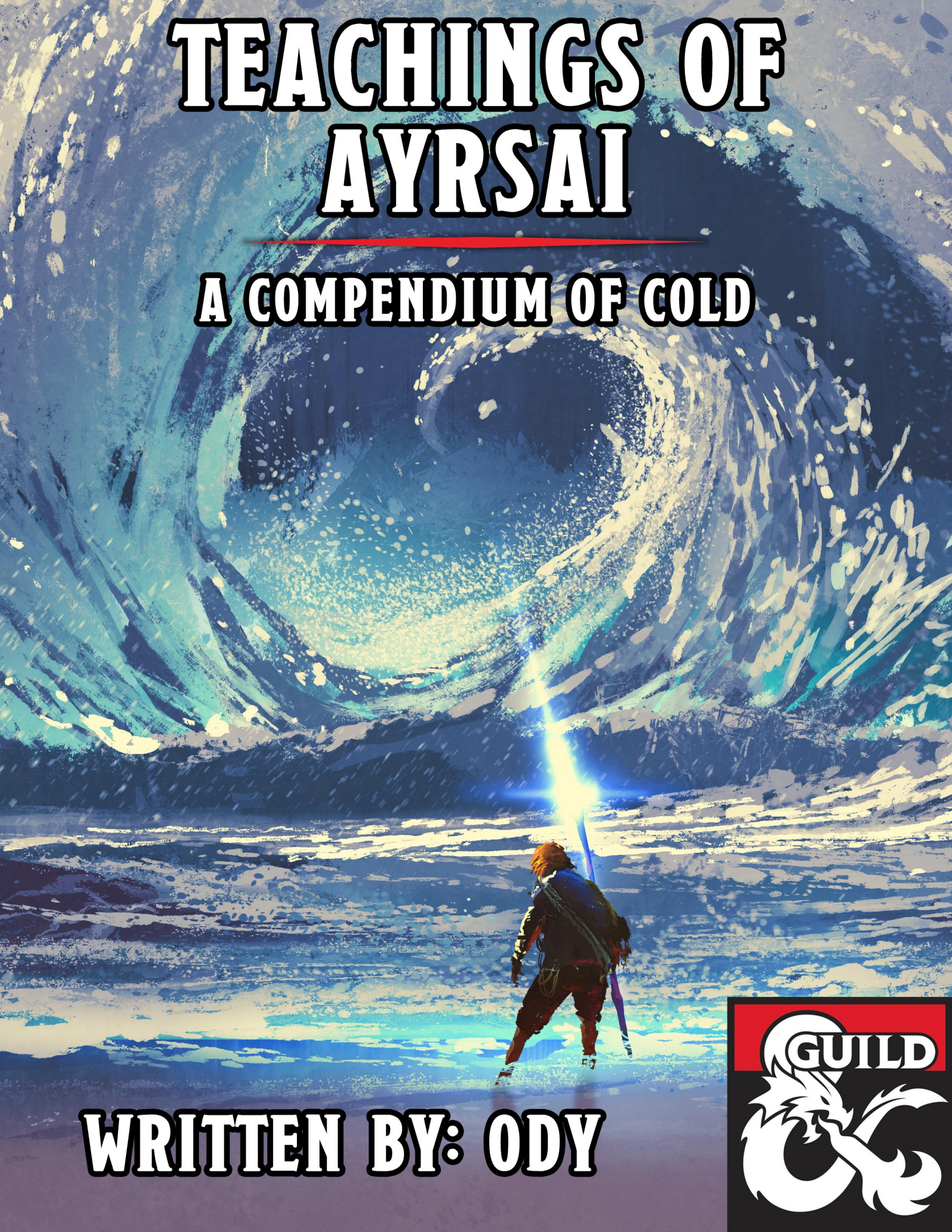


TEACHINGS OF AYRSAI

A COMPENDIUM OF COLD



WRITTEN BY: ODY



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Anyway, let's get to the meat of this supplement.

INTRODUCTION

In this compendium, you'll find 1 new race, 6 new subclasses, 8 new magic items, and 6 new spells. The common theme is cold. I don't think there's enough representation of cold (especially spells) when it comes to D&D 5E, and I hope this compendium will be useful to you and your friends in your adventures through Icewind Dale :)

WHO IS AYRSAI?

Aysrai is a demi-god. Often depicted as a Phoenix made of ice. Aysrai is able to grant the same sort of blessings any other deity would impose on their greatest followers.

Aysrai's general followers are those who live in harsh winter climates or tundra. Empty plains of snow and ice. Aysrai is for those strong enough to survive in the most inhospitable of environments and thrive.

Aysrai's beliefs follow closely with the Jormungandr people you'll read more about in section 2. Survival, the needs of the many, and stoicism are the core values to those that worship the ice phoenix.

If you chose to not use Aysrai, you can freely associate any other deity that may prefer the cold climate in Aysrai's name, as that would be easier than creating a whole new god in your homebrew worlds or in a specific setting.

BALANCE

A big concern of all TTRPG players is balance. We don't want our players to outshine others. I try to take that to heart when creating homebrew material. Something that is not overtly powerful, but not lacking either. As we know, Dungeons and Dragons 5th Edition isn't really the greatest shining of balance itself. If you feel something is too overpowered or underpowered, please feel free to change, alter, or ignore it all together.

I'd love to hear any comments, questions, or concerns you may have about the product. The best place to reach me is Twitter, but if you would prefer a more direct method, I will always reply to reviews or comments left on DMs Guild, or you can send me an email to my writing account - OdyWrites@Gmail.com

Again, you can always find me on social media, and I would love to hear your feedback.

ABOUT ME

Hello, my name is Ody. I write D&D 5E Homebrew, I normally write Adventures for you and your friends to play in but I got this idea to make a few character options. I try to put something out every other week, you can find a lot of my stuff on Reddit (You may have even found this from reddit in the first place.)

If you enjoy the product, have a comment, or just want to see what I'm up to next, you can find me at the following places:

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I'm broke and generally post all my content for free or pay what you want. If you'd like to support me, you can use the link above. I don't have a Patreon because frankly I'm not a fan of that system.

WEBSITE - [LINK](#)

Currently a work in progress. But you can find all of my past work here, including all my adventures I've published as well as future projects.

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Questions, comments, concerns, reviewer, just want a friend, or literally anything else. Shoot me an email and we'll connect. :)

ART CREDITS

All art found in this supplement was created by the wonderful **Tithi Luadthong** and licensed through Shutterstock.

Check out more of his beautiful work here: [link](#)

PLAYTESTERS

I wanted to thank the following people for playtesting my content or giving feedback:

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Want your name in the next one? Shoot me an email or DM on twitter. I'd be happy to send you a beta version for feedback.

SUPPORTERS

Thank you to everyone who downloads this or follows me on social media. A huge shout out to you generous souls who paid for this content on DMs Guild.

Currently I don't have names to place here. But! Support me on Ko-Fi or leave a review on DMs Guild and your name can go here!

JORMUNGANDR

Torbane and his allies held steady. Looking down the valley at the charging horde of hobgoblins and wargs. "Hold fast, warriors of Aysrai. Tonight, these hills shall be bathed in the blood of our enemies. Tonight, no warrior falls." Torbane lifted his spear high, as did his regiment of 20 men to hold the pass. He knew if the pass fell, his people would suffer.

The fearsome tribe of Jormungandr held that point in the valley from dawn til sunset. 20 against 200. The valley was painted red. But no Jormungandr died.

PROUD AND MIGHTY

The Jormungandr people are a proud race. They're as diverse as they come when it comes to the teachings of Aysrai, and are formidable opponents. They don't often take the path of the studious wizard, but do inherit the blessings given to them by their surroundings and by their deity Aysrai. The average Jormungandr has pale blue skin, related to their Frost Giant heritage. Similarly, they're larger than your average humanoid, akin to Goliath's in stature. Again, a trait passed down by their long ancestry.

THE PLAINS OF ICE

Hailing from frozen climates, the Jormungandr people generally split into nomadic tribes and take residence in the tundra. They worship the Ice Phoenix Aysrai and tend to distance themselves from the rest of the world. They teach their young their histories and their ancestry, and often trade and hunt with Frost Giants.

JORMUNGANDR NAME SUGGESTIONS

Jormungandr aren't the most creative when it comes to names. They generally follow the same conventions their ancestors did, or they'll name their children after specific heroes of their tribe. Here are a few suggestions, or to help inspire you.

Male Names Torbane, Svan, Ortygg, Lodin, Isgrat, Ornwulf, Skalla, Halfthan, Eid, Bruni, Steinun

Female Names Svala, Thora, Luta, Hallgrim, Aestrid, Hallveig, Signy, Freyga, Ingel, Halldis, Gyda

JORMUNGANDR TRAITS

The life blood of winter courses through your blood. Your frost giant ancestors passed on specific traits that you and your people have inherited.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Young Jormungandr grow similarly to humans though your natural body temperature slows your heart beat, and the blood of your ancestors extends your life-span. The average Jormungandr lives to around the age of 160.

Alignment. Jormungandr generally put their survival first, and the thoughts and feelings of others second unless they're in a position of power or leadership. Most Jormungandr are Neutral, but there have been cases for both lawful good to the chaotic evil tendencies often seen in most races.

Size. Jormungandr are taller and heavier than humans, standing well over 6 feet tall and averaging almost 300 pounds. Your size is still Medium.

Speed. Your base walking speed is 30 feet.

Jormungandr Ancestry. Descending from frost giants, Jormungandr are resistant to cold damage.

Frost Giant's Might. in rare cases, Jormungandr can call upon their frost giant ancestry and tap into unbridled strength. *Once per long rest*, you call upon your ancestry and your Strength increases by 4 for one minute. Exceeding the existing score maximum if it increases your score past 20. In addition, whenever you deal damage for the first time on your turn, deal additional cold damage equal to your Constitution modifier.

Jormungandr Weapon Training. You have proficiency with the Greatclub, Spear, Battleaxe, Greataxe, Greatsword, Longsword, Maul, and Warhammer.

Languages. You can speak, read, and write Common and Giant.

BARBARIAN

PATH OF THE TUNDRA WALKER

For those born in the frozen wastes of the Tundra, few are blessed with the embodiment of their frozen home. These Tundra Walkers bring the freezing winds wherever they travel, using the powers of their homeland to freeze and destroy their foes.

RAGE OF WINTER

Starting when you choose this path at 3rd level, whenever you rage, your body becomes as cold and hard as the bleak winter ice of the tundra. Whenever you deal damage to an enemy, deal an additional 1d4 Cold damage. This effect increases by an additional 1d4 at levels 5, 11, and 17.

FROSTED FORTITUDE

Beginning at 6th level, you gain advantage on all CON saving throws while raging. In addition, gain 1d6 + your barbarian level in temporary hit points when you enter rage for the first time in a day.

WINDS OF WINTER

Starting at 10th level, while raging, *Twice per long rest* you may use an action to summon the power of the tundra. Freezing wind radiates from you, lashing out at all creatures within 15-feet of you. Creatures within range must make a CON saving throw (DC 10 + your CON modifier), on a failed save, the target's movement speed is set to 0 and they lose the ability to take reactions until the start of your next turn. On a success, their movement speed is reduced by half and retain their reaction.

SHATTER THE ICE

Twice per short rest At 14th level while raging, when you land an attack on an enemy affected by Winds of Winter, you may shatter their frozen bones, dealing an additional 3d12 Cold Damage. This can be used as a reaction when you hit an enemy affected by Winds of Winter.



CLERIC

WINTER DOMAIN

Those that follow in the ways of Aysai the Winter Phoenix, undergo harsh teachings to understand their action and discipline. That those who strive for power will crumble, but those that strive to survive will forever be strong. They're taught the ways of the frozen mountains, fortifying themselves to withstand any test.

WINTER DOMAIN SPELLS

Cleric Level Spells

1st	<i>Ice Knife, Armor of Agathys</i>
3rd	<i>Snilloc's Snowball Swarm, Freezing Fog</i>
5th	<i>Frozen Orb, Elemental Weapon</i>
7th	<i>Ice Storm, Conjure Minor Elemental</i>
9th	<i>Cone of Cold, Conjure Elemental</i>

HEART OF WINTER

At 1st level, you become proficient in survival. In addition, whenever you cast a spell of 1st level or higher that deals cold damage, deal an additional 1d6 Cold damage. This effect increases to 2d6 at 7th level, and 3d6 at 14th level.

CHANNEL DIVINITY: ICE'S FORTITUDE

Starting at 2nd level, you can use your Channel Divinity to bolster you and your allies from imminent danger.

As an action, you call upon Aysai the Winter Phoenix to bless you and your allies with a number of Temporary Hitpoints equal to two times your cleric level + Your Wisdom modifier. Choose any creatures within 30 feet of you, and divide the temporary hitpoints among them. In addition, creatures under the effect have advantage on CON saving throws.

WINTER'S STRENGTH

Beginning at 6th level, Whenever you deal Cold damage to an enemy, you may choose a target within 30 feet of you. That target gains temporary hitpoints equal to half the cold damage dealt. (Only applies to one ally on Area of Attack spells)

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 Cold damage. When you reach 14th level, the extra damage increases to 2d8. (This works with Winter's Strength, but not Heart of Winter.)

MIGHT OF AYRSAL

At 17th level, you've become a force of winter and bring the might of Aysai wherever you travel.

Once per long rest you may bless your party with a bolstering effect that grants 30 temporary hitpoints to all creatures of your choice within 60-feet of you. In addition, everyone under the effects of the temporary hitpoints is dealt combat damage, the attacker takes 3d6 Cold damage. (Works with Winter's Strength, but not Heart of Winter.) After an ally takes more than 30 points of damage, the effect of Might of Aysai wears off on that player.



DRUID

CIRCLE OF THE WINTER PHOENIX

Those who are attuned to the harsh climates of the tundra and mountains hear the call of the Winter Phoenix. These druids are adept at surviving in chilling environments and hunting large game to survive the cold. Specializing in their wild shape and drawing on the powers of their homeland to bring swift and cold death to their enemies.

ANIMALISTIC ADAPTATION

When you choose this circle at 2nd level, you gain the ability to replace your Wild Shape with Animalistic Adaptation, and may use it as a bonus action.

When you use Animalistic Adaptation, instead of fully shifting into another animal, you take on aspects of the beast, replacing your base stats with the beasts. The only things that stay the same are your Intelligence and Wisdom. Instead of trading health pools, you gain the monsters hitpoints as temporary hitpoints on top of your current life. You are unable to cast spells while using Animalistic Adaptation.

You may still choose to use Wild Shape as a full action. When you run out of temporary hitpoints, you revert back to your normal form.

CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape or Animalistic Adaptation to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the beast shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

WINTER'S BITE

Starting at 6th level, your attacks in beast form or Animalistic Adaptation deal an additional 1d6 cold damage, and your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, the extra cold damage you do increases by an additional 1d6 at 12th level and again at 18th level.

HEART OF AYRSAL

Beginning at 10th level, when you lose your wild shape or animalistic form (either by dropping it or losing hitpoints) the winds of winter howl and you burst with cold energy. All creatures within 15-feet of you must make a constitution saving throw (vs Spell DC). Taking 3d8 Cold damage, and their movement speed is reduced to 0 on a failed save, or half as much damage and their movement speed doesn't change on a success.

ASPECT OF AYRSAL

Upon reaching 14th level, *once per day* you may take on the Aspect of Ayrstal, using either your Wildshape or Animalistic Adaptation. To take on the Aspect of Ayrstal requires great concentration and effort. This form only lasts for 3 rounds after casting, and once finished, the caster gains 2 points of exhaustion.

When used with Animalistic Adaptation, crystalline wings sprout from your back, thick icy scales cover your body, your hands become encased with sharp razor ice talons.

ASPECT OF AYRSAL

Large Aspect

Armor Class 18

Hit Points 175 (10d20 + 70)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	25 (+7)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Wis +10, Cha +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 15

Languages --

Flyby. The Aspect doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The Aspect sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

Actions

Multiattack. The Aspect of Ayrstal makes two attacks: one with its beak and one with its icy talons.

Beak Melee Weapon Attack: +13 to hit, reach 10ft., one target. **Hit** 18 (3d6 + 8) Cold damage. Target must make a Constitution saving throw. DC 18. On a fail, target's movement speed is halved.

Icy Talons. **Melee Weapon Attack:** +13 to hit, reach 10ft., one target. **Hit** 12 (2d6 + 6) Piercing damage and an additional 12 (4d6) Cold damage.

MONK

WAY OF FROZEN PEAK

Deep in the frozen mountains, temples are dedicated to those that wish to master the arts of the winter storm. To harness the power of the subtle deadly element of winter. Monks who undergo this path are masters of punishing their foes and utilizing their ki to inflict serious injury on their enemies. Often killing the enemy before they have a chance to make their move.

WINTER'S CALM

Starting when you choose this tradition at 3rd level, you begin to feel the subtle differences in the way ki moves and flows. Whether it's calm like the winter's night, or fierce like a blizzard, you can tap into your pool of ki and deliver swift death to your enemies. The winter storm alters your ki abilities slightly, and you may choose to do the following actions when you spend a ki point to do a following action:

- **FLURRY OF BLOWS**

When you spend a ki point to do flurry of blows, deal an additional 1d4 cold damage on each attack.

- **PATIENT DEFENSE**

When you spend a ki point to use Patient Defense, ice swirls around your person increasing your AC by 1 until the start of your next turn.

- **STEP OF THE WIND**

When you spend a ki point to use Step of the wind, one target closest to you must make a Constitution saving throw against your Ki save DC. On a fail, the target's movement speed is halved until the start of your next turn.

WINTER'S PATIENCE // WRATH

Beginning at 6th level, you may spend a ki point to activate one of the following abilities when you make an unarmed attack.

- **WINTER'S PATIENCE**

The cold energy that runs through your veins calms you as you wait for your opponent to make a fatal mistake. Make your standard unarmed attack with an additional +5 to hit.

- **WINTER'S WRATH**

Like a raging avalanche you crash into your foe, delivering a deadly blow to finish the enemy swiftly. Make your standard unarmed attack at Disadvantage. If you hit, deal an additional 2d8 Cold damage.

The bonuses increase as you level. Winter's patience increases by +2, and Winter's Wrath deals an additional 1d8 damage levels 10, 14, and 18.

WINTER'S RESOLVE

Starting at 11th level, your connection with the primal element of winter and your inner ki coincide. Further increasing the abilities of Winter's Calm. Your flurry of blows damage increases to 1d6, your patient defense AC increases to 3, and your Step of the Wind can now effect all creatures within 5 feet of you when you activate the ability.

MASTER OF THE FROZEN PEAK

By 17th level, you have transcended the understanding of winter, you become one with the element of cold. Whenever you deal cold based damage, your target must make a Constitution saving throw against your Ki DC. On a fail, their blood begins to freeze and their heart slows, dropping their movement speed to 0, and they're unable to take reactions until the start of your next turn.



PALADIN

OATH OF AYRSAI

Soldiers of the frozen wastes, and followers of the Ice Phoenix Aysrai. These noble warriors often dedicate their lives to the survival of their people. In combat they strive to deliver the most dangerous beasts to the ground if it means saving others who worship Aysrai. Generally, paladins who take the oath of Aysrai become great leaders of tribes to survive the harsh winters.

TENENTS OF AYRSAI

The followers of Aysrai strive to protect the weak. They value all their people's lives and seek out the strongest foes to fel with the power of their deity Aysrai. When put in a difficult situation, they often search for the path that saves the most lives, even if it means sacrificing their own.

The Frozen Wall. Staunch defenders of the weak, I strive to protect those who cannot protect themselves.

Honor to Aysrai. When faced up against a group of foes, I challenge the strongest for the honor of Aysrai.

Needs of the many. In difficult situations, I choose the path that leads to the least casualties of my own.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF AYRSAI SPELLS

Paladin Level	Spells
3rd	<i>Frost Barrier, Glacial Shard</i>
5th	<i>Freezing Fog, Misty Step</i>
9th	<i>Frozen Orb, Glyph of Warding</i>
13th	<i>Ice Storm, Fire Shield</i>
17th	<i>Cone of Cold, Steel Wind Strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Vow of Aysrai. As a bonus action, you present your holy symbol and speak a prayer to the Ice Phoenix using your Channel Divinity. Choose a creature within 15-feet of you that you can see. When you make a successful attack against a creature under Vow of Aysrai, deal an additional 1d6 Cold damage.

Frozen Bulwark. As an action, you can utter a prayer to Aysrai to bless you and your allies with a frozen boon. Gain a pool of temporary hitpoints equal to 3 times your paladin level. You may distribute the temporary hitpoints however you wish.

FREEZING SMITE

Starting at 7th level, whenever you use your Smite ability, you may change the damage type to cold. When you do that creature must make a Constitution saving throw equal to your spell save DC. On a fail, that target takes an additional 1d6 Cold damage and their movement speed is set to 0 until the start of your next turn. On a success, the target takes no additional damage, and their movement speed is halved.

GREATER CHANNEL DIVINITY

Beginning at 15th level, you gain an additional use of Channel Divinity. In addition, when you use your Channel Divinity ability, their effects are increased.

Vow of Aysrai. range increases to 30-feet, and the increased damage increases to 1d10.

Frozen Bulwark. when you use frozen bulwark, you gain temporary hitpoints equal to your paladin level, and may still distribute the temporary hitpoints of the pool however you wish. (For example, if you're level 15. You would gain 15 temporary hitpoints, and you may still distribute 45 more temporary hitpoints to your allies.)

CHAMPION OF AYRSAI

At 20th level, you may assume the form of a champion of Aysrai. Using your action, you undergo a transformation. For 1 Minute, you gain the following benefits:

- Ice rapidly forms from the moisture in the air to harden across your body and armor, becoming one with you. Your AC increases by 2, and you become immune to nonmagical slashing, piercing, and bludgeoning damage.
- A frozen aura radiates from your body. All enemy creatures within 15-feet of you must make a Constitution saving throw if they start their turn in the area of effect. On a fail, creatures take 1d10 + Your Wisdom modifier Cold damage, and their movement speed is reduced to 0. On a success, they take half damage and their movement speed is halved.

RANGER

FROST FJORD HUNTER

Hunters who brave the freezing winds and stalk massive prey follow the path of the Frost Fjord Hunter. Mixing their natural magic abilities with silent deadliness. These hunters are masters of taking down great and terrible foes by understanding them better than they know themselves.

FIRST STRIKE

Starting at 3rd level, when you make an attack against an uninjured opponent, deal an additional 1d8 Cold damage. That creature then makes a constitution saving throw vs your Spell save DC. On a fail, the creature becomes marked. You and your allies gain advantage on attacks made against marked creatures. Treat this like a concentration spell. Only one creature can be marked at a time.

At higher levels the damage of first strike increases by an additional 1d8 at the following levels: 8th, 13th, and 18th.

FROST SNARE

When you've reached 7th level, you may take an action to enchant an arrow or thrown item with a freezing trap properties, and fire the arrow / throw the item to an unoccupied space within your range.

If a creature walks over the trap during their turn, or ends their turn within 5 feet of the trap, you may use your reaction to activate the frost snare.

All creatures within 5 feet of the trap must make a Constitution saving throw against your spell save DC. The trap explodes in ice shards dealing 3d8 Cold damage and their movement speed is reduced by half. On a success, they take half damage and their movement speed doesn't change.

You may use this ability *Twice per short rest*.

WINTER'S FURY

At 11th level, you gain access to two new abilities. You may only use one of these abilities once *per long rest*.

Hail Fire. Similarly to frost snare, you enchant your ranged weapon with the power of frost. When you make an attack, you may select an area you can see within your range. Your projectile flies to that point in the sky, and shatters. Raining icy death to all under it's area of effect.

All creatures within 10-feet of the selected area must make a Dexterity constitution saving throw. On a fail, the creature takes 1d6 Piercing damage plus an additional 2d6 Cold damage. The damage is halved on a success.

Glacial Spear You steady yourself taking aim and you begin to focus all your energy into crystalizing the moisture around your ranged weapon. You wait until the perfect moment, and fire a massive spear that grows in size as it approaches the target.

When you make an attack using Glacial Spear, add an additional 1d6 to hit. On hit, deal an additional 2d6 Piercing damage plus 2d6 Cold damage.

FLIGHT OF AYRSAI

Beginning at 15th level, *Once per long rest* you may embrace the heart of Ayrsai. Crystalline wings manifest from your back and you're able to fly. Your movespeed increases by 10-feet, and you gain a fly speed of 40-feet. While in this form, all attacks deal an additional 1d6 Cold damage. This form lasts for 1-hour.

MAGIC ITEMS

KALDER-SHOT LONGBOW

Bow, rare (requires attunement)

This ancient ash wood longbow has a small recess running through it, filled with never melting enchanted ice. Creating a beautifully worked inlay that tells the story of a master archer. The bow string is a thin strand of the same ice used in the inlay. Extremely dense, yet easy to pull and maneuver for any skilled bowman.

The Kalder-Shot Longbow gives the wielder a +2 to all attack rolls and damage done. When attuned to the bow, *Three times per long rest* you may activate its hidden power. An arrow of pure magic ice forms, when fired, it deals standard piercing damage, but sticks in the target. As a bonus action, you may activate the ice shard. The magic arrow stuck in your enemy explodes. All creatures within 5 feet of the target must make a Dexterity saving throw (DC 14). On a failed save, a creature takes 2d6 Cold damage, and half as much on a success.

FROZEN EYE

Rare, Mystical Tool

This chilling sculpture resembles an old eye. *Once per day* you can close your eyes and focus intently on the frozen eye. Everything that produces heat within 100-feet of you is revealed for one minute. Requires a full action to use the frozen eye.

FROSTBANG GRENADE

Uncommon, Tool

This simple device has a pin in place, holding the reactive reagents of a chilling gas. It has a throw range of up to 60-feet. After the pin is pulled, the effect doesn't take place until the end of the thrower's turn.

At the end of the thrower's turn, the Frostbang grenade explodes releasing the Freezing Fog spell in the area it landed. (See Spells). This effect persists for 1d4+1 rounds, or until it's dispersed. User cannot use a bonus action to move the fog like the spell, when using this item.

ROD OF ICE WALL

Rod, rare.

This simple looking pale white rod has a button resting in the center. When pressed, the top of the rod begins to come to life with a blue and white aura. The air in front of the rod begins to rapidly cool and the moisture in the air crystalizes.

You create a wall of ice directly 5-feet in front of where you point the rod. The wall is 1-foot thick, up to 30-feet high, and up to 60-feet long.

The wall has an AC of 12 and 30 hit points per 10-feet of length.

ICE HEWER

Rare, Any bludgeoning weapon (requires attunement)

Ice Hower weapons can be any level of magical (+1, +2, or +3). When you make an attack against a creature, that creature must make a Constitution saving throw (DC 14, DC increases by 1 per magical level). On a fail, the target's movement speed is rendered by half. If it's struck this time again by the Ice Hower, and the creature fails again, it's movement speed is set to 0.

When you deal damage to a creature with movement speed of 0, deal an additional 2d8 Cold Damage.

POUCH OF ENDLESS WINTER

Uncommon, Magical tool

This seemingly normal leather bag is cool to the touch. When opened a breeze of cold air can be felt. Inside the bag is a pocket dimension of endless winter. You can pull a handful of snow out as a bonus action. This pocket dimension will also keep anything kept inside of it, completely cold. If kept in the bag for a while, items may become frozen.

If the bag is flipped inside out, it generates a snow storm in a 60-foot area for 1d4 hours, or until the bag is closed.

LEGENDARY ITEMS

Very powerful artifacts. Be warned, some of these are not balanced. It's entirely up to the Dungeon Master to allow these items, and make changes where they see fit.

HEART OF ICE

All Weapons, Wondrous (Requires Attunement) This mystical shard of ice looks unassuming. But when attuned, the power of the elemental plane of Ice runs through your veins. The shard of ice can magically turn into any weapon the wielder may think of.

The heart of Ice is a +3 weapon. Using a free action, the wielder can transform the Heart of Ice into any weapon the wielder is proficient in. If it is turned into a thrown weapon, it will reappear in the wielders hand at the end of their turn. If it's turned into a ranged weapon like a bow or crossbow, it creates its own ammunition.

TIME TURNER'S HOURGLASS

Magical Trinket, Wondrous (Requires Attunement)

This legendary hourglass counts down for Six seconds. When the attuned person of the hourglass flips the fabled trinket, all time freezes for the user. The hourglass suspends in mid-air, counting down the crimson sand. At the end of six seconds, time resumes normally.

If you are attuned to the hourglass, *Once per day* as a bonus action you may flip the device, and take an extra turn immediately after this one.

Flipping the hourglass automatically ends your current turn. When used outside of combat, you may treat whatever you're doing as a turn in combat once the hourglass is flipped.

SPELLS

BLIZZARD

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

The moisture in the air rapidly cools and freezes into small piercing icicles. Wind gusts heavily downward, sending the still forming ice needles into everything caught in the area.

The blizzard focuses on an area you can see within 120 feet of you, and hits everything in a 30-foot square of your choice. Each creature in the area must make a Dexterity saving throw. It takes 3d6 Piercing damage and 5d8 Cold damage on a failed save, or half as much damage on a successful one.

The cold damages objects in the area and puts out fire or burning objects.

At Higher Levels. when you cast this spell using a spell slot of 6th level or higher, the Cold damage increases by 1d8 for each spell slot level above 5th

BREATH OF AYRSAL

7th-level evocation

Casting Time: 1 action

Range: Self, 30-foot cone

Components: V, S, M (Ice Enchanted Quartz)

Duration: Instantaneous

You pull your hands together over the enchanted Ice Quartz. The power of Aysai swells within your finger tips and you blast a massive cone of pure ice and biting wind at your enemies.

All creatures caught within the cone must make a Constitution saving throw. On a fail, the target takes 6d8 Cold damage and is frozen in place. On a success, the target takes half damage and their movement speed is reduced by half.

At Higher Levels. when you cast this spell using a spell slot of 8th level or higher, the Cold damage increases by 1d8, and the DC increases by 1 for each spell slot level above 7th.

FREEZING FOG

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

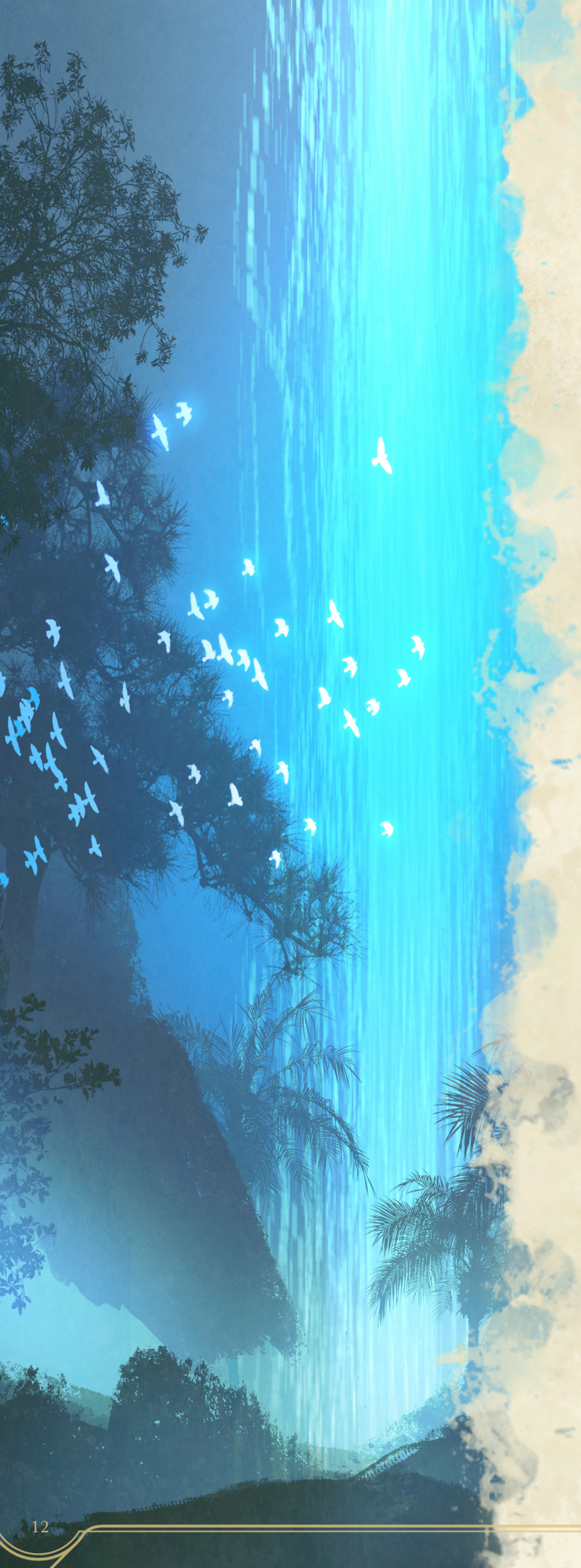
Duration: Concentration, up to 1 minute.

Air rapidly cools against the heat in the area. Creating a chilling mist that freezes everything that enters. Create an area of freezing fog with a radius of 10-feet.

All creatures that start their turn in the freezing fog take 2d6 cold damage and must make a Constitution saving throw against your spell save DC.

On a fail, the target's movement speed is reduced by half.

As a bonus action, you can move the fog up to 15-feet. Additionally, a gust of wind of over 20 miles per hour or greater can disperse the fog.



FROST BARRIER

1st-level evocation

Casting Time: 1 action

Range: Self, Touch

Components: V, S

Duration: Concentration, up to 1 minute.

You summon the power of the tundra to bolster you or your allies defense and create a chilling aura. Whoever you place the frost barrier on, their AC increases by 3, when you or an ally are struck by a melee attack while under the effect of Frost Barrier, the attacker must make a Constitution saving throw against your spell save DC. On a fail, the target takes 1d4 cold damage.

At Higher Levels. when you cast this spell using a spell of 2nd level or higher, you may choose an additional target for each spell slot level spent this way.

FROZEN ORB

3rd-level evocation

Casting Time: 1 action

Range: Self, 60-foot line

Components: V, S, M (A sphere of Quartz)

Duration: Instantaneous

Ice forms and shifts at incredible speed in your hands. Growing and rotating rapidly you unleash the orb of ice in front of you. Shards of ice shoot from the swirling orb of ice in a 60-foot long and 15-foot wide line. Each creature in the area of effect must make a Constitution saving throw. A creature takes 8d6 Cold damage on a failed save, or half as much damage on a successful one.

The Frozen Orb extinguishes all fires in the it's path.

At Higher Levels. when you cast this spell using a spell of 4th level or higher, the Cold damage increases by 1d6 for each spell slot level above 3rd

GLACIAL SHARD

1st-level evocation

Casting Time: 1 action

Range: Self, 60 feet.

Components: V, S

Duration: Instantaneous

You concentrate your efforts into creating a lance of pure ice. Crystal forms in the air next to you, gathering in strength and size. You fire the shard at your enemy. Make a ranged spell attack against a target within range. On a hit, the target takes 1d10 piercing damage plus 1d8 cold damage.

At Higher Levels. when you cast this spell using a spell of 2nd level or higher, the Cold damage increases by 1d8 for each spell slot level above 1st.