

Player Character Accessory PLC1

SCHOOL OF CRYOMANCY

For use with the Dungeons & Dragons 5th Edition

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The wizard who learns to harness the innate power of the tundra and the driving ice of the frozen north can command great respect across the land. Though the chilly arcane arts are not well known in the Realms at large, a small number of dedicated cryomancers are beginning to set out and make it known that the effects of the coldest magic are enough rival the impressive might of any fire mage. This article presents a new Arcane Tradition available to wizards along with 13 new icy spells!

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School of Cryomancy

Written by "Weird Dave" Olson

In the frozen north, wizards learn to harness the power of the world around them – snow, frost, ice, and cold. They manipulate these elements, learn to control them and bend them to their wills, but in doing so many of them lose touch with the world itself. The more powerful cryomancers grow distant and remote in their dealings with others, shuttering themselves away in frozen towers and keeping the years at bay through constant study and focus on their art.

The School of Cryomancy is an Arcane Tradition available for wizards to select once they reach 2nd level.

The Guild of Wintercrest, located in a mountainous region of the High Ice north of the Anauroch, are the primary keepers and teachers of cryomancy. They jealously guard their icy secrets, but if a student impresses them enough they may allow a prospective wizard to join and learn the magic of the frost and snow. More information about this guild can be found in **DMA1 Guild of Wintercrest**.

Cryomancy Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a cryomancy spell into your spellbook is halved. Cryomancy spells are as follows (those marked with an asterisk are new in this article).

Cantrip

Chilly Gaze*
Ray of Frost

1st Level

Chromatic Orb
Winter Spray*

2nd Level

Gust of Wind

Icicle Spear*
Zone of Arctic Cold*

3rd Level

Icy Gaze*
Sleet Storm
Snow Cone*

4th Level

Boreal Wind*
Glacial Ward*
Ice Storm

5th Level

Cone of Cold
Deep Freeze*
Impaling Icicles*

6th Level

Otiluke's Freezing Sphere
Wall of Ice

7th Level

Polar Ray*

8th Level

Avalanche*

9th Level

Falling Glacier*

Frozen Magic

Wizards who specialize in cryomancy learn to weave the power of frost and cold into all of their spells. Starting at 2nd level, whenever a creature is affected by one of your spells, you can choose to imbue the spell with a burst of cold energy. In addition to other effects, the creature's speed is reduced by 10 feet until the start of your next turn. Creatures immune to cold are not affected by this ability.

Ice Skin

Beginning at 6th level, you have worked with cryomantic power long enough to be physically affected by its numbing powers. You have resistance to cold damage.

Piercing Cold

Starting at 10th level, you learn to tap into a source of unbelievably powerful cryomantic magic. When you cast a spell from the Cryomancy Savant list and it deals damage, targets who are immune to cold are instead resistant to cold. If a target was resistant to cold originally, they now suffer full damage from your cold spells. All creatures are now affected by your Frozen Magic ability as well.

In addition, any damaging spell you cast from the Cryomancy Savant list deals an extra +1 damage per die.

Cryomancy Master

Beginning at 14th level, you can increase the potency of your cryomancy spells. When you cast a spell from the Cryomancy Savant list, you can use your bonus action to impose disadvantage on a single creature's saving throw that is affected by the spell. You can use this ability a number of times per day equal to your Intelligence modifier.

New Spells

Most of these spells originated and are tightly controlled by the Guild of Wintercrest, though a few rogue wizards have decided to share their magical secrets against the guild's express desires.

Avalanche

8th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (handful of white fleece)

Duration: Instantaneous

With this spell you summons forth a torrential downpour of snow to trap and freeze opponents. Within a 40-foot cube a massive amount of snow and ice shards fall immediately. Creatures in the area must make a Constitution saving throw. A creature takes 10d8 points of cold damage on a failed save, or half as much damage on a successful one.

The amount of snow summoned with an *avalanche* spell buries the 40-foot affected area completely up to 10 feet, containing roughly 16,000 square feet of snow. Any Large or smaller creature in the area is buried in the snow and begins to suffocate immediately.

The snow from *avalanche* lasts until it melts naturally.

Boreal Wind

4th-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S

Duration: Concentration, up to 1 minute

By means of this spell the caster summons forth a line of icy wind and blowing snow 100 feet long and 10 feet wide from an outstretched hand. Each creature that starts its turn in the line suffers 2d6 cold damage

and must make a Strength saving throw. On a success they are pushed back 5 feet, and on a failure they are pushed back 20 feet and knocked prone.

Any creature in the line must spend 3 feet of movement for every 1 foot it moves when moving closer to you. The wind disperses gas or vapor, and it extinguishes candles, torches, and similar flames in the area, including lanterns.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Chilly Gaze

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

The caster of this spell calls upon a wellspring of frozen arcane power that dwells within the mind and directs it to a single target within range. The caster fixes the target with a gaze, who must make a Constitution saving throw. On a failure the target's walking speed is reduced to 5 feet if it's walking speed was 5 feet or greater until the start of your next turn.

Deep Freeze

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (small crystal ball worth 100 gp)

Duration: Concentration, up to 1 minute

You create a 40-foot-radius sphere of numbing cold within range. Each creature in the sphere must make a Constitution saving throw. A creature takes 3d8 points of cold damage on a failed save and is paralyzed for the duration. On a successful save they suffer half damage and have their movement reduced in half until the end of their next turn. A paralyzed creature takes 3d8 points of cold damage at the start of each of its turns, and

at the end of each of its turns the target can make another Constitution saving throw. On a success, the spell ends on the target but they have their movement speed reduced in half until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create a 10-foot larger sphere for each slot level above 5th.

Falling Glacier

9th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Instantaneous

You create a single large block of ice (40-foot cube) that drops from the sky onto a spot you select in range. The iceberg then shatters if it encounters a solid surface. Enormous shards of ice scatter in all directions, affecting nearby creatures based on how far they are from the center of the area.

Within 20 Feet of the Center Point.

Any creature or object directly beneath the iceberg takes 20d6 points of bludgeoning damage and 20d6 points of cold damage and is buried in snow. Huge or smaller creatures begin to suffocate when buried in snow, while Gargantuan creatures have their walking speed reduced to 0 feet.

Between 20 Feet and 40 feet of the Center Point. Creatures and objects in the middle section of the area must make a Dexterity saving throw. On a failure they suffer 20d6 points of bludgeoning damage and 20d6 points of cold damage, or half that on a success. Creatures that fail the saving throw are buried in snow. Large or smaller creatures begin to suffocate when buried in snow, while Huge and Gargantuan creatures have their walking speed reduced to 0 feet.

Between 40 Feet and 60 Feet of the Center Point. Creatures in the outermost section must make a Dexterity saving throw. On a success, they suffer 10d6 points of bludgeoning damage and 10d6 points of cold damage, or half that on a success.

Glacial Ward

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (pinch of sulfur)

Duration: Concentration, up to 1 hour

A faint, shimmering reddish energy encases the target's body, granting resistance to fire damage. In addition, the target gains advantage on any saving throw versus any fire-related effects or spells.

Icicle Spear

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You summon a trio of sharp, transparent icicle spears and shoot them from your outstretched fingertips. The icicle spears can be hurled at one target or separate within range. Make a ranged spell attack for each icicle spear. On a hit, the target takes 2d6 cold damage.

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

Icy Gaze

3rd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Your eye flares with an icy blue fire and you can fix your gaze upon a target creature within range each round. The target must make a Constitution saving throw. On a failure, the creature suffers a level of exhaustion. A creature cannot advance to 4 or more levels of exhaustion through the use of this spell.

Impaling Icicle

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You summon a massive, sharp icicle in a 100-foot line in front of you. The icicle shoots out, and any creature in the line must make a Dexterity saving throw. On failure the affected creature suffers 4d6 cold damage and 4d6 piercing damage, or half that damage on a successful save. Creatures that fail the saving throw are pushed back along the path of the icicle 20 feet. Creatures that succeed on the save must move to either side of the line (their choice) immediately.

The icicle is stopped by stone at least 6 inches thick and wood at least 1 foot thick, but has enough penetrating force to move through lesser materials. Creatures pushed back by the icicle that collide with a solid object suffer 2d6 bludgeoning damage as well.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cold damage or the piercing damage (your choice) increases by 1d6 for each slot level above 5th.

Polar Ray

7th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (small glass prism)

Duration: Instantaneous

A pair of blue-white rays of arctic air and ice shoot from your hand. The rays can target different creatures or the same creature. Make a ranged spell attack for each ray. On a hit, the target takes 5d8 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you gain an additional ray for each slot level above 7th.

Snow Cone

3rd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (fir cone)

Duration: Instantaneous

A powerful, frigid blast of snow and ice flies from your hands. Each creature in a 30-foot cone 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. In addition, any creature that fails their saving throw is knocked prone.

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.

Winter Spray

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

This spell allows the caster to extend a hand forward and shoot a spray of icy wrath in a small cone forward. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one. In addition, those that fail are knocked prone by the force of the spray.

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.

Zone of Arctic Cold

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (small pack of snow)

Duration: Concentration, up to 1 minute

You create a zone of subzero cold within a 20-foot cube in range. Creatures that begin their turn in the zone suffer 1d4 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d4 cold damage for each slot level above 2nd.

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