

## Water - Frost

**All Slow effects from this group lock at a cap of 1/2 the targets total movement speed. They can't have a target lose more than 1/2 of their movement from these effects. The only exception is Permafrost**

### 1 – Frost

Time to Cast: 2 round  
Resist Check: 3d6 PWR  
Target: LOS 100'  
Duration: 4 + 2/F Rounds  
Area: 30 +5/F Radius  
Effect: Frost things

The caster coats an area in a layer of frost. Killing most smaller plant life, but also weakening objects and structures, effectively losing 8 points of STR. Magical structures and items get a 3d6 PWR resist check or else they are also affected.

### 2 – Frost Cloud

Time to Cast: 1 round  
Resist Check: 4d6 vs AGI  
Target: LOS 120'  
Duration: 4 rounds + 1/F  
Area: 1+1/2F Creatures  
Effect: Slow

The caster breathes cold air and wraps it around targets and those that fail the resistance check lose 30 ft of movement for 3 rounds.

### 3 – Ice Bubble

Time to Cast: 1 Round  
Resist Check: Willing Target  
Target: Touch  
Duration: 3+ 1/4F rounds  
Area: Single Target  
Effect: Prevent Fire AOE

An aura of intense cold that is 10+5/F' radius surrounds a target, those inside the radius gain effective 2 ranks of fire resist that stack only with creature ability fire resist. This does not move with the caster/target.

### 4 – Frost Wall

Time to Cast: 1 round  
Resist Check: none  
Target: LOS 5'  
Duration: 2+1/F minutes  
Area: 5' x 7' x 2"  
Effect: Frost Wall

The caster creates a wall of ice in front of him, blocking or creating an obstacle. The wall is translucent so you may target LOS past it.

### 5 – Field of Ice

Time to Cast: 1 round  
Resist Check: 4d6 AGI  
Target: LOS 120'  
Duration: 4 rounds  
Area: 20' + 5/F' radius  
Effect: Area of frost

The caster coats a ground in thin, slippery layer of ice. People moving through this area that move more than 10' per round need to make the resistance check or fall prone. This can be used to make a layer of ice on a surface of a liquid such as a lake

### 6 – Frostmourne

Time to Cast: 2 round  
Resist Check: 4d6 Hea  
Target: Touch  
Duration: 2 + 1/F minutes  
Area: Weapon  
Effect: Frosty Attack

The caster enchants a weapon with cold. The attacks do an additional d6 of cold damage and on a hit, the target loses 2 + 2/F' of movement for 3 rounds if they fail the resist check which occurs on each hit.

#### 7 – Frost Armor

Time to Cast: 1 Round  
Resist Check: Willing target  
Target: Touch  
Duration: 2+1/F minutes  
Area: Armor  
Effect: Protective Aura

The caster enchants armor temporarily giving it an aura of cold. All that engage in melee combat against the target take 1 + 1/2F cold damage and lose 2+1/2F' movement speed per strike on the target. This loss lasts 3 rounds.

#### 8 – Frost Ball

Time to Cast: 1 round  
Resist Check: 4d6 HEA for Half  
Target: LOS 80'  
Duration: Instant  
Area: 20+5/F' Radius  
Effect:

The caster launches a ball of frost that damages all inside the effect for 6d6 cold damage and reduces the movement of enemies by 20' for 3 rounds. Passing the resist check also reduces the movement loss by half.

#### 9 – Chilly Wind

Time to Cast: 1 round  
Resist Check: 5d6 vs HEA  
Target: LOS 100'  
Duration: 2 +1/F rounds  
Area: 1+1/2F Creatures  
Effect: Susceptibility to damage

The caster blows cold air, those that fail are chilled by the cold air and take an additional + 2 from all damage sources. This won't stack with itself

#### 10 – Ice Lance

Time to Cast: 1 Round  
Resist Check: 5d6 HEA for Half  
Target: Los 80'  
Duration: Instant  
Area: 80 + 20/F' x 5' Line  
Effect: Spear

The Caster Launches a giant spear of ice from his hands, dealing 9d6 of cold damage. If they fail the resist check, they also lose 1/5 of their movement speed for 3 rounds

#### 11 – Weakening Air

Time to Cast: 1 round  
Resist Check: 5d6 HEA  
Target: LOS 40'  
Duration: 2 rounds  
Area: 20 +5/F' Radius  
Effect: Weaken foes

The caster sends a blast of chilling air. During the casting, the caster chooses either one and only one of the following for those that fail the check to gain: INF STR, INF AGI, INF HEA. You can't give a target more than 1 rank of a specific inferior using this spell.

#### 12 – Perma-frost

Time to Cast: 2 Rounds  
Resist Check: 5d6 HEA  
Target: Touch  
Duration: 4+1/F Rounds  
Area: Single Creature  
Effect: Freeze Member

The caster freezes a target. They can't move and are unmovable and are unable to cast spells. The ice has a DP pool of 50. Upon hitting 0, the ice shatters and the target is unfrozen. This does not kill the target

#### 13 – Cold Heart

Time to Cast: 1 Minute  
Resist Check: None

Gain 1+1/4F ranks of resist cold. This can't increase the ranks of resist cold above 4. You can't have more than 2 castings of this effective active.

Target: Caster  
Duration: 1 Year  
Area: Self  
Effect: Resist Cold

#### 14 – Frost Walk

Time to Cast: 1 Round  
Resist Check: Willing Target  
Target: Multi-Touch  
Duration: 4 + 2/F Hours  
Area: Touched Players  
Effect: Walk on Air

Caster enchants the beings that he touches. The targets may at will freeze the air at the bottom of their feet allowing them to run in such a way that they can walk on air.

#### 15 – Preserve

Time to Cast: 3 Rounds  
Resist Check: 6d6 VS HEA  
Target: Touch  
Duration: Permanent  
Area: Single Target  
Effect: Imprison or Preserve

The caster freezes an entity if they fail the resist check. Then, if the caster desires, he may have the target make an additional 4d6 HEA resist check or die. Otherwise, the target is magically preserved, preventing decay and keeping the target alive if it is alive. Target is not aware of time passing if kept alive in this state.

#### 16 – Frost Beam

Time to Cast: 2 Rounds  
Resist Check: 6d6 vs HEA  
Target: LOS 100'  
Duration: Instantaneous  
Area: Line 10" Wide  
Effect: Freezing Beam  
Massive Damage

The caster fires a beam of ice that deals 10d6 cold damage in a line to a target. Then at that point. In a 20+5/F' Radius, an explosion of 14d6 cold damage occurs.

The resist check is applied for both sources of damages, so only 1 roll is necessary.