

Cool Strength



Alteration, Province: Sea

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 12 hrs./level

Area of Effect: 1 creature

Saving Throw: None

The cool strength spell prevents sunstroke, heat exhaustion, sunburn, and other harmful effects associated with hostile environments. The effects last 12 hours for every experience level the caster has. This spell is useful for desert travel as well as long voyages at sea-anywhere blistering heat is abundant and fresh water is scarce.

Even a cold-blooded or water-based creature can benefit from this magic. The spell keeps damp-skinned creatures damp. However, it does not allow water-breathing creatures to function on dry land. This magic cannot stave off the vultures indefinitely. Once its protection ends, the cool strength dweomer will not work again on the same creature for twice the length of time its protection lasted; attempts to cast similar spells fail in the same way.

The material components are a pinch of sand, a drop of water, and a drop of blood from the recipient creature. Recipients that lack blood (for example, sandlings) can substitute another life-giving bodily fluid. Creatures that totally lack any such fluid (for example, undead) cannot receive the benefits of this spell.

Notes: Common in arabian settings; otherwise very rare.