

Magician Base List 3.4.3

ICE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Freeze Liquid	1 cu'/lvl	C	10'	F
2)	Cool Solid	1 cu'/lvl	24 hr	10'	F
3)	Wall of Cold	10'x10'x1'	1 rnd/lvl	100'	E
4)					
5)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Ice Bolt I	1 target	—	100'	DE
7)	Cold Ball II	20'R	—	100'	BE
8)	Wall of Ice	10'x10'x2'	P	100'	E
9)	Call Cold I	10'x10'x10'	1 rnd/lvl	10'	E
10)	Circle of Cold	20'R	1 rnd/lvl	self	E
11)	Ice Bolt III	1 target	—	300'	DE
12)	Water/Ice	10 cu'/lvl	P	100'	F
13)	Chill Metal	1 object	24 hr	10'	F
14)	Call Cold II	20'x20'x20'	1 rnd/lvl	20'	E
15)	Ice Bolt V	1 target	—	500'	DE
16)	Triad of Ice	3 targets	—	100'	DE
17)					
18)	Call Cold V	50'x50'x50'	1 rnd/lvl	100'	E
19)					
20)	Cold Ball IV	40'R	—	300'	BE
25)	Rain/Snow	1 mile R	varies	self	E
30)	Cold True	1000'R/lvl	24 hr	self	E
50)	Cold Mastery	varies	1 rnd/lvl	varies	U

1. Freeze Liquid — For every level of the caster, 1 cubic foot of liquid is cooled to freezing at a rate of one cubic foot per round. This will not drop a liquid's temperature below -20°F (thus, liquids with a freezing point below -20°F will not freeze).

2. Cool Solid — Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cubic foot per round of concentration.

3. Wall of Cold — Creates a clear wall of intense cold (up to 10'x10'x1'). Anyone passing through this wall takes an 'A' Cold critical (no RR).

5. Chill Solid — As *Cool Solid*, except material can be cooled to -200°F, at a rate of 50°F per round. The caster must concentrate to decrease the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).

6. Ice Bolt I — A bolt of ice is shot from the palm of the caster. Resolve attack on the Ice Bolt Attack Table.

7. Cold Ball II — A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 20'R area. Resolve attack on the Cold Ball Attack Table.

8. Wall of Ice — Summons a wall of ice up to 10'x10'x(2' at base, 1' at top). It can be melted through *or* chipped through *or* toppled (if not against a solid surface).

9. Call Cold I — As *Wall of Cold*, except it creates a cube of cold (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or that is caught inside) the cube takes an 'A' Cold critical.

10. Circle of Cold — As *Wall of Cold*, except "wall" is 10' high and forms a 20'R circle (6" thick) with the caster at the center (the wall will not move with the caster).

11. Ice Bolt III — As *Ice Bolt I*, except range is 300' *or* if used within 100' hit point damage is doubled *or* a +30 attack bonus added (chosen at the time of casting).

12. Water/Ice — For every level of the caster, changes 10 cubic foot of water to ice, instantly.

13. Chill Metal — As *Chill Solid*, except chills metal to the point that it becomes extremely brittle (1 object only). Under normal conditions, a metal object being struck upon or used to strike with has a 50% chance of breaking (modified by weapon bonus and possibly other factors, see notes below). Each following minute the breakage chance will decrease by 10 until it returns to normal (i.e., it warms up).

14. Call Cold II — As *Call Cold I*, except size is up to a 20' cube and the range is 20'.

15. Ice Bolt V — As *Ice Bolt I*, except range is 500' *or* if used within 100' hit point damage is tripled *or* a +50 attack bonus added (chosen at the time of casting).

16. Triad of Ice — Three bolts of ice are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (Icebolt) to only one of the attacks (the others get a +0 OB).

18. Call Cold V — As *Call Cold I*, except size is up to a 50' cube and the range is 100'.

20. Cold Ball IV — As *Cold Ball II*, except area of effect is 40'R and the range is 300'.

25. Rain/Snow — Changes all rain within 1 mile of the caster to snow. The area of effect decreases by 500'R for every 10°F above freezing.

30. Cold True — Causes the temperature to drop 1°F every 10 minutes up to a number of degrees equal to the caster's level.

50. Cold Mastery — Caster can use any one lower level spell (on this list) each round.

SPECIAL NOTES

1) See Section 7.1.13 for more information on walls (and spell effects on walls).

2) Chill Metal. Factors that may affect the chance of breakage include the material thickness (a rapier will usually break easier than an iron bar), magical properties, material quality and the way it is used. An axe used to batter down a sturdy oak door might have an increased chance of breakage while, on the other hand, a short dagger used to stab an unarmored victim may have a reduced chance.