

## COLD SNAP

3rd-level evocation (Druid, Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** 1 round or 10 minutes

With a snap of your fingers you banish heat from a target. There are two possible uses for the spell, targeting either one creature that you can see within range or an targeting an area of liquid — such as water, acid, mud, snow, quicksand, or lava.

If you target a creature, it must make a Constitution saving throw. On a failure, the target takes 5d10 cold damage and is restrained until the end of your next turn. In addition, it gains one level of exhaustion unless it has resistance or immunity to the spell's damage. On a success, it only takes half damage and it doesn't suffer any other effects from the spell.

If you target an area, your magic affects a portion of liquid that you can see within range and fits into a 30 foot cube. The affected liquid is frozen solid for 10 minutes, provided that there are no creatures in the area. Not all liquids lose their properties when frozen. For example, frozen lava may still be extremely hot to the touch, and frozen acid may still sting or even cause damage in extreme concentrations.

Exhaustion caused by this spell is removed from a creature when it finishes a short or long rest in a warm environment.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 1d10 and the size of the cube increases by 10 feet for each slot level above 3rd.

## FROST ARMOR

4th-level evocation (Wizard only)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a small crystal and a metal armband)

**Duration:** Concentration, up to 10 minutes

You point at one creature that you can see within range that is wearing armor. The target's armor becomes frosted and icy until the spell ends, protecting the target and granting it the following benefits while worn:

- The target has resistance to cold damage.
- The target has a +2 bonus to AC.
- When the target is hit with a melee attack by an attacker within 5 feet of it, if the attacker doesn't have resistance or immunity to cold damage, its speed is reduced by 15 feet and it has disadvantage on weapon attack rolls until the end of its next turn.



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