

# Deny Cold/Deny Fire



## Abjuration

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

This spell has much the same effect of the 1st level priest spell endure cold/endure heat, but it acts to repel the extreme, rather than toughen the body. The creature is protected from normal heat or cold (depending on which application the wizard selects at the time of casting). The creature can stand unprotected in temperatures as low as -30° F. or as high as 130° F. (depending on the application) with no ill effect. Temperatures beyond these limits inflict 1 point of damage per hour of exposure for every degree beyond the limit.

The spell is immediately canceled if the recipient is affected by a non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of the application (for example, a deny cold spell is negated by magical heat or fire as well as by magical cold).

The recipient does not suffer the first 5 points of damage, after any saving throws permitted, from the heat or cold during the round in which the spell is broken. The spell ends instantly if resist fire or resist cold is cast on the recipient.

The material component for deny cold is a swatch of fur from a fur-bearing animal. The material component for deny fire is a small paper fan.

Notes: Rare spell.