

# HOW I RUN IT'S DWEOMER DAY: OLD SPELLS MADE NEW

## NAZ'S BANDS OF ICE

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*4th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** M, S, V (a stylized crystal snowflake worth at least 50 gps)

**Duration:** Concentration (up to 10 minutes)

Upon casting this spell, you are able to trap a chosen small, medium or large creature that you can see and that is within range in magical bands of ice. Creatures so bound are restrained and cannot take the attack action or cast spells with somatic or material components. Creatures so restrained take 4d8 points of cold damage at the end of each of their turns. The target may spend an action on their turn to make a Strength saving throw to break free of the ice.

This saving throw is made with advantage if the spell is cast in an environment of 100 degrees or more. Conversely, the saving throw is made at disadvantage in environs below freezing. Furthermore, the duration of the spell is halved (hot) or doubled (cold) based on the environment the spell is cast in. Creatures made of fire or with the heated body or heated weapons ability make their saving throws with advantage and the duration is also halved (rounded down). Thus the spell cast on a fire elemental in a hot environment would last 2 minutes at most.

Exposure to other forms of magical fire may weaken the bands of ice, further decreasing the duration and/or allowing for an immediate additional saving throw for the restrained creature. Sustained magical fire (like a nearby *Wall of Fire*) will decrease the duration by half, while blast of magical fire (such as a *fireball*) allows for an additional immediate Strength saving throw to escape as a reaction. Of course, the target may also suffer fire damage from the source.

**At Higher Levels** When you cast this spell using a slot of 5th level or above the restrained creature suffers an additional 1d8 points of cold damage for each spell level above 4th at the end of each round.

### SOURCE

Stump, Rich. "Arcane Lore: The Spells of Naz." *Dragon Magazine* #200 (January 1994) - p.40.