

Daltim's Fiery Protector



Enchantment, Conjuration/Summoning, Fire

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 5
Duration: Permanent
Area of Effect: 1 object
Saving Throw: None

This spell is usually cast on an object, sometimes a spellbook, that the caster wishes to protect. Daltim's fiery protector summons and imprisons an unintelligent and very minor fire elemental to guard the object. Much like the 4th level fire trap spell, Daltim's fiery protector can be placed on any closable item, such as a book, box, door, or chest. No other closure or warding spells can be placed on the item; if such is attempted, both spells fail.

Special markings must be made on the affected item, so it can be detected by thieves (and others able to detect traps) with normal chances for detection. The item also radiates heat. Those attempting to remove the trap (by affecting the markings) have only half the normal chance to succeed; failure sets off the spell immediately. A thief who successfully disarms the trap frees the unprisoned elemental, which might attack before fleeing. An unsuccessful dispel magic spell does not cause the spell to go off, while a successful dispel causes the spell to dissipate and return the imprisoned elemental harmlessly to the Elemental Plane of Fire.

The caster can use the trapped object without activating the guardian. The caster might also establish a password that can be used by others to allow safe access to the object. If the object is opened by anyone else, the spell is activated, and the object's guardian is released to attack the transgressor. The fiery protector is similar to the weak elemental summoned by a dust devil spell; it has 2 HD, AC 4, and can be hit by normal weapons. The fiery protector can attack once per round, inflicting 1d4 points of damage on a successful strike. The elemental can move at a rate of 18 and sets fire to any flammable object it touches, including opponents it hits or any flammable item that hits it. The guardian attempts to kill or drive away the individual who tried to open the protected object. It will not move more than 120 yards from the object to which it is bound. If the elemental is killed, the spell is ended. Otherwise, the creature stays active until the offending individual is killed or goes away, at which time it returns to its imprisonment with the item, ready to attack the next individual who attempts to open the item.

During casting, the caster must mark the protected item, making a small symbol that serves as the prison for the fiery protector. The material components include sulphur, which is sprinkled onto the object, and a ruby worth at least 500 gp. The gem is used to lure the fire elemental into its prison and is consumed during casting.

Notes: Rare or very rare. Known to be in Daltim's Tome of Fire.