

# BJORN'S TOME OF THE BLAZE

by

CaptBjorn <CaptBjorn@aol.com>

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Heart of Fire

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## INTRODUCTION

Captain Bjorn was the greatest archmage of elemental fire there ever was.

He lived for 666 years, and on his birthday of that year, he was called by his master, Kossuth, to sit at his side and rule the kingdom of fire for the rest of eternity. He is at this moment a very weak god, but each time one of his spells is cast by those who find his tome, he becomes a bit stronger. With no priestly followers, he relies totally on this to survive. He does however, always have at hand, his chosen wizard, who by Bjorns grace is given great power. Bjorn invests much of his power in to this follower, to the point at which he needs this follower to call upon him to take avatar form. This follower has immortality from all normal causes of death, and can only be killed fully by having a steak put through his heart, much like a Vampire. This unforeseen characteristic came about due to Bjorns one-time (ah hem) affliction that was later cured. This follower is expected to find more worshippers of fire to fall in the footsteps of Bjorn. The current number of followers numbers at six, which is the number of members of the Company of the Blaze.

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## LEVEL 1 SPELLS

### Bjorn's Lighter

School: Elemental Fire  
Range: Caster's finger  
Duration: Concentration  
Area of Effect: Caster's finger  
Components: V  
Casting Time: 1  
Saving Throw: Neg.

This spell Brings into being a small fire at the tip of the casters finger.

This flame is about the same size as that a candle might make. The Fire can be used to light things as a normal match would, but the fire can not go out due to lack of oxygen. The Damage done by this flame is the same as would be done by a candle. This spell was created by Bjorn during his first year as a mage, simply a young pyromaniac at the time, he created it only to stare at, as he was fascinated by all things firey, and magical.

### Bjorn's Flame Control

School: Elemental Fire  
Range: 20 ft + 5 ft/lvl  
Duration: Concentration  
Area of Effect: Any flame within range  
Components: V,S  
Casting Time: 2  
Saving Throw: Neg.

The Flame Control puts any flame within the range under the casters control. He can make the fire dance and form crude shapes, but it can not be moved away from its source. Bjorn formed this spell when he was hard up for money. He used it as a kind of puppet show in taverns, and the people would give him money for the entertainment.

### Bjorn's Kindling Conjuraton

School: Conjuraton/Summoning  
Range: Neg.  
Duration: Permanent  
Area of Effect: Neg.  
Components: V,S  
Casting Time: 9  
Saving Throw: Neg.

This spell conjures fire kindling, hence the name. If the caster is unable to look for it, or none can be found, this spell is ideal. Bjorn created this spell after being in one too many situations in which he needed kindling, but couldn't get it. So he invested the time and money, and created this spell.

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## LEVEL 2 SPELLS

### Bjorn's Firey Fist

School: Elemental Fire  
Range: Caster's hand  
Duration: 5 rds + 1 rnd/2 lvl  
Area of Effect: Hand  
Components: V,M  
Casting Time: 4  
Saving Throw: Spell

Upon utterance of the final words of the spell, the caster crushes the piece of carbon in his hands and it bursts in to flame, which spreads to engulf his entire arm. When making a succesful attack roll, with a plus 5+1/level bonus, the target creature taked 1d4 impact damage and 1d6+1 fire damage, plus must make a succesful save vs. spell to avoid being caught on fire. The fire does 1d3 damage per round if the target fails the save, and this damage continues until the fire is put out. This spell was created as Bjorn began to adventure and he realized he needed more damaging spells.

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## LEVEL 3 SPELLS

### Bjorn's Snuff

School: Elemental Wind  
Range: 50 ft + 10/lvl  
Duration: Instantaneous  
Area of Effect: Range  
Components: V,S  
Casting Time: 3  
Saving Throw: Neg.

This spell was created as a spontaneous way of getting out of a situation in which Bjorn was surrounded by fire and had only a fireball spell left. By great concentration, and calling upon the strength of his god, he was able to alter the runes in his mind, and create a spell that had the opposite effect of a fireball. This spell created a huge ball of Wind that snuffed out all flames surrounding him, by either blowing it right off of it's kindling, or pulling the oxygen away from it. The wind

affects nothing but flame, and will affect both magical and non magical flame. Bjorn, since that occassion, never used the spell again, for it is not in his nature to destroy the purifying flame.

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#### LEVEL 4 SPELLS

##### Bjorn's Furious Blast

School: Elemental Fire  
Range: 100 ft  
Duration: Instantaneous  
Area of Effect: 100 ft up, 50 ft out  
Components: V,S  
Casting Time: 8  
Saving Throw: None

When this spell is cast on a fire, as small as a candle, or as large as a bonfire, the flame Blasts upward in a cone 100 ft. up and 50 ft. across. Any flying object caught in the blast are thrown upward from the superheated air, and when the blast is gone, no oxygen is left, and they fall to the ground due to the lack of lift. The flying object will be grounded, taking full falling damage, and will take an additional 1d8 points of damage per level of the caster. This spell was created by Bjorn when he knew of an impending Dragon attack on a city, he created this spell, speeding up research time by having all the other mages of the city help him. All of the mages armed themselves with this spell, and bonfires were lit surrounding the city, when the dragon was grounded, the cities infantry came in a killed the stunned and prone dragon before he could recover.

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#### LEVEL 5 SPELLS

##### Bjorn's Familiar

School: Conjuration/Summoning  
Range: 100 mi + 100/lvl  
Duration: Permanent  
Area of Effect: 1 Firedrake  
Components: V,S,M  
Casting Time: 1 Day  
Saving Throw: Neg.

This spell will automatically secure a Firedrake familiar for the caster, if a successful roll is made. If the spell is cast when the wizard already has a familiar, there is a 50% chance that the old familiar will desert him, and only a 1% chance per level of caster that a firedrake

will come, this must be made in addition to the other roll needed to secure the familiar. The roll made is a constitution check, which is to signify the bonding that takes place. For every 5 levels of the wizard, +1 bonus is added, and a -2 is assigned if the caster is in a place that a fire Drake would not be apt to go, for instance out at sea. The material components of this spell are a fire gem (rare redish orange sapphire) worth about 20,000 gp, and the hollowed out horn of a fire Drake, which is used as a calling trumpet at the end of the spell. All normal rules of familiars apply.

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#### LEVEL 6 SPELLS

##### Bjorn's Fire Skin

School: Elemental Fire  
Range: Caster's body or touch  
Duration: Until countered  
Area of Effect: 1 body  
Components: V,S,M  
Casting Time: 4  
Saving Throw: vs. Spell if unwilling

This spell is identical to stonewall except that when the caster is hit, the attacker takes fire damage of 1/level to a maximum of 20. The higher the level of the wizard, the brighter the skin of the spell recipient gets, at 20+, the skin is a searing white, and it is hard to look directly at the person. Magical attacks will of course affect the recipient normally except for fire-based ones, non-magical fire will also not have any effect. The material component needed for this spell is any source of flame and Fire gem dust sprinkled on skin of recipient.

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#### LEVEL 7 SPELLS

##### Bjorn's Improved Fireball

School: Elemental Fire  
Range: 20 yds + 20/lvl  
Duration: Instantaneous  
Area of Effect: 50 ft radius  
Components: V,S,M  
Casting Time: 3  
Saving Throw: 1/2

This is simply a beefed up fireball, having the size and range as outlined above, and doing 1d8 damage per level with no maximum. Bjorn first created this spell to show off at a magefair during the fireball

contest. He knew weeks ahead of time he had to win, so he created this spell, needless to say, he won. Since he has found many other, slightly more practical applications.

#### Bjorn's Boon of Kossuth

School: Invocation/Evocation  
Range: Neg.  
Duration: 1 turn + 1 turn/3 lvl  
Area of Effect: Fire spells  
Components: V,S  
Casting Time: 4  
Saving Throw: Neg.

This spell functions as an augmentation of all fire based spells cast within the duration of the spell. It doubles the effectiveness of all of these spells. This includes Range, Duration, Area of Effect, and Damage.

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#### LEVEL 8 SPELLS

#### Bjorn's Travel

School: Alteration  
Range: Caster  
Duration: 1 hr/lvl  
Area of Effect: Caster  
Components: V,S,M  
Casting Time: 1 turn  
Saving Throw: Neg.

This spell transports the caster to the elemental plane of fire, while giving him ability to live and function there normally. The caster can still be harmed by residents of the plane, and any immunity to fire based attacks is negated. Bjorn used this spell as an entirely diplomatic way of creating allies in this plane. He was once attacked by a large elemental of fire, but Bjorn simply casted a prismatic sphere and talked the elemental down, this elemental, Kethilan, is now Bjorns right-hand man in the plane of fire.

#### Bjorn's Judgement

School: Elemental Fire  
Range: Sight  
Duration: Instantaneous  
Area of Effect: 1 wizard  
Components: V,S,M  
Casting Time: 5  
Saving Throw: 1hp left

This spell was created by Bjorn when he was the court wizard in Suzail, which is also where he attained the prefix "Captain". The spell is a compilation of many others, like know alignment, death spell, and Bjorn's Furious Blast. Evil wizards planning to take over Suzail were many a long time ago, and this spell automatically terminates any evil wizard within sight of the caster. The wizard must be evil, and of lower level than the caster. A saving throw vs. death magic is only allowed if the wizard has some sort of immunity or resistance to fire, and if the save is made, only 1 hit point will remain. Bjorn only used this spell when he was ordered to by the king of Cormyr. After the Wizard scare was over, he ripped the spell out of his book, but was not able to destroy it. It was set in a safe place on the plane of fire, and is now once again in his possession for safe keeping.

#### Bjorn's Indenciary Grenade

School: Elemental Fire  
Range: 2 yds/str point of caster  
Duration: Instantaneous  
Area of Effect: 30 ft radius  
Casting Time: 3  
Components: V,M  
Saving Throw: None

When this spell is cast, the wizard throws a large ball of sulfur at whatever he wants decimated, and anything caught within the blast takes 1d10 damage per level of the caster, due to the magical nature of the flame, anything caught within the blaze will also continue to burn until it is put out, spreading as a normal fire does. Objects within the blaze do not need to be flammable to burn, they will burn as if they were wood no matter what the material, but normally non flammable objects will not be consumed, they will simply continue to burn. After the initial blast, the flames will do 1d10 damage per round.

#### Bjorn's Hideous Revenge

School: Elemental Fire  
Range: Sight  
Duration: Varies  
Area of Effect: 1 creature  
Casting Time: 2  
Components: V,S  
Saving Throw: None

This spell was created when a red wizard of they kidnapped and later murdered Bjorn's son. Bjorn wanted to get back at the wizard in the most painful and hideous way possible. The spell will set the recipients skin ablaze, scarring the entire body and melting the skin, making the effective charisma 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features. The pain is so

horrible, but the actual damage so small, that the person can be lowered to -50 hp before actually dying, upon reaching -50, the creature must make a system shock roll or die instantly. If the roll is successful, the fire will go away, but once the person is healed back up to 0hp (pain damage is healed at the rate of 1 per minute, it will return and again lower the person to -50, requiring another sys. shock roll. This will continue until the person dies, or the spell is negated by a wish.

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## LEVEL 9 SPELLS

### Bjorn's Chaotic Indenciation

School: Elemental Fire  
Range: Touch  
Duration: Until countered  
Area of Effect: Spreads  
Components: V,S,M  
Casting Time: 6  
Saving Throw: None

This spell will create a small flame at the end of a torch, this torch can light any material, but will not consume the torch, the torch can never burn out and can only be put out by a wish. Otherwise, the flame acts exactly like that of Bjorn's Indenciary Grenade, it can burn any material, the only difference is, it will also consume non flammable materials. The fire spreads at an alarming rate, and burns all objects like paper, magical objects will also be consumed, but only at the rate of wood. The fire does 1d12 damage per round to any creatures caught within the blaze. The fire can be put out by backdrafts, but the fast spreading of the flame makes it very hard to do so. Water will not work, because water will burn like any other object. The only practical, known way of putting out hte chaotic indenciation, is by 1 wizard for every acre of the blaze simultaneously casting a wish. Smaller numbers will put out portions of the blaze, but they will quickly be flamed bak up again. This spell was used by Bjorn to raze an evil city, now not found in any history books, thanks to Bjorn's wiping it from the face of the realms. He had many friendly wizards help him put out the blaze when it was done, making sure it didn't spread and consume the entire world.

### Bjorn's Fire Elemental Summoning

School: Elemental Fire  
Range: Neg.  
Duration: 1 turn + 1 turn/3 lvl  
Area of Effect: Neg.  
Components: V,S,M  
Casting Time: 2 rounds  
Saving Throw: Neg.



This spell will summon a fire elemental of a number of hit dice equal to the level of the caster. It will be totally under the casters control and will dissappear when the duration expires. See the Monsterous Manual for stats on Elementals, and alter them as needed to create elementals of hit dice in between or greater than those listed.

#### Bjorn's Avatar

School: Elemental Fire  
Range: Neg.  
Duration: Until destroyed  
Area of Effect: Neg.  
Components: V,S,M  
Casting Time: 1 week  
Saving Throw: Neg.

This is the spell used by Bjorn's chosen one to bring him into the realms. A very long ceremony costing about 50000 gp is needed, and the Heart of Fire must be present.

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#### BJORN'S AVATAR'S STATS

(20 HD fire elemental, Mage 40)  
AC -3; MV 82, fl 82 (a); HP 245; THACO -7; #AT 2; Dmg 5d12  
MR 70%; SZ G (50 ft.)  
Str 17, Dex 19, Con 23, Int 25, Wis 21, Cha 16  
Spells W: 9/9/9/9/9/9/9/8/8  
Saves PPDM 2, RSW 3, PP 4, BW 4, SP 4

Bjorn carries the Firestaff, a huge oaken staff that burns eternally, it can instantly cast any fire-based spell and never runs out of charges, Bjorn's Avatar fights with this staff, and it does 2d12 normal damage, plus 3d12 fire damage. Bjorn can cast normal spells, use the staff, and attack normally all in the same round due to his blinding speed. Instead of using all of these attacks, he may use the breath of the dragon, doing the damage of a great wylm red dragon. If this is done, no other actions may be taken. He gets a permanent -3 to all initiative rolls. Bjorn is immune to all forms of fire.

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#### THE HEART OF FIRE

This magical item was created by Bjorn when he was mortal, and is now always carried by his chosen. It is a huge fire gem, cut into heart shape, and has the soul of a Great Wylm red dragon inside of it. He tricked the wylm into touching the gem with its name on it, thereby imprisoning it forever. The gem has many powers. It gives a permanent +1 to intelligence, acts as a ring of regeneration, gives the wearer the

AC of a great wyrm red (-11) and gives total immunity to fire of any kind. Its greater powers are the fire shield, and fire strike. The fire shield creates a shimmering globe of fire around the wielder, and can not be breached in any way, even a wish. The wielder can not move while keeping it up, it requires total concentration. The fire strike can be used three times per day, it allows the wielder to have the breath of a Great wyrm red dragon, (24d10+12). All powers of the heart of fire cease to function if worn by any other than Bjorn's chosen. The gem will shatter, releasing the Great Wyrms, most likely spelling the doom of the thief.