

Flameproof



Abjuration, Fire

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: 1 object or creature

Saving Throw: None

When cast upon an item, flameproof renders that item immune to all flame, whether magical or natural in origin, for the duration of the spell. The item (and anything it contains) will remain at normal temperature and cool to the touch despite immersion in lava or exposure to a red dragon's breath weapon.

When cast upon a creature, the recipient gains full immunity to normal fires. Ordinary flame, even such exceptionally hot fires as molten lava-cannot harm him. Fire-breathing creatures (such as hell hounds or red dragons) and those made of flame (such as fire elementals) that attack the recipient suffer a -1 penalty to each die of damage inflicted.

The recipient also gains a +2 bonus on any saving throw against magical fire, including spells such as fireball. When cast upon a creature from the Elemental Plane of Fire, the spell has no effect.

Flameproof cannot be combined with other spells or magical items that provide protection against flame. (Contrast this with the magical item ring of fire resistance.)

The material component of this spell is a bit of candle wax.

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