

Everlasting Fire



Evocation, Fire

Level: 4

Range: 5 yds.

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: 1 object or construct

Saving Throw: None

This spell creates a very small gate to the Elemental Plane of Fire, calling through flame about equal to that on a torch. The flame is completely normal in all ways, except that since it comes from the Elemental Plane of Fire, It needs no fuel and continues to burn under any circumstance-without air, underwater, when covered with sand, etc. The flame lights any flammables that touch it, and it never goes out unless a dispel magic spell (or a stronger spell, like limited wish) is used to extinguish it.

The everlasting fire spell can be cast on a mobile or stationary object, but it burns anything flammable. The spell cannot be placed on any type of creature except a magical construct. Most casters place everlasting fire on an object made of stone or sturdy metal

This spell can be used to make a magical item in the same manner as continual light can be placed on a rod. Such an "ever-burning torch" must be made of some nonflammable material. In order for the item to be carried safely, some insulation should be used. A Daltim's proof against fire spell (described elsewhere) is a good way to make it possible to carry the "ever-burning torch."

The material components for this spell are a bit of wood soaked in lamp oil; the material is consumed during casting.

Notes: Rare spell. Known to be in Daltim's Tome of Fire.