

Frost Shroud



Alteration

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: 10-ft. square/level

Saving Throw: None

This spell enables a wizard to cover a surface of the designated size with a thick coating of frost. Any type of surface can be affected, but the spell is used to best advantage if the frost blends in with surrounding ice or snow, thus obscuring the covered surface.

The surface to be affected must be cold enough to enable water to freeze. The spell remains in effect until temperatures warm sufficiently to melt surrounding ice or snow. In an arctic climate, the spell could last permanently. Warming the affected surface melts the frost temporarily, but if temperatures are cold enough, the frost forms again after one round.

Similar spells have been known to exist, creating shrouds of moss, mold, grass, etc.

The material component for the spell is a pinch of powdered glass mixed with several drops of water.

Notes: Common for Frost mages and Savage mages of the North; otherwise very rare.