also the following rare spells: *ice shard, coldlash, frostbite,* and *cloak of winter.* Finally, the book contains an accurate map to the Hanging Glacier of Alisedran, with notation in no language known in the Flanaess, either current or ancient.

Ice Shard

(Evocation)
Level: 1
Range: 60 yards + 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 or more creatures in a 10' cube
Saving Throw: None

This spell is a *magic missile* variation, and the restrictions placed on that spell apply here also. It creates a like number of missiles per level (one for every two caster levels) and causes the same amount of damage. When the wizard casts the spell, razor-sharp darts of ice are summoned into existence and are propelled at an opponent. The wizard uses his own THAC0, modified by skill with missiles (if applicable), and, in addition to the damage, each successful hit causes an opponent to shiver uncontrollably (-1 to hit and damage, no save). These penalties can be cumulative and last for 1 round per level of the casting wizard, leaving a badly-hit opponent virtually helpless.

Coldlash

(Evocation)
Level: 3
Range: 0
Components: V, S, M
Duration: 3 rounds + 1/level
Casting Time: 3
Area of Effect: Special
Saving Throw: Special

Use of this spell creates a 10'-long, flexible tendril of magical energy that is comprised of sparkling snowflakes. The wizard uses this coldlash as a weapon, inflicting 1d6 hp damage plus 1hp damage per caster level. An opponent struck must also save vs. spells or be unable to take any action the following round due to their body being wracked with uncontrollable shivers.

Additionally, if a *coldlash* comes into contact with a mage protected by a warm *fire shield* or a *fire aura,* both magics are cancelled with a (harmless) burst of orange light. A wizard can will the *coldlash* spell to dissipate at any moment. The material component is a whip that has been affected by a *chill touch* spell.

Frostbite

(Conjuration, Necromancy)
Level: 4
Range: 15 yards
Components: V, S, M
Duration: 8 rounds
Casting Time: 4
Area of Effect: 1 creature
Saving Throws: Special

This nasty spell causes the caster's hand to glow dimly with bluish radiance for a split second. The full effects are then launched at an opponent. If the opponent saves vs. spells, he is affected as per a *chill touch* spell (undead, however, do not suffer the "special effect" of that lesser spell). If the opponent fails to save, then the following effects occur:

Round	Effect
1	Victim's feet "burn" with the pain of cold. Half movement rates thereafter. The victim suffers 1d4 hp damage.
2	Victim's hands "burn." Constitution check to cast spells or use a weapon The victim suffers another 1d4 hp damage.
3	Victim's hands "bum." As above and a -2 to hit in combat. The victim suffers another 1d4 hp damage.
4	Victim's hands "burn." As above and a -4 to hit in combat. The victim suffers another 1d4 hp damage.
5	Victim's hands "burn." As above but unable to cast spells that require material or somatic components. The victim suffers 2d4 hp damage.
6	Victim's hands "burn." As above but now totally unable to use weapons. The victim suffers another 2d4 hp damage.
7	Victim's face "burns." The pain increases. The victim suffers 3d4 hp damage.
8	Victim's face "bums." The victim is now unable to stand. The victim suffers another 3d4 hp damage.

During each round, the victim may save vs. spell to suffer only half the noted damage. This spell obviously requires an opponent to possess recognizable hands, feet and facial features. A *dispel magic* can halt the spell's effect, and exposure to a large fire source can also stop the full onset of the spell (but the victim must concentrate solely on ridding himself of the chill in his body, allowing 1d4 rounds to recover). The caster can stop the spell's effects with a word, making it a good tool for interrogation.

Cloak of Winter

(Alteration)
Level: 5
Range: 0
Components: V, S, M
Duration: 1 week/level
Casting Time: 5
Area of Effect: 20' cube/level
Saving Throw: None

This spell works on an enclosed area such as a cave or a building. It coats the entire area in ice (roughly an inch thick), covering any objects in that area and keeping the area constantly cooled, despite external weather conditions. Cold-dwelling creatures are not hindered by the *cloak of winter,* and it can serve more mundane purposes (e.g. keeping perishables fresh).

Movement rates are cut by two-thirds in the affected area and Dexterity-related bonuses are negated for those not used to movement in such conditions. Cold spells function with greater effectiveness in the area (+1 per die of damage and -1 to saves), while the opposite is true for heat-based spells. Fire can melt one square foot of ice per 5 hp damage rendered, negating its effects in that area. The ice reforms in one day, duration permitting. The spell is best cast on stone surfaces because of the effects of damp. The caster can place this spell over any size of area, up to the maximum area of effect. It can, for instance, merely be cast on a single stretch of dungeon or inside a one-room larder.

The material components for this spell are a piece of clear crystal and a winter bloom.

The lncunabulum of the Forgotten City

The hazards and dangers of the Sea of Dust are well-known among the sages of the Flanaess. It was armed with this knowledge that an expedition set out in search of the Forgotten