

### Arctic Law

Level	Spell	Area of Effect	Duration	Range
1)	Sure-Footed	Caster	10min/lvl	S
2)	Snow Sight	Caster	10min/lvl	S
3)	Resist Cold	Caster	10 min/lvl	S
4)	Snow Cloak	Caster	10 min/lvl	S
5)	Refuge I	10'r	P	10'
6)	Fleet-Footed	Caster	10min/lvl	S
7)	Ice Passage I	10'Lx5'Wx6'H	P	touch
8)	Icicle	1 Target	--	100'
9)	Snow Merge	Caster	1 min/lvl	S
10)	Crystalize	1 Object	-	100'
11)	Light-Footed	Caster	10min/lvl	S
12)	Ice Armor	Caster	1min/lvl	S
13)	White Out	10'r/lvl	1 min/lvl	10'
14)	Ice Warrior I	1 Creature	10min/lvl	10'
15)	Cold Ball I	10'R		100'
16)	Ice merge			
17)	Refuge II	1'R/lvl	P	10'
18)	Ice Passage II	10'L/lvlx5'Wx6'H	P	10'
19)	Snow Freeze	10'r/lvl	1min/lvl	100'/lvl
20)	Icicles	1 Target	-	100'
25)	Ice Warrior II	1 Creature	10min/lvl	10'
30)	One with the Wild	1 Target/lvl	10min/lvl	10'
35)	Ice Sphere	5'r/lvl	1min/lvl	
40)	Mass Refuge	1 chamber/lvl	P	100'/lvl
45)	Blizzard	100'/lvl	1 hour/lvl	100'/lvl
50)	Ice Army	1 creature/lvl	10min/lvl	100'/lvl

1. Sure-Footed - Caster can walk on snow and ice as if on regular ground. Caster will also be aware of any treacherous footing, hidden ice chasms, thin ice over water etc.

2. Snow Sight - Caster can see normally in arctic conditions including sun-blinding, snow blindness etc.

3. Resist Cold - Caster is immune to all natural cold to -50d F. and receives +20 to all cold attacks.

4. Snow Cloak - Caster is blanketed with a white sheen of camouflage. +50 to Stalk/Hide in snow environment.

5. Refuge I - Spell will create a 10' diameter dome or ice cave that provides shelter from snow and cold. Interior will remain at 32d.

6. Fleet-Footed - As Sure-Footed but Caster can move at any pace.

7. Ice Passage I - Spell creates passage through snow or solid ice 6' high, 5' wide and 10' deep.

8. Icicle - A jagged 3' long icicle shoots from Casters hand. Use Bow attack table.

9. Snow Merge - Caster will sink/merge into loose or hard pack snow safely for duration. Caster cannot move, but will have awareness of activity within 10'.

10. Crystalize - Spell will freeze 1 object instantly, covering it in glittering frost. Creatures must make an RR at -25 or receive a "C" Cold critical. Object must make a breakage check at -50.

11. Light-Footed - As Sure-Footed but Caster can move at any pace and will not leave a trace or mark on the surface.

12. Ice Armor - Caster is encased in crystal ice. Armor acts as AT 10 and provides +50 to ice/cold attacks.

13. White Out - Spell creates a blinding swirl of snow and ice in AoE. Anyone inside the effect will be blinded and at -100 to seeing/perception.

14. Ice Warrior I - Spell creates a Medium size figure of Ice. (Treat as Ice Golem). Creature will obey simple commands from caster for duration.

15. Ice Ball I - A 1' diameter ball of ice is shot from the palm of the caster. Upon reaching the selected target/location, it expands to affect a 10'R area. Resolve attack as MEDIUM on the Ice Ball Table. Spell requires a proximate source of snow or ice.

16. Ice Merge - As Snow Merge, but Caster can merge into ice.

17. Refuge II - As Refuge I, but will create a snow dome or ice cave 1'R/lvl.

18. Ice Passage II - As Ice Passage I, but length of tunnel is 10'/lvl.

19. Snow Freeze - Spell will turn snowy ground cover into a thick, sticky, freezing surface. Movement through area is at -75%.

20. Icicles - As Icicle I, except Caster can cast 1 Icicle/5 lvls. Only 1 attack gets a Skill bonus, the remaining attack at +0.

25. Ice Warrior II - As Ice Warrior I, but creature is V. Large.

30. One with the Wild - As Light-Footed, Snow Cloak & Ice Armor and can be cast on 1 person/lvl.

35. Ice Sphere - Spell creates a globe of magical ice that surrounds the caster. Sphere is immune to any cold/ice attacks and can absorb 10hits/lvl before being destroyed.

40. Mass Refuge - As Refuge I, but Caster can make 1 10'r chamber/lvl and rooms are connected via a 10' passage.

45. Blizzard - Summons a blizzard for duration of spell. (2-6' accumulation). reducing visibility and movement by 70%, -30 to Fatigue rolls, -30 to MM and +5 to fumble range.

50. Ice Army - As Ice Warrior I, but creates 1 creature/lvl.