

# Saving Throw

## Item saving throws

Magical protection on a character such as from *protection from evil* or *resist fire* are not granted to items the saving character has in their possession. If the character save is failed, all items check normally. Of course, the rule about plusses for magic items and items defending against their own "mode" still apply. However, if the spell is cast directly on the item, or if an area spell is used such as *prayer* or *protection from evil 10' radius*, the items gain the protection effect as well.

## Fire types

To determine what kind of fire an item must save against, refer to this chart:<sup>1)</sup>

Type	Examples
Normal	Torches, flaming oil, bonfires
Magical	Very large and hot fires, molten lava, demon immolation, hell hound breath, <i>wall of fire</i>
Fireball	Red dragon breath, pyrohydra breath, <i>fireball</i> , <i>flame strike</i> , <i>fire storm</i>

Similar to saving throw classes not necessarily always being used for precisely that thing (e.g. saves vs petrification being used for things besides petrification), the use of one of the above saving throw classes does not mean that the cause of that save is actually that thing. For example, molten lava is not actually magical, it merely uses that saving throw class.

Remember that saving throws for normal fire are only required after a certain amount of time depending on the material in question, as defined by DMG 80, with paper and parchment being the only materials that save if exposed for but a single round (e.g. one attack).

<sup>1)</sup>

Taken from DMG 130, "Ring of Fire Resistance".

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