

# Frost Fingers



## Evocation

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: ½

This is essentially a cold form of the burning hands spell. When cast, it causes freezing cold and shards of ice to blast from the caster's fingertips to a distance of 3 feet in a 120-degree arc in front of the caster. Any creature in this area suffers 1d3 points of damage, plus 2 points for every level of the spellcaster, to a maximum of 1d3+20 points of cold damage. Those who make a successful saving throw vs. spell receive half damage. Liquids engulfed by the cold will freeze unless an item saving throw vs. cold is made.

Notes: Common for Frost mages and Savage mages of the North; otherwise very rare. Known to be in The Codicil of White.