

Thrym

(Lord of the Frost Giants, King of Ice, Glaciallord, the Winter Storm)

Intermediate Power of Ysgard, CE

PORTFOLIO:	Cold, ice, snow, winter, arctic and winter storms, glaciers, high mountains, fortifications, frost giants
ALIASES:	Thrymr
DOMAIN NAME:	Ysgard/Jotunheim (Thrymheim)
SUPERIOR:	Annam
ALLIES:	Auril, Grolantor, Hred, Karontor, Shakak, Telchur, Vatun
FOES:	Clangeddin Silverbeard, Epona, Heimdall, Kostchtchie, Loki, Rellavar Danuvien, Surtr, Tarsellis Meunniduin, Thor, Ulutiu, Uthgar, the Aesir and Vanir, gnomish pantheon, the Morndinsamman, the Seldarine
SYMBOL:	White double-bladed axe
WOR. ALIGN.:	LN, N, CN, LE, NE, CE

Thrym the Glaciallord is the patron of the frost giants, the aggressive breed of giants who live in glacial and arctic lands. The King of Ice controls winter and winter storms, sending cold, snow, and ice against the enemies of his people. As the Lord of the Frost Giants, he is held to be the protector and leader of that race, preparing them for the day their worlds will be encased in ice and they will rule.

Thrym's relationship with much of the rest of the Ordning is strained at best. He is one of Annam's second generation of sons, along with Surtr and Skoreaus; and like them, he was a disappointment to his father. The All-Father wished for a brood of sons much like himself; the Glaciallord however was very aggressive and cared for little beyond the frost giants he felt the most affinity for. Thrym especially despises his brother Surtr; each represents incompatible portfolios and believes they will remake the worlds of the multiverse in a manner suitable for their favored followers, to the exclusion of all others. While he gets along fairly well with his younger brothers Grolantor and Karontor, he finds them unruly and unpleasant, preferring to bully them into going along with his plans. He pays little attention to Memnor, disliking his underhanded and indirect ways of doing things; strength and skill at battle are better tools than magic or deceit. The Glaciallord considers his elder brother Stronmaus insipidly cheerful, and despises the beneficent storms the Smiling God enjoys so much. Hiatea has earned his grudging respect due to her combat skills, although he'd rather see such abilities used to shatter the strength of the Jotunbrud's foes rather than protection of communities; after all, they wouldn't need protecting their foes were all rotting corpses on the field of battle. He holds a grudge against Iallanis and considers her a hypocrite for not helping him win the Vanir deity of love and beauty for his wife, and still feels the sting of her chastisement. The only member of the Ordning the King of Ice welcomes to his hall with few reservations is Diancastra, as she always comes with good drink, good music, and good stories. For such delights, he can even give a pass to her meddling nature and friendship with his foes so long as she doesn't work directly against him. Till, despite the conflicts and poor feelings, he can count on her aid of the Ordning in the face of dire threats that could envelop all the Jotunbrud if left unchecked.

Much like his brother Surtr, Thrym spends more of his time paying attention to the affairs of the Aesir and the Vanir than to those of the Ordning as a whole. He has long lusted after the Vanir power Freya and ever seeks to make her his wife despite her rebuffs, and it is this singular goal that has led to much of his conflicts with the gods of Asgard. His first plot to win her wasn't far the most convoluted plan of all. He convinced his brother Skoreaus to lend him the portfolio of building with stone; some say the Glaciallord's subsequent misuse and corruption of this portfolio were what caused the Living Rock to isolate himself from his fellow members of the Ordning. Thrym then used powerful magic to steal the near-divine stallion Svadilfari from the herds of the Tuatha de Danaan patron of horses, Epona, and disguised himself with illusions so no one would recognize him as a giant. Taking Svadilfari with him to Asgard, he offered to build an impenetrable wall around Valhalla within three seasons in exchange for the goddess Freya and the minor deities Sol

and Mani. It is said he added the other two to the bargain to disguise his ultimate goal. The Aesir, at the urging of Loki, whom Thrym had earlier bribed, accepted this bargain, with the stipulation that he could receive no help from any other man and must complete it within one season. Knowing that his own strength and the power of Svadilfari were more than enough, he set to work, and progressed much faster than the Aesir ever expected. In a panic, the gods of Asgard demanded Loki do something to stop the building progress, for it was he that convinced them to accept the construction in the first place. Louie, having taken the form of a mare in heat, intercepted Thrym and Svadilfari retrieving more stone from a quarry; the stallion, smelling the scent of the mare, broke his tether and gave chase. The King of Ice, knowing he could never complete the wall in time alone, also gave pursuit, and Loki led them on a merry chase until just before the deadline was up. Sometime during this escapade, the other members of the Aesir were made aware of Thrym's deception, and upon returning, Thor confronted the King of the Frost Giants; the battle was quick and Thrym barely escaped with his life. His second attempt included the brilliant theft of Thor's hammer Mjolnir in a manner he has never revealed. When Loki came looking for the weapon, the Glaciallord revealed he had stolen and hidden it, and would only trade it for Freya as his bride. However, Freya refused this, and at the suggestion of Heimdall, Thor himself arrived in Thrymheim wearing a bridal gown and magically disguised as Freya. With Loki at his side, equally disguised, they tricked Thrym into handing over Mjolnir as part of the wedding ceremony, whereupon Thor revealed himself and slew many of the gathered frost giants, and once again the King of Frost Giants barely escaped with his life. Thrym's hatred for the Aesir storms inside him like an unrelenting blizzard, but he currently has not thought of a way to gain revenge and take Freya as his wife; should he come up with a plan, however, one can be assured he would implement it immediately.

Thrym maintains cordial relations with most other deities of winter, and works with them in opposition of the powers of spring. He has romanced both Auril and Hred, but feels neither can possibly compare to Freya. He is close to Shakak, Telchur, and Vatun, although he won't expend his own energies in an attempt to free the latter. He is careful to keep himself neutral when conflicts between those other powers arise as well, preferring to side with no one. One exception is Ulutiu, a minor god of glaciers from the world of Toril; Thrym's hatred of the Eternal Sleeper stems from his affair with one of Annam's wives and his protection of the glacier-living humans of that world. The King of Frost Giants also holds strong grudges against the patrons of the snow elves, Tarsellis Meunniduin and Rellavar Danuvien, as they confounded his assistance to his brothers Grolantor and Karontor during their conflict with the Seldarine of Arvandor; since then, snow elves have been implacable foes of frost giants wherever they come into prolonged contact.

Thrym's attention is held by the activities of the Aesir and the Vanir, sending his avatars frequently to worlds that are strongholds of faith for the gods of Asgard in order to meddle. As such, his avatars are not often available to assist his followers when they are in danger; typically only in dire circumstances will the Glaciallord manifest an avatar to save frost giants. He also has a tendency to ignore events that don't concern the gods of the Asgard, and it may take great pleading on his priests' part to get him to take notice of their danger.

Thrym's Avatar (Fighter 32, Skald 24, Cleric 16)

Thrym appears as a large, hulking frost giant with ice-white skin, blue hair, and white irises. He wears brightly polished chain mail and a coat of white fur over it. His helmet is adorned with a pair of great dragon horns. He can cast spells from any sphere except elemental fire, and all schools except necromancy and elemental fire, but prefers ice and cold spells as well as illusions.

AC -2; MV 18; HP 213; THAC0 -7; #AT 5/2
Dmg 3d8+16 (giant *battle axe* +3, +11 STR, +2 spec. bonus in battle axe)
MR 15%; SZ G (25 feet tall)
STR 23, DEX 17, CON 21, INT 16, WIS 12, CHA 19
Spells P: 7/7/7/6/4/3/1, W: 5/5/5/5/4/4
Saves PPDM 3; RSW 3; PP 4; BW 4; Sp 4

Special Att/Def: In battle, the King of Ice wields *Hrimox*, a giant-sized *two-handed battle axe* +3 which has all the powers of a *frost brand*. It glows with a pale blue light when in an area below 50 degrees Fahrenheit, and can freeze ten cubic feet of water solidly in an instant once per turn. His *chain mail* +3 grants him immunity to any non-hurled missile weapons (arrows, bolts, sling stones, ballista bolts, etc.).

Thrym has all the benefits of the skald bardic kit, as well as normal bardic spellcasting. Once per day, he can breathe a 100 foot long *cone of cold* which deals 10d10 points of damage, although a successful save versus breath weapon will halve the damage. He can summon a blizzard as the spell *call blizzard* once per day; such blizzards arrive in only 1d6 rounds. The King of Ice can cast *cone of cold*, *frost fingers*, *ice storm*, *Otiluke's freezing sphere*, and *wall of ice* once per day each. His touch can *chill metal* at will.

Thrym is completely immune to normal and magical cold and ice, as well as natural or summoned weather and weather effects. He takes no damage from *call lightning*, although *lightning bolt*, *shocking grasp*, and similar spells affect him normally. He can be struck only by weapons of +3 or better enchantment.

Other Manifestations

Thrym favors manifestations over direct appearances, unless presented with the opportunity to destroy followers of one of his foes. His favorite form of manifestation is to summon a blizzard, as the *call blizzard* spell. He typically does this as a prelude to an attack from his followers upon warmer lands. Such storms always include muffled thunder (although no lightning), and those who concentrate on the sound of the wind can hear his name being uttered. Any of Thrym's followers who fight in such a storm, or within 24 hours after such a storm has struck an area, fight as if under the effects of a *bless* spell. The King of Ice is also able to *control temperature*, as the 4th level priest spell, in a radius of 100 yards. He only ever makes an area colder, and can drop the temperature down to -50 degrees Fahrenheit instantaneously. This temperature alteration otherwise has the effects of the listed spell as if cast by a 16th level priest. Finally, the Glaciallord can manifest a significant portion of his power upon a single frost giant (and only a frost giant); such power takes the appearance of a thin, unmelting coating of hoar frost and grants the giant the abilities to memorize and cast spells as a 12th level wizard. Spells the giant has access to are determined by Thrym; typically he grants access to cold and ice spells, weather related spells, and illusions. At any given time, no more than one frost giant within a given crystal sphere may be the recipient of this ability. Finally, if a physical presence is needed, but the King of Ice cannot send an avatar himself, he may send one of his ten brothers, who are frost giants of exceptional power (hp 116, AC -1, THAC0 5, dmg 2d8+12).

Thrym is served by arctic owlbears, arctic temptests, cryohydra, fensir, frost linnorms, frost salamanders, haun, haundar, ice fundamentals, ice lizards, ice mephits, ice paraelementals, ice trolls, ice toads, mammoths, mastodons, polar bears, remorhaz, snow trolls, taer, white dragons, white pudding, winter wolves, and yeti. He manifests his pleasure through the discovery of clear and pale blue gemstones of all sorts, silver, and the mangled remains of priests of Thor. He manifests his displeasure when clear or pale blue gems dissolve into water upon discovery.

The Church

CLERGY:	Clerics, specialty priests, crusaders, shamans, witch doctors, bards, wizards
CLERGY'S ALIGN.:	CN, NE, CE
TURN UNDEAD:	C: No, SP: No, Cru: No, Sha: No, WD: No, B: No, W: No
CMND. UNDEAD:	C: Yes, SP: No, Cru: No, Sha: No, WD: No, B: No, W: No

All clerics, specialty priests, shamans, and witch doctors of Thrym receive religion (giantish) and religion (Aesir) as a bonus nonweapon proficiency. Any bardic follower of Thrym must take the Skald kit, as described in *PHBR06: The Complete Book of Bards*. All priest-class clergy are allowed to take proficiency in and use any sort of axe.

Thrym, as the patron of frost giants, is little worshipped outside of those communities. He is occasionally propitiated in order to avert winter storms, or worshipped by other giant races, such as hill giants, verbeeg, or fomorianians, who live in arctic areas or icy mountain peaks. Temples dedicated to the King of Ice are almost never found in giantish communities dominated by any other deity, while shrines can occasionally be found in giantish lands that feature cold or harsh winters. Thrym's followers attack those of Kostchietchie on sight, and so followers of the two powers are never found in the same tribe, and fire giants never honor or worship the Glaciallord.

Temples of Thrym are most often hidden in glacial crevasses and icy caverns, although a few are massive stone fortresses located near high, snow-capped peaks. Full temples are always designed to be extremely defensible, and are as self-sufficient as possible, with sources of fresh water, storage space for food and herd animals, and armories and forges for weapons. Stone or ice blocks are generally used to build religious structures, although wooden and sod construction is not uncommon. Shrines are generally built into alcoves in glacial or rock walls, although small wood or sod huts are common on flat terrain. Temples and shrines are decorated with trophies priests and warriors of the tribe have won, either in combat, on adventures and raids, or from challenges from other giants. Temples have simple altars of stone, with the top carved into the shape of a double bladed axe.

Novices in the service of Thrym are known as Freshfalls. Full priests of the King of Ice are known as Firnbrothers and Firnsisters. Specialty priests are called rime axes. The clergy has no formal titles; instead, priests choose self-aggrandizing titles of their own, reflecting their personal adventures and deeds. Some level of exaggeration and embellishment is expected, but outright lies are forbidden. Formal rules of challenge are in observed by the priesthood if a priest feels another has taken a title they are unfit to bear. Such challenges usually require some form of re-enactment or repeat of the event, although entirely new challenges are not uncommon. Those who fail in the challenges are known as Storlygar, a term that means "Great Fibber;" they are not allowed to use any title other than this for a period of five years. The clergy of the King of Ice is composed primarily of frost giants (78%), although smaller numbers of fomorianians (5%), mountain giants (4%), verbeeg (3%), fog giants (2%), and other giantish races (8%) filling out the rest. The clergy of Thrym is particularly dominated by males (87%); few females are drawn to or are allowed to join his priesthood. Thrym's priesthood includes specialty priests (43%), shamans (32%), clerics (9%), witch doctors (8%), crusaders (5%), bards (2%), and wizards (1%).

Dogma: After Surtr's fires burn the world, the Fimbulvetr will encase it in ice, and then the frost giants will rule. Heroic deeds are the mark of a great individual; boast about them truthfully so all can know of such accomplishments. The lands of snow and ice were given by the Glaciallord to his followers; defend these lands from incursions of other races.

Day-to-Day Activities: Priests of Thrym spend much of their free time cataloging the exploits of their tribe's warriors in skaldic poetry. When they aren't composing poetry, they encourage their tribe's warriors to take on challenges and adventures, in order to prove their greatness and earn a place in Jotunheim. They also hold prayer vigils to help guide their people to proper challenges and adventures, or in times of crisis. Nights are often spent carousing with their fellow giants and reciting epic poems of mighty deeds or comic adventures.

Important Ceremonies/Holy Days: The holiest day for the Thryman clergy is midwinter day, known to the priesthood as Thrymdagur. The giants spend the two days prior in celebration; feasting, drinking, skaldic poetry, feats of strength and skill, and various friendly challenges fill the halls of the settlement. Finally, on midwinter day itself, a final feast is held and the whole tribe, led by the priests, joins in a lengthy, poetic song that praises the exploits and glorifies the Glaciallord and predicts his ultimate victory at the end of the world.

Major Centers of Worship: The largest temples dedicated to Thrym are found on worlds with large mountainous glacial expanses. One particularly large temple, known as Thrymvedr, is found within the frost giant city of Kaldgard located deep in the heart of the polar continent north of Io's Blood Isles. This temple is the spiritual heart of the whole frost giant population located in that land.

Another temple, called Thrymvirki, is located on the world of Falakyr. It is not attached to any giantish tribe, being an independent

fortress for the training of the King of Ice's priests. It is located inside a strategic pass in a mountain chain bordering one of the largest glacial expanses in the northern hemisphere, and protects a large valley filled with frost giant and verbeeg villages. The priests often lead warriors from various tribes in raids on furchin lands.

The mountains and glaciers in the north of the Sword Coast on the world of Toril are known to harbor large populations of frost giants, most with their own temple or shrine dedicated to Thrym. In particular, the Glaciallord's influence has long protected the Frost Keep south of Icewind Dale from being destroyed by the humans in the lowlands. Similarly, the Crystallmist, Joten, Corusk, and Griff mountains on the world of Oerth harbor substantial populations of frost giants; little is known of specific settlements, but most are likely to have a shrine or temple as well.

Affiliated Orders: The church of Thrym has no affiliated martial or monastic orders, as the Lord of Frost Giants has little interest in concerted military force or isolated contemplation. However, individual priests often lead bandit groups or seagoing raiders, using their powers to aid in the acquisition of wealth for themselves, their band, or their tribe.

Priestly Vestments: The ceremonial garb worn by the King of Ice's priesthood typically consists of a chain hauberk made of steel or iron, often plated in silver. Wealthy priests sometimes have a hauberk made entirely of silver. Priests always wear a conical helmet with elaborate decorations, such as horns, wings, or the like. Over the armor, they wear heavy furs of pure, snowy white. The holy symbol of the priesthood is a pendant of iron or silver designed to look like a stylized double-bladed battle axe.

Adventuring Garb: Thrym's clergy utilize much of the same gear and attire as warriors of their tribe do when entering combat or otherwise not leading services. They are always armored, and prefer heavy cloaks of wolf or polar bear fur. Often, all that distinguishes them from any other member of their tribe is their holy symbol and the quality of their equipment.

Specialty Priests (Rime Axes)

REQUIREMENTS:	Constitution 12, Wisdom 12
PRIME REQ.:	Wisdom
ALIGNMENT:	CE
WEAPONS:	Any
ARMOR:	Any
MAJOR SPHERES:	All, charm, combat, divination, elemental air, elemental water, healing, protection, weather, war
MINOR SPHERES:	Chaos, creation
MAGICAL ITEMS:	Same as clerics
REQ. PROFS:	Battle axe
BONUS PROFS:	Animal handling (winter wolf) or animal training (winter wolf)

- Most rime axes are frost giants, but rarely, fomorians, verbeeg, mountain giants, and fog giants join the ranks.
- Rime axes may not be multi-classed.
- Rime axes may select nonweapon proficiencies from the warrior group without penalty.
- Once per month, rime axes can fashion a battle axe out of glacial ice. This battle axe functions as a normal giantish battle axe, but with a +2 bonus to attack and damage rolls, and can hit creatures that can only be struck by magical weapons. This axe can only be wielded by a priest of Thrym; any other creature who tries to handle it suffers 2d10 points of freezing damage, even if immune to normal or magical cold. It will last for six months in arctic areas, glacial areas, or very high mountains, but melts into uselessness within one week if taken into warmer lands (brief forays or raids of less than a week have no effect on the weapon). If the axe is caught in the area of effect of a fire spell or effect (*fireball*, red dragon breath, etc.), it must make a save versus magical fire, using the priest's spell save, with a -4 penalty. If the save is failed, the axe melts instantly.
- Rime axes can cast *chill metal* (as the reverse of the 2nd-level priest spell *heat metal*) three times per day.
- At 3rd level, rime axes can cast *ice shatter* (as the 3rd-level priest spell) once per day.

- At 5th level, rime axes can cast *wall of ice* (as the 4th-level wizard spell) or *control temperature, 30' radius* (as the 4th-level priest spell with a greater radius) once per day. With the latter ability, they may only make an area colder.
- At 7th level, rime axes can cast *ice storm* (as the 4th-level wizard spell) once per day.
- At 9th level, rime axes can cast *produce ice* (as the 5th-level priest spell) once per day.
- At 12th level, rime axes can cast *Otiluke's freezing sphere* (as the 6th-level wizard spell) once per day.
- At 15th level, rime axes can cast *ice tell* (as the 6th-level priest spell) twice per day.

Thryman Spells

In addition to the spells listed below, priests of the Glaciallord can cast the 1st-level priest spell *frost fingers*, detailed in *Faiths and Avatars* in the entry for Auril.

1st Level

Snowblindness (Pr 1; Invocation/Evocation)

Sphere:	Sun, Weather
Range:	30 yds. + 10 yds./level
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	4
Area of Effect:	1 creature
Saving Throw:	Neg.

By means of the *snowblindness* spell, a priest directs concentrated sunlight off nearby ice or snow to temporarily damage a victim's eyes. Unlike natural snowblindness, the sunburn-like symptoms of which manifest slowly over a number of hours, this spell causes the most severe symptoms to manifest immediately. If a victim fails a saving throw vs. spell, they are immediately blinded as the eyes become swollen and irritated, causing constant tearing and blinking. The initial pain of this affliction causes 1d3 points of damage to creatures of size M or smaller, and 1d6 points of damage to creatures larger than size M.

If treated within 8 hours with cool compresses or poultices and bandages in order to prevent further damage from sunlight, the blindness will heal naturally after 24+4d12 hours. If left untreated, the blindness becomes permanent after that time elapses. A cure blindness spell will immediately end either the temporary or permanent blindness.

The material components for this spell are the priest's holy symbol and a handful of snow or a chunk of ice.

3rd Level

Ice Shatter (Pr 3; Alteration)

Sphere:	Weather
Range:	10 yds./level
Components:	S, M
Duration:	Instantaneous
Casting Time:	4 rds.
Area of Effect:	3 sq. ft./level
Saving Throw:	None

By means of this spell, the caster can cause glacier ice to crack and break. The solid ice may split along a single crack or splinter into hundreds of dagger-sharp fragments, at the caster's option. In hard-packed snow, like that which forms bridges across crevasses, the area of effect is tripled. The spell can also be used to start avalanches in areas where there are unstable masses of snow on slopes above the glacier.

If the spell is used to shatter the ice rather than crack it, it can make a trail or path impassable. It can also provide the caster with icy spikes perfect for lining the bottom of a pitfall.

The material components for this spell are the priest's holy symbol and a pinch of salt.

4th Level

Call Blizzard (Pr 4; Alteration, Conjunction)

Sphere: Weather
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 1d4 sq. mi.
 Saving Throw: None

This spell can be cast only on a glacier or a similarly vast arctic area. Even in summer, it is possible to have wintery conditions on mountain glaciers and similar terrain. This spell generates high winds that drive frozen precipitation in a blinding storm that makes travel virtually impossible. Wind-chill effects make the temperatures seem even lower than they already are, and the powerful gusts make walking difficult.

After the spell is cast, the blizzard arrives in 1d6 hours. The spell can be interrupted only during the actual casting period, not between the casting and the blizzard's arrival. Signs of the ensuing change in the weather are visible any time after the first hour. Once summoned, the blizzard cannot be dispelled by anything less than a *control weather* or more powerful magic.

In warmer seasons, the blizzard is composed of sleet lasting 1d4+1 hours, soaking the clothing of travelers and coating the ground in a sheath of slippery, wet ice. The soaking effect of the sleet ruins the insulative effect of the victim's clothing, bringing on hypothermia if a fire and dry clothing are not found within two hours. Hypothermia causes a loss of coordination represented by a loss of 1d4+1 points of Dexterity and requires a successful Constitution check each turn until warmth and shelter are found for the victim to remain conscious. Once unconscious, a victim dies within a number of hours equal to half the victim's Constitution (rounded up).

In fall and spring, there is a 50% chance of sleet and a 50% chance of a true snow blizzard, either of which lasts 1d6+6 hours. In winter, the spell always causes a snow blizzard that lasts for 2d10+4 hours. Vision is reduced to 10 feet, and victims must make a successful Intelligence check each round to stay on course when traveling. Movement is reduced to one-third normal, and after four hours, each character in the blizzard must make a successful Constitution check to avoid hypothermia, as described above.

Exhaustion caused by walking through the powerful blizzard winds sets in after four hours of travel. Afterward, characters must make a successful Constitution check each with a cumulative -1 penalty per hour. Thus, on the fifth hour of travel, the check is at -2, on the sixth -4, and so on. Once exhausted, characters cannot erect a shelter or build a fire.

The high wind-chill factor during a blizzard adds another peril: frostbite. This freezes exposed skin and extremities, so noses and ears are especially vulnerable as well as fingers and toes. Frostbite may occur after one hour of trying to move about in the blizzard. Roll 1d4 to determine whether a character suffers frostbite. A roll of "1" indicates that superficial frostbite has occurred. If the victim is not informed by a companion that his skin is beginning to turn pale, there is a 50% chance that he notices the frostbite himself. If not treated, superficial frostbite becomes serious in one hour. If not treated for a second hour, serious frostbite turns to extreme frostbite.

Superficial frostbite heals in 1d4 weeks. It is painful and causes unpleasant hardening and breaking of the affected skin, but it causes no damage. A *cure light wounds* spell eases the discomfort and heals the visible damage.

Serious frostbite takes 1d4 weeks to heal naturally, and it is more painful and unpleasant-looking than superficial frostbite. Victims suffer a temporary loss of 1d2+1 points of Charisma until the condition is healed naturally or by a *cure serious wounds* or more powerful healing spell.

Extreme frostbite has the above effects and has penetrated far enough to cause the loss of the affected portion of the body. At the DM's discretion, the victim may lose one or more toes and or fingers, one or both ears, or even his nose. Frost-bitten fingers cannot, of course, perform fine tasks such as untying knots or making spell gestures. Only a *regeneration* or more powerful healing spell can cure extreme frostbite.

The material components for this spell are the priest's holy symbol and a white dragon's tooth. The latter is consumed in the casting of the spell.

6th Level

Ice Tell (Pr 6; Divination)

Sphere: Divination, Weather
 Range: Touch
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 1 turn
 Area of Effect: 1 cu. yd.
 Saving Throw: None

When the priest casts an *ice tell* spell upon an area, the very ice speaks and relates to the caster who or what has touched it, as well as telling what is covered, concealed, or simply behind it. The ice relates complete descriptions, if asked. Note that ice's perspective, perception, and knowledge may hinder this divination. Such details, if any, are decided by the DM.

The material components for this spell are a diamond of any value and a chunk of ice.

Thundersnow (Pr 6; Alteration, Conjunction)

Sphere: Weather
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 2 turns
 Area of Effect: Special
 Saving Throw: Special

The *thundersnow* spell summons a rare type of thunderstorm blizzard. The blizzard has all the same effects and duration as if a *call blizzard* spell were cast in winter, but in addition, random and directed lightning bolts will strike throughout the area of the storm. While lightning will strike every round, the size of the storm causes only one to strike anywhere near the caster per turn. At the start of each turn, roll 1d10 to determine on which turn the lightning bolt will strike, then roll randomly to determine which creature will be struck within a 360 yard radius. Any creatures within a 10 yard radius of the caster cannot be struck by these bolts. In addition, once per turn, the caster can concentrate for a full round to call down a bolt on a specific target; this bolt is in addition to the random bolts. The caster can target any creature within a 360 yard radius. Note that visual ranges are significantly reduced during the blizzard, which can make it difficult to target the bolt. Damage from both types of bolts cause 2d8 plus 1d8 per two levels of the caster, to a maximum of 8d8 points of damage, although a save vs. spell will halve the damage.

The material components for this spell are the priest's holy symbol and a large, powdered white dragon bone. The latter is consumed in the casting of the spell.

7th Level

Jökulhlaup (Pr 7; Alteration)

Sphere: Elemental Fire, Elemental Water
 Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: 1 glacier
 Saving Throw: Special

This spell liquefies a portion of a glacier and causes it to burst forth in a powerful flood. The priest envisions the point where the flood outburst will occur from the side of the glacier, and then begins the lengthy process of casting the spell. The priest must spend a full turn in immobile prayer, calling upon the powers of his deity; at the end of that turn, approximately 500 cubic yards of ice is liquefied. For each additional turn spent in the casting, up to 16 hours of continuous prayer, another 500 cubic yards of ice is liquefied. The power of the spell holds the force of water in check until the priest utters the final words of release, unleashing a tremendous outburst of water upon the lands below the glacier. However, the priest must have complete concentration; any major

interruption causes the waters to be unleashed prematurely. Once unleashed, the waters drain at a rate of about 12000 cubic yards per round, which is roughly what a priest could liquefy in four hours.

The power of the flood waters vary significantly by the total volume of water released. The exact direction of the flow and overall effects on the landscape must be adjudicated by the DM. Creatures within the area of the initial burst and outflow suffer damage, and certain types of structures must make saving throws to prevent being destroyed. Generally, the floodwaters take less than one round to drain from the glacier, however, significantly large volumes can take multiple rounds to drain. Floodwaters move quickly, covering about 500 yards per round (covering a little over a mile every four rounds), although the speed can vary based on the slope and local topography. Consult the list below to determine the effects of the outburst.

Casting

Time	Effects
1 turn	The initial outburst causes 2d6+6 points of damage from the force of the water and ice to all creatures within 25 feet. All creatures of size S or smaller caught in the flood waters must make a saving throw vs. death or be knocked over and washed downstream 10–40 yards. Floodwaters cause noticeable erosion up to a half mile downstream. Solidly built structures are unaffected by the floodwaters, but structures of Thin Wood must roll a saving throw of 8 or higher to survive intact.
2 turns	The outburst causes 3d6+8 points of damage to all creatures within 40 feet. All creatures of size M or smaller caught in the flood waters must make a saving throw vs. death or be knocked over and washed downstream 10–60 yards. Floodwaters cause noticeable erosion up to a mile downstream. Structures of Thin Wood must roll a saving throw of 11 or higher to survive intact.
4 turns	The outburst causes 4d6+10 points of damage to all creatures within 55 feet. All creatures of size L or smaller caught in the flood waters must make a saving throw vs. death or be knocked over and washed downstream 20–80 yards. Floodwaters cause significant erosion up to two miles downstream. Structures of Thin Wood must roll a saving throw of 14 or higher and those of Thick Wood must roll a saving throw of 7 or higher to survive intact.
1 hour	The outburst causes 5d6+12 points of damage to all creatures within 70 feet. All creatures of size H or smaller caught in the flood waters must make a saving throw vs. death or be knocked over and washed downstream 30–100 yards; creatures of size T who fail their save drown. Floodwaters cause significant erosion up to three miles downstream. Structures of Thin Wood must roll a saving throw of 18 or higher and those of Thick Wood must roll a saving throw of 12 or higher to survive intact.
2 hours	The outburst causes 6d6+14 points of damage to all creatures within 85 feet. All creatures of size H or smaller caught in the flood waters must make a saving throw vs. death or be knocked over and washed downstream 40–140 yards; creatures of size S who fail their save drown. Floodwaters cause massive erosion up to four miles downstream. Structures of Thin Wood must roll a saving throw of 20 and those of Thick Wood must roll a saving throw of 16 or higher to survive intact. Stone structures must make a save of 3 or higher; if they fail, they are not destroyed, but their foundation is undermined, causing moderate damage.
4 hours	The outburst causes 8d6+16 points of damage to all creatures within 100 feet. All creatures of size G or smaller caught in the flood waters must make a saving throw vs. death or be knocked over and washed downstream 50–200 yards; creatures of size M who fail their save drown. Floodwaters cause massive erosion up to six miles downstream. Structures of Thin or Thick Wood must roll a saving throw of 20 to not be completely destroyed; success still indicates severe damage. Hard Stone structures must make a save of 3 or higher; if they fail, they are not destroyed, but their foundation is undermined, causing major damage. Soft Stone

	structures must roll a saving throw of 8 or higher or be destroyed, with a success still indicating severe damage as the foundation is undermined.
8 hours	As above, but the outburst lasts two full rounds, and floodwater damage extends 10 miles. Creatures of size L or smaller who fail their save vs. death drown. Wooden structures are automatically destroyed, while Hard Stone structures must make a save of 6 or higher and Soft Stone structures must roll a saving throw of 13 or higher or be destroyed, with a success still indicating severe damage as the foundation is undermined.
12 hours	As above, but the outburst lasts two full rounds, and floodwater damage extends 14 miles. Creatures of size H or smaller who fail their save vs. death drown. Wooden structures are automatically destroyed, while Hard Stone structures must make a save of 9 or higher and Soft Stone structures must roll a saving throw of 16 or higher or be destroyed, with a success still indicating severe damage as the foundation is undermined.
16 hours	As above, but the outburst lasts four full rounds, and floodwater damage extends 18 miles. Creatures of size H or smaller who fail their save vs. death drown. Wooden and soft stone structures are automatically destroyed, and Hard Stone buildings must roll saving throws on a 12 or better, with a success still indicating extensive damage.

As the power of the floodwaters diminishes over distance, each entry on the list includes all prior entries on the list in the total distance. For example, if the initial casting time is 4 turns the full flood extends two miles; the full effects of that casting are used for the first mile, with the effects of a 2-turn casting time flood are used for the next half miles, and the effects of a 1-turn casting time flood are used for the remainder. Note that the casting of this spell could seriously destabilize a the portion of the glacier where the ice was liquefied, making it dangerous to walk upon.

The priest must hold onto his holy symbol for the entire casting of this spell. The energies released by this spell are physically draining, causing a temporary loss of Constitution equal to however many hours (or portion thereof) the priest spent casting the spell. Constitution returns at a rate of one point per day of full rest. If the priest is reduced below 0 Constitution, he falls unconscious immediately after the casting of the spell and does not awaken until his Constitution score is restored to at least 1.