

# Flamsterd's Flamestrike



## Evocation, Fire

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: ½

This specialized fire spell can be used both as an attack and as a guardian trap. In either case, it affects one creature only, its flames appearing in a roaring spiral around the victim for one round. The flamestrike inflicts 1d12 points of damage, plus 1 point per level of the caster, and is a menace to clothing, carried items, and other exposed flammable materials near to the victim (item saving throws vs. magical fire required).

When used as a trap, Flamsterd's flamestrike must be cast on a small piece of metal (typically a coin), and a series of specific triggering conditions (equivalent to those of a magic mouth spell) uttered. The trap is then "set" to activate when the conditions are met. It can be magically detected as a trap only if the detector is specifically considering an action that would trigger it.

The conditions involve disturbing the coin or piece of metal, and the dweomer can wait indefinitely until the conditions are fulfilled. Conditions that do not involve disturbing the coin are not valid and cause the spell to fail.

If a dispel magic is cast on the coin before the trap is triggered, the spell is immediately dispersed without taking effect. If several creatures fulfill the trap conditions, only the first to do so is affected; if several do so at once, determine the affected creature randomly.

The material components are a pinch of saltpeter, filings or a small piece of any metal, a piece of phosphorous, and a pinch of ashes.

Notes: Rare or very rare spell; originally from the FORGOTTEN REALMS setting.