

# Fire Stones - Red Wizard



## Conjuration, Fire

Level: 5

Range: 40 yds.

Components: V, S, M

Casting Time: 1 rd./stone (4 maximum)

Duration: Special

Area of Effect: Special

Saving Throw:  $\frac{1}{4}$

The fire stones spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either fire stone missiles or fire stone incendiaries, as chosen when the spell is cast.

- **Fire Stone Missiles:** This casting turns up to four small amber stones into special grenade like missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each ball bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 5-foot radius of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only half damage, but a creature struck directly suffers full damage (no saving throw).
- **Fire Stone incendiaries:** This casting turns up to four small amber stones into special incendiaries. The stones are most often placed, but can be thrown like any stone. They burst into flame if the caster is within 40 feet and speaks a word of command. The stones instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a 5-foot diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage.

All fire stones lose their power after a duration equal to one turn per experience level of the caster—for example, the stones of a 12th-level caster remain potent for a maximum of 12 turns after their creation.

The material components are small amber stones, of about half gem-value quality (50 gp each).

Notes: Common for the Red Wizards of Thay; uncommon for Fire mages; otherwise very rare.