

Athame of Fire ★

Pyromancer 1

Range: 0 ft

Duration: 1 min/lvl

Pyromancer Suppl., P. 2

- A fire appears in casters hand and takes the shape of a dagger. Melee attacks with the athame deals 1d4 points of fire damage with an additional +1 point of fire damage per two caster levels. The athame may not be thrown as a normal dagger and instead if the fire leaves the caster's hand it is immediately extinguished. This spell may be cast while the caster is in melee range and acts as a magical weapon.

Fire Play ★

Pyromancer 1

Range: 20' + 5'/lvl

Duration: 1 rnd/lvl

Pyromancer Suppl., P. 3

- This spell allows the caster to animate a small fire of at least campfire size. The fire acts as a miniature fire elemental with stats: AC 13, HD 2, #At 1, Dam 1d6, Mv 40', Sv F2, Ml 10 and is limited to the range of the source fire (20' + 5'/level) and not the caster, however the caster must also be within this range.

Produce Flame ★

Pyromancer 1

Range: self(special)

Duration: 1 min/lvl

Libram Magica, P. 47

- Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.
- Does not work underwater.
- The flames can be used in combat. To hit in melee (+4 to hit) deals damage equal to 1d6 +1/lvl (max +10).
- The flames can hurl to 120' (+4 to hit). Damage equal to 1d6 +1/lvl (max +10). Hand relights, spell duration reduces 1 minute.

Detect Magic ★

Pyromancer 1

Range: 60'

Duration: 2 turns

Libram Magica, P. 23

- Detect enchanted or enspelled objects or creatures within the given range by sight.
- They appear surrounded by a pale glowing light visible only to the caster.
- Invisible creatures and objects not detected by this spell, but the existence of invisibility magic is seen as an amorphous glowing fog allowing the caster to attack at -2 to hit.

Floating Disc ★

Pyromancer 1

Range: 0

Duration: 5+1/lvl turn

Libram Magica, P. 31

- Create invisible 1" concave, 3' diameter plane of force for carrying loads. It can hold 500 lbs of weight.
- If not properly supported things will fall off so loose piles of coins, fluids are difficult.
- Disc floats about waist high off the ground and follows within 10' of the caster.
- The disk can be pushed as needed to reposition it.
- At end of spell, it drops whatever was supported.

Protection from Evil ★

Pyromancer 1

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 48

- Caster wards a creature from mental control and attacks by "evil"/summoned creatures based on the worldview of the character.
- Barrier is 1' thick and moves with target. The protected creature cannot have body contact with "evil" precluding natural attacks.
- +2 AC, +2 to saves vs evil.
- Barrier blocks possession attempts/mental control. These attacks may succeed but do not take effect until this spell expires.
- The spell fails if the warded creature makes an attack against the blocked creature.
- Reversed is **protection from good**, identical except for creatures affected.

Fire Bolt ★

Pyromancer 1

Range: 100' + 10'/lvl

Duration: instantaneous

Pyromancer Suppl., P. 2

- This spell causes a magical bolt of fire to dart forth from the caster's fingertip and strike its target, dealing 3d4 points of damage. The bolt strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. Normal save vs fire can be used to half the damage.
- For every two levels beyond the 1st, an additional 1d4 damage is dealt – giving a total of 4d4 at 3rd level, 5d4 at 5th level, etc with a maximum of 9d4 at 13th level or higher. All damage must be done to a single target.

Half Burn ★

Pyromancer 1

Range: 100' + 10'/lvl

Duration: 5 min/lvl

Pyromancer Suppl., P. 4

- All non-magical fires within a 30 ft. radius burn twice as long at half the intensity. Any effected magical fire does -1 damage per dice. All effected fires take twice as long to extinguish and if someone catches fire from an effected fire it does half damage.
- Half Burn can also be prepared as Double Blaze doing the exact opposite of what is described above.

Aura of Fire ★

Pyromancer 2

Range: self

Duration: 1 turn

Pyromancer Suppl., P. 2

- This spell covers the caster's body in hot red flames that move as the caster does. The flames do not harm the caster or any possessions carried, but will do 1d6 points of fire damage to anyone that comes in contact with them. In particular, anyone attacking the recipient with a one-handed melee weapon will suffer this damage. Likewise, anyone damaged in melee by the caster with a one-handed weapon will suffer this damage in addition to any done by the attack.

Consuming Fire

Pyromancer 2

Range: touch
Duration: instantaneous

Pyromancer Suppl., P. 2

- The target must be a combustible object. Once touched, the target is set aflame. If the target is being worn by a creature, the creature suffers 1d8 points of damage with no save allowed. Target item will burn until put out or consumed. If wearer continues to wear the burning item, they will suffer 1d4 points of damage per round until fire is extinguished.

Knock

Pyromancer 2

Range: 30'
Duration: special

Libram Magica, P. 38

- Open stuck, barred, locked, **held**, or **wizard locked** doors. Opens secret doors, locked or trick-opening boxes or chests. Loosens welds, shackles or chains (provided they are in a position to release something when opened).
- For a **wizard locked** object, does not suspend the spell but gives one turn where the object is open.
- In all other cases, opened objects do not relock themselves or become stuck of their own accord.
- Will not raise a portcullis or operate any similar mechanism nor will it affect ropes, vines or the like.
- Each knock defeats ONE means of preventing access.

Dispel Magic

Pyromancer 3

Range: 120'
Duration: instantaneous

Libram Magica, P. 24

- This spell ends ongoing spells that have been cast on a creature or object within a 20' cube.
- Caster chooses a target creature, object or area.
- All spell effects (including potion effects) on the target may be canceled.
- Any spell or effect from a source of less than the caster's level end automatically.
- Spells or effects from higher level source have a cumulative 5% chance per level difference of not being canceled. [Example: A 10th level dispel magic has a 20% chance of failing to disrupt a 14th level spell]

Flaming Blade

Pyromancer 2

Range: touch
Duration: 1 min/lvl

Pyromancer Suppl., P. 3

- This spell causes a non-magical or magical weapon to light aflame. This magical flame does not hurt the weapon or the user and causes the weapon to deal fire damage. Any successful hit causes an additional 1d6 points of fire damage. Any non-magical weapon under this spell is treated as magical for the duration of the spell.

Protection from Fire

Pyromancer 2

Range: touch
Duration: special

Pyromancer Suppl., P. 4

- If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level. If the spell is cast upon another creature than the caster, protection from fire grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25

Blinding Burst

Pyromancer 3

Range: 100'+10'/lvl
Duration: instantaneous

Pyromancer Suppl., P. 2

- This spell causes a blinding burst of fire in a 20 ft. radius that blinds all creatures for 2d8 rounds. A save vs spells is allowed to negate the effect.

Heat Metal

Pyromancer 2

Range: 25'
Duration: 7 rnds

Pyromancer Suppl., P. 4

- Heat a single item of ferrous metal.
- Progressively hotter each round, damage is if wielder keeps holding the affected item.
- 1st, warm, no damage
- 2-3, Hot, 1d4 dmg
- 4-5, Searing, 2d4 dmg
- 6th, Hot, 1d4 dmg
- 7th, warm, no damage

Read Languages

Pyromancer 2

Range: self
Duration: special

Libram Magica, P. 51

- Spell grants caster ability to read almost any written language in 3 modes.
- Mode 1: Read any number of written works in a variety of languages – 1 turn/level.
- Mode 2: Allows caster to read any one book/tome for 3 hours/level.
- Mode 3: Can permanently read any one non-magical scroll or short document.
- Spell does not work on magical texts as spell scrolls or spellbooks (**read magic**).
- Just reading the language does not hasten the reading nor grant understanding.
- At least one creature who can read the language must exist on the same plane.

Fireball (special)

Pyromancer 3

Range: 100'+10'/lvl
Duration: instantaneous

Libram Magica, P. 29

- Spell creates a near pressureless explosion of flames and a low roar. Damage is (1d6+1)/caster level to every creature in a 20' radius ball. Save vs. Spell for half damage.
- Caster points finger to target distance and height. A glowing pea size bead streaks to the location, detonating at the target or on contact. Navigating through obstacles requires a missile "to-hit" roll.
- Fireball sets fire to combustibles, melts low melting point metal (lead, gold, etc). If it gets through a barrier the fireball may expand into the volume beyond.

Flaming Path ★

Pyromancer 3

Range: 25'+5'/lvl
Duration: instantaneous

Pyromancer Suppl., P. 4

- This spell creates a path of fire to erupt from the ground without causing damage to the ground. The fire erupts in a straight line 5 ft. wide and extends 50 ft. from target spot. Anything along the fire's path takes 1d6 points of fire damage per level. Any solid non-creature object will cause the path to end.

Blaze Punch ★

Pyromancer 4

Range: self
Duration: 1 rnd/lvl

Pyromancer Suppl., P. 2

- This spell causes the caster's hands to burst into flames, producing light equal to that of a torch. This spell allows the caster to make two melee touch attacks that deals 3d6. While this spell is in effect, the subject cannot hold or use any items, however items worn still work as normal.

Molten Iron ★

Pyromancer 4

Range: 25'+5'/lvl
Duration: instantaneous

Pyromancer Suppl., P. 4

- This spell causes one metal object to melt. The object will begin dripping onto the ground and will turn into a puddle within 1 round. Non-magical metal items are allowed a save vs spells using the creature's level or it's own if higher or unwielded. Magical items are allowed a save vs Spells +5/plus of bonus and effects using the creature's level as a base or it's own if higher or unwielded.

Invisibility ★

Pyromancer 3

Range: touch
Duration: special

Libram Magica, P. 37

- Target is invisible, vanishes from normal sight including Darkvision.
- Carried gear vanishes too.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so.
- Items longer than 10' will not completely disappear.
- Other senses may still discern target location.
- Spell ends when target attacks any creature or casts a spell. Indirect damage does not count as an attack.
- Spell lasts at most 24 hours.

Conjure Fire Elemental ★

Pyromancer 4

Range: 240'
Duration: Special

Pyromancer Suppl., P. 2

- Open portal to the Elemental Plane of Fire and summon a fire elemental from there. Max 1 each/day.
- Summoned elemental serves as long as caster complete concentrates it with no actions other than half rate moves.
- Concentrating caster can dismiss elemental at will.
- If concentration is lost, elemental is no longer controlled and will seek revenge on caster and those in its path. Only **dispel magic** or **dispel evil** banishes an uncontrolled elemental.
- Freed elementals can dismiss themselves.

Remove Curse* ★

Pyromancer 4

Range: 30'
Duration: instantaneous

Libram Magica, P. 52

- Instantly remove all curses on object or creature. Cannot remove curse from items, but can allow creature to get rid of it.
- Some curses are powerful enough to require a certain caster level.
- Reversed is **bestow curse** which allows caster to curse target in range. Save vs. Spells negates the curse. Three variants.
- Curse 1: -4 decrease to an ability score (minimum 1)
- Curse 2: -4 to attacks and saves
- Curse 3: Lose 50% of combat rounds.
- Casters may invent own curses but general power should be similar.

Phoenix Flight ★

Pyromancer 3

Range: touch
Duration: 1 rnd/lvl

Pyromancer Suppl., P. 4

- This spell causes the arms of the subject to turn into wings of fire that do not harm the subject or any items worn by the subject.
- No items may be held during the duration of this spell, worn items work as normal.
- Fly at a speed equal to normal rate. Ascend at half speed and descend at double speed, with the same maneuverability as the subject has when moving on the ground.
- Requires enough concentration so no attacks or spells may be made during the duration.
- The magic fails slowly. The subject floats downward 120' per round for 1d10 rounds on expiration.

Daze Flame ★

Pyromancer 4

Range: 100'+10'/lvl
Duration: 1 rnd/lvl

Pyromancer Suppl., P. 2

- This spell causes a blinding burst of fire in a 20 ft. radius that paralyzes all creatures for 2d8 rounds, doing 3d6 points of fire damage. A save vs spells is allowed to negate the effect.

Wall of Fire (special) ★

Pyromancer 4

Range: 180'
Duration: 1 rnd/lvl

Pyromancer Suppl., P. 5

- This spell causes an immobile blazing curtain of shimmering violet fire to come into existence.
- One side of the wall, chosen by caster, deals 3d4 points of heat damage to all within 10' and 2d4 points within 20'. The wall deals 2d6 + 1pt/caster level to those passing through it. Wall damage 2X vs undead.
- Either length 20'/lvl or radius 5'/lvl. 20' tall.
- If evoked on creatures each creature takes damage as if passing through, save vs. Spells reduces it 10' damage.
- The caster may choose to keep the wall up by concentration or give it a 1 round/level timeout at casting.

Explosive Blaze

Pyromancer 5

Range: 25'+5'/lvl
Duration: 6 rounds

Pyromancer Suppl., P. 2

- This spell causes a ring of fire to explode upward from the ground engulfing the target. The target of this spell takes 6d6 points of fire damage on the initial round. Each round thereafter subtract 1d6 from the previous round for the next 5 rounds. A save vs. Spells for half damage is allowed each round.

Flame Web

Pyromancer 5

Range: 10'/lvl
Duration: 2 turn/lvl

Pyromancer Suppl., P. 3

- Create a many-layered mass of strong, flaming spiderweb strands, filling up to a volume of 8,000 cubic feet. These web must be anchored to two or more solid points or the web disappears.
- Targets in the volume move 50% and take 3d6 dmg/rnd, save vs. Spells for half damage while in the web.
- Such entangled creatures may not cast spells or perform normal attacks; whether other actions are possible is left to the GM to decide.
- The strands of the flame web spell are on fire. Therefore, the flame web cannot be burned down and lasts the entire duration.

Flame Strike

Pyromancer 6

Range: 60'
Duration: instantaneous

Pyromancer Suppl., P. 3

- A Flame strike produces a vertical column of divine fire roaring downward (cylinder of 10' radius, 30' high). The spell deals 6d8 points of damage to any creatures within the area of effect. A save vs. Spells for half damage is allowed.

Fire Suppressor

Pyromancer 5

Range: 100'+10'/lvl
Duration: 1 hr/lvl

Pyromancer Suppl., P. 3

- This spell causes all fire within a 20 ft. radius, both magical and non, to be immediately extinguished. No fire can be lit within the area. All fire coming into the area is immediately stopped and splashes outward from the impact point to all sides.
- Fire Elementals are immediately destroyed and all other flaming creatures have their flames extinguished as long as they remain in the area of effect.
- This spell may not be cast on any living or movable object, thus making the effect stationary.

Teleport

Pyromancer 5

Range: self
Duration: instantaneous

Libram Magica, P. 61

- Complicated Spell, check Rulebook!**
- This spell instantly transports the caster to a designated destination which may be as distant as 100 miles per caster level.
- Interplanar travel is not possible.
- The caster may bring along 300 lbs plus 100 lbs/level above 10th if in contact with all of them during the trip.
- Unwilling passengers may save vs. Spell to negate and caster has to succeed in a "to-hit" as well.
- Teleport error effects can be fatal.
- And Much, Much more!**

Incinerate

Pyromancer 6

Range: 60'
Duration: instantaneous

Pyromancer Suppl., P. 4

- This spell causes a thin line of fire to spring from the caster's pointing finger. Any single creature or object (up to a 10x10x10 foot cube of material) is entirely incinerated, leaving behind only a trace of ash. An incinerated creature's equipment is unaffected.
- A creature that makes a successful save vs. Spells is unaffected. The ray can target only one creature per casting, if that target saves, the spell is wasted.

Flame Explosion

Pyromancer 5

Range: 15'
Duration: instantaneous

Pyromancer Suppl., P. 3

- This spell causes a explosion of fire to originate from the caster dealing 1d8 points of fire damage and an additional 1d8 points for every two levels beyond the 1st to all creatures within 15' of the caster.

Aura of Fire Other

Pyromancer 6

Range: touch
Duration: 1 turn/lvl

Pyromancer Suppl., P. 2

- This spell covers a willing target's body in hot red flames that move as the target does. The flames do not harm the target or any possessions carried, but will do 1d6 points of fire damage to anyone that comes in contact with them. In particular, anyone attacking the recipient with a one-handed melee weapon will suffer this damage. Likewise, anyone damaged in melee by the target with a one-handed weapon will suffer this damage in addition to any done by the attack.

Fire Swarm

Pyromancer 6

Range: 25'+5'/lvl
Duration: 1 rnd/lvl

Pyromancer Suppl., P. 3

- This spell allows the caster to call forth a swarm of flaming bees. The swarm moves and attacks as the caster directs dealing 4d6 points of fire damage to the attacked creature. The swarm may move 30 feet per round but is restricted to remain within the range of the caster. No roll is needed for the attack and no save is allowed.



Pyromancer 6

Range: touch

Duration: instantaneous

Libram Magica, P. 51

- **Complicated Spell, check Rulebook!**
- This spell brings back a dead character (or humanoid) in another body, provided the death occurred no more than one week before the casting and the soul is free to return.
- If the soul is not willing to return the spell fails.
- Many conditions are set and the table determining the new body is in the rulebook.
- **The rulebook must be consulted now!**