

Fireberries

(from "Adventure Pack I")

Similar to fire seeds, these are nature's own variety. To activate a berry, it must be thrown onto the ground and a command word is spoken. This causes the berry to burst into flames that inflict 1d8 points of damage and ignite any combustibles they touch. They may be thrown up to 10 feet.

XP Value: 600

GP Value: 1,200