

Frostfire



Alteration

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 1 fire source

Saving Throw: Special

Through the use of the frostfire spell, the wizard is able to change the normally hot radiance of fires to a cold radiance. Affected flames are ringed with blue for the duration of the spell. Flame magic that burns for less than one round cannot be affected by this spell. The dweomer produces one of three effects, as chosen by the caster at the instant of casting:

- **Cool Flame:** This creates a total absence of heat radiation: the flame will continue to burn, consume fuel, and give off light, but it will produce no heat.
- **Cold Flame:** This effect causes flames to burn cold; they will inflict frost damage on creatures that come into contact with them. For example, a torch normally causes 1d3 points of heat damage. If the cold flame effect is cast upon the torch, it will now inflict 1d3 points of cold damage to anyone struck by the torch.
- **Chill Fire-User:** This spell can be cast upon a single fire-dwelling or fire-using creature such as an efreet, fire elemental, etc. The being is allowed a saving throw vs. spell. Success means the spell has no effect, but a failure inflicts 2d4 points of damage.

As a rule, the wizard can affect flame equal to one torch or four candles per experience level. For this purpose, a small campfire is equal to three torches, a bonfire, six, and a wall of fire, eight. If fire under the effect of a frostfire spell goes out, the effects of the spell cease immediately. While an affected fire burns, it cannot ignite flammable materials.

The material components for this spell are a piece of ivory and a pinch of soot if the cool flame or chill fire-user version is cast. The cold flame version requires a piece of ice and a clear crystal of at least 10 gp value.

Notes: Uncommon for Frost mages; otherwise very rare. Known to be in The Book of Naz.