

Fistandantilus's Firequench



Abjuration, Alteration

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 4 rds.

Area of Effect: 40-ft. radius sphere

Saving Throw: Special

This spell extinguishes fire and prevents combustible materials from igniting. Normal fires such as blazing arrows, campfires, even burning trees or thatched roofs simply go out when the firequench is cast.

Fire-based spells receive a saving throw to resist being extinguished; this is a 1d20 roll equal 10 or less than the spell level (a wall of fire spell survives on a roll of 1 through 4).

Magical items that cause fire-based effects save as 12th-level wizards, unless the item description specifically states otherwise (for example, a wand of fire saves as a 6th-level wizard). Failure means the fire-causing functions are negated for the spell's duration. Fire-based creatures, such as those from the Elemental Plane of Fire, receive a normal saving throw vs. spell; failure means the creature loses the ability to cause fires for the duration of the spell. (Note that secondary fires caused by the ignition of combustible materials by fire-based attacks are normal, not magical fires.)

This spell can be cast on an area to prevent fiery attacks from taking effect. Normal fires are blocked; magical spells are negated unless they make the special saving throw (spell level or less on 1d20). The area of effect is immobile once the spell is cast; it can't be moved or travel with the caster. This casting is the only way this spell can defend against fire-based spells of instantaneous duration.

The material component of Fistandantilus's firequench, can be a piece of ice, a cupped handful of water, a pinch of sand, or a drop of the caster's spittle.

Notes: Restricted to Fistandantilus and those trained by him. (Updated from DRAGON Magazine.)