

Enchanted Torch



Alteration, Alchemy, Fire

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 torch

Saving Throw: None

This dweomer creates an ever-burning torch. The torch illuminates a 40-foot radius. The enchanted torch cannot be extinguished by wind, or even by a gust of wind spell; nor will it go out if the torch is dropped. It can be extinguished by submersion in water, lack of oxygen, or dispelling magic. The enchantment of this spell is not transferable; that is, another torch, a campfire, or a pool of oil ignited by an enchanted torch will burn, but could be put out just as could an ordinary fire.

The material components of this spell are an ordinary torch and a pinch of phosphorus. When the spell is cast, the phosphorus is sprinkled over the torch, which ignites with a flame that burns indefinitely.

Notes: Uncommon for Fire mages and alchemists, rare for transmuters; otherwise very rare. Known to be in the Fire-Eye Scrolls. (Updated from DRAGON Magazine.)