

**Hannah "Hot-Foot" Hawthorne** is one of the iconic characters from the **Arcane Mysteries: The Secrets of the Arcanum** supplement. Hannah is a wizard of the School of the Arcane Way, which concentrates on blending magic and unarmed fighting techniques. Here are a couple of Hannah's favorite spells, along with a short vignette about how one of the spells came to be.

## BLAZING DASH

*2nd-level transmutation*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Your feet burst into flame and imbue you with blazing speed. When you cast this spell, and then as a Bonus Action on each of your turns until the spell ends, you can take the Dash Action. When you take the dash Action on your turn you can choose to leave behind a 5-foot wide blazing line of fire wherever you move. The line of fire lasts until the start of your next turn and affects creatures passing up to 10 feet above the surface. A creature in the line when it is formed or that enters the line for the first time on a turn or that ends its turn there must make a Dexterity saving throw. A creature suffers 2d6 fire damage on a failed saving throw, or half as much damage on a successful save.

On any turn that you take the Dash Action, any creature within 5 feet of you that hits you with an opportunity attack suffers the fire damage from the spell. For the duration of the spell, your unarmed strikes are considered magical and you inflict an additional 1d4 fire damage when you hit with an unarmed strike or a melee attack that inflicts fire damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the line of fire inflicts an additional 1d6 damage per slot level above 2nd.

**Arcane Synergy:** This spell was originally developed by a Halfling wizard of the School of the Arcane Way by the name of Hannah "Hot-Foot" Hawthorne. Others referred to her as "Blazing Balls" Hawthorne for her habit of dashing between a larger opponent's legs while this spell was active.

Classes: Sorcerer, Wizard

## STRIKE OF LIVING FLAME

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Your hand glows with eldritch fire as you reach to touch a creature or object. Make a melee spell attack, on a hit the target bursts into flame suffering 1d10 fire damage and takes an additional 1d4 fire damage at the start of its next turn.

The spell's initial damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). The additional damage the burning target suffers at the start of its next turn increases to 1d6 at 5th level, to 1d8 at 11th level, and to 1d10 at 17th level.

**Arcane Synergy:** The halfling wizard Hannah "Hot-Foot" Hawthorne has coined a different name for this spell: Flaming Fists of Fury has gained some notorious use among younger practitioners of the Arcane Way.

Classes: Sorcerer, Warlock, Wizard

## THE NEW SPELL

Hannah Hawthorne checked the notes in her spellbook an additional time. Her new spell should work, all the elements were there; combining the fundamentals of an *expeditious retreat* spell with aspects of her favorite *strike of living flame* cantrip, it really should work. She'd wanted to call it *Hannah's Hot-Foot*, but her advisor had suggested something a bit more dignified for her first published spell. Perhaps *flaming retreat* or *blazing dash*. Oh hells, she had the new spell prepared, now she was just stalling.

Hanna stood and stretched to her full 2 foot, 11 and ½ inch height, tying her unruly mop of curly black hair up with a red ribbon. This would work.

Striding to the center of the academy training circle she fell into the mental state required for any wizard spell. Warming up, she stepped through a few arcane martial arts forms, each culminating in a flaming punch or kick using the basic *living flame* technique, or as she liked to call it *Flaming Fists of Fury*. The simple Arcane Way cantrip, practiced thousands of times, came easily and she found herself at the end of a full series of forms half a bell later, her tunic damp with sweat and her bare feet dusty.

Hannah realized she was still stalling. This new spell was only the final thesis for her Bachelor of Arts in Magical Combat degree. She'd only have to wait two more years to test again for her degree if this didn't work.

So. No pressure.

Sighing, Hannah centered herself again. This was a quick spell, only a fast motion of the feet, like a dance step, and a quick magical utterance. Step, word, a flow of arcane energy, and suddenly the tufts of hair at the tops of her feet were dancing with eldritch red flame. Hannah chortled in glee and took off at a sprint, leaving a line of blazing magical fire in her wake....

