

Fire Arrows



Alteration, Province: Flame

Level: 2

Range: 5 yds./level

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

This magic causes a campfire to release fiery arrows on the caster's behalf. The fire source must be within range but need not be seen by the caster. When fire arrows is cast, the fire extinguishes itself instantly, exploding into fiery missiles. The spell creates one fire arrow per level of the caster (regardless of the size of the original fire source). These short-lived streamers of flame leap from the fire source in a direction determined by the caster. If the caster does not choose a course, the arrows fly outward in random directions. A fire arrow travels up to 30 feet from its source, and can set fire to any combustibles it touches (a saving throw vs. magical foe is required).

A being endangered by a fire arrow must make two saving throws vs. paralysis. If both are successful, the being avoids all harm. If one check succeeds, the victim suffers 1d4 points of fiery damage. If both checks fail, the being takes 2d4 points of flame damage. Multiple arrows force multiple checks.

In addition to a fire source, this spell requires a handful of sand, into which a drop of the caster's spittle or tears has been placed. The castor blows the mixture off his palm.

Notes: Common in arabian settings; otherwise very rare.