

Special Item 28: Wand of Dying Fire



Wand of Dying Fire

Wand, Uncommon

This wand is a pointed spike of twisted iron. When used, it shoots forth missiles that look like the glowing cinders of a dying fire.

This wand has 5 charges which is its maximum capacity. While holding it, the user can use an action to expend 1 or more of its charges to cast a modified Magic Missile spell from it. For a single charge, the 1st-level version of the spell is cast. The user can increase the spell slot-level by one for each additional charge that is expended. The wand regains 3 (1d3+1) charges daily at dawn. The missiles fired by this wand act exactly the same as the ones from the Magic Missile spell except the missiles deal fire damage rather than force damage (10% chance to catch the target on fire).