

# Daltim's Proof Against Fire



## Abjuration, Fire

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Permanent

Area of Effect: 1 object, 1 cu. ft/level

Saving Throw: None

This spell grants immunity to fire to the object on which it is cast. The protected object cannot be burned by any means. The caster can affect up to one cubic foot of material per caster level; thus, a 14th-level wizard can protect an item with up to 14 cubic feet of mass. Only solid objects can be affected by the spell. The item affected remains cool to the touch.

If Daltim's proof against fire is cast upon an item large enough to be worn (such as a suit of armor or a cloak), that item can be used as protection against normal fires, granting immunity to the effects of any normal flame that is blocked by the item when it is worn. The individual wearing the item also receives a +2 to any saving throws against magical fire.

The material component is an ink made of red dragon blood and a crushed ruby of 5,000 gp value. Protective runes are brushed onto the item before casting the spell: these fade and disappear when the spell is cast.

Notes: Very rare. Known to be in Daltim's Tome of Fire.