

CHARACTER OPTIONS

Chilling Spells

CHILLING BREATH

Evocation, cantrip

Casting Time: 1 action

Range: 30 feet cone

Components: V, S

Duration: Instantaneous

You exhale a vicious cone of freezing air at a creature or object within range. Make a Dexterity save. If successful then avoid damage altogether. If not, then take 1d8 cold damage and be slowed by 5ft per round for 1 round.

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

WALL OF COLD

4th level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a cup of water)

Duration: Concentration, up to 5 minutes, or Instantaneous

You create a translucent field of numbing force that you can use in one of two ways:

Wall: When used as a wall, you can form it into a hemispherical dome, or a sphere, with a radius of up to 10 feet, or you can shape it into a flat surface made up of 10-foot square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

Wave: A blast of force explodes outward from your hands for up to 75 feet, rapidly expanding until the wave reaches 40 feet across.

All creatures that come in contact with either the wave or the wall must make an immediate Dexterity Save. Those that fail take three levels of exhaustion due to the extreme cold and 6d6 damage. Those that save successfully are stunned for one round and take 4d6 damage. Exhaustion from the spell is removed after a short rest.

ICY GRAVE

4th level abjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a miniature glass cage)

Duration: 1 hour

You create a magical prison of ice that wraps itself around the target, temporarily freezing them in place. The target must succeed in a Wisdom save, or be bound by the spell. If it successfully saves, then it is immune to further castings of the spell by you for a long rest.

The icy prison has 150 hit points and can only be affected by bludgeoning damage. Furthermore, if damage is inflicted on the prison, the victim will take 25% of the damage.

Once the duration of the spell expires, it takes four hours for the ice to thaw naturally. Heat can be applied to the ice in the form of campfires, torches, and the like, and it will reduce the thawing time by 50%. Magical fire applied to the icy prison will reduce the thawing time by 75%.

When the victim is finally free they gain 3 levels of exhaustion which can be alleviated by a long rest.

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