

Boundless Magic

Frost Magic



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Boundless Magic: BMS01 – Frost Magic

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FROST MAGIC

Bitter Orb

School: evocation (cold);
Level: bloodrager 2, magus 2, sorcerer/wizard 2, witch 2

CASTING

Casting Time: 1 standard action
Components: V, S

EFFECT

Range: (25 ft. + 5 ft./2 levels)
Effect: ranged attack
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

You create a fist-sized, freezing-cold ball of liquid ice that you immediately hurl as a splash weapon. A direct hit deals 2d6 points of cold damage. Every creature within 5 feet of where the ball hits takes 1d6 points of cold damage from the splash (Reflex half). Each of these creatures takes an additional 1d6 points of cold damage on its turn for the next 1d3 rounds, unless it is warmed up (with a heat source like a camp fire or oven, or any effect that deals 5 or more points of fire damage).

Blizzard Step

School: conjuration (teleportation) [cold]
Level: magus 3, sorcerer/wizard 3, witch 3

CASTING

Casting Time: 1 standard action
Components: V, S

EFFECT

Range: close (25 ft. + 5 ft./2 levels)
Target: you
Duration: instantaneous
Saving Throw: Reflex halves
Spell Resistance: yes

You are able to harness the power of the winter storm to transport yourself a short distance, by taking the form of a chilling, bitter bolt of elemental frost and snow.

You must either have line of sight to your destination or you must specify a direction and distance within range. Creatures and objects in the path of your passage take 1d8 points of cold damage per 2 caster levels (maximum 5d8). A successful Reflex save halves the damage.

If your path intersects with a solid object, you damage the barrier accordingly. If the damage is enough to break through the barrier, you continue beyond the barrier as long as the spell's range permits; otherwise, your movement stops in the square adjacent to the barrier and the effect ends.

Chilling Pit

School: conjuration (creation) [cold]
Level: sorcerer/wizard 4, summoner/unchained summoner 4

CASTING

Casting Time: 1 standard action
Components: V, S, M (drop of liquid ice), F (Fine shovel worth 10 gp)

EFFECT

Range: medium (100 ft. + 10 ft./level)
Effect: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration: 1 round + 1 round/level
Saving Throw: Reflex negates
Spell Resistance: no

This spell functions as create pit, except that it places a 5-foot deep pool of liquid ice at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the liquid ice counts as a yielding surface), plus 2d6 points of cold damage per round spent in contact with the liquid ice.

In addition, exposed items carried by a creature in the pit may be harmed. Refer to Table: Items Affected by Magical Attacks (copied below for convenience). Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude Saving Throw each round spent within the acid or be destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.

Table: Items Affected by Magical Attacks

| <i>Order*</i> | <i>Item</i> |
|---------------|---|
| 1st | Shield |
| 2nd | Armor |
| 3rd | Magic helmet, hat, or headband |
| 4th | Item in hand (including weapon, wand, or the like) |
| 5th | Magic cloak |
| 6th | Stowed or sheathed weapon |
| 7th | Magic bracers |
| 8th | Magic clothing |
| 9th | Magic jewelry (including rings) |
| 10th | Anything else |

* In order of most likely to least likely to be affected.

Fairy Ice

School: conjuration (creation)

Level: alchemist 1, psychic 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time: 1 standard action

Components: V, S

EFFECT

Range: 15 ft.

Target: one creature

Duration: 1 round/level or until discharged (see text)

Saving Throw: Reflex partial

Spell Resistance: no

Once during this spell's duration, you can fling a viscous ball of fairy ice as a standard action. This functions as a tanglefoot bag, except you do not have to make a successful attack roll to hit your target. The DCs to counteract this adhesive (to avoid being stuck to the floor, to fly, to break the adhesive, or to cast a spell) use the spell's DC rather than a tanglefoot bag's normal DCs. The adhesive persists for 2d4 rounds after you spit it.

Freezing Spray

School: conjuration (creation) [cold]

Level: magus 5, sorcerer/wizard 5

CASTING

Casting Time: 1 standard action

Components: V, S, M (a vial of liquid ice worth 10 gp)

EFFECT

Range: 60-ft.

Effect: 60-ft. line

Duration: instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: yes

A spray of freezing rain erupts from your outstretched hand, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature within its area (Reflex half). This cold rain continues to freeze for 1 round, dealing 1d6 points of cold damage per two caster levels (maximum 7d6) to any creature that failed its saving throw against the spell (a second Reflex save on the creature's turn negates this additional damage).

Frost Burst

School: evocation [cold]

Level: bloodrager 1, magus 1, shaman 1, sorcerer/wizard 1, witch 1;

CASTING

Casting Time: 1 standard action

Components: V, S

EFFECT

Range: 15 ft.

Area: cone-shaped burst

Duration: instantaneous

Saving Throw: Reflex half

Spell Resistance: yes

A cone of freezing frost shoots from your fingertips.

Any creature in the area of the frost takes 1d4 points of cold damage per caster level (maximum 5d4).

Frost Shield

School: abjuration [cold, force]

Level: alchemist 1, bloodrager 1, magus 1, sorcerer/wizard 1

CASTING

Casting Time: 1 standard action

Components: V, S

EFFECT

Range: personal

Target: you

Duration: 1 minute/level (D)

DESCRIPTION

This spell creates an invisible shield similar to but not as strong as the shield spell. This shield hovers in front of you and negates magic missile attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks. At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of cold damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.

Icicle Swarm

School: conjuration (creation) [cold]

Level: sorcerer/wizard 2

CASTING

Casting Time: 1 standard action

Components: V, S, M (a pinch of sugar and a single tiny throwing knife worth 2 sp)

EFFECT

Range: close (25 ft. + 5 ft./2 levels)

Effect: Two or more frosty icicles

Target: you

Duration: 1 round/level (D)

Saving Throw: none

Spell Resistance: yes

You call forth two freezing projectiles resembling icicles, plus one more for every two caster levels beyond 3rd (to a maximum of eight icicles at 15th level), which hover in front of you. When these icicles appear, you can launch some or all of them at the same target or different targets. Each icicle requires a ranged touch attack roll to hit and deals 1d8 points of cold damage. You provoke no attacks of opportunity when launching them. Any icicle you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch one of these remaining icicles or a standard action to launch any number of these remaining icicles. If you fail to launch an icicle before the duration ends, that icicle disappears and is wasted.

Sparkling Snowflakes

School: transmutation [cold, light]

Level: bard 2, sorcerer/wizard 1

CASTING

Casting Time: 1 standard action

Components: V, S, M (a bundle of rock salt wrapped in cloth)

EFFECT

Range: Range long (400 ft. + 40 ft./level)

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: yes

A favorite display at gnomish ice festivals, this spell lets you create sparkling bursts of multi-colored ice crystals. Once per round, as a move action, you may designate a target 5-foot-square within range and launch a snowy burst in that direction. The misty ball of snow and ice takes a zigzag path from you to that square, always missing creatures and objects in its path, and explodes in that square with a pop and a colorful burst of frost and light. Creatures in the target square take 1d4 points of cold damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition). Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

Trial of Ice and Lightning

School: evocation [cold, electricity]

Level: bloodrager 3, cleric 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3

CASTING

Casting Time: 1 standard action

Components: V, S

EFFECT

Range: touch

Target: creature touched

Duration: 1 round/level

Saving Throw: Fortitude half (see text)

Spell Resistance: no

The target creature is covered in charged frost that deals 1d6 points of cold damage and 1d6 points of electrical damage each round.

The subject can attempt a Fortitude saving throw each round to reduce the damage by half. Rolling on the ground as a full-round action ends the effect (both the cold and the electricity), but dousing the target in water does not remove either effect.

Wall of Frost

School: evocation [cold]

Level: bloodrager 4, druid 5, magus 4, shaman 5, sorcerer/wizard 4, summoner 3, unchained summoner 4

CASTING

Casting Time: 1 standard action

Components: V, S, M/DF (a piece of clear quartz)

EFFECT

Range: medium (100 ft. + 10 ft./level)

Effect: opaque sheet up to 20 ft. long/level or a ring with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration: concentration + 1 round/level

Saving Throw: none

Spell Resistance: yes

An immobile, blazing curtain of shimmering blue cold-fire springs into existence. One side of the wall, selected by you, sends forth waves of cold, dealing 2d4 points of cold damage to creatures within 10 feet and 1d4 points of cold damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of cold damage + 1 point of cold damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to creatures vulnerable to cold.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of fire damage in 1 round, that length goes away. (Do not divide fire damage by 2, as normal for objects.)

Wall of frost can be made permanent with a permanency spell. A permanent wall of frost that is extinguished by fire damage becomes inactive for 10 minutes, then reforms at normal strength.

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