

Fireproof



Abjuration

Level: 2

Range: 5 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 turn + 1 turn/level

Area of Effect: 30 ft.+ 10 ft./level radius

Saving Throw: None

This spell is cast on objects within the spell radius to protect them from ordinary fires. Only one type of object can be protected, and that type must be named when the spell is cast: masts, for instance, or sails. If the spellcaster seeks to protect two types of objects at the same time, two separate fireproof spells must be cast.

The spell prevents ignition by normal fires. Against magical fires it bestows either the item saving throw vs. magical fire at a +1 bonus or the caster's saving throw vs. spell, whichever is more advantageous. If the saving throw is successful, the object is not set afire. The DM may decide the degree of damage based on the circumstances; for example, burning sails may need to be cut away, while a mast can be saved fairly intact if immediate countermeasures successfully quench the flames.

The material component is powdered lime.

Notes: Common for Sea mages; otherwise very rare. (Updated from DRAGON Magazine.)