

SPELLS OF FROST 1 AND 2

UNSTABLE FROST

1st-level evocation

(Sorcerer)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cast a ray of frost aimed at a target within 60ft of you. Make a ranged spell attack. On a hit the target takes 1d10 cold damage and must succeed a Strength saving throw or be grappled by tendrils of ice until the end of your next turn. If you cast this spell at a target already grappled by this spell and hit, it is considered a critical hit and the ice restraining the target shatters, freeing them.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d10 for each spell slot level above 1st.

ICEBERG THROW

3rd-level evocation

(Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: S, V, M (An ice cube)

Duration: Instantaneous

You summon a block of ice that flies through the air at breakneck speed towards a target. Make a ranged spell attack roll. On a hit the target takes 2d8 cold damage and 2d10 bludgeoning damage, and all creatures within a 15ft cone behind the target must make a Dexterity saving throw or take 4d4 cold damage on a failure, as the block shatters in pieces.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the initial bludgeoning damage increases by 1d10 and the additional cold damage by 2d4 for every spell slot level above 3rd.

STALAGMITE

4th-level evocation

(Warlock, Sorcerer, Wizard, Druid)

Casting Time: 1 action

Range: A point on the ground within 90 feet (15ft)

Components: V S M (A shard of everlasting ice worth 500g)

Duration: Concentration, up to 1 minute

Spikes of ice emerge from the ground in a point within range. All creatures within a 15ft radius must make a Dexterity saving throw. A creature that fails the save takes 3d6 cold damage and 2d6 piercing damage and is Restrained as the ice stalagmites impale it. On a success it takes half as much damage and isn't Restrained. A Restrained creature can repeat the save at the start of each of its turn, ending the effect on a success, or taking an additional 2d6 piercing damage on a failure.

At higher levels: When you cast this spell using a spell slot of 5th level or higher, the radius increases by 5ft for every spell slot level above 4th.

ICE BLOCK

5th-level abjuration

(Wizard, Druid)

Casting Time: 1 reaction that you take when you take damage that should reduce you 0hp or lower, but not kill you outright.

Range: Self

Components: V S

Duration: 1 round

You encase yourself in ice, you gain immunity to all damage, including the triggering damage, the ice covering you. While in the ice you are immune to all damage, but are restrained and incapacitated. The ice melts at the end of your next turn.

GLACIAL FISSURE

6th-level evocation

(Cleric, Druid, Sorcerer)

Casting Time: 1 action

Range: Line 90 feet (10 feet wide)

Components: V S

Duration: Concentration, up to 1 minute

You ram your fist into the earth, all creatures in a 10ft wide and 90 foot long line in front of you must make a Constitution saving throw or be stunned as debilitating frost covers them. A stunned creature can repeat the save at the end of each of its turn.

ICE WALK

2nd-level transmutation

(Cleric, Druid, Wizard, Sorcerer, Warlock)

Casting Time: 1 action

Range: 30 feet

Components: V S

Duration: Concentration, up to 10 minutes

You condense the humidity beneath your feet into ice, allowing to move through the air. By using a bonus action every turn you make icy platforms appear until the start of your next turn, allowing you to move in any direction at a speed equal to your walking speed. If anyone other than you steps on them, the platforms break.

At higher levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 1 hours. When you use a spell slot of 5th or 6th level, you can maintain your concentration on the spell for up to 24 hours. When you cast it using a spell slot of 7th level or higher, you don't need to concentrate on the spell anymore and it lasts 24h.

VERGLAS

cantrip evocation

(Cleric, Druid, Wizard, Ranger, Sorcerer, Warlock)

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

You make ice appear at the feet of a creature, it must succeed a Dexterity saving throw or fall prone and take 1d6 bludgeoning damage.

This spell's damage increases by 1d6 when you reach 5th Level (2d6), 11th level (3d6), and 17th level (4d6).

BURNING FROST

1st-level evocation

Casting Time: 1 action

Range: Self (15 feet radius)

Components: V, M (A piece of icefire)

Duration: Instantaneous

You release an explosion of fire and ice. Creatures in a 15ft radius around you must succeed a Constitution saving throw or take 2d6 cold damage and 2d6 fire damage and have disadvantage on their next attack roll.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d6 of either fire or cold for every spell slot level above 1st.

WINTER'S PACK

4th level conjuration

(Druid, Ranger, Sorcerer, Wizard)

Casting time: 1 action

Range: self

Components: V, S, M (a wolf effigy)

Duration: Concentration, up to 1 minute

2 ephemeral wolves made of hail and wind appear at your feet. You can order them to attack a creature within 30ft of you with a bonus action, they use your spell casting modifier to calculate the attack roll, and each make one attack against the same target that deals 1d10 + your spellcasting modifier cold damage, and then come back at your feet. As a reaction to taking damage, you can sacrifice one of the wolf that will take the damage in your stead. They can each only take one hit before disappearing, and they diminish the damage taken by a maximum of 20 points.

DETONATING SHARD

1st level evocation

(Artificer, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute.

Make a Melee spell attack roll, on a hit you implant a shard of ice in the body of the enemy creature. You can then detonate the shard using a bonus action on subsequent turns. It deals 2d8 cold damage if detonated on the next turn. It deals 3d8 on the turn after, and increases by 1d8 cold damage per turn waited, to a maximum of 6d8. If you lose concentration the spell doesn't deal any damage.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, the radiant damage or the cold damage increases by 1d8 for each slot level above 1st.

DOMINION OF WINTER

4th level transmutation

(Cleric, Druid, Wizard)

Casting time: 10 minutes

Range: 1 mile

Components: V, S, M (Consecrated ice worth 200gp)

Duration: 24 hours

An area of 1 mile centered on you becomes affected by winter. Snow starts to pour and the temperature drops below 0°C. This effect lasts for 24h. While this area spells that deal cold damage deal an additional 4 points of cold damage. Spells that deal fire damage deal 4 less damage. If this spell is cast everyday for a year, the effects become permanent.

ICE GEYSER

4th level Evocation

(Cleric, Paladin, Sorcerer)

Casting time: 1 bonus action

Range: Self (20ft cylinder, 100ft tall)

Components: V

Duration: Instantaneous

Ice bursts out of you with divine fury, threatening to destroy you. A cylinder of radiant ice of 15ft radius and 100ft tall appears centered on you. All creatures in this area must make a Dexterity saving throw or take 4d8 cold damage and 3d8 radiant damage, or half as much on a failure. You automatically succeed this save.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage or the cold damage increases by 1d8 for each slot level above 3rd.

BLACK ICE WAVE

3rd level Evocation

(Cleric, Paladin, Sorcerer)

Casting time: 1 action

Range: 30ft line (10ft wide)

Components: V, S

Duration: Instantaneous

You gather black ice and project it forward. All enemies in a 30ft line, 10ft wide must make a Constitution saving throw or take 2d6 Necrotic damage and 3d6 cold damage and take the necrotic damage again at the start of their next turn. A creature takes half as much damage on a success, and doesn't take the necrotic damage a second time.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d6 for each slot level above 3rd.

WHITE DRAGON EMBODIMENT

6th level transmutation

(Cleric, Paladin, Sorcerer)

Casting time: 1 bonus action

Range: self

Components: V, S (a dragon's hoard worth 600gp)

Duration: Concentration, up to 10 minutes

Wings of ice sprout on your back giving you a 60ft flying speed and you gain immunity to cold damage. In addition you can use an action every turn to exhale a frost breath in 30ft cone, a creature must make a Constitution saving throw or take 4d6 cold damage on a failure, or half as much on a success.

INSTANT IGLOO

3rd level conjuration

(Wizard)

Casting time: 1 minute

Range: self (20ft radius)

Components: V, S

Duration: 8 hours

You create an igloo of dimension 20ft by 20ft that can cover up to 8 people. While inside the igloo you are immune to the effect of the environment and have total cover. Igloo has 12 AC, 80HP, vulnerability to fire and bludgeoning damage, immunity to psychic and poison damage. While inside the igloo you cannot see the outside world and vice versa. A creature of size medium or smaller can crawl 5 ft to enter or exit the igloo, the exit can be blocked.