

21 The College of Fire Magics (Ver 2.0)

This College is a probationary College. This means that this College is under trial for two years (as of January 2000). All characters that join this College do so under the understanding that if this College is deemed unplayable, it may be withdrawn or radically changed. At that point, all such characters may have the EP and time spent in this College refunded, to be re-spent freely in another College as if that College had been their original choice.

The College of Fire Magics is concerned exclusively with manipulating the element of fire. Adepts of this College are referred to as Fire Mages or Pyromancers.

The affinity fire mages have for their element has often led to them being considered to be pyromaniacs. Most fire mages, however, have a healthy respect for fire, and rarely will they wantonly set people or places alight. They do enjoy being in or near fire and are generally the first to suggest a nice camp fire when adventuring. Fire mages are also thought to be hot-tempered, to enjoy hot and spicy food, and to dislike getting wet. They frequently have red hair. Generally fire mages are flamboyant characters, particularly in their spell-casting. The College of Fire Magics is anything but subtle, and its spells involve more than the usual amounts of shouting and arm-waving.

The element of fire is unquestionably destructive, and as a consequence the majority of the spells of this college cause considerable amount of damage, if only as a side-effect. The Fire College is not noted for being harmless, and so fire mages are even less popular than most mages among the common folk. When it is revealed that a person is an Adept of the Fire College the usual reaction will generally be one of fear and trepidation. Fire mages are quite amicable towards the Adepts of other colleges with the notable exception of those of the College of Water Magics.

Traditional colours

Fire mages generally prefer to wear red, the colour of their element, often trimmed with black, yellow or orange. For jewellery the fire mage most frequently chooses garnets or rubies, set in gold.

Traditional symbols

The symbol of the Fire College is the flame, usually depicted in red or gold.

21.1 Restrictions

Adepts of the College of Fire Magics may only practice their arts in an area where it is possible for fire to exist. They may not practice fire magic underwater or in a vacuum, for example.

The MA requirement for this college is 12.

21.2 Modifications

The Base Chance of performing any talent, spell or ritual of the College of Fire Magics is modified by addition of the following numbers:

Adept is in light mist, fog, or rain, or is soaking wet	-5
Adept is in heavy fog, or rain, or is partially immersed in water	-10
Adept is almost totally immersed in water	-15
Adept is within 30 feet of large campfire	+5
Adept is within 30 feet of bonfire	+10
Adept is in contact with small campfire	+5
Adept is in contact with large campfire	+10
Adept is in contact with bonfire	+15
Adept is in a hot, dry region (e.g. desert)	+5

Only one modifier from each group may be applied together. These bonuses only apply to normal fire. Magical fire may only be used to reduce negative modifiers to zero.

Unless otherwise specified, Magical Fire will automatically ignite flammables.

Damage by Burning

Occasionally a character will suffer damage from falling in to, or being exposed to, fire. The following table indicates the pulse by pulse damage taken by an entity being in contact with fire. While ignition of flammables on a person will not always occur, if an entity is immersed in fire (e.g. passage through a Wall of Fire) flammable possessions will catch alight. Unless otherwise specified, Magical Fire will automatically ignite flammables.

If the pulse after ignition is spent putting flammables out, no further damage occurs. In general exposure to a fire source indicates exposure for a full pulse, therefore standing in a bonfire might hurt a character but simply jumping through one might not. This table should be used as a guide to how much damage exposure to a particular fire source might cause.

Clothing alight after passage through a fire	D + 3
Standing in campfire	D + 5
Standing in a one Hex bonfire	D + 10
Very large bonfire, house fire	D + 15
Raging forest fire	D + 25
Immersion in boiling water	D + 35
Immersion in boiling oil	D + 50
Immersion in molten metal or lava	D + 100
Sauron's forge	D + 150

21.3 Talents

Infravision (T-1)

Range: 50 feet + 5 / Rank

Experience Multiple: 75

Resist: None

Effects: The Adept is able to see heat sources as if they emit normal light and target them (e.g. with weapons or spells) in the absence of visible light. It works best in relative darkness, since it is easily overpowered by visible light.

Within range low level heat sources (such as living bodies) can be seen. At double range medium level sources (such as camp fires) are visible and high level heat sources may be visible at any range.

This talent can sometimes penetrate where normal vision cannot. At half normal range the Adept can see heat sources which are warmer than the obscurement, eg. living entities through mist or light bushes. It may also possible to detect the residual heat of a source which has recently been moved or extinguished.

The Adept has a base chance of PC (+ 5 / Rank) - 1 / 10 feet between the Adept and the heat source (after the first 10) of gaining additional information about a particular heat source. They may:

1. Determine the relative temperature of the heat source.
2. Identify the general type of heat source. Only those heat sources that the Adept has previously encountered may be identified with this talent. At higher ranks familiar individuals may be identified.
3. Determine if the heat radiated by source is being generated by magic, e.g. the Adept is able to distinguish between normal and magical fire. (Note only fire College infravision has this ability).

The Adept may re-attempt any of these abilities after a period of 41 pulses (- 2 / Rank) has elapsed or if the Adept is 20 feet closer to the target.

Pyrogenesis (T-2)

Range: Sight

Duration: Immediate

Experience Multiple: 75

Base Chance: MA + 5 / Rank - 1 / 5 feet separating the Adept from the target (after the first 5 feet)

Resist: Passive

Effects: The Adept may cause to burst into flame a

single mass of dry, flammable material weighing up to 1oz (+ 1 / 5 ranks). Once alight it will burn normally and may be extinguished by either mundane or magical means. Flammable materials are defined as wood, paper, cloth etc, but not flesh, except that Pyrogenesis may be used to cremate insects and small creatures within the maximum weight restrictions. This talent cannot be used on possessions. Utilising this talent requires a pass action, and is obvious to observers.

21.4 General Knowledge Spells

Bolt of Fire (G-1)

Range: 25 feet + 25 / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: Passive

Storage: Ward, Investment, Magical Trap

Target: Entity, Object, Area

Effects: The Adept causes a bolt of Fire to streak from their hand towards anywhere in range. The first entity or object the bolt hits in its path must resist or suffer D (+ 1 / Rank) damage. If the bolt does not hit anything it will dissipate at the end of its range. At Rank 20 the Adept may delay releasing the bolt for a pulse if they should choose.

Extinguish Fire Spell (G-2)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: When successfully cast, this spell will extinguish all fire in a 10 foot (+ 10 / Rank) sphere. All the volume affected must be within range of the spell. If the range doubled or tripled the volume may likewise be increased.

Fire Armour (G-3)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 25%

Resist: None

Storage: Potion

Target: Object, Entity

Effects: This spell protects the target against damage by fire for 4 (+ 4 / Rank) points of protection. Protection is ablative and when the damage the spell may absorb is exceeded, the spell is dissipated with any excess damage applied to the target. Double and triple effects may apply to duration or degree of protection. At Rank 20 the spell confers 100 points of protection.

Firelight (G-4)

Range: Touch

Duration: 30 minutes + 30 / Rank

Experience Multiple: 75

Base Chance: 50%

Resist: Passive

Storage: Investment

Target: Object, Point

Effects: The Adept creates a source of light emanating in all directions from an object or point touched by them. At ranks 0 to 5 the light emitted is equivalent to that of a torch, at ranks 6 to 10 that of a small campfire, at ranks 11 to 15 a large campfire, and at ranks 16 to 20 a bonfire. The light emitted will have the appearance of firelight of the appropriate strength. It is magical light, and will cast poor contrast shadows.

Fireproofing (G-5)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 150

Base Chance: 30%

Resist: None

Storage: Potion, Investment

Target: Entity, Object

Effects: The spell protects the target from all non-magical fire and heat effects up to the heat equivalent of a bonfire. An entity or object is also protected against smoke effects (including smoke inhalation), hypothermia and sunstroke.

Increase Temperature (G-6)

Range: Touch

Duration: Special

Experience Multiple: 100

Base Chance: 35%

Resist: Passive

Storage: Investment

Target: Volume, Object

Effects: The Adept must remain in contact with the target for heating to occur. When the spell ends the target will cool normally.

Gases *Duration:* 1 hour + 1 / Rank

The Adept may cause the temperature of a closed contiguous volume of gas (such as air) to increase. The volume affected is equal to 125 (+ 125 / Rank) cubic feet. The temperature can be increased by up to 2C per Rank. At Rank 20 the volume that can be affected by Increase Temperature is doubled

Solids *Duration:* 5 minutes + 5 / Rank

The Adept may heat 1 lb (+ 1 / Rank) of solid material up to 50 (+ 50 / Rank) degrees C. The Adept may choose any combination of temperature increase increment and mass increment to a total of the Adept's rank. The temperature increase takes 10 seconds / 100 degrees / pound mass. At Rank 20 any metal item within the weight limit of the Adept can be reduced to molten slag in as little as 10 seconds (resistance roll is applicable).

Liquids *Duration:* 5 minutes + 5 / Rank

The Adept may heat 1 (+ 1 / Rank) pints of liquid up to 20 (+ 20 / Rank) degrees C. They may choose any combination of temperature increase increment and mass increment to a total of the Adept's rank. The temperature increase takes 10 seconds / 10 degrees / pint. The volume of material that may be affected is increased by 6 times at Rank 20.

Slow Fire (G-7)

Range: 5 feet + 5 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 20%

Resist: None

Storage: Investment

Target: Object

Effects: This spell increases the duration that a wood, lamp or oil fire will burn for by 1 (+ 1 / Rank) hours. Light remains constant while the spell is in effect but heat from the fire source is halved. This spell may be used to slow the effects of small fires or to ensure a fire lasts for a considerable period of time.

Smoke Creation (G-8)

Range: 10 feet + 10 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 75

Base Chance: 25%

Resist: None

Storage: Investment, Ward

Target: Volume

Effects: The Adept may create a volume of smoke equal to 1000 cubic feet (+ 500 / Rank). This volume must be closed and contiguous, and has a minimum thickness of 5 feet. The density of the smoke may vary from light vapours at Rank 0 to thick, roiling smoke at Rank 20. The Adept may choose the density of the smoke when casting. The smoke produced reduces visual perception by 1 multiplier per 5 full ranks (but may not reduce it to less than once times

perception). The effective Rank of the spell will be decreased by 1 Rank per 10 miles/hour of wind (minimum Rank 0) in the target volume. Below rank 10 the smoke created by this spell is completely transparent to infravision.

21.5 General Knowledge Rituals

Binding Fire (Q-1)

Range: 10 feet + 10 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 500

Base Chance: 10%

Resist: None

Target: Fire

Material: Fire source + Endurance (optional)

Actions: Chanting and dancing

Concentration Check: Standard

Effects: The Adept gains complete control over a fire source as large as 10 (+ 10 / Rank) cubic feet. This fire may then be moulded and shaped as desired but with a minimum of one foot thickness in any dimension. Regardless of the shape created, the fire retains its normal heat and damaging properties. Damage is as per a large bonfire or [D - 3] if the entity is within one hex. Bound fire is unaffected by normal rains and winds short of hurricane conditions, but may be extinguished by a dousing of water of similar or greater volume than the fire.

If the Adept sacrifices 2 points of Endurance from a sentient as part of the ritual, the duration of the Ritual of Binding Fire is enhanced to 1 year (+ 1 / Rank).

If the Adept sacrifices 4 points of Endurance from a sentient creature the duration of the Ritual of Binding Fire is permanent. This Fire is bound to a specific non-movable item from which the fire appears to issue (e.g. a ruby set in a wall, a line of runes on a floor etc). Permanent Bound Fire can be suppressed for [21 - Rank] minutes by a dousing of water of similar or greater volume than the fire, attack with magical cold for more damage than the damage rating of the fire etc. To dissipate a permanent Bound Fire the object to which it is bound must be broken, destroyed or seriously defaced.

The Adept may instil basic intelligence in a Bound Fire if desired and give the entity thus created simple commands.

21.6 Special Knowledge Spells

Cleansing Flame Spell (S-1)

Range: 10 feet + 10 / Rank above 10

Duration: 125 seconds - 5 / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: Special

Storage: Potion, Ward, Investment

Target: Entity

Effects: The target is wreathed in yellowy green flames causing hideous suffering, yet curing the target of the effects of natural poisons (acts as Rank / 2 vs synthetic poison), venoms, fevers and diseases. As the foulness is burnt away, the flames change colour until they become silvery white. While cleansing takes place any ongoing harm is halted. At the end of the duration, the target is cured and their possessions are cleaned to a high polish. During the cleansing all the target's Strike Chances, Defence and Cast Chances are reduced by 25 (-1 / Rank). This spell only affects willing targets. At Rank 20 this spell also cures the effects of Malignant Flames. This spell can also be used to cure burns, including third degree burns but scarring from burns are not affected.

Dragon Flames (S-2)

Range: Special

Duration: Immediate

Experience Multiple: 500

Base Chance: 10%

Resist: Passive

Storage: Investment

Target: Area

Effects: The Adept may breath magical fire like a

Dragon causing D10 (+ 3 / Rank) damage to entities within the area of effect. The area of effect is a cone issuing from the Adept's mouth and is 20 feet (+ 5 / Rank) long, and 5 (+ 5 / 3 Ranks) wide at end farthest from the Adept. If an entity resists the damage is halved, unless they are more than half immersed in water (e.g. swimming) where they take no damage. Dragon Flames are analogous to an instantaneous flash of heat, but there are no over-pressure or explosive effects.

Fire Arc (S-3)

Range: Touch

Duration: Immediate

Experience Multiple: 250

Base Chance: 15%

Resist: Passive

Storage: Potion, Investment

Target: Entity

Effects: The Adept may transform 1 entity (+ 1 / 3 or fraction Ranks) into a bolt of fire that flashes to any unobstructed point in line of sight up to 25 (+ 25 / Rank) feet away. The bolt must land within 5 feet of a potentially flammable substance, an entity or a solid surface. When the bolt arrives, it bursts into flame causing D10 damage to all entities within 1 hex. At Rank 20 the target may instantaneously return to the point of origin of the spell at the end of the next pulse should they so desire. Double and triple effects apply to range only. This spell affects only willing targets and will not work underwater. Any barriers, wards etc that are passed over affect the targets as if crossed normally.

Fireball (S-4)

Range: 60 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 550

Base Chance: 25%

Resist: Active, Passive

Storage: Investment, Ward

Target: Area

Effects: The Adept conjures a ball of fire 1 foot in diameter which rushes to a point in line of sight of the Adept, and explodes in a radius of 5 foot (+ 5 / 5 or fraction Ranks). Every thing in this radius must resist or suffer D10 (+ 1 / Rank) damage. If an entity resists the damage is halved, unless they are more than half immersed in water (e.g. swimming) where they take no damage. The spell may set flammable items afire when it bursts. Hard cover (e.g. walls, parapets, but not shields) reduces damage to half before resistance. In some instances, e.g. a character wading through water, resistance may negate all damage. The fireball is analogous to an instantaneous flash of heat and are no over-pressure or explosive effects. A fireball may be detonated prematurely by the imposition of barriers in its line of flight.

At Rank 20 this spell may be cast with a detonation delay of up to 10 pulses. This extends the casting time 4 pulses. A delayed blast fireball manifests itself as a 1 foot wide floating sphere of fire until detonation occurs. If a second fireball is cast within the proposed volume of effect of the first, both are detonated.

Heat Shield (S-5)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 25%

Resist: None

Storage: Potion

Target: Object, Entity

Effects: This spell protects the target against damage by cold or ice for 4 (+ 4 / Rank) points of protection. Protection is ablative and when the damage the spell may absorb is exceeded, the spell is dissipated with any excess damage applied to the target. Double and triple effects may apply to duration or degree of protection.

Hellfire (S-6)

Range: 10 feet + 5 / Rank

Duration: Immediate
Experience Multiple: 650
Base Chance: 5%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity

Effects: This sulphurous fire attacks 1 target for every 3 (or fraction) Ranks. The target's Magical Resistance is reduced by 5 (+ 1 / Rank). The spell does D10 (+ 2 / Rank) damage to each target. If a target successfully resists, they suffer only half damage (round up). Double damage add an additional 1 / Rank damage and triple damage adds an additional 2 / Rank damage.

Immolation (S-7)

Range: Self
Duration: 30 minutes + 30 / Rank
Experience Multiple: 200
Base Chance: 15%
Resist: None
Storage: Potion
Target: Self

Effects: The Adept gains the grace and form of a dancing flame, without in anyway altering their physical nature, but increasing their defence by 2 (+ 3 / 2 Ranks). Any entity that is within 5 feet must resist or take 1 / 2 (or fraction) Ranks Fire damage per pulse. The target will glow with the same degree of brightness as a Firelight spell 5 Ranks lower, (minimum 1). The target appears to be a humanoid shape composed of flame. If the target hides in a fire, the target may only be detected by witchsight or by infravision..

Malignant Flames (S-8)

Range: 10 feet + 10 / Rank
Duration: Immediate
Experience Multiple: 550
Base Chance: 5%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity

Effects: The target is swathed in flames that are only visible to the victim causing D10 (+ 2 / Rank) damage. If the spell is at rank 5 or higher the target may be cursed with the loss of [D - 4] (+ 1 / 5 Ranks) points from one characteristic or statistic, as chosen by the Adept. A characteristic may not be reduced below 1 as a result of this spell. This minor curse will last 4 (+ 1 / Rank) days.

Pyrotechnics (S-9)

Range: 60 feet + 10 / Rank
Duration: Immediate
Experience Multiple: 200
Base Chance: 20%
Resist: Passive
Storage: Investment, Magical Trap
Target: Volume

Effects: This spell may be mistaken for a Fireball. The Adept conjures a ball of fire 1 foot in diameter which rushes to a point in line of sight of the Adept, and bursts in a radius of 5 foot (+ 5 / 5 or fraction Ranks) with an enormous flash of light and fireworks. Any entity in this radius who can see must resist or they are dazzled by the flash for [D - 5] (+ 1 / 3 or fraction Ranks) pulses. Dazzled entities have their strike chances, cast chances and perception checks reduced by 1 (+ 2 / Rank). Entities without normal vision (e.g. Undead) are unaffected by Pyrotechnics.

Speak to Fire Creatures (S-10)

Range: 15 feet + 15 / Rank
Duration: 20 minutes + 10 / Rank
Experience Multiple: 75
Base Chance: 40%
Resist: None
Storage: Potion
Target: Self

Effects: This spell allows the Adept to communicate with all fire creatures within range. This communication is at an effective language rank of 1 (+ 1 / 2 Ranks). For the purposes of this spell, fire creatures are: Elementals, Salamanders, Efreeti, desert

creatures and creatures created using a Binding Fire Ritual.

Summoning Salamander (S-11)

Range: Unlimited
Duration: Until dispelled
Experience Multiple: 200
Base Chance: 15%
Resist: None
Storage: Investment, Magical Trap
Target: Salamander

Effects: The Adept may summon a salamander which will then attempt to set afire anything flammable that it can reach. A Salamander may only be summoned to an environment it can survive in (e.g. a large fire source, volcano, in a desert). The Adept has no control over the salamander. Dispelling the spell returns the salamander to its origin.

Weapon of Flames (S-12)

Range: 5 feet + 1 / Rank
Duration: 5 minutes + 1 / Rank
Experience Multiple: 250
Base Chance: 30%
Resist: None
Storage: Investment
Target: Weapon

Effects: The Adept may cause any weapon to burst into flame but without causing damage to the weapon or its wielder. The weapon has its Strike Chance increased by 1 (+ 1 / Rank), damage increased by + 1 / 2 (or fraction) Ranks. When the weapon is used against a entity which are creatures of cold or water or against the Undead, damage increases to 1 / Rank. A missile may also be the target (e.g. arrow), but not missile weapons. At rank 11 any hand-held weapon may be created from fire. This weapon has normal characteristic requirements but no weight.

Wall of Fire (S-13)

Range: 10 feet + 10 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 250
Base Chance: 25%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Area

Effects: The Adept may create a 5 foot high × 20 foot long × 1 foot thick wall of flames, or a 5 foot high × 1 foot thick circle of flames with a 5 foot radius, or a pillar fire 15 feet high with a 2 foot radius. The Adept can increase any single dimension by 1 foot / Rank. The wall must be anchored to a surface and cannot easily be seen through. Any object or entity that passes through the wall must resist or suffer D10 (+ 1 / Rank) damage. If an entity resists the damage is halved. The wall will provide light equivalent to a large campfire. At Rank 20 the Adept may double the damage of a Wall of Fire by halving its duration.

Wildfires (S-14)

Range: Touch
Duration: 20 minutes + 20 / Rank
Experience Multiple: 250
Base Chance: 25%
Resist: Active, Passive
Storage: Potion, Investment
Target: Entity

Effects: This spell imbues an entity with the speed and essence of a forest fire. The target may run without tiring at a speed of 20 (+ 2 / Rank) miles per hour over any solid surface. Additionally they may "run" across any substance that would ordinarily support fire (e.g. across tree tops, up a wooden wall, or across oil). Like a fire, momentum effects do not apply to the target: they may take corners at impossible angles, climb a flammable surface impossibly quickly, or stop instantly in place. The target may leap a gap (as a fire leaps a firebreak) a horizontal distance of PS (+ 1 / Rank) feet or a vertical distance of 1/2 PS (+ 1 / Rank) feet. The target will leave charred footprints behind them but will not normally ignite surfaces they cross.

An entity under Wildfires is moving too quickly to undertake normal tactical combat or to otherwise interact with other entities. If they wish to engage in melee they must dissipate the spell.

The target must keep moving at least two hexes in any direction per pulse. If they stop the spell is dispelled. When the spell ends the target stops instantly in place.

At Rank 20 the target may extend the duration of the spell by suffering 1 EN damage / 10 additional minutes.

21.7 Special Knowledge Rituals

Create Drought (R-1)

Range: 2 miles + 2 / Rank
Duration: 8 hours + 8 / Rank
Experience Multiple: 200
Base Chance: 30% + 3% / Rank
Resist: None
Target: Area

Material: Fire source

Actions: Chanting and dancing

Concentration Check: Standard

Effects: This ritual increases temperature in the target area by 2C per Rank, slowly building up at 2 degrees C per hour. This may impede rainfall, kills plants, dry up wells, ponds, etc and ruin crops if repeated regularly. In cold or icy areas climes it may make an area tolerable for life for a time or result in standing fogs if the difference between climes is too extreme.

Flame Sight (R-2)

Range: 5 feet
Duration: 1 minute + 1 / Rank
Experience Multiple: 250
Base Chance: 40% + 5% / Rank
Resist: None

Material: Small fire

Actions: Staring into flames

Concentration Check: Standard

Effects: The Adept must sit next to a fire and stare into the flames for half an hour. They may then attempt one of three visions:

- A view as if the Adept was looking out of a fire within 1/2 a mile (+ 1/4 mile Rank). The Adept may choose to look out of a specific fire, otherwise the fire is randomly determined from all those in range. If no fires are within range the Adept will see nothing. They may move their viewpoint within the fire so as to see in any direction. There is no way to perceive that a fire is looked through by this ritual.
- A precognitive vision which is controlled by the GM. The detail of this vision and the amount of information obtained increases with rank.
- If the Adept chooses to sacrifice an object (which is destroyed) in the fire, they gain a vision relevant to that object's past. This version of the ritual can only be performed on flammable objects.

Ritual of Summoning a Lesser Efreeti (R-3)

Range: 5 feet
Duration: 1 hour + 1 / Rank
Experience Multiple: 200
Base Chance: 30% + 3% / Rank
Resist: None

Target: Entity

Cast Time: 3 Hours - 10 minutes / Rank (minimum 10 minutes)

Material: none

Concentration Check: Standard

Effects: The Adept may summon a Lesser Efreeti to act as a steed for a themselves. The Lesser Efreeti will obey all its rider's commands while it is mounted. If the rider is not mounted or is out of its presence then it will only follow simple passive commands (e.g. wait here, go there). At Rank 14 or higher it will obey commands which move it away

from the rider (e.g. go attack people behind the hill, go and pick up Bob).

Its characteristics and statistics are based on either the Adept or their rank in the ritual.

PS 30 (+ 2 / Rank) MD = Adept
 EN = 30 (+ 1 / Rank) AG = Adept
 FT = 30 (+ 2 / Rank) WP = Adept
 PC = Adept MA = Adept

Natural Armour WP / 4 (+ 1 / 3 or fraction Ranks)

DEF WP + Ritual BC / 2

TMR Walking = 5 (+ Rank / 4); Flying 8 (+ Rank / 3)

Movement Rate Movement Rate = 20 (+ 2 / Rank) miles per hour

Size 1 (+ 1 / 10 Ranks) hexes

Weapons The Lesser Efreeti has three physical attacks, two claws and a bite. These have a base chance of 40% and do D + 4 (+ 1 / 2 Ranks) damage. It also has a 65% chance of igniting in battle with flames extending in a 5 foot radius. Entities within the radius, except for the rider, must resist or suffer D (+ 1 / 2 Ranks) damage. Entities that resist suffer half damage.

Abilities The Lesser Efreeti is immune to damage from fire but takes double damage from ice or water and magic resistance to these attacks is reduced by 10%. It cannot be banished while the rider is mounted.

At Rank 20 the ritual has extra benefits:

- the adept may nominate another entity as the rider.
- the Lesser Efreeti has Strength and Fatigue of 80 and Endurance of 60.
- NA is 8 (+ WP / 4).
- damage from claws and bite is [D + 16].
- the ritual's duration is 24 hours.

This ritual may double or triple duration and may backfire. It may be invested with a material cost of 50,000 silver pieces per charge.

Summon Fire Elemental (R-4)

Range: 20 feet

Duration: Concentration, no maximum

Experience Multiple: 450

Base Chance: MA + 4% / Rank

Resist: None

Target: Fire Elemental

Material: Large fire

Actions: Concentration

Concentration Check: Standard

Effects: The Adept may summon a Fire Elemental with a combined endurance and fatigue of 15 (+ 5 / Rank) which appears within the fire. The Elemental is under the Adept's control but strongly resents being summoned.

If the ritual backfires the elemental arrives uncontrolled and will immediately attempt to kill the summoner

The Elemental is returned to its own dimension if the summoner's concentration is broken, it is banished, or the Adept casts a Fire Special Counterspell.

21.8 Table: Some useful temperatures

100	Boiling Water
113	Molten Sulphur
200	Burning paper and meths
232	Tin melts
300	Boiling oil
327	Lead melts
419	Molten zinc
800	Molten salt
1000	Silver melts
1053	Gold melts
1083	Bronze and copper armour and weapons melt
1600	Molten iron
1800	Sand melts
4000	Molten graphite
>4000	Sauron's jewellery