



ICEWIND MAGIC

NEW SPELLS FOR ALL CLASSES

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CREDITS

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The following D&D books provided material and inspiration:

Costa, Thomas M. "Prayers of the Frostmaiden: The Spells of Auril." *Dragon* #312. 2003.

Crawford, Jeremy. *Player's Handbook*. 2014.

Crawford, Jeremy. *Xanathar's Guide to Everything*. 2017.

Crawford, Jeremy, James Wyatt, Keith Baker. *Eberron: Rising from the Last War*. 2019.

Logan Bonner, Eytan Bernstein, Peter Lee. *Arcane Power*. 2009.

Reid, Thomas M. *Shining South*. 2004.

The following Dungeon Masters Guild Community Content provided material and inspiration:

Essex, Josh. [*Cosmic Sorcery*](#). 2020.

Essex, Josh. [*Fedrav's Book of Spells & Arcane Observations*](#). 2020.

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INTRODUCTION

The peoples of the Icewind Dale have had to adapt to their harsh environment. Part of this arctic adaptation has been in the form of various spells that are well suited for their surroundings, lifestyle, and beliefs. While *Icewind Dale: Rime of the Frostmaiden* provides some new spells geared towards wizards, this supplement includes spells for all casting classes meant to aid in survival.

SPELL LIST

These lists show which spells can be cast by characters of each class and are organized by spell level. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, then the ritual tag also appears in the parentheses.

ARTIFICER SPELLS

1ST LEVEL

Firemetal shot (evocation)
Snowshoes (transmutation, ritual)

2ND LEVEL

Fedrav's warm blanket (abjuration, ritual)
Snow weapon (transmutation, ritual)

BARD SPELLS

1ST LEVEL

Camouflage (illusion)

2ND LEVEL

Booming voice (evocation)

5TH LEVEL

Moonstruck (enchantment)

CLERIC SPELLS

1ST LEVEL

Firemetal shot (evocation)

2ND LEVEL

Auril's flowers (transmutation)

6TH LEVEL

Heat leach (necromancy)

DRUID SPELLS

1ST LEVEL

Camouflage (illusion)

2ND LEVEL

Auril's flowers (transmutation)
Easy trail (abjuration, ritual)
Fedrav's warm blanket (abjuration, ritual)

3RD LEVEL

Corona of cold (evocation)

PALADIN SPELLS

3RD LEVEL

Corona of cold (evocation)

RANGER SPELLS

1ST LEVEL

Camouflage (illusion)
Firemetal shot (evocation)
Snowshoes (transmutation, ritual)

2ND LEVEL

Auril's flowers (transmutation)
Easy trail (abjuration, ritual)
Fedrav's warm blanket (abjuration, ritual)
Snow weapon (transmutation, ritual)

SORCERER SPELLS

1ST LEVEL

Camouflage (illusion)
Firemetal shot (evocation)

2ND LEVEL

Fedrav's warm blanket (abjuration, ritual)

3RD LEVEL

Corona of cold (evocation)

5TH LEVEL

Moonstruck (enchantment)

6TH LEVEL*Heat leach* (necromancy)**WARLOCK SPELLS****1ST LEVEL***Firemetal shot* (evocation)**2ND LEVEL***Delban's deadly attention* (necromancy)**5TH LEVEL***Moonstruck* (enchantment)**6TH LEVEL***Heat leach* (necromancy)**WIZARD SPELLS****1ST LEVEL***Snowshoes* (transmutation, ritual)**2ND LEVEL***Booming voice* (evocation)*Fedrav's warm blanket* (abjuration, ritual)*Snow weapon* (transmutation, ritual)**3RD LEVEL***Corona of cold* (evocation)**6TH LEVEL***Heat leach* (necromancy)**SPELL DESCRIPTIONS**

The spells are presented in alphabetical order.

AURIL'S FLOWERS

2nd-level transmutation

Casting Time: 1 action**Range:** 90 feet**Components:** V, S**Duration:** Instantaneous

Moisture under the earth rises to the surface, freezes, and bursts forth violently. Choose a point on the ground that you can see within range. All creatures in a 20-foot radius of that point must make a Dexterity saving throw, taking 2d6 piercing damage and 2d6 cold

damage on a failed save and half as much on a successful one.

Due to the violent nature of the eruption, the ground in the effected area becomes difficult terrain, as rubble from the eruption is spread about.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of cold damage increases by 1d6 for every spell slot level above 2nd.

BOOMING VOICE

2nd-level evocation

Casting Time: 1 action**Range:** Self**Components:** V, S**Duration:** Instantaneous

You infuse your voice with thunderous power. You can shout a message up of to 15 words and be heard up to a mile away by any creature who is not deafened.

All creatures within 15 feet of you when you shout these words must make a Constitution saving throw. On a failed save, they take 2d6 thunder damage and are deafened until the end of your next turn.

CAMOUFLAGE

1st-level illusion

Casting Time: 1 action**Range:** Touch**Components:** V, S**Duration:** Concentration, up to 1 minute

You touch a willing creature and create an illusory effect around them that allows them to more easily blend in to their environment. For the duration, the target has advantage on all Stealth checks they make while taking the Hide action, so long as they use no movement on their turn.

CORONA OF COLD

3rd-level evocation

Casting Time: 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute

You surround yourself in a protective aura of cold. For the duration, you are resistant to fire damage.

While the spell is active, any creature that starts their turn within 10 feet of you, or moves within 10 feet of you for the first time on their turn, must make a Constitution saving throw. On a failed save, they take 2d6 cold damage and they begin uncontrollably shivering, giving them disadvantage on all attack rolls as well as Strength and Dexterity saving throws until the beginning of their next turn. On a successful save, they take half the cold damage.

TEMPEST DOMAIN OPTION

If a cleric's deity, who grants them powers of the storm, is a deity of the cold (such as Auril), they have the option to replace *call lightning* on the Tempest Domain Spells list with *corona of cold*.

DELBAN'S DEADLY ATTENTION

2nd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a frozen finger or eye)

Duration: Concentration, up to 1 minute

You draw the gaze of the frozen star of hate as a bolt of frigid starlight shines down, bathing your foe in a beam of agony. One creature you can see within range must make a Constitution saving throw. On a failed save, they take 2d8 necrotic damage and, for the duration, take a -1d4 penalty to all the damage dealt by their melee weapon attacks. On a successful save they take half the damage and suffer no damage penalty.

EASY TRAIL

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You radiate energy that gently pushes obstacles out of your way, then pulls them back to where they were once you pass. Any plants, snow, rubble, or similar obstacles that would make the ground difficult terrain are gently pushed away when you come within 20 feet. These obstacles are then pulled back to where they were when you are more than 20 feet away, obscuring any evidence of your having passed. This spell cannot push creatures of any kind.

FEDRAV'S WARM BLANKET

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (fine jet lignite gemstone worth at least 200 gp)

Duration: Concentration, up to 1 hour

You generate a protective field of warmth around yourself and up to 8 creatures of your choice while they are within 30 feet of you. For the duration, every creature affected by the spell does not suffer from the ill effects of extreme cold environments.

FIREMETAL SHOT

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a projectile that deals piercing damage, such as an arrow or bolt)

Duration: Concentration, up to 1 minute

You infuse your shot with intense heat. When you hit with the projectile you infuse, using a normal attack action with a bow or crossbow, it deal an extra 1d4 fire damage to the target as the projectile imbeds itself into the target creature's flesh. For the duration, whenever the target takes damage from a creature other than yourself, you can use your reaction to have the embedded projectile flare again, dealing 1d4 fire damage.

The target can use an action on its turn to attempt to remove the projectile, making a Wisdom (Medicine) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage dealt by this spell increases by 1d4 for every spell slot level above 1st.

HEAT LEACH

6th-level necromancy

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

The heat is drained from all living creatures in the affected area, empowering you. Any creature that is not undead or a construct in range must make a Constitution saving throw. They take 8d4 necrotic damage on a failed save or half as much on a successful save. Additionally, each creature that failed its saving throw is vulnerable to cold damage until the start of your next turn.

You gain 5 temporary hit points for each affected creature that failed its saving throw.

MOONSTRUCK

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silvered mirror worth at least 100 gp)

Duration: Concentration, up to 1 minute

Your foes are captivated by an entrancing vision of the moon: cold and enduring. The image clings to their minds, leaving them paralyzed. All creatures in a 15-foot-radius sphere from a point you can see within range must make a Wisdom saving throw. On a failed save, they take 2d6 cold damage plus 2d6 psychic damage, and are paralyzed for the duration. On a successful save, they take half the damage and are not paralyzed.

While paralyzed in this way, a creature takes an additional 2d4 cold damage at the beginning of each of their turns. A creature may repeat the saving throw at the end of each of their turns, as well as if they take damage from a source besides this spell or if another creature uses their action to attempt

to rouse them. The paralyzed condition ends on them after a successful saving throw.

SNOWSHOES

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

You touch a willing creature and grant them the ability to move swiftly through the ice and snow. For the duration, they are not affected by difficult terrain caused by snow or ice. In addition, they do not leave a trail behind when traveling through snow or ice.

SNOW WEAPON

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (snow of equal size to the weapon you are creating)

Duration: 4 hours

You mold available snow into the form of any simple melee weapon of your choice. Held together by your spell, this snow weapon deals the same damage a normal weapon of this type would deal. You are proficient with this weapon while you are wielding it, though any creature may use the weapon for its duration.

When you make an attack with this weapon, it deals an additional 1d4 cold damage to the target on a hit, or half as much on a miss. The spell ends when the weapon has dealt a total of 15 points of cold damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the total amount of cold damage the weapon can deal before the spell ends increases by 10 points for every spell slot level above 2nd.

FOR MORE FROM THIS AUTHOR

Check out [Cosmic Sorcery](#) on the DM's Guild for even more original spells (and the Cosmic Sorcerous Origin) and follow @GameMasterJosh on Twitter for updates on future releases!