

Flare



Evocation

Level: 1

Range: Special

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell is typically used for long-range signaling outdoors. It produces a streak of intense light, of a color chosen by the caster, that shoots straight up into the air several hundred feet from the caster's index finger and remains visible for about six seconds. It is equally visible in daylight or darkness, and can be seen from as far away as 12 miles.

A flare can be used to indicate the position of the wizard and his party, or it can be used to transmit simple messages. Since the flares color is controlled by the caster, a simple code can be devised for signaling between an army and its scouting parties. For instance, a red flare might indicate that an enemy is near, a yellow one might mean that the enemy is retreating, a green one "all clear," and so on.

The flare is otherwise harmless and has no effect on creatures or objects. its vertical ascent is stopped by any Physical barrier.

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