

# Arrow, Fire

Area of Effect: As arrow. Also, See: “Damage”.

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) arrows will be found. One use per arrow. when this arrow is shot from a bow it will burst into flame when it comes into contact with any object. The arrow is no good after it has been shot.

Command word(s): None.

Damage: 3-10 points of fire damage (roll 3-D10) in all areas of the body.

Duration: Instant.

Effect time: Instant.

Explanation: The Fire Arrow is an arrow that has red runes etched into its surface. Once shot, the next object that it comes into contact with will cause it to transfer a flaming hot magic fire to cover the target. Even if one point of damage is taken by this arrow, it will ignite, burning the target it touches.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: Fire-dwelling creatures take only ½ damage, and Fire-using creatures take no damage from the flame-burst of this enchanted weapon (although they are susceptible to the physical damage of the arrow itself).

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of the bow it is shot from.

Resting time: None.

Special: None.

Susceptibilities: Cold-dwelling creatures take 50% more damage, and cold-using creatures take x2 damage from the flame-burst of this enchanted weapon.

Value: Arrow value + 750 W.G. per Rank + 1,000 W.G. ea.