

Cool - Pluma



Abjuration

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 4 hrs./level

Area of Effect: 1 individual/level

Saving Throw: None

The spell allows an individual to feel comfortable in conditions that would otherwise debilitate and even injure him, such as desert heat. It is useful to those making arduous treks across such terrain. If actual fire or heat damage would be inflicted - including magical fires, lava, and the Like - the individual receives - 1 point of damage per die (minimum 1 hit point per die).

The material component for the spell is a bit of duck down.

Notes: Restricted to practitioners of pluma magic (the Maztica setting); common.