

RIMESOUL SORCERY

Bring Forth the Evercoming Frost

A Rimesoul draws their power from the icy depths of the elemental plane of chaos between the elemental plane of air and water. Sorcerers of this lineage can wield the chilling force of frost and ice to hinder their enemies and protect themselves with biting frost. Their magic manifests in the form of freezing winds, binding ice, and protective frost, allowing them to control the battlefield and defend against attacks.

LEVEL 3: RIME SPELLS

When you reach a Sorcerer level specified in the Rime Spells table, you thereafter always have the listed spells prepared.

RIME SPELLS

Sorcerer Level	Spells
3	<i>Bane, False Life, Blur, Misty Step</i>
5	<i>Dispel Magic, Protection from Energy</i>
7	<i>Banishment, Ice Storm</i>
9	<i>Cone of Cold, Telepathic Bond</i>

LEVEL 3: ICY MAGIC

You learn one cantrip of your choice from any class' spell list that deals Cold damage. When you reduce an enemy to 0 Hit Points with a Sorcerer spell that deals Cold damage, you gain Temporary Hit Points equal to your Charisma modifier plus your Sorcerer level (minimum of 1 Temporary Hit Point). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points with Cold damage.

LEVEL 6: PROTECTIVE FROST

You have Resistance to Cold damage. In addition, whenever you cast a Sorcerer spell that deals Cold damage, icy winds erupt from you. This eruption causes hostile creatures within 10 feet of you to take Cold damage equal to your Charisma modifier.

LEVEL 14: HOWLING WINDS

Your spells that deal Cold damage channel the howling winds of the tundra. Whenever you cast a Sorcerer spell that deals Cold damage, you can grant yourself a Fly Speed of 60 feet until the end of your turn.

LEVEL 18: FROZEN MAGICS

Whenever you deal Cold damage to a creature, they have the Chilled condition until the end of your next turn. The DC to avoid the further effects of this condition is equal to your spell save DC.



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