

Abandoned Arts Presents:

# Spell Power

## Chill Metal



Feats and plot hooks for the *Chill Metal* spell.

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## SPELL POWER: CHILL METAL

Presented below are several feats and exciting plot hooks centered around a unifying theme: the *chill metal* spell. This spell was first featured in the *Pathfinder® Roleplaying Game: Core Rulebook* and is referenced [here](#) for your convenience.

### SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

#### BRITTLE CHILL [SPELL POWER]

*Your spell can chill a metallic object, compromising its structural integrity.*

**Prerequisites:** ability to cast *chill metal*

**Benefit:** A metal object affected by a chill metal spell that you cast becomes brittle, gaining the broken condition for the duration of the spell. This special application of the broken condition has no relationship to the object's hit point total, and cannot be removed until the spell expires or is otherwise dismissed or dispelled.

#### ENDLESS CHILL [SPELL POWER]

*You can extend the life of your chill metal spells.*

**Prerequisites:** ability to cast *chill metal*, caster level 3rd

**Benefit:** As a full-round action that provokes an attack of opportunity, you can extend the duration of a *chill metal* spell that you cast by 1 round. The spell deals damage in this additional round equal to the amount of damage that it dealt last. For example, if your chill metal spell deals 2d4 points of damage before you use this ability, it immediately deals 2d4 points of damage again. Once you use this ability, you may not use it again for one round.

#### FREEZING CHILL [SPELL POWER]

*Your chill metal spell makes affected armor cumbersome and rigid.*

**Prerequisites:** ability to cast *chill metal*

**Benefit:** At your option, a *chill metal* spell that you cast on an equipped suit of armor causes the armor's joints to freeze and stiffen, making graceful movement within the armor almost impossible. The armor check penalty of a suit of armor affected by your *chill metal* spell is doubled.

**Special:** If you also possess the Brittle Chill feat, this penalty stacks with (but does not multiply) the armor check penalty applied by the broken condition.

#### RENDING CHILL [SPELL POWER]

*Your chill metal spell can empower a weapon.*

**Prerequisites:** ability to cast *chill metal*, caster level 6th

**Benefit:** At your option, you can cast a *chill metal* spell on a weapon in such a way as to make it harmless to the wielder while empowering the blade or striking end of the weapon to conduct the spell's chill. A weapon so affected deals no damage to the wielder, but instead inflicts its damage upon any creature struck by the weapon.



## SHATTERING CHILL [SPELL POWER]

*Your chill metal spell can crack and damage affected equipment.*

**Prerequisites:** ability to cast *chill metal*, caster level 3rd

**Benefit:** At your option, a *chill metal* spell can freeze and shatter affected objects. Apply the damage from the spell to both a creature that wears or wields the affected item, as well as to the item itself. Damage from a *chill metal* spell that you cast in this way is not halved, and ignores the object's hardness. Adamantine objects and objects with a hardness of 20 or greater are not affected by this application of the *chill metal* spell.

### CHILL METAL PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *chill metal* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

❖ A wererat sorcerer living in the sewers underneath of a sprawling metropolis uses *chill metal* spells to freeze pipelines solid, tormenting the hated surface-dwellers living above with flooding and other damages.

❖ A low-level necromancer uses wands of *chill metal* and *invisibility* to project the illusion of great power. By cloaking an existing iron wall with *invisibility*, for example, the mage can seem to conjure a great wall of ice and frost by affecting it with a simple *chill metal* spell. In a similar way, the clever spellcaster seems to animate frozen guardians by rendering skeletons and other cold-resistant undead invisible before chilling their arms and armor with *chill magic* spells.

❖ Frost giants hew a keep out of iron and ice, using *chill metal* spells to create icy hazards out of large swaths of the floors and walls when defending their fortress.

❖ A dwarven craftsman uses *oils of chill metal* to cool freshly-forged steel, but quickly discovers a more lucrative use for the frosty oils when local adventurers begin to buy up the unconventional potions, adapting them into thrown, grenade-like splash weapons akin to weaponized bottles of alchemist's fire

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