

Fallion's Fabulous Fireball



Evocation, Fire

Level: 5

Range: 100 yds. + 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: instantaneous

Area of Effect: 5-ft to 20-ft. radius sphere

Saving Throw: ½

The wizard Fallion devised this variation of the 3rd-level wizard spell fireball for use in close quarters or in twisting dungeon passages. It differs from the original fireball in two respects:

First, the area of effect is variable, ranging from 5 to 20 ft. radius sphere. This allows the caster to use it in cramped areas without fear of being engulfed in his own spell. The exact area of effect is determined at the instant of casting.

Second, Fallions fabulous fireball can maneuver around comers. The fireball can tum 45° for every level the spellcaster has attained. The wizard specifies the path at the instant of casting. The wizard might state that the fireball is to travel 50 feet, turn 90 degrees to the right, travel 20 feet, turn 45 degrees to the left, travel 30 feet more, then detonate.

If the fabulous fireball contacts an object before completing its path, it detonates there. Living beings caught in the path must individually save vs. spell to avoid the spell's detonation, saving a second time against its effects if the first saving throw is failed. The spell duration is instantaneous no matter how complex the path is. The maximum range is 100 yards plus 10 yards per caster level.

In all other respects, including damage, material components, and saving throws, this spell is identical to the 3rd-level fireball spell.

Notes: Very rare. Known to be in the Fire-£ye Scrolls. (Updated from DRAGON Magazine.)