

💡 The Genius Guide to:

ICE MAGIC



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

It's winter! Time for a cold spell!

Of all the damage types, fire and lightning seem to get all the best coverage. Maybe it's because fireball and lightning bolt are quantum leaps forward in the offensive arsenals of low-level sorcerers and wizards, or just that there's a limited amount of space in any core rulebook, that an idea like an Ice cleric domain or a Cold wizard specialty that's separate from the more material idea of elemental water is overlooked. But that doesn't explain their absence from rules expansions? Why are there so few new options to keep characters in the cold?

The *Genius Guide to Ice Magic* aims to fix that by presenting new cold and ice spells (including at least one spell for every level), and a broad range of new class options designed to help spellcasters who want to focus on the magic of cold and ice.

NEW SPELLS

BARD SPELLS

4th-Level

Ice Mirror: Scry through a mirror of ice.

CLERIC SPELLS

0-Level (Orisons)

Create Ice: Form one 5-foot-square of ice.

DRUID SPELLS

0-Level (Orisons)

Create Ice: Form one 5-foot-square of ice.

2nd-Level

Frostfield: Creates a field of cold that extinguishes fires, or can be used to dispel fire magic.



4th-Level

Arctic Air: Creates a zone of extreme cold, dealing 2d6 damage/round.

Ice Mirror: Scry through a mirror of ice.

5th-Level

Algid Aura: A field of cold grants caster the [cold] descriptor and freezes all who touch him.

8th-Level

Greater Ice Mirror: Scry and cast 0 and 1st-level spells through a mirror of ice

9th-Level

Avalanche: Deal 1d8/2 levels damage in an area at unlimited range.

Glacier: Create a massive barrier of ice.

SORCERER & WIZARD SPELLS

0-Level (Cantrips)

Conjuration

Create Ice: Form one 5-foot-square of ice.

1st-Level

Conjuration

Blue Touch: Heal 1d4, +1/level, points of fire damage.

Evocation

Biting Wind: Creates a freezing wind that attacks as you direct.

2nd-Level

Conjuration

Serac: Create a platform of moving ice.

Evocation

Frostfield: Creates a field of cold that extinguishes fires, or can be used to dispel fire magic.

3rd-Level

Evocation

Arctic Air: Creates a zone of extreme cold, dealing 2d6 damage/round.

4th-Level

Divination

Ice Mirror: Scry through a mirror of ice.

Conjuration

Frost Fighter: Summon four small ice elementals.

Iceshockle: Create a potent melee weapon with 10 ft. range.

5th-Level

Abjuration

Algid Aura: A field of cold grants caster the [cold] descriptor and freezes all who touch him.

6th-Level

Conjuration

Winter Warrior: Summon one large ice elemental.

7th-Level

Conjuration

Avalanche: Deal 1d8/2 levels damage in an area at unlimited range.

8th-Level

Divination

Greater Ice Mirror: Scry and cast 0 and 1st-level spells through a mirror of ice

9th-Level

Evocation

Glacier: Create a massive barrier of ice.

SPELLS

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater."

ARCTIC AIR

School: evocation [cold]; **Level:** sorcerer/wizard 3, druid 4

Casting Time: 1 standard action

Components: V, S

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

Area: 20 ft. radius emanation centered on a creature, object, or point in space

Duration: 1 round/level

Saving Throw: Fortitude half, Will negates (see text); **Spell Resistance:** Yes

This spell may be centered on a point in space or on a creature or object. If centered on a point in space, the area is immobile. If centered on a creature or object the spell moves with the creature or object, but the target is allowed a Will save to negate the spell.

Each round a creature is within the area of the spell, it is dealt 2d6 points of cold damage (Fortitude save for half). Creatures take this damage on their round if they are within the area at any point during their turn, but take damage only once each turn. For simplicity inanimate, unattended objects are dealt damage once a round at the beginning of the turn of the spell's caster.

ALGID AURA

School: abjuration [cold]; **Level:** druid 5, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S, M (fur or feather from a creature native to a cold region)

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: Fortitude partial; **Spell**

Resistance: yes

An *algid aura* covers the caster in a field of freezing air so cold it causes humidity in the air to form tiny snowflakes as he passes. The caster gains the [cold] descriptor for the duration of the spell, making him immune to damage from attacks with the [cold] descriptor and causing him to take double damage from fire damage. The caster is also immune to the effects of mundane cold. If placed in water, a thin sheet of ice forms around the caster each round, but not enough to buoy or immobilize him.

Additionally, any creature striking the caster with a melee attack must make a Fortitude save or be temporarily flash frozen. Those that fail the save are frozen in place for 1 round. Such targets can breath and are aware of their surroundings, but cannot take any physical actions (including speech). Creatures with wings cannot flap them, and fall.

AVALANCHE

School: conjuration (creation)[cold]; **Level:** druid 9, sorcerer/wizard 7

Casting Time: 1 standard action

Components: V, S

Range: Unlimited

Area: Cylinder (30 ft. radius, 60 ft. high)

Duration: instantaneous

Saving Throw: Reflex half; **Spell Resistance:** yes

An avalanche spell may be cast anywhere on the same plane as the caster. The caster must be able to see the target area, either directly, with the aid of a spyglass, or through some form of divination at least as accurate as normal sight (such as a *scrying* spell, or the use of a *crystal ball*).

The spell creates a mass of snow and ice that crashes onto the effected area. This deals 1d8 points of cold damage per two caster levels (maximum 10d8) and affects every creature and object that takes damage as if hit with a bull rush with a CMB of 10 + caster level. All creatures and objects moved by the bull rush are pushed directly away from the center of the spell.

BITING WIND

School: evocation [cold]; **Level:** sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S, M (a whistle made of walrus or bear bone)

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

Effect: animated breeze

Duration: 1 minute/level

Saving Throw: Fortitude partial; **Spell Resistance:** yes

This spell creates an animate wind of freezing cold air that moves and attacks a single target as directed by the caster. The breeze must make a touch attack using the caster's ranged attack bonus, dealing 1d6 points of subdual damage. The wind is invisible, and gains all the bonuses of an invisible attacker (though it cannot be used to deliver sneak attacks). The wind strikes as a spell rather than a weapon (and thus can hit incorporeal creatures for 50% damage) and always strikes from the direction of the caster. It attacks its designated target once each round unless directed to a new target by the caster (which requires a standard action).

Creatures that take damage from the wind must make a Fortitude save. On a failed save the target is shaken and suffers a -2 penalty to all attack and damage rolls and skill check for 1 round/caster level.

BLUE TOUCH

School: conjuration (healing) [cold]; **Level:** sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S, F

Range: touch

Target: creature or object touched

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

Blue touch covers one of the caster's hands with a blue aura, which is transferred by touch to a creature or object. The aura draws heat and burns out of the thing touched, healing 1d4 hp +1 point per level of the caster (maximum 1d4+5). The healing only works on hp lost to fire damage, or on any damage suffered by a creature of the [cold] type. A target of this spell stops bleeding (stabilizing if dying) even if it has suffered no fire damage.

CREATE ICE

School: conjuration (creation) [cold]; **Level:** cleric 0, druid 0, sorcerer/wizard 0

Casting Time: 1 standard action

Components: V, S

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

Effect: one 5-ft-square of ice

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

This spell generates a sheet of clear, pure ice. Enough ice is generated to cover one 5-foot square, which is treated as difficult terrain. This ice melts after 1 hour (the ice melts into roughly 16 gallons of water, weighing 120 lbs), or 10 minutes in hot terrain.

FROST FIGHTERS

School: conjuration (summoning)[cold]; **Level:** sorcerer/wizard 4

Casting Time: 1 round

Components: V, S

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

Effect: four summoned ice elementals

Duration: 1 round/level

Saving Throw: none; **Spell Resistance:** no

This spell summons four small ice elementals (which look like soft-looking clumps of snow). They appear where the caster wishes and can act immediately. The elementals do their best to defend the caster and attack his enemies. If the caster can communicate with the elementals, they can be instructed to take other actions. They obey the caster to the best of their ability. (Ice elementals are described in the Icy Options section, below.) As with all summoned monsters, these ice elementals cannot be summoned into an environment that cannot support them.

FROSTFIELD

School: evocation [cold]; **Level:** druid 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

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

Target or Area: 30-ft. radius burst, or one spellcaster, creature, or spell

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

This spell creates a field of magic frost that coats everything within its area. All

mundane fires up to the size of a bonfire are immediately extinguished by this frost. Creatures of the [fire] type take 3d6 cold damage. *Frostfield* can also be used against spells with the [Fire] descriptor in the same way a *dispel magic* spell can be, including being able to attempt to counterspell any [Fire] spell.

GLACIER

School: evocation [cold]; **Level:** druid 9, sorcerer/wizard 9

Casting Time: 1 round

Components: V, S

Range: unlimited

Target or Area: anchored area of ice up to one 100-ft. square per level, 20 ft. thick

Duration: 1 hour/level

Saving Throw: none; **Spell Resistance:** no

This spell creates an anchored upright plane of ice anywhere within the caster's line-of-sight. A *glacier* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created, though it can mold its edges to form a snug fit against any terrain it is cast on or adjacent to. Any creature adjacent to the *glacier* when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *glacier*, and it deals full damage to it (instead

of the normal half damage taken by objects). Suddenly melting a *glacier* creates a great cloud of steamy fog that lasts for 1 hour.

The *glacier* is 20 feet thick. It covers up to a 100-foot-square area per caster level (so a 20th-level wizard can create a wall of ice 2,000 feet long and 100 feet high, a wall 1,000 feet long and 200 feet high, or any other combination of length and height that does not exceed 200,000 square feet). The entire area of the spell must be within the caster's line of sight, which frequently limits the practical maximum size of the spell. The plane must be oriented to be straight up and down, it is not possible to use *glacier* to create a ramp or tilted slope, or to lay it flat along the ground. A *glacier* must either be anchored on the floor or be anchored on two opposite sides.

Each 100-foot square of wall has 300 hit points. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 5d6 points of cold damage + 1 point per caster level (no save).





ICE MIRROR

School: divination (scrying)[cold]; **Level:** bard 4, druid 4, sorcerer/wizard 4

Casting Time: 10 minutes

Components: V, S, F (s sheet of ice)

Range: see text

Effect: magical sensor

Duration: 1 minute/level (D)

Saving Throw: none; **Spell Resistance:** no

Ice mirror creates an invisible magical sensor at a specific location that allows you to see as if you were at that location. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor can move at a fly speed of 10 feet, though it must have an unobstructed path to do so (the sensor is approximately 1 foot in diameter, and cannot squeeze through smaller spaces). As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. *Ice mirror* functions only on the plane of existence you are currently occupying.

ICE MIRROR, GREATER

School: divination (scrying)[cold]; **Level:** druid 8, sorcerer/wizard 8

Casting Time: 10 minutes

Components: V, S, F (s sheet of ice)

Range: see text

Effect: magical sensor

Duration: 10 minutes/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell functions like *ice mirror*, except as noted above. Additionally, you can cast

any 0- or 1st-level spells through the magic sensor it creates, counting spell ranges as beginning at the location of the sensor.

ICESHOCKLE

School: conjuration [cold]; **Level:** sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S

Range: personal

Effect: weapon of ice

Duration: 1 hour/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell creates an 8-foot long sharp growth of ice along one of the caster's forearms, jutting out five to six feet past his wrist, creating a frozen weapon that looks like a cross between a sword and a lance. This weapon can be wielded by the caster as a piercing/slashing reach weapon that deals 2d6 damage. The caster is automatically proficient with this weapon, and attacks with it as if he had a 20 Strength (if the caster's Strength is greater than 20, he can use his own modifiers). The weapon has a threat range of 19–20, and a x3 critical multiplier. Unlike most reach weapons, the *iceshockle* can be used to attack opponents adjacent to the caster as well as those 10 feet away. Since the ice covers one of the caster's hand, he cannot complete any Somatic components during the spell's duration.

At any time after casting, as a standard action the caster may fire the *iceshockle* at any target within 100 feet + 10 feet/level. This is treated as a ranged touch attack, and does critical damage automatically. This ends the spell's duration.

SERAC

School: conjuration [cold]; **Level:** sorcerer/wizard 2

Casting Time: 1 round

Components: V, S

Range: personal

Effect: 5-ft.-radius of moving ice

Duration: 1 hour/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell summons a platform of glacier-like ice two feet thick and five feet in radius. If the caster moves more than 25 feet from the *serac*, it evaporates. If the caster stands on the ice platform, it moves under his mental command. The platform can carry 800 lbs + 100 lbs per level at a speed of 40 ft. The caster can direct it at this speed each round as a free action, or cause the platform to take a double move as a move action.

The *serac* sticks to the ground and glides on a watery surface. It can flow over obstacles as high as five feet and a slope as steep as 45 degrees, ignoring difficult terrain. Any object or creature the caster wishes to stay on the platform has no chance of slipping off no matter how fast or wildly it moves. Anything that tries to remain on the platform against the caster's wishes finds the platform very slick (as if it was covered in a *grease* spell cast by the caster of the *serac*). The ice platform leaves an obvious path on typical terrain, giving a +10 bonus to anyone attempting to track its movements. On ground covered with snow or ice the platform leaves no trail, and actually places a -5 penalty on all efforts to track it.

Any time a [fire] spell of 3rd level or higher deals damage in the area of the *serac*, the caster of the [fire] spell should make a caster level check with a DC of 10 + (caster level of the *serac*). On a successful check, the *serac* spell ends.

WINTER WARRIOR

School: conjuration (summoning)[cold];

Level: sorcerer/wizard 6

Casting Time: 1 round

Components: V, S

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

Effect: summoned ice elemental

Duration: 1 minute/level

Saving Throw: none; **Spell Resistance:** no

This spell summons a large ice elemental (a hulking brute of jagged ice and packed snow). It appears where the caster wishes and can act immediately. It does its best to defend the caster and attack his enemies. If the caster can communicate with the elemental, it can be instructed to take other actions. It obeys the caster to the best of its ability. (Ice elementals are described in the Icy Options section, below.) As with all summoned monsters, this ice elemental cannot be summoned into an environment that cannot support it.

ICY OPTIONS

With the addition of new cold spells, it's only natural that some spellcasting classes have more cold-related options. Present below are the frost bloodline (for sorcerers), the cold specialist (for wizards), the ice domain (which may be taken by clerics, or

by druids selecting a cleric domain with their nature bond class ability), and a new feat called Cold Focus.

After those are two new monster options, the arctic and ice elemental templates, to broaden encounter options in cold terrains.

NEW ARCANES BLOODLINE

Frost Bloodline (Sorcerer)

Your family has ties to supernatural forces of the frozen north. Perhaps you come from a tribe of barbarians who are descended from frost giants, or maybe you were born with the mark of an ice linnorm on your skin.

Class Skill: Survival.

Bonus Spells: *chill touch* (3rd), *fog cloud* (5th), *sleet storm* (7th), *ice storm* (9th), *cone of cold* (11th), *freezing sphere* (13th), *greater ice mirror* (15th), *polar ray* (17th), *glacier* (19th).

Bonus Feats: Arcane Armor Training, Cold Focus*, Defensive Combat Training, Endurance, Great Fortitude, Light Armor Proficiency, Nimble Moves, Skill Focus (Survival).

*See New Feat section below.

Bloodline Arcana: Any time you cast a spell that deals damage, you may choose to have it deal cold damage instead of its normal damage type. When you use this ability, damaging spells you cast gain the [cold] descriptor. If the spell has an effect other than dealing damage there is no change to its non-damaging effect. If you use this ability with spells that have the [force] descriptor (such as *magic missile*), the spell loses that descriptor.

You treat all spells with the [fire] descriptor as one level higher for purposes of spells known and spell slots. Thus while you can choose to know *fireball*, for you it is a 4th level spell.



Bloodline Powers: The powers of cold and ice are your to command, and your mastery of them leads to an increasing personal stamina.

Arctic Ray (Sp): Starting at 1st level, you can unleash a ray of pure cold as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of cold damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Cold Resistance (Ex): At 3rd level, you gain cold resistance 5 can add a +2 bonus to all saving throws against natural cold hazard and spells and abilities with the [cold] descriptor. At 9th level, your resistance to cold increases to 10, and your save bonus against cold increases to +4.

Northern Resilience (Ex): At 9th level you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 15th level, and to +6 at 17th level.

Ice Armor (Sp): At 15th level as a move action you can surround yourself with a flexible suit of arcane ice, protecting you from attacks. The ice qualifies as light armor, with a -1 armor check penalty, +6 maximum Dexterity bonus to AC, and a 5% arcane spell chance. The ice gives you an armor bonus to AC equal to your class level, and lasts for one round per class level. You can use this ability a number of times per day equal to your Charisma bonus.

Lord of the North (Ex): At 20th level you become a paragon of northern resistance. You gain a +2 bonus to all Fortitude saves and immunity to cold damage. You never

treat any terrain in cold regions as difficult terrain. Any time you deal cold damage, you add +1 to each die of damage dealt. You can communicate telepathically with any creature of the [cold] subtype, and gain a +5 circumstance bonus to any Diplomacy checks made with such creatures.

NEW ARCANE SPECIALTY

Cold Specialist

Wizards who are cold specialists focus on arcane cold of all schools, rather than studying one school of magic as most wizards do.

Resistance (Ex): You gain cold resistance 10. At 11th level, this resistance increases to 15. At 20th level, this resistance changes to immunity to cold damage.

Intense Cold (Su): Whenever you cast a spell that deals cold damage, add 1/2 your wizard level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. At 20th level, whenever you cast a spell with the [cold] descriptor you can roll twice to penetrate a creature's spell resistance and take the better result.

Cold Mastery (Su): At 6th level, anytime you are within 30 feet of a creature of the [cold] subtype, as a free action you can make a Knowledge (arcana) check to learn its type (and all subtypes) and any information usually gained from a Knowledge check appropriate to its type. The DC of this check is 10 + the creature's CR.

You also make a Knowledge (arcana) check as a free action whenever anyone within your line of sight casts a spell with the

[cold] descriptor. The DC of this check is 15 + the spell's level. On a successful check you know the name, level, and general effect of the spell being cast.

Any time a spellcaster casts a spell with the [cold] or [fire] descriptors, and you have identified the spell being cast, you may use any prepared spell of the same or higher level in an attempt to counterspell the [cold] or [fire] spell.

NEW DOMAIN

Ice Domain

The ice domain is often associated with gods of the giant and dwarf pantheons, those who have a northern creature as a holy symbol, and any that include mountains in their concerns. Most communities in frozen terrains have at least one god with the ice domain.

Granted Powers: You can manipulate cold and ice, and are resistant to cold damage.

Ice Bolt (Sp): As a standard action, you can unleash a razor-sharp bolt of ice, targeting any foe within 30 feet as a ranged attack. This bolt of ice deals 1d4 piercing damage and 1d4 cold damage + 1 point of cold damage for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cold Resistance (Ex): At 6th level, you gain cold resistance 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

Domain Spells: 1st-*biting cold*, 2nd-*frostfield*, 3rd-*serac*, 4th-*ice mirror*, 5th-*algid aura*, 6th-*cone of cold*, 7th-*avalanche*, 8th-*greater ice mirror*, 9th-*glacier*.

NEW FEAT

Cold Focus

Prerequisite: Able to cast one spell with the [cold] descriptor

Benefit: Add +2 to the Difficulty Class for all saving throws against spells you cast with the [cold] descriptor. This bonus is considered to be a Spell Focus bonus, and thus does not stack with any additional Difficulty Class increases you receive from the Spell Focus feat.

NEW TEMPLATES

Arctic

Arctic is a simple template for living creatures, though it is most common among animals and magical beasts. It has a +0 CR modifier. Arctic versions of all animal companion types exist, and are available to characters with animal companions.

Arctic creatures take only half any cold damage dealt to them, and suffer a -2 penalty to saving throws against fire damage and spells with the [fire] descriptor. They gain a +5 bonus to Fortitude saves from natural cold dangers, the DC of their Fortitude saves against natural cold dangers does not increase (it's always DC 15), and they are treated as if wearing cold weather gear.

Arctic creatures are generally white, and thus receive a +5 bonus to Stealth checks in snowy conditions.

Arctic creatures suffer a -2 penalty to all Fortitude saves against natural heat dangers, and a -5 penalty to Stealth checks made in areas that are not snowy.

Ice Elementals

Ice elemental is a template used to turn earth elementals into creatures of elemental ice, by making the following changes.

- Remove the [earth] subtype and earth mastery.
- Ice elementals speak Aquan, and do not speak Terran.
- Add the [cold] subtype and the special ability "freeze."

Freeze (Ex): Those hit by an ice elemental's slam attacks must succeed as a Reflex save or suffer frostbite. The Reflex save DC is (10 + ice elemental's hit dice + ice elemental's Con modifier). Those that fail suffer cold damage equal to the elemental's slam attack each round for 1d4 rounds. If a heat source is available (such as a torch), as a move action a freezing character can use the heat source to thaw himself and avoid future damage. If an ice elemental strikes a creature that is already freezing, the amount of damage the creature takes each round is not increased, but the duration of the cold damage is extended by +1d4 rounds.

Creatures that hit an ice elemental with natural weapons or melee attacks (other than reach attacks) take freezing damage as though they were hit by the elemental's slam attack.

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