



TASHA'S BOOK OF FROZEN DEATH



RAFA MARTINS

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INTRODUCTION

In this book you will find a variety of spells designed to personalize your characters and NPCs, encompassing the theme related to the ice element and necromancy. Some of these spells will look familiar to you, since they are reskins or adaptations of known spells, remodeled to fit the proposed themes. Others are completely new creations, brought to further enrich your adventures. Along with the spells, we also include a few NPCs ready to be used in your campaigns, at the end of the book. Whether you want to create a powerful necromancer or an elemental ice wizard, or the setting for your campaign takes place in the frozen arctic deserts, I hope you enjoy this content as I enjoyed creating it.

Good games!

SPELL DESCRIPTIONS

The spells are presented in alphabetical order

ACID SPRAY

Conjuration Cantrip

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

You spit acid toward a creature you can see within range. The creature must succeed on a Dexterity saving throw or take 1d8 acid damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Source: Druid, Eldritch Knight, Sorcerer, Warlock, Wizard, Arcane Trickster

AURA OF DECAY

Necromancy Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

You create a momentary aura of necrotic energy around you. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d8 necrotic damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Source: Sorcerer, Warlock, Wizard

CHARMING LURE

Enchantment Cantrip

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: Instantaneous

You lure one creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d6 psychic damage if it is within 5 feet of you.

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

Source: Bard

COLD AURA

Conjuration Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

You create a momentary aura of cold energy around you. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d4 cold damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Source: Sorcerer, Warlock, Wizard

CONJURE ICEBERG

8th-level Evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a piece of ice)

Duration: Instantaneous

A huge pyramid-shaped ice block is conjured within range. The block has 65x65 feet at its base, 60 feet high and weighs 1,000 pounds. It must be conjured in an unoccupied location above the targets, and can be created standing or upside down.

Standing iceberg: After being cast, the block falls on everyone occupying the 65x65 feet area immediately below it, causing each 12d6 bludgeoning damage. Then the iceberg breaks into hundreds of pieces, making the area difficult terrain.

Upside down iceberg: After being cast, the block falls down causing 12d12 piercing damage to the creature occupying the center of the area. Then, the block breaks into hundreds of pieces, causing 6d6 bludgeoning damage to other creatures within the 65x65 feet area, making the area difficult terrain.

Source: Druid, Sorcerer, Wizard

CREATE ICE WALKER

6th-level Necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (one clay pot filled with snow or frozen water, one clay pot filled with small insects or other bugs, and one 150 gp blue agate stone for each corpse)

Duration: Instantaneous

You can cast this spell only if the ambient temperature is less than 70°F (21°C). Choose up to three corpses of Medium or Small humanoids within range.

Each corpse becomes an Ice Walker under your control. As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the

creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

At Higher Levels. When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four icenight walkers. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five icenight walkers or two zombie yeties. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six icenight walkers, three zombie yeties, one coldlight walker or one ice troll zombie.

Source: Cleric, Warlock, Wizard

DEATH RAY

2nd-level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays of necrotic energy and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Source: Cleric Light Domain, Eldritch Knight, Warlock (Fiend), Sorcerer, Wizard, Arcane Trickster

ELECTROSHOCK

Conjuration Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a copper piece)

Duration: Instantaneous

You cause a discharge of electrical energy at one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d4 lightning damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. If the target is wearing metal armor, the test is done with disadvantage. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Source: Druid, Sorcerer, Warlock, Wizard

ELEMENTAL WARD

Abjuration Cantrip

Casting Time: 1 action

Range: self

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against Fire, Cold, Lightning, Poison or Acid damage (choose only one type).

Source: Bard, Eldritch Knight, Sorcerer, Warlock, Wizard, Arcane Trickster

EXISTENTIAL TRANCE

1st-level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range get lost in thoughts about the meaning of life and falls into a deep trance if this spell affects it. The target must succeed on an Intelligence saving throw or fall prone, curled up in a fetal position, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Intelligence saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Source: Bard, Eldritch Knight, Warlock (Great Old One), Wizard, Arcane Trickster

FIRE BURST

Conjuration Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

You create a momentary circle of fire blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d10 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Source: Sorcerer, Warlock, Wizard

FLESH TO ICE

6th-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of lime, water, and earth)

Duration: Concentration, up to 1 minutes

You attempt to turn one creature that you can see within range into ice. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to solid ice and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the

target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to ice until the effect is removed.

Source: Warlock, Wizard

FREEZE MONSTER

6th-level Enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Choose a creature that you can see within range. The target must succeed on a Strength saving throw or be paralyzed for the duration. At the start of each of its turns, the creature takes 2d6 cold damage. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th. The creatures must be within 30 feet of each other when you target them.

Source: Bard, Cleric War Domain, Eldritch Invocations, Sorcerer, Warlock, Wizard

FREEZE SPELL

4th-level Abjuration

Casting Time: 1 reaction, which you take when you see a creature within 30 feet of you casting a spell

Range: 30 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 4th level or lower, it takes 4d6 cold damage and its spell fails and has no effect. If it is casting a spell of 5th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, it takes 4d6 cold damage and the creature's spell fails and has no effect. On a failure, the creature takes 4d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used, and the damage taken increases by 1d6 for each level beyond the fourth.

Source: Eldritch Knight, Sorcerer, Warlock, Wizard, Arcane Trickster

FREEZE SURFACE

1st-level Evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You freeze the ground area within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. The ground in that area becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute

to melt at room temperature. If cast over running water, as in a river or sea, the ice block will be carried by the tide. If cast over a puddle or pit without a current, the ice can allow a creature to move over it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Source: Bard, Druid, Sorcerer, Wizard

FREEZING BREATH

1st-level Evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

A chilling wind blows from mouth. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one. The wind extinguish non-magical fire in the area.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Source: Eldritch Knight, Monk, Sorcerer, Wizard, Arcane Trickster

FREEZING GRASP

Evocation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Ice springs from your hand to freeze a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 cold damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Source: Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

FROST

1st-level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Extreme cold erupts over a creature within range, freezing the target with cold. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 cold damage, and on each of your turns for the duration, you can use your action to deal 1d12 cold damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Source: Eldritch Knight, Sorcerer, Warlock, Wizard, Arcane Trickster

FROST BLADE

Evocation Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and ice shards leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes cold damage equal to your spellcasting ability modifier, and cannot take reactions until the end of your next turn.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 cold damage to the target, and the cold damage to the second creature increases to 1d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th level and 17th level.

Source: Sorcerer, Warlock, Wizard

HAIL STORM

7th-level Evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a small rock and a few drops of water)

Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 30-foot-radius, 80-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 6d8 bludgeoning damage and 6d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the area of effect radius increases 10 feet for each slot level above 7th.

Source: Cleric Tempest Domain, Druid, Druid Arctic Circle, Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

HELLISH RETRIBUTION

1st-level Evocation

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily frozen. The creature must make a Constitution saving throw. It takes 2d10 cold damage on a failed save, or half as much damage on a successful one.

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

Source: Warlock

HIBERNATION

3rd-level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell sends creatures into a magical slumber.

Roll 8d10; the total is how many hit points of creatures this spell can affect. Creatures within 30 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead aren't affected by this spell. Beasts are affected by this spell when the number exceeds only half of their current hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Source: Bard, Eldritch Knight, Warlock (Archfey), Sorcerer, Wizard, Arcane Trickster

ICE BURST

Conjuration Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

You create a momentary circle of ice blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d8 cold damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Source: Sorcerer, Warlock, Wizard

ICE HAND

5th-level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent ice in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object immune to cold damage and that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 cold damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

Source: Wizard

ICE RAY

3rd-level Evocation

Casting Time: 1 action

Range: Self (80-foot line)

Components: V, S, M (a shard of crystal or glass)

Duration: Instantaneous

An ice ray forming a line 80 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Constitution saving throw. A creature takes 8d6 cold damage on a failed save, or half as much damage on a successful one. The cold freezes nonmagical liquids in the area that aren't being worn or carried. The creature that fails the saving throw also has its speed reduced by 20 feet and cannot take reactions until the start of your next round.

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

Source: Druid Mountain Circle, Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

ICE SKIN

4th-level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch blue and as hard as ice. Until the spell ends, the target has AC 17 and resistance to cold damage.

Source: Cleric War Domain, Druid, Druid Mountain Circle, Eldritch Knight, Monk, Ranger, Sorcerer, Wizard, Arcane Trickster

ICE SPIKES

2nd-level Transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts ice spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Source: Cleric Nature Domain, Druid, Druid Arctic Circle, Druid Mountain Circle, Ranger

ICE WHIP

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create a long icy whip that lashes out at your command toward a creature in range.

Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 cold damage, its speed is reduced by 10 feet and it cannot take reactions until the beginning of your next turn.

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

Source: Wizard, Sorcerer, Bard

ICY BOLT

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of ice at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 cold damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Source: Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

INTOXICATING WORDS

1st-level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Your words confuse the target, shuffling his vision and causing him to lose his balance, as if he were drunk. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become poisoned until the spell ends. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Source: Bard

NECROBOMB

2nd-level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dead frog or bug)

Duration: Instantaneous

A sudden burst of necrotic energy erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one. Plant-type creatures perform the test with disadvantage.

Normal plants and vegetation in the affected area wither and die.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Source: Eldritch Knight, Sorcerer, Warlock, Wizard, Arcane Trickster

RAY OF ICE

2nd-level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A line of cold 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Constitution saving throw. A creature takes 3d8 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Source: Sorcerer, Wizard

SCARY VISAGE

Illusion Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

You look toward a creature you can see within range and your face turns into a horrible sight from nightmares. The creature must succeed on a Wisdom saving throw or take 1d6 psychic damage.

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

Source: Eldritch Knight, Sorcerer, Warlock, Wizard, Arcane Trickster

SHOCKING BOLT

1st-level Conjuraction

Casting Time: 1 action

Range: 60 feet

Components: S, M (a copper wire)

Duration: Instantaneous

You point your finger and an electric blast fires towards one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 lightning damage. Hit or miss, a thunderous sound can be heard 100 feet away, the target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 2d6 thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the thunder damage increases by 1d6 for each slot level above 1st.

Source: Druid, Sorcerer, Wizard

SPHERE OF ICE

Conjuraction Cantrip

Casting Time: 1 action

Range: self

Components: V, S

Duration: 10 minutes

A sphere of ice appears in your hand. The sphere remains there for the duration and harms neither you nor your equipment. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the sphere, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the sphere at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 cold damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Source: Wizard, Sorcerer, Warlock, Arcane Trickster

STUNNING HOWL

1st-level Evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V

Duration: Instantaneous

You emit a loud cry audible out to 300 feet that pushes creatures away from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 Psychic damage and is stunned until the beginning of its next turn. On a successful save, the creature takes half as much damage and isn't stunned.

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

Source: Bard, Druid, Eldritch Knight, Monk, Sorcerer, Wizard, Arcane Trickster

TOXIC CLOUD

Necromancy Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

You create a momentary poisonous cloud around you. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d10 poison damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Source: Sorcerer, Warlock, Wizard

WORD OF DECAY

Necromancy Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

You utter a cursed word, and necrotic energy erupts from you. Each creature of your choice that you can see within range must succeed on a Wisdom saving throw or take 1d6 necrotic damage.

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

Source: Wizard, Sorcerer

WARD

Abjuration Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature shield)

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 as a reaction when it is hit by an attack. Until the start of his next turn, the target have a bonus to AC equals to the number rolled, including against the triggering attack.

Source: Cleric, Druid, Wizard

ZILLION'S ICE ARROW

2nd-level Evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A glowing purple arrow streaks toward a target within range and shatters in ice shards. Make a ranged spell attack against the target. On a hit, the target takes 4d4 cold damage immediately and 2d4 cold damage at the end of its next turn. On a miss, the arrow splashes the target with ice shards for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Source: Eldritch Knight, Wizard, Arcane Trickster



CREATURES

The following creatures can be used in their campaigns, located in cold climate environments or icy mountains.

ICENIGHT NECROMANCER

Masters of necromancy and ice, these hateful necromancers are dangerous and canny. Specializing in the school of necromancy in its oldest form, their rituals often include cannibalism and human sacrifice. His dark art is able to raise humanoid or monstrous creatures from the dead, to enslave and conquer. Accustomed to the harsh climate of the icy mountains, they are often seen accompanied by hordes of walkers and ice troll zombies.

ICENIGHT NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Immunities cold

Condition Immunities frightened

Senses passive Perception 12

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The necromancer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *aura of decay*, *scary visage*, *mage hand*, *chill touch*, *ray of frost*

1st level (4 slots): *false life*, *mage armor*, *ray of sickness*

2nd level (3 slots): *death ray*, *necrobomb*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *dispel magic*, *fear*, *vampiric touch*

4th level (3 slots): *blight*, *ice storm*

5th level (1 slot): *cone of cold*, *create walker*

Grim Harvest. Once per turn when a living creature fails a saving throw against or is harmed by one of the necromancer's Necromancy spells of 1st level or higher, the necromancer regains hp equal to three times the spell's level.

Ice Walkers. When the necromancer casts *animate dead*, it can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Undead created by the necromancer have an additional 9 hp, +3 to their weapon damage rolls and resistance to cold damage.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

FROST MAGE

The Frost Mage is a wizard specializing in elemental cold magic, used to the cold climates of the Arctic desert. Their spells control the climate and use the elements as very dangerous weapons. Focused mainly on schools of evocation and conjuration, the Frost Mage has varied knowledge, necessary for survival in the most inhospitable glaciers.

FROST MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *icy bolt*, *light*, *mage hand*, *cold aura*

1st level (4 slots): *detect magic*, *mage armor*, *freezing breath*, *shield*

2nd level (3 slots): *misty step*, *ray of ice*

3rd level (3 slots): *hibernation*, *Ice Ray*, *fly*

4th level (3 slots): *freeze spell*, *ice storm*, *ice skin*

5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

ICE ZOMBIES

Transformed into zombies by powerful necromantic magic, this creatures is often seen in the company of their creator. Unstable creatures that are difficult to control, often rebel against him, devouring him without parsimony. Their preference is for fresh and frozen meat, and their appetite is insatiable.

ICENIGHT WALKER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ICE TROLL ZOMBIE

Large undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	3 (-4)	5 (-3)	5 (-3)

Skills Perception +0

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Giant

Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

ZOMBIE WINTER WOLF

Large undead, chaotic evil

Armor Class 10 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	13 (+1)	3 (-4)	7 (-2)	5 (-3)

Skills Perception +2, Stealth +2

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common, Giant, and Winter Wolf

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

ZOMBIE YETI

Large undead, chaotic evil

Armor Class 9 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

Skills Perception +0, Stealth +2

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage + 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and is paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.



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