

Chill Fire



Alteration

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 40-yd. radius

Saving Throw: None or Neg.

The chill fire spell functions only in the phlogiston, and casting it in other surroundings is useless. In the phlogiston, however, the spell reduces the flammable nature of the phlogiston for one full turn per level of the caster. A 15th-level wizard could reduce the flammability of an area the size of his ship for 15 turns.

When this spell is in effect, the flammable nature of phlogiston is reduced. Though a fireball spell will still center on the spellcaster who created it, the damage caused by the fire will be normal. This applies to both magical and non-magical fire.

The material component of the chill fire spell is a sliver of glass or ice.

Notes: Common for spellcasters from a spelljamming culture; otherwise very rare.