic meters. Any material from one of the primal forges is rare and hard to come by without knowing a world walker. Primal ash can cost 1000 to 2000 units for a gram when available at all.

FIFTH ORDER SPELLS

Wielders who wish to learn fifth-order spells must be at least fifth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Fire Dome

Order: 5

Prerequisite: Wall of Fire

Sacrifice: 3

Mana Cost: $2d10$ per 3 meters of diameter per round

Range: 20 meters

Target: Any point in range

Area of Effect: 3 meter diameter hemisphere (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: εφραγ οβ'αστ εμβρο

Effect: Creates a dome of burning flame

Casting: The caster must say the Primal words for fire, wall, and embrace while raising his arms up and sweeping them down around him as if tracing a dome.

Fire Dome is very similar to Wall of Fire, except that it is a hemisphere that is covered at the top. The dome can be used to keep things in or things out. The effect of the dome is exactly the same as wall of fire, except for its shape. The caster can also control whether or not the inside of the dome is hot. If the inside of the dome is kept cool, those inside will not take damage unless they try to pass through the dome.

Material Component: Similar to the Fire Wall spell. Primal ash thrown into the air during casting will increase the duration of the spell to 1d12 per minute.

Flame Beast

Order: 5

Prerequisite: Fire Storm, Shape Fire

Sacrifice: 3

Mana Cost: 2d10 per area per round

Range: 20 meters

Target: Any point in range

Area of Effect: 2-meter cube (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: **εφραγ ανιμ**

Effect: Creates an animated storm of flame in the shape of a beast

Casting: The caster must say the Primal words for fire and creature while clawing his fingers and swiping out his hands.

This terrifying spell is essentially just an animated version of a Fire Storm. It can be shaped to look like anything, but most wielders give it the form of a terrible monster. The Flame Beast can move around the battlefield a number of meters per round equal to 1d20+the caster's Wit, and can move up to any position within the caster's line of sight (the spell's range restricts only its origin point).

The beast attacks by moving into the space of its enemies. It can make one attack on each creature it comes into contact with in the course of the round. Anyone or anything hit takes 5d10+Depth (1d8 crit) points of damage, and must roll Reflex vs. damage taken or catch on fire.

This spell in particular triggers the fear effect fire often has in animals and primitive peoples. Any natural creature or any person uneducated in the existence of magic must roll Will or be compelled to flee from the beast as far as possible.

Material Component: Phoenix ash spread on the hands while casting will half the cost in mana of this spell for the first four rounds. Phoenix ash is extremely rare and valued for its many magical uses it cost between 500 to 1000 units per gram.

Additionally, a flame tear held anywhere on the caster's person will increase the damage to 6d12+Depth. The tear will not be lost in the casting and can be used over and over. See Fire Storm for more details.

Inferno

Order: 5

Prerequisite: Fire Storm, Melt, Wall of Fire

Sacrifice: 3

Mana Cost: 3d8 per area stack per round

Range: Line of Sight

Target: Any point in range

Area of Effect: 5-meter cube (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: Full Round

Words: εφραγ ταιρον τυνταλ

Effect: Incinerates an area with a massive inferno of flames

Casting: The caster must say the Primal words for fire, storm, and force while raising his hands to the heavens and bringing them down in the direction of the target area.

Perhaps the most primal of the spells in the book of flame, Inferno creates a massive storm of fire that builds and intensifies over time, to the point of being able to destroy nearly anything. The effect is not instant, but will fill the area for the rest of the round after the caster's action, dealing damage to anyone who tries to enter or pass through the area. This spell can be maintained by paying the Mana cost at the start of each round, and each round the effect will build, dealing more damage and causing greater destruction.

When the spell first goes off, anyone at the center of the area can roll Reflex to flee the area or shield themselves somehow and take half damage. Anyone at the edge of the affected area can avoid damage by rolling Reflex and stepping out of the flames. After the first round, no Reflex roll are possible. Anyone still in the area takes full damage.

Over the course of the spell, the damage and effect will increase, similar to the melt spell.

Round	Damage	Temperature	Effect
1	4d10+Dpt	500°f	Flammable objects burn
2	5d10+Dpt	1000°f	Other organic objects burn
3	6d10+Dpt	1500°f	Aluminum and bronze melt
4	7d10+Dpt	2000°f	Gold, Silver, Brass melt
5+	8d10+Dpt	2500°f	Cast Iron, Copper, Stone melt

Once the caster stops maintaining the spell, the temperature will drop 1000°f per round and damage will be dealt accordingly.

Anyone taking damage from the spell must roll Reflex vs. the cumulative damage taken or catch fire when the spell ends or they leave the spell's area.

Material Component: A solid, cooled Phoenix heart kept anywhere on the caster will half the mana cost. A cooled phoenix heart will not be consumed during the casting and can be used over and over. Phoenix hearts are prized for their magical effects and wondrous beauty and can be nearly impossible to purchase, costing upwards of 100,000 units if available at all.

Magma

Order: 5

Prerequisite: Melt, Create Earth [E]

Sacrifice: 3

Mana Cost: 2d10 per area stack per round

Range: 20 meters

Target: Any point in range

Area of Effect: 3x3 meter square (stackable), 1 meter deep

Duration: Instant

Roll: Magical Attack

Resist: Reflex (see below)

Casting Time: 1 Action

Words: **εφραγ υ̇θηρ φαρην**

Effect: Causes molten lava to spew from the ground

Casting: The caster must say the Primal words for fire, earth, and heat while pounding his fist into his palm.

This spell melts the earth itself, turning it into a wave of molten lava, melting the wielder's enemies into ash and goo. The magma burns and melts anything touching it. Anything standing on the affected area will sink into the magma and melt into it.

When the spell first goes off, anyone in the area of effect can roll Reflex to flee the area and avoid damage. Each round a creature stands in the area of the magma, it will take 4d10+Depth points of damage. Once in the area of effect, he will begin to sink into it and will find an ever increasing difficulty in getting out. Each round that the spell is maintained, the Reflex penalty to escape is increased by 2 (Reflex -2 on the second round, -4 on the third round, and so on). Objects in the area or carried on one's person will be affected as if by a Melt spell.

When the spell ends, the earth will begin to harden again, and creatures that don't pull themselves out within a minute or so will become trapped in solid volcanic rock.

Material Component: A small bit of andesite held in the fist while casting increases the area attack to a 6x6 meter square. Andesite is common near volcanos that have high heat magma flows. Roll a partial success in Scholar: geologist to find in such an area. Gem and rock dealers typically charge around 20 to 50 units for a stone the size of a palm.

Melt Steel

Order: 5

Prerequisite: Melt, Shape Metal [E]

Sacrifice: 3

Mana Cost: 2d8 per round per area

Range: Line of Sight

Target: Anything

Area of Effect: Solid - 1 cubic foot; Liquid – 100 liters; Air – 5-meter cube (stackable)

Duration: Maintained + up to 4 rounds

Roll: Magical Attack

Resist: Reflex (area or object) or Ranged Defense (person)

Casting Time: Full Round

Words: **faɾen aɳük shaɳ**

Effect: Destroys nearly any object, even steel

Casting: The caster must say the Primal words for heat, destroy, and speed while squeezing his hands in tight fists.

An improved version of the melt spell, Melt Steel can be maintained to almost impossible temperatures.

Over the first full round of casting, the object targeted will heat to around 1000°f. If the spell is maintained, the heat will increase by 1000 degrees each round until a max of 5000°f is reached at the end of five rounds. Within the first round, almost any organic

materials will burst into flame, water will evaporate, and air will super heat, causing intense damage to anyone within it. Aluminum and bronze, gold, silver, copper, and brass will all melt by the second round. On the third round, steel, stone, and glass will liquefy, as will nickel and cast iron. After four rounds, platinum, titanium and most other common metals will melt. After five rounds, nearly anything solid in the area of effect will be liquefied, including diamonds and other gems (with the exception of a few rare earth elements).

Beings in contact with searing-hot objects (or the target of the spell themselves) start out at $2d10+Depth$ damage for the first round. On the second round, they take $4d10+Depth$, $6d10+Depth$ on the third, $8d10+Depth$ on the fourth round, and $10d10+Depth$ on the fifth round. Creatures holding a hot object must make a Will roll vs. the Magical Attack roll or be compelled to drop it (or cease other actions and remove it). Living creatures who suffer anything past the first round of damage have a standard chance of catching fire.

Once the caster stops maintaining the spell, the temperature will drop $1000^{\circ}f$ per round and damage will be dealt accordingly.

Note that cold-forged (or wrought) iron is proof against magic and will not melt from this spell. It also cannot be the direct target of this spell, though it can get hot from coming into contact with another target.

Material Component: A gram of thermite powder on the hands will double the speed with which this spell acts to about $2000^{\circ}f$ a round. Thermite can be made by dragging a magnet through magnetite sand that can be found on most beaches and then combining some aluminum powder. Roll full success in Survivalist and Scholar: Chemist to make about 20 grams. If available, it can typically be purchased for around 10 units per gram.

Smoke Beast

Order: 5

Prerequisite: Suffocate, Shape Fire

Sacrifice: 3

Mana Cost: $1d12$ per area per round

Range: 20 meters

Target: Any point in range

Area of Effect: 5-meter cube (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: ᠢᠷᠠᠬᠤ ᠠᠨᠢᠮ

Effect: Creates an animated storm of smoke in the shape of a great beast

Casting: The caster must say the Primal words for smoke and creature while blowing outward and clawing out his hands.

In the same category of the Flame Beast, the Smoke Beast is a larger, but less lethal version. A massive cloud of smoke billows out from the point of origin and begins moving about the battlefield. It can be shaped to look like anything, but most wielders give it the form of a terrible monster.

The Smoke Beast can move a number of meters per round equal to 1d20+the caster's Wit, and can move up to any position within the caster's line of sight (the spell's range restricts only its origin point).

The beast attacks by moving into the space of its enemies. It can make one attack on each creature it comes into contact with in the course of the round. Those who fail a Will roll vs. the smoke will begin to choke and cough, and will be unable to take any actions during the round, other than stumble up to 5 meters and weakly defend themselves (-5 penalty to all defense rolls).

Like the related spell, *Choke*, this spell acts as bad air, and those who remain within the beast can suffocate. Those in the smoke can hold their breath for up to one round per point of Fitness before beginning to suffocate (taking 1d12 points of damage per round).

Also, like the *Smoke* spell, Smoke Beast blocks out vision in its area, acting like fog with a maximum visibility of 2 meters. Characters cannot see through or past the smoke area. Characters can attempt to hide in the smoke, and anyone not within 2 meters receives an Awareness penalty of -10 to spot them. Also, the smoke will irritate the lungs and eyes.

Material Component: A stick of incense will increase the range of the spell to line of sight. Can typically be purchased for about 2 units.

Steam Beast

Order: 5

Prerequisite: Steam Jet, Shape Fire

Sacrifice: 3

Mana Cost: 1d12 per area per round

Range: 20 meters

Target: Any point in range

Area of Effect: 3-meter cube (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: fowa fapen anim

Effect: Creates an animated storm of steam in the shape of a great beast

Casting: The caster must say the Primal words for water, heat, and creature while blowing outward and slowly raising his hands upwards.

Another variation on the Flame Beast, the Steam beast packs a heavy punch without doing undue damage to the surrounding environment.

Upon casting this spell, a massive cloud of steam pours out from the point of origin and begins moving about the battlefield. It can be shaped to look like anything, but most wielders give it the form of a terrible monster.

The Steam Beast can move a number of meters per round equal to $1d20 + \text{the caster's Wit}$, and can move up to any position within the caster's line of sight (the spell's range restricts only its origin point).

The beast attacks by moving into the space of its enemies. It can make one attack on each creature it comes into contact with in the course of the round. Those who fail a Reflex roll vs. the steam will take $3d10 + \text{Depth}$ damage.

The Steam Beast has no chance to set anything in its path ablaze, it also kills most germs in an area and is an excellent method of cleaning many objects. Items in the steam may melt or lose adhesiveness. Wrinkles will come out of clothing.

Similar to the *Steam* spell, Steam Beast causes a flat -6 penalty to Awareness to anyone in the cloud or trying to see through it. Those who pass through the steam will be partially blinded, retaining the -6 Awareness penalty for 1-4 rounds afterwards.

Material Component: A steam vial shattered just before casting increases the effective area stack to a 6x6x6 meter cube. Steam vials are magical glass vials that hold perma-steam from the rejoin between Primal water and Primal flame. A very skilled wizard and a world walker are required to make a steam vial (full success in Arcane Scholar for both). If available at all, the sell upwards of 1,000 units.

SIXTH ORDER SPELLS

Wielders who wish to learn sixth-order spells must be at least sixth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Flame Wings

Order: 6

Prerequisite: Fire Spike, Fly [A]

Sacrifice: 3

Mana Cost: 2d10 per round for up to 200 lbs., plus 1d6 per extra 100 lbs.

Range: 20 meters

Target: Caster

Area of Effect: Self

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: εφραγ̃ α̃ι̃α̃ ε̃μ̃β̃ρο

Effect: Creates flaming wings that protect the caster while he flies

Casting: The caster must say the Primal words for fire, air, and embrace while flapping his arms wide and then clapping his palms together.

Something of a prestige spell, flame wings is an impressive extension of the common fly spell, giving the caster giant wings of flame that both protect him as he flies and destroy his enemies. The wings are generally about 3 meters long, and flap gracefully or ferociously as the caster flies. The fly effect is effectively the same as the *Fly* spell from the book of Air, but the wings add something akin to the *Fire Spikes* spell.

The caster can fly forward at a speed (meters per round) equal to his Magical Attack roll x 4 per round, double downwards (x8), and half when going against gravity (x2). The caster can move in any direction he likes and change direction instantly with a thought. All items or creatures the caster carries (or that cling to him) will come with him, as long as he can pay the cost for the weight.

While the spell is in effect, ranged attacks against the caster from the side or behind are made at a -6. Anyone that comes within 3 meters of the caster during the round (such as someone trying to strike him with a melee weapon) must make a Melee Defense roll at the time of entry (or at the start of the round if already there) or suffer 4d8+Depth points of damage from contact with the flames.

Additionally, all objects within 3 meters of the caster while the spell is effect (and anyone who takes damage from the spell) will be bathed in flames and likely will catch on fire. Roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch on fire.

Material Component: A phoenix feather held in one of the caster's hands will extend the duration to 2d10 mana (plus weight) per minute. Phoenix feathers are highly prized, and can cost anywhere between from 10,000 units upwards. Note the feather will burn away during casting but if the ash is collected it can be used for flame beast.

Human Torch

Order: 6

Prerequisite: Fire Proof, Fire Shield, Inferno

Sacrifice: 3

Mana Cost: 2d10 per round

Range: Caster

Target: Caster

Area of Effect: Self

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: εφραγ̃ χαρ̃ εμ̃βρο

Effect: The caster's body becomes engulfed in flame

Casting: The caster must say the Primal words for fire, alter, and embrace while holding his arms down and to the sides, palms out.

Upon casting this effect, the wielder's body becomes engulfed in pure flame. The fire does not consume him or any of his possessions, and he is immune to fire damage while in this state. The wielder is also protected from physical damage as if wearing armor (DR5, no bulk penalty). Non-fire-based magical effects still deal full damage though.

Anything the wielder touches while transformed will likely catch on fire, and anyone who comes into contact with him will take 3d10+Depth points of damage. He can make unarmed melee attacks by rolling his Magical Attack vs. his opponent's Melee Defense. If he grapples an opponent, the opponent will take the full contact damage each round.

Anyone who takes damage from this spell must roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch on fire.

Material Component: If the caster pours an ounce of lamp oil on his head and holds a piece of asbestos (1 oz. or more) in each hand during casting, the duration of this spell will be increased from 2d10 per round to 2d10 per minute. Asbestos can be bought in some settings for around 5 units, or found most anywhere with a partial success in Scholar: Geology and a full success in Laborer. Lamp oil is common in most settings, and an ounce can be purchased for 1 unit. It could also be rendered from fat with a partial success in Scholar: Chemist.

Magma Ball

Order: 6

Prerequisite: Magma, Fireball

Sacrifice: 3

Mana Cost: 2d10

Range: 20 meters

Target: Any point in range

Area of Effect: 5 meter radius

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense to dodge direct hit (see below)

Casting Time: 1 Action

Words: ερραγ ύθηρ καραζ

Effect: Hurls an exploding ball of magma at the target

Casting: The caster must say the Primal words for fire, earth, and explode while flinging his arm in a throwing motion.

While the fireball is the more famous spell, those who have seen the much rarer magma ball in action never speak of exploding fire again.

The magma ball is a flaming ball of molten lava that hurtles through the air to engulf its target. When it hits, the magma ball explodes, sending giant globs of molten stone in all directions. The target of the attack gets a Ranged Defense roll to avoid a direct hit, but even if this succeeds, he will still be hit by the larger explosion.

A direct hit from a magma ball deals 6d10+Depth (1d8 crit). Anyone else within 5 meters of the center point takes half that damage. Those located just on the edge of the explosion (1-2 meters away from the edge) are allowed a Reflex roll to avoid any damage altogether (-5 to Reflex for those at 2 meters). Unfortunately for the targets, the damage is just the beginning. The magma will engulf anyone in the area of effect who fails a second Reflex roll after taking damage, searing them and melting or burning their possessions (equivalent to level 2 of melt steel).

Those engulfed in magma will take 2d10 points of damage per round for the next 1d4 rounds as the magma cools. Jumping into water will prevent any further magma damage, but will deal 3d8 points of damage due to steam.

Once the spell cools, those affected must roll Reflex again or end up with hardened stone caked on them, causing a penalty of -2 to all rolls as well as to movement rate.

Anyone who takes damage from this spell must roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch on fire.

Material Component: A ball of hardened lava containing the body of any bird will increase the area effect of this spell to 7 meters. Such an object is difficult to find or buy, but could be manufactured in a lava region with a partial success in Survivalist.

Magma Beast

Order: 6

Prerequisite: Magma, Flame Beast

Sacrifice: 3

Mana Cost: 2d10 per area stack per round

Range: 20 meters

Target: Any point in range

Area of Effect: 2 cubic meters (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense/Reflex

Casting Time: Full round

Words: ερραγ υ̇θηρ ανιμ

Effect: Creates an animated storm of magma in the shape of a beast

Casting: The caster must say the Primal words for fire, earth, and creature while wrapping his arms around him in a circle.

An improved version of the dreaded Flame Beast, this spell brings into being an animated blob of pure molten lava that can roam the battlefield at the caster's whim. It can be shaped to look like anything, but most wielders give it the form of a terrible monster.

The Magma Beast can move around the battlefield a number of meters per round equal to 1d20+the caster's Wit, and can move up to any position within the caster's line of sight (the spell's range restricts only its origin point). The beast attacks by moving into the space of its enemies. It can make one melee attack on each creature it comes into

contact with in the course of the round (using the caster's Magical Attack as the base for the roll). Anyone or anything hit takes 5d10+Depth points of damage.

As with Magma Ball above, the damage is just the beginning. Anyone hit by the magma who fails a Reflex roll after taking damage will become engulfed by molten lava. Their possessions will melt or burn (equivalent to level 2 of melt steel), and they will take 2d10 points of damage for the next 1d4 rounds as the magma cools. Jumping into water will prevent any further magma damage, but will deal 3d8 points of damage due to steam.

Once the spell cools, those affected must roll Reflex again or end up with hardened stone caked on them, causing a penalty of -2 to all rolls as well as to movement rate.

Avoiding being hit by this spell generally assumes the defender moved out of the area of attack. If the defender is immobile or unwilling to move, the hit would be automatic.

Anyone who takes damage from this spell must roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch on fire.

Material Component: A ball of hardened lava containing the body of any predatory creature will increase the area stack of this spell to a 3x3x3 meter cube. Such an object is difficult to find or buy, but could be manufactured in a lava region with a partial success in Survivalist.

SEVENTH ORDER SPELLS

Wielders who wish to learn seventh-order spells must be at least seventh level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Body of Fire

Order: 7

Prerequisite: Human Torch

Sacrifice: 4

Mana Cost: 3d10 per round

Range: Caster

Target: Caster

Area of Effect: Self

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: **εφραγ χαν κχαν**

Effect: The caster's body transforms into pure fire

Casting: The caster must say the Primal words for fire, alter, and know while tilting back his head and throwing his arms to the heavens.

By this point in his learnings, the line between wielder and the flame has faded, and the two have become one. When the wielder casts this spell, his body completely transforms into fire. Like fire, he is somewhat incorporeal; he takes no damage from normal weapons, and takes only half damage from explosive attacks. Magic will hurt him normally (though not fire magic), and water poured on him will deal 1d6 points of damage per gallon. Strong winds can be harmful as well (figure 1d4 points of damage per round per 10mph of a gust above 20 mph). Fire in any form will not be able to harm the caster.

In this state, the caster has no fixed form, and can pass through narrow openings or grates like a liquid. He can also walk on air, and is able to take his normal movement rate in any direction, whether it touches the ground or not. The caster's clothing will transform as well, but armor, weapons, and other equipment (excepting small rings and the like) will most likely be shed when the spell initiates. The caster can still hold weapons or other items in his hands if they are not flammable.

Anything the wielder touches while transformed will likely catch on fire, and anyone who comes into contact with him will take 4d10+Depth points of damage. The wielder can make unarmed melee attacks by rolling his Magical Attack vs. his opponent's Melee Defense, dealing full contact damage per hit. If he grapples an opponent, the opponent will take the full contact damage each round held.

Anyone who takes damage from this spell must roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch on fire.

Material Component: A shard of a Phoenix egg will increase the duration of this spell from 3d10 per round to 3d10 per minute. Phoenix egg shards are in high demand and very rare, a small thumb-sized shard can cost around 150,000 units.

Dragon Breath

Order: 7

Prerequisite: Magma, Human Torch

Sacrifice: 4

Mana Cost: 3d10 + 2d10 per additional 5 meters

Range: Caster

Target: Caster

Area of Effect: 60 degree cone, 10 meters long (extendable)

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: εφραγ̣ καρα-κα̣ καραζ

Effect: Wielder breathes out a massive jet of flame

Casting: The caster must say the Primal words for fire and explode and the draconic word for breath while drawing in a deep breath and blowing out forcefully.

The wielder has learned to tap into the primal force of fire that burns in the hearts of dragons. With a single exhalation, he can breathe out a massive cloud of fire that can cook a man in seconds and reduce a platoon to ash.

When the cloud is exhaled, it extends at least 10 meters from the caster, and fills a cone-shaped area between the caster and the end of the range, expanding as it goes. If using a hex map, 60 degrees is one hex facing. On a square map, figure the square in front of the caster, then the 3 squares beyond that, the 3 beyond that, then 2 rows 5 squares wide, and so on.

Anyone in the area of the breath (even if standing behind someone else) receives 5d20+Depth points of damage, and will need to roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch on fire.

Those in the area are allowed a Reflex roll to take cover and receive half damage. Those located just on the edge of the area (1-2 meters away from the edge) are allowed a Reflex roll to avoid any damage altogether (-5 to Reflex for those at 2 meters).

Any objects in the area (except those on the person of someone who made their Reflex roll) are subjected to the effects of round 2 of a *Melt* spell.

Material Component: A gram of powdered dragon lung spread on the caster's palms will increase the initial range of the breath to 20 meters. Powdered fire dragon lung is rare, with one dragon able to produce about 4d10 grams of the powder. It is rare to find for sale, but may cost somewhere in the area of 200 to 500 units, depending on the setting.

Meteor

Order: 7

Prerequisite: Magma Ball, Inferno

Sacrifice: 4

Mana Cost: 3d12

Range: Line of Sight

Target: Any point in range

Area of Effect: 10 meter radius

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense to dodge direct hit (see below)

Casting Time: 1 Action

Words: εφραγ ύθερ καραζ τύνταλ

Effect: A meteor of burning magma hits the target at impossible speed

Casting: The caster must say the Primal words for fire, earth, explode, and force while flinging both arms before him in a pushing motion.

This is the ultimate piece of artillery on the battlefield. A massive meteor of blazing magma flies from the caster's hands at the speed of a bullet, crashing into the target with tremendous force and exploding outward. The target of the attack gets a Ranged Defense roll to avoid a direct hit, but even if this succeeds, he will still be hit by the larger explosion.

A direct hit from the meteor deals 5d20+Depth (1d10 crit). Anyone else within 10 meters of the center point takes half that damage. Those located just on the edge of the explosion (1-2 meters away from the edge) are allowed a Reflex roll to avoid any damage altogether (-5 to Reflex for those at 2 meters).

As with the spell *Magma Ball*, the damage is just the beginning. The magma will engulf anyone in the area of effect who fails a second Reflex roll after taking damage, melting or burning their possessions (equivalent to level 2 of melt steel). Those engulfed in magma will then take 2d10 points of damage for the next 1d4 rounds as the magma cools. Jumping into water will prevent any further magma damage, but will deal 3d8 points of damage due to steam. Also, anyone taking damage needs to make Reflex rolls vs. damage taken to prevent catching on fire.

Once the spell cools, those affected must roll Reflex again or end up with hardened stone caked on them, causing a penalty of -2 to all rolls as well as movement rate.

Anyone who takes damage from this spell must roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch on fire.

Material Component: A meteorite fragment weighing at least 1 lb. will increase the splash area to a 15 meter radius. Each casting will reduce the fragment by 1 oz. May be difficult

to purchase in most settings, and may cost somewhere in the 10,000 unit range. May be able to be found with full successes in Scholar: History, Scholar: Geography, and Scholar: Geology.

EIGHTH ORDER SPELLS

Wielders who wish to learn eighth-order spells must be at least eighth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Dragon

Order: 8

Prerequisite: Dragon Breath, Magma Beast, Smoke Beast

Sacrifice: 4

Mana Cost: 2d20 per round

Range: 20 meters

Target: Any point in range

Area of Effect: 15 meters long, 5 wide, 5 high

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense/Reflex/Will

Casting Time: Full round

Words: *εφραγ ανιμ δρακον*

Effect: Creates a dragon made of flame that the caster can control on the battlefield

Casting: The caster must say the Primal words for fire and creature, plus the draconic for dragon while flapping his arms like wings and clutching his hands like talons.

The ultimate beast of living fire, the dragon created by this spell is an animated cloud of fire in the shape of a dragon. The wielder can control it like the similar fire beast spells. The main difference with the dragon is that it can fly, and once per round it can breathe forth a cloud of flame that is treated like the Dragon Breath spell above.

The Dragon can move around the battlefield a number of meters per round equal to 1d20+the caster's Wit, and can move up to any position within the caster's line of sight (the spell's range restricts only its origin point).

The beast attacks by moving into the space of its enemies. It can make one melee attack on each creature it comes into contact with in the course of the round (use the caster's magical attack as the base for the roll). Anyone or anything hit takes 6d10+Depth points of damage.

The Dragon Breath effect can be instigated once per round on the caster's action (and at any point in the dragon's movement). This effect is included in the Mana cost of this spell.

As with Magma Beast, avoiding being hit by this spell generally assumes the defender moves out of the area of attack. If the defender is immobile or unwilling to move, the hit would be automatic.

Everyone who takes damage from this spell must roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch on fire. As with *Flame Beast*, Any natural creature or any person uneducated in the existence of magic must roll Will or be compelled to flee from the beast as far as possible.

Material Component: The head of a fire dragon will increase the duration from 2d20 per round to 2d20 per minute. The head is consumed in the casting of the spell. Such an object is exceptionally hard to come by, and is almost never for sale anywhere.

Exploding Sphere

Order: 8

Prerequisite: Magma, Human Torch

Sacrifice: 4

Mana Cost: 3d20 + 1d20 per extra 5 meter radius

Range: Caster

Target: Area around the caster up to 20 meter radius

Area of Effect: Sphere, from starting point out 10 meters in all directions.

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: Full round

Words: εφραγ οβ'αστ εμβρο καραζ

Effect: Creates a dome of burning flame

Casting: The caster must say the Primal words for fire, wall, embrace, and explode while raising his arms up and sweeping them down around him as if tracing a dome, then pushing them outward.

This wonder of destructive power starts out much like the spell Fire Dome, as a sphere of fire that encircles the caster and his allies. However, at the end of the round, the fire explodes outward in all directions, engulfing everyone and anything within 10 meters (or possibly more) of the sphere.

The effect of the spell is similar to the final stage of the spell Inferno. All those caught in the area take 4d20+Depth damage. The temperature flashes up to 2500°f, and cast iron, copper, and stone will warp. Anything weaker will likely melt or catch on fire.

Those in the area are allowed a Reflex roll to take cover and receive half damage. Those located just on the edge of the area (1-2 meters away from the edge) are allowed a Reflex roll to avoid any damage altogether (-5 to Reflex for those at 2 meters).

All those damaged by the spell must roll Reflex rolls damage taken or the caster's magical attack roll (whichever is lower) or catch on fire. Also roll for any guarded objects—anything inorganic that would catch on fire instead melts.

Material Component: The bronze mouth of a Khalkotauroi increases the size of the extended area stacks to 10 meters of radius per 1d20 mana. The mouth is not consumed in the spell, but may be exceptionally hard to find as these fire-breathing oxen are exceptionally rare.

Fire Immunity

Order: 8

Prerequisite: Body of Fire

Sacrifice: 4

Mana Cost: 3d10 per round

Range: Touch

Target: Single object or creature

Area of Effect: Single object up to 100 cubic meters

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: εφραγ αὐ'ωαγ̣ κλην

Effect: Protects completely from fire

Casting: The caster must say the Primal words for fire, peace, and know, while crossing his arms above his head and bringing them back down across his body.

The target of this spell is completely protected from fire and fire or heat magic. No damage from fire or heat can be applied to the target while the effect lasts. This spell will also protect his clothing and equipment (though anything larger than himself can't be protected). Natural fire will not harm the target.

Material Component: A live salamander, if eaten while the spell is cast, will increase the duration from 3d10 per round to 3d10 per minute. Salamanders can be captured in areas near temperate mountain streams with a partial success in Hunter.

NINTH ORDER SPELLS

The ninth order represents the highest mastery of flame. Wielders who wish to learn ninth-order spells must be at least tenth level, and must have leveled since they learned the prerequisites for any of these spells.

Fire God

Order: 9

Prerequisite: Dragon, Body of Fire

Sacrifice: 5

Mana Cost: 3d20 per round

Range: Caster

Target: Caster

Area of Effect: 15 meters long, 5 wide, 5 high

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: Full Round

Words: εφραγ̃ ανι̃ο̃ δρακ̃ο̃ς̃ ε̃μ̃βρο̃

Effect: Wielder becomes a living dragon of fire

Casting: The caster must say the Primal words for fire, creature, the draconic word for dragon, and the primal word for embrace while leaping upward and flinging up his arms.

The ultimate weapon of the fire mage, the Fire God spell completely transforms the wielder into a living cloud of flame in the shape of a dragon. It is similar to the Dragon spell, only the caster is the dragon, and gains all the benefits of the Body of Flame spell as well, such as flight and resistance to damage. Also, once per round the caster can breathe a cloud of dragon's breath (included in the Mana cost of this spell).

The wielder can fly around the battlefield a number of meters per round equal to 3 times 1d20+Wit. The wielder may attack by moving into the space of his enemies. He can make one melee attack on each creature he comes into contact with in the course of the round. Anyone or anything hit takes 4d20+Depth points of damage. Dragon breath can be expelled at any point on the wielder's action.

Since the caster is the dragon, movement attacks count only as part of the caster's movement, and he is able to cast other spells while in this state. Breathing dragon breath is considered an attack action, as is spell casting. If the caster has more than one action in the round he may both breathe fire and cast another spell. The caster cannot attack with normal weaponry while in this state. Keep in mind only one spell may be maintained at a time, so any other spell cast in this state should be instant in duration.

As with *Flame Beast*, Any natural creature or any person uneducated in the existence of magic must roll Will or be compelled to flee from the fire god as far as possible.

Anyone who takes damage from this spell must roll Reflex vs. damage taken or the caster's magical attack roll (whichever is lower) or catch fire.

Material Component: The heart of a fire dragon will increase the duration from 3d20 per round to 3d20 per minute. The heart is consumed in the casting of the spell. Such an object is exceptionally hard to come by, and is almost never for sale anywhere.

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