

Fimbülwinter (Water Elementalist 2)

(*Cobwebbed Dragon*)

Range: Self

Duration: Spell Expiry Roll applies

This spell encloses the caster in a 2m-radius zone of icy coldness (to which he is immune). This can be detected by the appearance of frost on the ground, water vapour in the air as the caster breathes out, and so on. Anyone entering the zone is immediately subject to a magical attack. If they fail to resist, the numbing cold confers a -2 ATTACK, -1 DEFENCE, and -1 damage to their melee attacks. Even if the character then exits the zone, the numbing cold effect remains until the spell expires.

Darkness: *Anyone succumbing to the cold also suffers 1 HP damage per round they are in the zone (this stops if they leave, unlike the other effects).*

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