Flamespark Mage

"I summon the flickering flames, calling forth fiery sparks to ignite the world as I see fit."

Prerequisite: Wizard class

The flickering flames of the campfire are a familiar friend. But for you, fire need not constrained to mundane fires. You can call upon your arcane powers to summon flames for protection and for destruction. You are a flamespark mage, and at your direction, the arcane flames dance and sparks ignite.

Flamespark Mage Path Features

Fire's Touch (11th level): When a fire attack hits you, your melee and ranged attacks deal extra fire damage equal to your Intelligence modifier until the end of your next turn.

Shower of Sparks (11th level): When you spend an action point to make an attack, you create a zone of showering sparks in a close burst 5 that lasts until the end of your next turn. Squares in the zone are difficult terrain and lightly obscured for enemies.

Fury of Flames (16th level): When you first become bloodied in an encounter, you unleash a burst of arcane energy that deals 5 + your Intelligence modifier fire damage to all your enemies within 10 squares of you.

Flamespark Mage Spells

Pillar of Flame	Flamespark Mage Attack 11

A column of flames engulfs and binds your opponent.

Encounter ✦ Arcane, Implement, Fire

Standard Action   **Ranged** 5

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier fire damage, and the target is immobilized until the end of your next turn.

Aftereffect: The target takes ongoing 5 fire damage (save ends).

Spark Storm	Flamespark Mage Utility 12

With a wave of your hand, you create an area of fiery sparks through which creatures have difficulty passing.

Daily ✦ Arcane, Zone

Standard Action   **Area** burst 2 within 20 squares

Effect: The burst creates a zone of fiery sparks that lasts until the end of your next turn. Squares in the zone are difficult terrain and are lightly obscured. As a move action, you can move the zone up to 5 squares.

Sustain Minor: The zone persists.

Dancing Flames

You call upon the flames to weave an intricate dance around your enemies, blinding them with fiery sparks.

Daily ✦ Arcane, Implement, Fire, Teleportation

Standard Action   **Close** blast 5

Target: Each enemy in blast

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier fire damage, and the target is blinded (save ends).

Miss: Half damage, and until the end of your next turn, the target takes a -2 penalty to attack rolls and is slowed.

Effect: You or ally within 5 squares can teleport to any square within the blast.