

FAITHS OF THE FORGOTTEN REALMS

III



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TABLE OF CONTENTS

INTRODUCTION	4	CLERIC: WINDWALKER DOMAIN	28
AURIL	5	RANGER: BOUNDLESS	29
SORCERER: BLACK ICE BLOODLINE	6	TEMPUS	30
WIZARD: SCHOOL OF CRYOMANCY	6	BARD: BATTLE SKALD	31
BAHAMUT	8	RANGER: TUNDRA SNIPER	32
MONK: WAY OF THE CLUTCH WARDEN	9	THRYM	33
PALADIN: OATH OF JUSTICE	10	BARBARIAN: PATH OF THE JOTUN	34
CRYONAX	11	BLOOD	
ARTIFICER: WINTER SCULPTOR	12	RANGER: DRAGON HUNTER	35
BARBARIAN: PATH OF THE ICY VEINS	14	TIAMAT	36
PALADIN: OATH OF THE ICY HEART	15	CLERIC: WYRMKEEPER DOMAIN	37
GWAERON WINDSTROM	16	DRUID: CIRCLE OF THE WHITE WYRM	38
DRUID: CIRCLE OF SERENITY	17	WARLOCK PATRON: THE DRAGON	38
RANGER: TUNDRA TRACKER	18	QUEEN	
LEVISTUS	20	ULUTIU	40
FIGHTER: BLADEREAVER	21	CLERIC: DEEP ICE DOMAIN	41
WARLOCK PATRON: LEVISTUS	22	MONK: WAY OF THE GLACIER	42
MALAR	24	SPELLS OF THE FROZEN NORTH	43
DRUID: CIRCLE OF SAVAGERY	25	MAGIC ITEMS	44
ROGUE: ICICLE SLAYER	25	HOLY BOOKS	49
SHAUNDAKUL	27	CONTRIBUTOR BIOGRAPHIES	51

INTRODUCTION

The third installment of *Faiths of the Forgotten Realms* takes a departure from the established model of collections of deities belonging to various pantheons and offers options for gods and religions tied to a geographical location – in this case Icewind Dale and the Frozenfar.

This is by no means a suggestion that these deities are limited to the region, nor that other gods and faiths do not have a presence there. The material presented within can, and should, be used to enhance your game in any way you enjoy, not add limitations. Should you enjoy the material presented, it is encouraged you incorporate it into your own game's setting, not treat it as though the region is limited.

This collection adds to the faithful of some deities already covered in the previous volumes, but gives a distinctive new flavor based on the location. Some new gods have been added that either have a strong presence in the Frozenfar region established in the official canon lore, or thematically could have a presence given their nature or interests. Where possible, established lore has been used as a basis for the entries, and where gaps exist, these have been filled with non-canonical lore that adds depth to an otherwise barren area.

ENTRY CHANGES

Each of the deity entries includes the god's name (and titles), interests and portfolio, and suggested background story options as per the previous books; but when discussing clergy, rituals, or temples and shrines, the focus is on the Icewind Dale region rather than the wider world locations and activities. For example, Shaundakul's faithful travel the entirety of the realms and beyond, but the entry focuses on only those aspects that are relevant to Icewind Dale.

A new subheading has been added to all entries – Current Activities and Interests. This section offers insight into the faith's activities and interests in the Icewind Dale and Frozenfar regions, giving some context as to why they are represented in this volume and hopefully offering adventuring hooks or prompts for the Dungeon Master and players to explore.

FAITHFUL OR NOT?

Finally, unlike the previous two volumes, the entries may have subclasses that are associated with the religion either tightly or loosely. The archetypes represent some connection to the deity, but many are intended to have the freedom to be played as the campaign and player's tastes determine. Black Ice bloodline sorcerers, for example, are connected to Auril due to the faith's former use of the material. A Black Ice sorcerer need not be an active or even lay worshipper of Auril. If it suits the story, you may wish to have them oppose or actively thwart the goddess and her clergy. Again, play the way you want to play. Similarly, though many of the presented gods are Good or Evil in alignment, worship by the faithful is nuanced. Tightly bound archetypes would likely adhere more closely to their chosen deity's nature or tenets, but there is no requirement in alignment, which should be treated as a roleplaying tool rather than a straitjacket.

So, grab your cloak and snowshoes, summon your ice mephit familiar and think warm thoughts...



AURIL

the Frostmaiden, Icetawn, the Cold Goddess, Lady Frostkiss

Auril is a cold goddess in every way, including in her interactions with her faithful. She is harsh, merciless, fickle, vain, and unrelenting in her desire to cover all the lands of Faerûn in a permanent winter.

She cares for nothing, not even her own worshipers, and delights in testing creatures against the harsh elements, savoring their struggles and delighting in their eventual surrender to the cold. Those who survive do not earn her respect, but instead gain her ire for thwarting her game. At best such temerity is rewarded with her indifference. At worst, she redoubles her fury against them.

Auril is allied with the other gods of Fury – Umberlee, Talos, and Malar, united in their desire for destruction, though she cares for them not at all, and hates Malar with a passion. Ulutiu is seen as a nuisance and a potential exploitable resource, while Cryonax is fast gaining her attention as a rival in need of chastisement.

CLERGY (AURILAN)

The majority of Auril's faithful worship her out of a combination of fear and ambition. There is a power in her arctic embrace. The clergy is scattered across Faerûn, but gathers in places of greatest cold. The Frozenfar holds a significant portion of her faithful, as the year-round conditions suit the goddess and her temperament, and the isolation allows for their rites to go unseen and undisturbed. Despite their contempt for all others, the faithful respect and assist each other. While there are rare power struggles within the hierarchy, they are united in seeing their goddess's vision of endless winter come to fruition.

TEMPLES AND SHRINES

The greatest temple to Auril lies in Glister, north of the Moonsea in the heartlands. In a region covered in permanent frost, The House of Auril's Breath serves as the primary recruitment and training of the faithful due to its relatively large population density. Icewind Dale cannot compare for sheer numbers, but rivals it in zealotry, with the Tower of Black Ice serving as a beacon for the faithful on the Sword Coast. The tower is a grand structure hidden on a huge iceberg in the Sea of Moving Ice, crafted from necrotic Black Ice as hard as stone. The faithful risk

Auril and Rime of the Frostmaiden

Auril plays a major role in the official adventure *Icewind Dale: Rime of the Frostmaiden*, as a primary antagonist for the story. Therefore it is unlikely a devoted follower of Auril would make a reliable player character without some conflict of interest. It doesn't mean that such a character is impossible. Many of Auril's followers worship her out of fear or to appease her. Should she threaten those people or places the character holds dear, this might motivate them to oppose her, if only temporarily. Or perhaps the character's arc through the adventure could be one of redemption from Auril's faith to another deity – maybe one presented in this book.

In any case, the two archetypes presented under this section are only loosely affiliated with the religion, and could be adapted to easily fit the adventure themes.

their ships being dashed on the jagged ice floes of the sea when making pilgrimage, but the hardship is expected, and those that make it safely consider it to be a sign of the goddess' favor.



CURRENT ACTIVITIES AND INTERESTS

Auril's interests in Icewind Dale and the Frozenfar are many and varied. Among them is the discovery of Black Ice, a corrupting stone-like substance embraced by the faithful as a gift from Auril. They seek to gather and research the substance to better exploit it. Similarly, the presence of Ulutiu, and in particular the legends of his enchanted necklace, are seen as opportunities to further Auril's plans of endless winter. Legends suggest Ulutiu's necklace lies beneath the Great Glacier to the east and is the source of the Glacier itself. With it, the faith's plans to spread the ice and snow to the southlands could be accelerated.

Background Story Option

d4 Event

- 1 I've always pitied those who know love or compassion, for these are lies and lead to loss. Even as a young child I shied away from such things. I am strong. I need nothing from others. I have everything I need within me.
- 2 Auril's power is undisputed. Icewind Dale is never free from her grasp. I've lived here all my life and know we survive only by her restraint. She deserves our respect... and fear.
- 3 I see a tower of Black Ice in my dreams. It calls to me with an icy voice, like the cracking of frost underfoot. She calls to me.

4 While fishing on Lac Dinneshere, I saw an icy humanoid stride across the waters in the distance, as if the surface were solid. It left chunks of ice in its wake. It was Auril's avatar, I swear it. She saw me too, but spared me, moving on rather than toward me. I have been blessed by her, though why I cannot fathom.

SORCERER: BLACK ICE BLOODLINE

The Black Ice Bloodline has begun to emerge as a result of the interactions of Auril's cult with the Tower of Black Ice and other sources of the stone-like substance around Icewind Dale. Unlike other bloodlines that refer to parentage or heritage, your bloodline actually indicates the presence of Black Ice in your body, which grants you access to magical forces. Tainted with black ice you find you can command the cursed substance and are immune to its corrupting effects.

BLACK ICE BLOODLINE FEATURES

Sorcerer Level Feature

1st	Eyes like Icy Pits, Black Ice in the Veins
6th	Cold Affinity
14th	Curse of Black Ice
18th	Black Ice Armor

EYES LIKE ICY PITS

Starting at 1st level, you have darkvision with a range of 30 feet. If you already possess darkvision, the range is increased by 30 feet. In addition, you can see through fog, sleet, snow, and rain as if it were clear weather conditions, and can see through up to 5 feet of ice.

BLACK ICE IN THE VEINS

Also at 1st level, you are immune to the effects of extreme natural cold (*Dungeon Master's Guide* chapter 5) and to the corrupting effects of Black Ice sources.

COLD AFFINITY

Starting at 6th level, you add your Charisma modifier to the damage of spells and cantrips that deal cold damage. When you cast a spell or cantrip that deals cold damage, you can spend 1 sorcery point to gain resistance to cold damage for 1 hour.

CURSE OF BLACK ICE

Starting at 14th level, you may spend 1 sorcery point to inflict a secondary curse effect on a creature you damage with a spell that deals cold damage. This occurs as part of casting the spell. The creature suffers

the effects of the bane spell for a number of turns equal to your Charisma modifier. At the start of each turn the creature can make a Charisma saving throw against your spell save DC to negate the additional effect for that turn.

BLACK ICE ARMOR

Starting at 18th level, you can spend 5 sorcery points as a bonus action to force the Black Ice in your body to the surface, forming a layer of protective black armor. You gain resistance to all damage types except fire, force, and radiant for a number of turns equal to your Charisma modifier.

WIZARD: SCHOOL OF CRYOMANCY

Cryomancers - sometimes called Winter Wizards or Winter Witches - are the elemental master of cold. The cryomancer is obsessed with the nature of cold, seeking to utilize both its purely destructive and transitive properties. It's not enough to generate or manipulate energies to reduce the temperature below freezing. Cryomancers are obsessed with reaching the ultimate low - sub-zero temperatures that burn with cold and freeze even creatures accustomed to extremes or made of ice. The more advanced the Cryomancer becomes, the less they resemble a mortal, taking on the aspects of the unforgiving element.

Cryomancers are associated with Auril's faith as a number of prominent practitioners or cabals venerate her or are in service to the clerical core of the faith. Many independent Cryomancers are merely assumed to be part of the faithful due to their field of study.

CRYOMANCY FEATURES

Wizard Level Feature

2nd	Frost Savant, Frost Shaper
6th	Cold Soul
10th	Deep Cold
14th	Burning Cold

FROST SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a cold-based spell into your spellbook is halved. A cold-based spell is defined by one dealing cold damage or having ice, frost, or cold in its name.

FROST SHAPER

Starting at 2nd level, as a bonus action, you are able to create a number of simple cold effects within 60 feet. You may only create one of these effects at a time with this ability:

- You can cause the temperature to instantly drop by half in a 5-foot space if it is above 50 degrees Fahrenheit (10 degrees Celsius). Unless you use your bonus action to continue to maintain this each turn, the ambient temperature reasserts itself.
- You can cause a 5-foot area to be covered in rime
- You can extinguish any nonmagical fire or heat source if it is less than 5 feet in size, or reduce it to 5 feet in size if greater.
- You can freeze a gallon of water
- You can cause snowflakes to fall in a 5-foot radius
- You can create tiny, basic ice sculptures of six inches or less to a side. Intricate or fine details require you to make a DC 15 Intelligence check to successfully craft.

COLD SOUL

Starting at 6th level, you take no damage from natural or mundane extremes of cold and are immune to hypothermia or exhaustion from exposure to environmental temperatures. You have advantage on saving throws against cold-based spells and effects.

DEEP COLD

Starting at 10th level, when a creature fails its saving throw against one of your cold-based spells, you can either halve its speed or impose disadvantage on ability checks for a number of turns equal to your Intelligence modifier (minimum of 1). If the spell affects multiple targets, select one target for the additional effect. You regain the use of this ability after a short or long rest.

BURNING COLD

Starting at 14th level, your cold-based spells are so penetrating they damage even the most resistant of foes. Your spells ignore resistance to cold damage, and creatures that are immune to cold suffer fire damage equal to your Intelligence modifier (minimum of 1) instead as the cold turns to a blue consuming flame.



BAHAMUT

*Angel of the Seven Heavens, Draco
Paladin, The God of Dragons, Grandfather
of Dragons, King of the Good Dragons,
Justicemaker, The Justice Bringer (as
Marduk), Lord of the North Wind, Lord
of Pure Incantations (as Marduk), The
Platinum Dragon the Valiant (as Marduk)*



Aspiration to a just and balanced existence for all creatures is Bahamut's ultimate goal. Lacking the greed and vanity of dragonkind, Bahamut instead values, kindness, knowledge, wisdom, and song. Bahamut radiates strength, serenity, and pride of purpose. He seeks to elevate all, granting them grace, comfort, and succor against tyranny and suffering.

Bahamut strives to be an example to all not just in principle, but in action. Despite his desire to remain apart from mortal affairs, he has been known to personally aid those in need, usually in the form of an old man, or a shining knight, or very rarely in his true platinum dragon form.

Bahamut seeks to educate the mortals of Faerûn in enlightened self-interest that they may choose to act in ways to benefit all, and by doing so benefit themselves. Above all he seeks to teach mortals to act with honor and justice, something sorely lacking in many regions of Faerûn.

CLERGY (BAHAMITE)

The priests of Bahamut are few and scattered across the breadth of Faerûn. They are almost exclusively found near dragon lairs or sacred sites, though will venture forth to counter the depredations of the unjust and tyrannical, or aid those in need of shelter or safe haven.

To a fault, bahmites are courageous, kind, and honorable – traits essential to the faith. However, they are also staunch and implacable foes of evil and iniquity, and while inclined to show mercy for true repentance, will pursue a remorseless foe with the ferocity that befits a dragon.

The faith tends to attract goodly dragons and dragonborn, but is open to all creatures of good heart and pure intention. As such, it enjoys a strong reputation amongst the faiths of the good aligned gods and a powerful alliance with the church of Torm, whom Bahamut served for a time, and Tyr, whose principles are shared.

Tiamat is Bahamut's ultimate foe and opposite, the pair having been formed by the death of IO (also known as Asgoroth) - the original dragon god - in the Dawn War. The siblings sprung from their progenitor's corpse, and have been hated rivals since. Bahamut's faithful clash with Tiamat's whenever and wherever that encounter them, without exception, for that antithesis will never end until one – or both – are slain.

TEMPLES AND SHRINES

Temples of Bahamut are even rarer than their clergy. In general, the Platinum Dragon cares not for worldly goods or edifices to worship. However, shrines do exist in remote locations, sacred dragon spawning grounds and graveyards, or in the lairs of powerful metallic dragons. In the Frozenfar, a temple exists deep in the Spine of the World, inaccessible except by flight through the harshest northern winds. This temple, Platinum Peak, is a vast cavernous temple dedicated to providing a refuge to metallic dragons who are injured or displaced by the actions of chromatic dragons.

CURRENT ACTIVITIES AND INTERESTS

The Bahamites are drawn to Icewind Dale due to the area's limited law and the ever-present risk of white dragon activity. The Bahamites see Icewind dale and the Frozenfar as an opportunity to exert a positive presence and stability on a region mostly forgotten and abandoned by the rest of Faerûn. Recent activities of the Cult of Tiamat in the area have drawn their interest as well, as their presence is not in the best interest of the local population.

Background Story Option

d4 Event

- 1 Icewind Dale is a cruel place. I have seen the cold indifference to hardship, but I've also seen those that chose to help when they didn't have to. I once saw a knight of Bahamut drive off a band of raiders to save a fisherman and his family. She was fearless and it was inspiring.
- 2 I witnessed a silver dragon battle a white in the skies above Bryn Shander. When the Silver routed the white I felt exultant, like it was a victory for justice and righteousness. I sought out a priest of Bahamut to learn more.
- 3 I encountered a dying dragonborn in the wilderness on a hunt. I stayed with him until the last, listening to his stories he was desperate to pass on. When he died I felt Bahamut's presence. I like to think he rests now with his god as a reward for an honorable life.

4 I see the Platinum Dragon in my dreams. I know my life's purpose is to protect others, as is his. We are kindred spirits.

MONK: WAY OF THE CLUTCH WARDEN

The monks of the Way of the Clutch Warden serve a vital function for the Bahamut faith – the protection and defence of dragon lairs and the young of dragons when the older wyrms are called away to hunt or deal with threats. Clutch Wardens enjoy a position of trust and respect afforded to few, but carry a great burden of responsibility, for the offspring of dragons are rare and precious, both to the dragons themselves and to those who would hunt or exploit the helpless hatchlings. Between whelping seasons the monks are free to pursue other goals, be return to primary duties as directed by Bahamut's priests.

Even the chromatic dragons, who have similar 'servants' within their ranks, give begrudging respect to the Clutch Wardens when encountered.

WAY OF THE CLUTCH WARDEN FEATURES

Monk Level	Feature
3rd	Kinship, Way of the Wyrm
6th	Intercession
11th	Resilient Protector
17th	Lair Defender

KINSHIP

Starting when you take this way at 3rd level, all dragons, even the chromatic subtypes, recognise and respect the service of Clutch Wardens. You can speak draconic, and have advantage on Charisma (Persuasion) checks against creatures of the dragon type.

WAY OF THE WYRM

Beginning at 3rd level, you can use your ki to create the following spell effects. As a reaction, you can spend 1 ki point to cast *absorb elements*, and as an action you can spend 1 ki point to cast *cause fear*, *detect magic*, or *identify*. As an action you can spend 2 ki points to cast *dragonbreath*, *locate object*, or *see invisibility*.

INTERCESSION

Starting at 6th level, you can interpose yourself into an attack on an adjacent creature to protect them. As a reaction when a creature within 5 feet of you is targeted by an attack, you can force the attack to

target you instead. If the attack hits, you take the damage instead of the original target.

RESILIENT PROTECTOR

Starting at 11th level, you may select a single creature to protect, designating them your 'sacred charge.' You may select a creature as your sacred charge as a bonus action, and this cannot be changed until after a short rest. You gain a +2 AC bonus when you are within 5 feet of your sacred charge, and you have resistance to the damage taken when using your Intercession feature.

LAIR DEFENDER

Beginning at 17th level, you can attune to a location and use Lair Actions within the confines of the area. Attunement requires you to have access and complete control of a bounded location (building, cavern, or similar) for 24 hours. You can only attune to one lair at a time. Once attuned, you can use a lair action on initiative count 20 on each round. The lair actions can be selected from the following list, and no selection can be used in consecutive rounds.

- You can make a single unarmed attack on an adjacent creature. You cannot use other features with this attack (ie. stunning strike)
- You can move up to your speed
- You can make a Wisdom I(Insight) check against another creature in the lair, using their Charisma score as the DC. If successful you gain one useful insight into one ability or weakness the creature possesses, as selected by the DM.
- You can make a Wisdom (Perception) check with advantage to discern the location of any creatures using stealth.



PALADIN: OATH OF JUSTICE

Paladins of the Oath of Justice – also known as the Ptarian Code – strive to emulate Bahamut in thought and deed. Honor, Wisdom, Kindness, Mercy, and above all Justice are their driving principles. Those who follow this oath aren't mere faithful, but knights errant that actively travel Faerûn opposing tyranny and assisting those in need. While powerful in their own right, these knights seek to elevate others, teaching rather than overshadowing, and supporting others to rise rather than merely acting on their behalf.

Paladins of the Oath of Justice are also Bahamut's first line of defence against the faithful of Tiamat, and their tyrannical depredations. Wherever the Queen of Dragon's followers are found, an Oath of Justice paladin is likely nearby.

TENETS OF JUSTICE

Justice. Justice, equity, and good above all

Honor. Act with honor and respect all things.

Protection. Offer shelter, succour, and kindness to those in need.

Correction. Oppose evil in all its forms, but offer mercy for repentance

OATH OF JUSTICE FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Divinity
7th	Aura of Excellence (10 ft.)
15th	Dragon Sense
18th	Aura of Excellence (30ft.)
20th	Avatar of Platinum

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level Spell

3rd	<i>absorb elements*</i> , <i>thunderous smite</i>
7th	<i>enhance ability</i> , <i>magic weapon</i>
9th	<i>blinding smite</i> , <i>protection from energy</i>
13th	<i>freedom of movement</i> , <i>staggering smite</i>
17th	<i>banishing smite</i> , <i>greater restoration</i>

* spell found in *Xanathar's Guide to Everything*

CHANNEL DIVINITY

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

Elevate Allies – You can use an action to create a wave of silvery light in a 30-foot radius, centred on you. All allies within the area of effect immediately gain another saving throw or ability check to end ongoing negative conditions or effects imposed by spells or creature abilities. In addition, if a creature is freed of an effect as a result of the new saving throw or ability check, their next attack roll or ability check made within the next minute has advantage to the roll.

Dragon's Fortitude – When a creature you can see within 30 feet of you takes damage, you may use your reaction to use your Channel Divinity. The creature takes half damage instead, and is resistant to that type of damage until the end of your next turn.

AURA OF EXCELLENCE

Beginning at 7th level, you are surrounded by an aura that channels weakness into strength. When you and all allies within 10 feet of you successfully make a saving throw against a spell or hostile creature ability, you gain advantage on your next attack roll or skill check.

At 18th level, the range of this aura increases to 30 feet.

DRAGON SENSE

Starting at 15th level, your Divine Sense feature detects the presence of dragons as well as celestials, fiends, and undead. In addition, the color and relative age and power of the dragon is revealed to you (the DM reveals to you the age adjective and CR of the dragon- ie. young red dragon with a CR of 10).

AVATAR OF PLATINUM

At 20th level, you can assume a silvery scaled form in emulation of Bahamut. Using your action you undergo a transformation. For 1 minute, you gain the following benefits:

- Platinum wings sprout from your back, granting you a flying speed of 60 feet.
- You gain a +2 bonus to AC
- Your weapon strikes deal an additional 1d6 cold damage

You can end this transformation as a reaction to immediately end a single effect or condition affecting you.

CRYONAX

Lord of Ice, Bringer of Endless Winter, the Blizzard King, Bleak Monarch, Elemental Prince of Ice, the Prince of Evil Cold

The elemental forces of the multiverse are in balance, yet locked into an eternal struggle for dominance. Cryonax is a Primordial, so powerful as to be nearly unrivaled for his title Lord of Ice. He embodies the element of Ice, fumes at its status as 'para-elemental,' and seeks to elevate it – and thus himself – above the four primary elements – Fire, Water, Earth and Air. Cryonax strives to spread elemental ice to all connected planes, including the prime material. Wherever cold and ice are dominant in the climatic and prevailing weather conditions, Cryonax's faithful labor to increase and spread that dominance. Like the frost creeping in as winter falls, their plots and machinations are often slow and exacting, beginning with minor events that build to an inexorable avalanche that crushes all opposition.

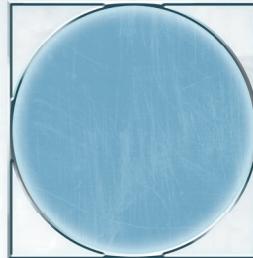
CLERGY (CRYONITE)

The vast majority of Cryonax's servants are creatures of ice: elementals, white dragons, frost salamanders, and a scattering of frost giants, though he battles Thrym and Kostiche to maintain a popular following with the latter.

Within Faerûn Cryonax has cultivated a cult of mortals, for while physically weak and frail compared to his mighty frost creatures, they are intelligent, subtle, and cunning in ways the powerful monsters are not. The cultists of Cryonax are dedicated to their master's will, gathering strength in the Frozenfar, High Ice, and Reghed Glacer, and seeking means to push the boundaries of these frosted lands southward.

Cyonax also attracts a few lay worshippers – mortals that venerate his connection to cold, snow, and ice, or those wishing to appease him and survive any snap freezes or extended winters he visits upon the lands.

In terms of divine relations, Cryonax's worshippers despise Auril and her faithful, seeing her as a usurper to the older primordial's portfolio. They seek to thwart and slay them where they are found. Oddly enough, Cryonites and the followers of Levistas have a tense alliance, and while neither side trusts the other, their deity's goals seem to align – for now.



TEMPLES AND SHRINES

Cyonax's clergy claim all ice and glaciers as his by right, but some places are deemed inviolate. One such location is known as the Maw of Rime, a huge crevasse in the Reghed Glacier that resembles a jagged toothed maw of ice. Within its dark depths, where no sun shines, is a portal to the Elemental Plane of Ice. The surrounding caverns teem with ice mephitis and other elementals, and the temperature is so cold it freezes unprotected living creatures solid in mere minutes.

CURRENT ACTIVITIES AND INTERESTS

In addition to counting the Frozenfar as one of 'his' territories, the Cryonites are actively seeking out Auril and her followers, known to be haunting the region and experimenting with black ice. Black ice is seen as an abomination to the purity of Cryonax's chosen element, and they would see its influence curbed, and the substance itself eradicated.

The Cryonites also court a number of the frost giant lodges in the area, seeking to turn them from Thrym's worship. Thus far their attempts have met rebuffed, but not violently, suggesting that further negotiation is possible.

Background Story Option

d4 Event

- 1 On my travels I found an icicle that never melted, which I carry to this day. It is a symbol of Cryonax's dominance over ice, and a sign of things to come.
- 2 I have been fascinated with ice and snow all of my life. From a very young age I would beg my parents to let me go and play in its frigid embrace. The cold has never bothered me.
- 3 Icewind Dale is a harsh place. Only the strong survive, and only those that embrace the icy grasp of the endless cold thrive. I will thrive.
- 4 As a child I found a small creature composed entirely of ice. It looked like a rabbit or squirrel, and it danced in the falling snow. I was delighted, and realized that there is amazing life and magic in the element of ice. I yearn to discover its secrets.



ARTIFICER: WINTER SCULPTOR

While Cryonax's destructive and callous nature are well documented, some that follow the Prince of Ice do so out of reverence for the nature of ice and snow, and the wondrous opportunities this creates. The Winter Sculptor is one such devotee, drawn to ice and snow as a material to be shaped and harnessed. Winter Sculptors can take the transient materials and instil them with a greater permanence, shaping and animating them into constructs or infusing the power of cold into items.

WINTER SCULPTOR FEATURES

Artificer Level Feature

3rd	Tool Proficiency, Winter Sculptor Spells, Frost Construct, Icy Weapons
5th	Combat Construct
9th	Channel Frost
15th	Advanced Frost Construct

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with sculptor's tools, which are a special set of artisan's tools that contain a small saw, chisels, hammers, picks, and polishing fabrics to assist in sculpting. A set of sculptor's tools can be purchased for 15 gp.

WINTER SCULPTER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown on the Winter Sculptor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

WINTER SCULPTER SPELLS

Artificer Level Spell

3rd	<i>armor of Agathys, ice knife*</i>
7th	<i>shatter, Snilloc's snowball swarm*</i>
9th	<i>gaseous form, sleet storm</i>
13th	<i>ice storm, fire shield</i>
17th	<i>antilife shell, cone of cold</i>

* spell found in *Xanathar's Guide to Everything*

FROST CONSTRUCT

By 3rd level, you are able to sculpt and animate a construct made of your choice of snow or ice. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the **snow construct / ice construct** stat blocks. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.

In combat, the construct shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

If the *mending* spell is cast on it, it regains 2d6 hit points. Any spell with ice or cold effects used on it causes it to regain 2d6 hit points per level of the spell (cantrips return 1d6 hp). If it has died within the last hour, you can use your sculptor's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The frost construct returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new frost construct if you have your sculptor's tools with you. If you already have a frost construct from this feature, the first one immediately perishes.

ICY WEAPONS

Beginning at 3rd level, as an action, you can generate a melee weapon crafted from magically hardened ice, which lasts for 1 minute. The weapon acts as if it were magical for the purposes of overcoming damage resistance and immunities, and deals damage as per the simulated weapon, plus 1d6 cold damage.

At 12th level, the additional cold damage increases to 2d6. Alternately, instead of creating a distinct weapon, you can use this ability to grant the additional cold damage to your frost construct. You regain the use of this ability after a short rest.

COMBAT CONSTRUCT

Starting at 5th level, your construct can attack twice, rather than once, whenever you use your bonus action to have it take an icy claw or pummel attack.

CHANNEL FROST

At 9th level, you learn new ways to channel arcane cold energy to harm your opponents. When you hit a target with a magic weapon, one of your Icy Weapons, or your construct hits with an icy claw or pummel attack, you can channel icy cold through the strike to generate one of the following effects:

- The target takes an extra 2d6 cold damage
- The target must make a Constitution saving throw against your spellcasting DC or be slowed as per the slow spell for a number of turns equal to your Intelligence modifier (minimum of 1). At the end of each of its turns the creature may repeat the saving throw, ending the effect on itself on a success.
- The target has its movement speed reduced by 10 for a number of turns equal to your Intelligence modifier (minimum of 1).

You can use this channelling a number of times equal to your Intelligence modifier (minimum of 1), but not more than once per turn. You regain all expended uses when you finish a long rest.

ICE CONSTRUCT

Medium construct, neutral

Armor Class 17 (natural armor)

Hit Points equal to the construct's Constitution modifier + your intelligence modifier + five times your level in this class
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Dex +5, Con +4

Skills Athletics +4, Perception +4

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Understands the languages you speak

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the construct's skill and saving throw bonuses (above), the bonuses to hit and damage of its icy claws, and the number of hit points restored by its reform action (below).

Vigilant. The construct can't be surprised.

Actions (Requires you Bonus Action)

Icy Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target you can see. *Hit:* 7 (1d8+3) slashing damage.

Reform (3/day). The construct's ice reforms, restoring 11 (2d8 + 2) hit points to itself.

Reaction

Deflect Attack. When a creature it can see within 5 feet of the construct is targeted by an attack, the icy construct imposes disadvantage on the attack roll.

ADVANCED FROST CONSTRUCT

At 15th level, your Channel Frost and frost construct become more powerful:

- The extra damage from your Channel Frost increases to 4d6, or the duration of the effect doubles to twice your Intelligence modifier (minimum of 1).
- Your frost construct either gains +2 AC or 40 hit points, which you decide when you animate it. Once chosen for a particular construct, this cannot be changed.
- Whenever your frost construct uses its reaction-based defensive ability, the attacker takes magical piercing damage equal to 1d4 + your Intelligence modifier as icicles busts forth at the point of impact to impale the attacker.

SNOW CONSTRUCT

Medium construct, neutral

Armor Class 9

Hit Points equal to the construct's Constitution modifier + your intelligence modifier + ten times your level in this class
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Str +6, Con +5

Skills Athletics +6, Perception +4

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Understands the languages you speak

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the construct's skill and saving throw bonuses (above), the bonuses to hit and damage of its icy claws, and the number of hit points restored by its reform action (below).

Vigilant. The construct can't be surprised.

Actions (Requires you Bonus Action)

Pummel. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target you can see. *Hit:* 8 (1d8+4) bludgeoning damage.

Reform (3/day). The construct's ice reforms, restoring 11 (2d8 + 2) hit points to itself.

Reaction

Absorb Attack. When a creature within 5 feet of the snow construct takes damage, the construct can impose itself between the ally and attacker, taking the damage instead of the intended target.

BARBARIAN: PATH OF THE ICY VEINS

Some of the natives to Icewind Dale talk about having "ice in their veins" – a way of hyperbolically connecting to the land they love. You on the other hand, truly have ice in your veins. Blessed, or cursed, by Cryonax, your body is infused with ice. Cold doesn't bother you, and when you draw upon your most primal instincts, you can command the ice within to come forth as jagged protrusions to harden your skin or rend your foes.

PATH OF THE ICY VEINS FEATURES

Barbarian Level Feature

3rd	Icy Veins, Icicle Spikes
6th	Frost Armor
10th	Icy Juggernaut
14th	Icy Hardening

ICY VEINS

Beginning at 3rd level, you are immune to the effects of extreme natural cold (see chapter 5 in the *Dungeon Master's Guide*) and have resistance to cold damage while raging.

ICICLE SPIKES

Starting at 3rd level, while you are raging, you can generate razor sharp spikes of ice over any weapon you wield. The first creature you hit on your turn with your ice-covered weapon takes extra piercing damage equal to $1d6 + \text{half your barbarian level}$. The spikes then shatter and slowly reform at the start of your next turn.

FROST ARMOR

Starting at 6th level, while raging, you can coat yourself in a layer of thick frost gaining a +2 bonus to AC. This stacks with your Unarmored Defense feature. The frost armor has limited substance and breaks away as you take damage. After you have taken damage equal to four times your barbarian level the frost armor falls away, useless.

ICY JUGGERNAUT

Starting at 10th level, you can move across snow or ice as if it were stable, open ground, suffering no ill effects from difficult or slippery terrain consisting of snow or ice.

ICY HARDENING

Starting at 14th level, your body begins to harden, and your biological processes slow. You gain a natural +2 bonus to AC, which stacks with your Unarmored Defense and Frost Armor features. You

also gain immunity to the poisoned condition and you can't lose hit points from ongoing effects (such as the wounding property of a *sword of wounding*).



PALADIN: OATH OF THE ICY HEART

To take the Oath of the Icy Heart is to embrace the characteristics of the frozen North - to be cold, hard and unrelenting, unwavering in purpose and untouched by the warmth of either sun's rays or a son's embrace. Cold, calculating and often cruel, paladins of the Oath of the Icy Heart dedicate themselves to their cause with a drive unmatched by even the most zealous cultist or steadfast disciple. Paladins of the Icy Heart need not be evil or cruel - though many are - but they must be driven and implacable, and divorced from human attachment, emotion, and other ephemeral concerns.

TENETS OF THE ICY HEART

Unrelenting. Do not waver or falter in your pursuit of a goal.

Undaunted. Let not the honeyed words nor sharpened blades of your foes turn you from your path.

Unencumbered. Let no attachments to people or property impede your progress.

Unstoppable. Victory or Death - there are no other options.

OATH OF THE ICY HEART FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Frost (10 ft.)
15th	Biting Chill
18th	Aura of Frost (30ft.)
20th	Avatar of Ice

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level Spell

3rd	<i>armor of Agathys, ice knife</i>
7th	<i>shatter, magic weapon</i>
9th	<i>fear, sleet storm</i>
13th	<i>deathward, stoneskin</i>
17th	<i>cone of cold, destructive wave</i>

CHANNEL DIVINITY

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

Bonds of Ice - You can use an action to encase one creature you can see within 60 feet in a shell of restricting ice. While in the ice the creature is restrained and has total cover. The affected creature

may make a Strength saving throw at the start of each of its turns to shatter the ice and free itself. Creatures on the outside may use their action to make a strength check to break the ice. The DC for both saves and strength checks is equal to your spell save DC. The icy bonds last for 1 minute or until broken. In warm conditions (>68 degrees F/20 degrees C) the ice lasts half as long, while in icy temperatures (<32 degrees F/0 degrees C) it lasts twice as long. Any application of magical fire to the ice immediately ends the effect.

Icy Aura - As an action, you call forth a 30-foot-radius aura of cold, centred on you, that lasts for 1 minute. The aura moves with you and chills all other creatures, reducing movement of all creatures in it by half. You are immune to the effects, as are creatures that are immune to cold damage.

AURA OF FROST

Beginning at 7th level, you are surrounded by an aura of visible frost that collects on creatures and surfaces as a thin icy layer. You and all allies within 10 feet of you gain resistance to cold damage while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

BITING CHILL

Starting at 15th level, as a bonus action you can designate a single creature within your Aura of Frost or Icy Aura effect radius. That creature suffers an amount of cold damage equal to your Charisma modifier (minimum of 1) each time it makes an attack against you.

AVATAR OF ICE

At 20th level, you can assume a bitterly cold icy form which creates an icy coating on surfaces as it moves. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Your weapon strikes deal an additional 2d6 cold damage
- You are immune to cold damage, and the restrained, stunned, or poisoned conditions.
- You ignore difficult terrain and cannot be knocked prone or moved against your will unless you allow it
- You can walk across water and other liquids as if they were solid ground.

GWAERON WINDSTROM

Master of Tracking, Master Interpreter of Woodland Signs, the Tracker, the Tracker Who Never Goes Astray, Mouth of Mielikki

Gwaeron is a once mortal hero, elevated to godhood by Mielikki for his diligent service and peerless tracking ability. He now represents the art of tracking and is the patron for rangers in the North, and his influence is expanding across the continent.

Gwaeron seeks to embody the ideal that civilization and nature can coexist, and that the wilds are one facet of life, a balance to the comforts and security of home and hearth. Sentient races should embrace the wild and fear it not, for it has bounty and beauty as well as danger and hardship. To learn the lessons of nature is to step closer to the divine.

Gwaeron opposes needless destruction or cruelty, and hunts dangerous and unnatural beasts and monsters and those who seek to exploit nature or pit the wilds against civilization or vice versa. He and Malar play a dangerous game of hunter and hunted, knowing that eventually one is destined to slay the other – though who will be the victor is far from certain.

CLERGY

Gwaeron's clergy is small but growing. In times past, his position as hero of Mielikki saw much of his works and potential worship go towards her and her faithful. However, many are beginning to see Gwaeron as a more relatable, accessible deity than the aloof and ephemeral nature goddess, and his relatively common appearances in the realms, and willingness to directly interact with his followers, has improved his reputation amongst those devoted to nature.

Gwaeron's core faithful are all dedicated hunters, trackers, and foresters, those that are at peace with nature but feel connected to civilization as well. His faith is the bridge between the two, when most deities favor one or the other.

Monster hunters often venerate the Master of Tracking, who is almost as well known in their ranks for his flaming, troll slaying sword as his wilderness skills.



TEMPLES AND SHRINES

Gwaeron has no temples, and only a scattering of shrines. As a constant traveler, his clergy mimic his lack of roots. The one permanent shrine to Gwaeron is Gwaeron's Rest outside Triboar, a favored place of respite for the Tracker, who can be found there often still. The remainder of his shrines are secluded trail marker stones carved with his symbol, scattered to the far reaches of Faerûn.

In Icewind Dale, along with the far flung trail markers deep into the tundra, there is a small shrine in a cave on the side of Kelvin's Cairn, up the trail known as Bruenor's Climb. More than a century ago this was the home of Drizzt DoUrden, Gwaeron's most famous devotee.

CURRENT ACTIVITIES AND INTERESTS

The growing unrest in Icewind Dale has caught the attention of Gwaeron's faithful. There is an imbalance in the region, and both natural and unnatural forces are aligning against the folk of Ten-Towns and the local barbarian tribes. Auril and Malar are active once more, and Gwaeron's followers seek to oppose those of the two gods of fury.

Background Story Option

d4 Event

- 1 After a rabid owlbear attacked a remote farmstead, I tracked it across the tundra for two days. Just when I thought I'd lost it, I felt Gwaeron's presence and my attention was drawn to the barest sign of its passing. I went on to slay the beast and safeguard the locals.
- 2 As a child I found a wounded wolf cub left abandoned on the tundra. I took it in and one of Gwaeron's rangers showed me how to care for it. My wolf and I are now inseparable companions for life.
- 3 My parents told me a tale of how an old ranger with a mane of white hair passed through when I was young. I toddled away from my parents chasing a bird and he picked me up and returned me to them. Now that I'm grown I can track even a bird in flight. Gwaeron has blessed me.
- 4 All my life I've heard the musical notes in birdcalls and animal cries. I am most at peace in the wild. This is my calling.

DRUID: CIRCLE OF SERENITY

Druids of the Circle of Serenity seek to maintain the ecological balance in the Frostfar by curbing the excess aggression and savagery displayed by some magical beasts, expansionist humanoids and other predatory creatures. While predator and prey cycles are natural amongst the native beasts of the Frostfar, humanoid migration, magical beasts, and the interference of groups such as the faithful of Malar can have a destabilising effect on the region and its natural ecology, increasing instances of animal attacks or damaging animal populations disproportionately.

Druids of the Circle of Serenity are pacifists by choice, though will defend themselves and their chosen region and packs – be it animal or humanoid in nature.

CIRCLE OF SERENITY FEATURES

Druid Level Feature

2nd	Pack Member, Beast Tongue
6th	Quell Bloodlust
10th	Sooth the Savage Beast
14th	Free the Beast

PACK MEMBER

When you choose this circle at 2nd level, you exude an aura of belonging with beasts of all types. Unless you or your companions attack or harm a beast, it treats you as a member of its species, and specific pack or herd. If it is a summoned or controlled creature, it can make a Wisdom saving throw using your Wisdom score as the DC to overcome the effect. If it fails, it does not obey commands to harm you, but otherwise acts as directed. If you attack a beast, place it in peril, or otherwise harm it, the effect is automatically ended for that creature. Your companions are not protected by this ability.

BEAST TONGUE

Starting at 2nd level, you are under the constant effect of the speak with animals spell. This can be dispelled or suppressed with dispel magic or other magic suppression effects, but returns automatically at the start of your next turn or once you leave any ongoing magic dampening effect (such as a dead magic zone).

QUELL BLOODLUST

Starting at 6th level, you use your action generate an area of non-aggression around yourself in a 30-foot radius. For the next minute, within the area, all

creatures are unable to use the Rage or Reckless Attack features (and any active features end), and all attacks, including your own, are made at disadvantage. The aura moves with you. Any creature leaving the area is no longer subject to it, but any creature returning to the aura is affected once again. You regain the use of this ability after a long or short rest.

SOOTHE THE SAVAGE BEAST

At 10th level, you can use your action to create an area that suppresses the aggressive instincts of beasts in a 30-foot radius centred on a point you can see within 100 feet. All beasts in the area immediately become friendly to all other creatures. This effect persists for 1 hour, even if affected creatures leave the area of effect, but instantly ends for all affected creatures if any affected creature is harmed. You regain the use of this ability after a long rest.

FREE THE BEAST

At 14th level, when you use your Wild Shape ability, all beasts of the same type that can see you immediately become charmed by you and free of any other control or influence. This effects only specific forms – so if you select wolf you affect only wolves, not dire wolves or other subtypes. Summoned creatures or those subject to charm effects other than your own are freed of their magical bonds, but are still subject to any other conditions (i.e. summoned animals disappear if the summoning spell is ended or dispelled). Familiars and beast companions granted by class features are unaffected. The charm effect lasts until you change shapes again.



RANGER: TUNDRA TRACKER

Tundra Trackers are the disciples of the hero-deity Gwaeron Winstrom, expert tracker and disciple of Mielikki and sworn foe of Malar, god of the savage hunt. Tundra Trackers frequent Icewind Dale and the other extreme northern lands of Faerûn, and are legendary for their perception and interpretation of tracks, spore and animal markings. It is said a Tundra Tracker can follow a bird in flight or a leopard through a snowstorm. In addition to providing their services as guides, Tundra Trackers hunt poachers, wild animals that threaten the local ecology, and monstrous beasts such as winter wolves. Above all, Tundra Trackers seek out and slay the violent followers of Malar, whose vicious predations are an affront to the natural balance.

Tundra Trackers are never alone. Like their patron, they have an affinity for animals and form a powerful bond with a special companion, one that heightens their own instincts and abilities.

TUNDRA TRACKER FEATURES

Ranger Level Feature

3rd	Animal Companion, Companion's Bond, Tracker's Insight
7th	Hunter's Prey
11th	Peerless Senses
15th	Apex Hunter

ANIMAL COMPANION

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world. With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: a black bear, a boar, an elk, a giant badger, a giant weasel, a mule, a panther, or a wolf. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures that would logically be present in the area. At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond feature. You can have only one animal companion at a time. If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its

body. If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

COMPANION'S BOND

At 3rd level, your animal companion gains a variety of benefits while it is linked to you. The animal companion loses its Multiattack action, if it has one. The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own. When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls. Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly. Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life." Your animal companion gains the benefits of your Favored Enemy feature and of your Greater Favored Enemy feature when you gain that feature at 6th and 14th level. It uses the favored enemies you selected for those features. It also benefits from your Land's Stride, Hide in Plain Sight, and Vanish features.

Keeping Track of Proficiency

When you gain your animal companion at 3rd level, its proficiency bonus matches yours at +2. As you gain levels and increase your proficiency bonus, remember that your companion's proficiency bonus improves as well, and is applied to the following areas: Armor Class, skills, saving throws, attack bonus, and damage rolls.

TRACKER'S INSIGHT

At 3rd level, you have advantage on Wisdom (Perception) checks if your animal companion is within 30 feet of you.

HUNTER'S PREY

At 7th level, you may select a single creature as prey. You must observe this prey for at least 1 minute and may take no other actions while observing. Doing so requires you to begin the observation process again. You and your animal companion gain advantage on attack rolls against this creature for 1 minute. If the creature is one of your favoured enemies, or is marked via the hunter's mark spell, you need only observe for one round. You regain the use of this ability after a long rest.

PEERLESS SENSES

At 11th level, you have preternatural senses. You and your animal companion are never surprised, you gain your wisdom modifier to AC and you are able to track creatures even if they are magically concealed or hidden (i.e. under the effects of a pass without trace spell).

APEX HUNTER

Beginning at 15th level, you regain the use of your hunter's prey ability after a short or long rest.



LEVISTUS

Lord of the Fifth, Lord of Stygia, Prince of Betrayal, the Frozen Prince

Levistus - like all the archdevils of Hell - craves personal power, advancement, and domination. Unlike the other archdevils, there is one thing Levistus wants more - freedom. The Lord of Stygia is eternally trapped in the ice of the frozen hell, the result of a punishment dealt out by Azmodeus himself for transgressions both real and fabricated.

Once a mere prisoner of the desolate frozen layer, Levistus was recently (by the ageless standards of Hell) returned to rulership of Stygia when Azmodeus cast out the loyal Geryon and elevated the treacherous Levistus in a complicated power shift that also saw Azmodeus's daughter Glasya take power in Malebolge, the sixth layer. This promotion did not win Levistus his freedom however, and the archdevil now rules from his icerberg prison through proxies and servants.

His incarceration is no barrier to his ambitions, and countless centuries trapped in the frozen prison has sharpened his wits and perceptions, and allowed him to create a network of loyal and reliable servants - for devils. Levistus's plots and machinations spread far and wide, always seeking one thing above all others - a means to thwart Azmodeus and escape his tomb.

CLERGY (BLADEREAVERS)

Until recently Levistus was served almost exclusively by devils, white dragons, and other ice creatures, with mortals serving only as pawns to collect souls for Hell, or to be sacrificed in rites designed to weaken his tomb. However, as their utility as agents became more apparent, judicious infernal pacts created cabals of warlocks that began spreading his faith to the people of Faerûn. While many who worship Levistus are solitary and shunned, his cult is beginning to gain more prominence through the expanding reputation of the Bladereavers.

Bladereavers are duelists and pirates, rogues and rakes. They seek out martial challenges and conquests, attacking ships or coastal enclaves for plunder and power. Bladereavers master swordplay and often challenge foes to duels to settle disputes, but only if the advantage is theirs. Schemes, manipulation, and betrayal are their stock in trade, and each furthers Levistus's own schemes of power.



Levistus's faithful have no allies. Their paranoia and pathological drive for betrayal - even amongst their own - ensures that no other faith or organization trusts them. Similarly, while universally distrusted and disliked, few faiths actively oppose the Bladereavers, and in fact often short term deals or bargains see the Bladereavers act as mercenaries for other cults on brute force missions where betrayal is unlikely or would have minimal impact. The faiths that tend toward protection or preservation in the North - Bahamut, Gwaeron, and Shaundakul - are observing the Bladereavers activities closely.

TEMPLES AND SHRINES

While Levistus's primary power base is on Stygia, the Frozenfar serves as a proxy on Faerûn. The cold, desolate, remote, and relative lawlessness of the environment suits the faith as a place for expansion of their religion. Floating in the seas of moving Ice, hidden amongst the thousands of icerbergs, is the Throne of Ice, a temple newly excavated for the cult. Seeded with enchanted ice from Stygia, and black ice scavenged from the region, it serves as a focal point in the efforts to summon an aspect of Levistus to the prime plane and research into his eventual freedom. Making port at this stronghold, and sailing forth for raiding and plunder, is a vast infernal battleship known as the Frostreaver. Crafted from wood, iron, and ice this floating behemoth is part mobile fortress and part temple to the Frozen Prince, plying the waters as far south as Neverwinter, sinking ships and amassing wealth to broaden the cult's footprint on Faerûn.

CURRENT ACTIVITIES AND INTERESTS

The Bladereavers are exploring the properties of the Black Ice found in the region. Its necromantic and frozen properties mirror some aspects of the results of where the River Styx interacts with the frigid waters of Stygia so closely they believe this is no coincidence. Expeditions across the Frozenfar seek to claim Black Ice sites and conduct research and experimentation, returning samples to the remote Throne of Ice. The Bladereavers believe the Black Ice might be the key to linking Stygia to Faerûn and drawing Levistus into the mortal realms and to his freedom.

Background Story Option

d4 Event

- 1 I'm no stranger to betrayal. The North is a cold place in more ways than one. Betrayal is inevitable. Levistus knows this. I know this. Ensuring you get the better result than your opponent is the key to power.
- 2 I once saw a Bladereaver duel an Icewind Dale barbarian tribe champion twice her size. Her skill, and willingness to use any means necessary, saw her defeat a stronger opponent. You have to respect that.
- 3 A Bladereaver raiding ship once attacked my village. We were betrayed by the sentry, who in turn received a knife in the back rather than his sought after bribe. I was taken prisoner to work the oars, but escaped after betraying another prisoner to act as distraction while I fled. This is the way of life in the Frozenfar.
- 4 I dueled a Bladereaver once. The arrogant bastard talked an honorable game but used every dirty trick in the book to beat me. It was a masterful display of survival of the fittest. Defeated, I begged the warrior to train me rather than kill me. He accepted, though I don't know why. I expected the inevitable betrayal, but I took what I could from him before that time came, and then turned the tables and left him in a pool of his own blood. I often wonder if he survived, and - if he did - if he holds a grudge?

FIGHTER: BLADEREAVER

Bladereavers ply the frigid waters of the sword coast, from Baldur's Gate to Icewind Dale, following the wintery winds and seeking prey amongst the waves. Not mere pirates, Bladereavers seek a challenge to overcome, hunting down freebooters of repute, pirate hunters, monsters, and more. To a Bladereaver of Levistus, the hunt is as much about style and panache as it is about victory. Make no mistake, these duelists do not concern themselves with codes of honor or ethics and will happily seek advantages to win. Losers whine about 'fairness' while winners reap the spoils. Victory and glory at any cost is the ultimate goal.

BLADEREAVER FEATURES

Fighter Level Feature

3rd	A Reaver's life, Dirty Tricks
7th	Rakish Confidence
10th	Merciless Advantage
15th	Go for the Kill
18th	Vindictive Retribution

A REAVER'S LIFE

Beginning at 3rd level, you gain advantage on Strength (Athletics) and Wisdom (Survival) checks when on a ship or other vehicle that is waterborne or travels over ice.

DIRTY TRICKS

Starting at 3rd level, when you are in combat you can make use of a number of tactics, both legitimate and underhanded, to improve your options in combat. You can use your dirty tricks four times, regaining all of your expended uses after a short or long rest. You cannot use a trick more than once on the same opponent in a single combat as they become wary of it, negating its effectiveness. As part of an Attack action, you can select one of the following options;

Blinding Trick. Using blood, sand, salt, spittle, or anything else on hand you momentarily impede an opponent's sight, gaining advantage on your next attack roll.

Defensive Spring. After a successful attack you may leap backward up to 10 feet if there is a clear space to move into. This does not provoke attacks of opportunity.

False Stumble. You stumble, offering up an opening in exchange for an opportunity. One creature of your choice has advantage on attack rolls against you until the end of their next turn. If the creature hits, you can use your reaction to make an immediate attack against them with advantage.

Knee Strike. On a successful hit you reduce your opponent's movement speed by half until the end of your next turn.

Insulting Demeanour. You goad your opponent into reckless action. If they attack you on their next turn, they make attack rolls with advantage, but all subsequent attacks on them until the end of your next turn, have advantage.

Low Blow. On a successful strike your opponent has disadvantage on ability checks until the end of your next turn.

Opportunistic Entanglement. You forgo your attack to make a grapple attempt on an opponent. If successful you both gain the grappled condition and they take bludgeoning damage equal to your Strength or Dexterity modifier (your choice) as you pummel them with your weapon hilt. If they choose to attempt to break the grapple on their next turn, and are successful, they take the damage again as you bludgeon them a second time.

Trip. On a successful attack you deal no damage, but your opponent falls prone if they are size Large or smaller.

RAKISH CONFIDENCE

Starting at 7th level, you gain advantage on Charisma (Intimidation) checks against creatures that have witnessed or been subject to one of your successful dirty tricks in the last hour.

MERCILESS ADVANTAGE

Beginning at 10th level, when you have advantage on your attack roll you deal additional damage equal to your proficiency bonus on a successful strike with a weapon. This damage is the same as type as the weapon.

GO FOR THE KILL

Beginning at 15th level, when you have advantage on the attack roll your weapon attacks score a critical hit on a 19 or 20.

VINDICTIVE RETRIBUTION

Beginning at 18th level, when you are struck with a critical hit, you can use your reaction to make an attack roll against your attacker with a weapon in your hand if they are in range. If your attack hits, it is automatically considered a critical hit. You regain the use of this ability after a long rest.

WARLOCK PATRON: LEVISTUS

Your pact with the rakish archdevil offers powers akin to his nature – skill with blade, tongue, and ice. You are his eyes and ears in the mortal realms. Free to do as you please with the gifts bestowed, you understand they were granted with the intent that you work toward the one small, almost inconsequential, thing that a being of his vast power could want – freedom from his eternal imprisonment in the Ice of Stygia. Certainly no explicit requirements were outlined, but the sinister aspect to your patron suggests you may have acquired more than you bargained for, and the hidden price greater than you expected.

Levistus and Pact choices

As a former Duelist, Levistus prefers Pacts of the Blade, but accepts all pacts in those he instils his dark gifts. If you select Pact of the Chain you may choose either imp or ice mephit as your base familiar.

LEVISTUS FEATURES

Warlock Level Feature

1st	Expanded Spell List, Courtier's Weapons: Sharp Words and Sharper Blades
6th	Duellist's Recourse
10th	Stygian Resilience
14th	Icy Fate

EXPANDED SPELL LIST

Levistus lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

LEVISTUS EXPANDED SPELLS

Spell Level	Spell
1st	<i>bane, heroism</i>
2nd	<i>enhance ability, heat metal</i>
3rd	<i>bestow curse, haste</i>
4th	<i>freedom of movement, ice storm</i>
5th	<i>cone of cold, modify memory</i>

COURTIER'S WEAPONS: SHARP WORDS AND SHARPER BLADES

Starting at 1st level, you are proficient with rapiers and in the Deception and Insight skills

DUELLISTS RE COURSE

Starting at 6th level, you can use your reaction to add your Charisma modifier to your Armor Class for a single attack. You must select this after the attack roll is revealed but before the result is known. You cannot use this ability on consecutive turns.

STYGIAN RESILIENCE

Starting at 10th level, you are resistant to cold damage and one other damage type of your choice from fire, radiant, or necrotic. You select this second resistance after a long or short rest, and retain it until you select another.

ICY FATE

Starting at 14th level, when you hit a creature with an attack, you can use this feature to entomb it in a solid block of ice. The creature is visible, but is restrained and has total cover. The ice is immune to all damage, but can be dispelled as a 5th-level spell effect. At the end of each of its turns it suffers 1d10 cold damage and can make a Strength saving throw against your spell save DC to end the effect. The ice lasts one minute if not broken before.

Once you use this feature, you can't use it again until you finish a long rest.

ELDRITCH INVOCATIONS

CHILLING BLAST

Prerequisite: eldritch blast cantrip

Once on each of your turns, when you hit a creature with your eldritch blast, you can cause it to lose its reaction until the end of its next turn.

ICE SIGHT

Prerequisite: none

You can see through up to 60 feet of solid ice as if it were clear glass.

ICY EMPOWERMENT

Prerequisites: Tomb of Levistus*, 5th level

After using your Tomb of Levistus Invocation, once you are free, your spells and abilities that deal cold damage ignore cold resistance for a number of turns equal to your Charisma modifier (minimum of 1)

GREATER TOMB OF LEVISTUS

Prerequisites: Tomb of Levistus*, 12th level

Your Tomb of Levistus invocation now grants you total cover against attacks except those that deal fire damage. You may use your Tomb of Levistus invocation twice, and regain its uses on a long or short rest.

* This Eldritch Invocation appears in *Xanathar's Guide to Everything*



TSAI 030505

MALAR

The Beastlord, Lord of Beasts, the Black-Blooded Pard, the Ravaging Bear

Malar is the god of the savage wild. His nature is survival of the fittest. He roams the lands of Faerûn inciting savagery and indulging indiscriminately in the hunt. He cares not if his quarry is weak or strong, for the pleasure of the hunt is not in the challenge or chase, but in the fear instilled, the moments of panic and despair, the thrill of the kill, and finally the taste of blood and bone.

Malar's hunts can be simple or sophisticated. He hunts both beasts and men. When hunting more intelligent prey, he uses more complex tactics. He loves to hunt those mortals who seek a bridge between civilization and the wild, or who seek to "pacify" nature; rangers, druids, and the followers of nature deities - Gwaeron, Mielikki, Silvanus - are favored targets. He despises weakness and loves hunting the followers of Eldath most of all.

While technically allied to the other gods of fury, he holds them in contempt, as they do him, and hates Auril with a savage passion. If his hunts spoil her plans, the satisfaction is all the sweeter.

CLERGY (TALONS)

The faithful of Malar call themselves Talons, and seek both to emulate Malar's prowess as a solitary hunter, and to act as a pack to visit savagery upon the local region. Talons ascribe to a pack hierarchy, with ritual combat deciding rank and position. Despite this, and their indoctrinated survival of the fittest code, the faithful act as a loose community, and work cooperatively within their assigned roles to achieve the Beastlord's goals.

Talons eschew ranged weapons as weak and cowardly, instead developing hunting skills that allow them to stalk stealthily through the wilds, tracking and trapping prey with their wits and killing with their hands. Any and all prey is open to the hunt, but - unlike Malar - the faithful find greater pride and position in hunting dangerous foes, and often seek the larger, more savage creatures of the region to hunt and kill, returning to the fold to display their trophies as evidence of their prowess.

TEMPLES AND SHRINES

The Frozenfar is too remote to hold a major temple to Malar - these tend to be in forested locations in



more well-traveled lands. Nevertheless, deep into the northern tundra is the Blood Lodge, secluded but specifically located to access the three major hunting terrains of the region - the Icewind Dale tundra, the iceberg floes of the Sea of Moving Ice, and the glacial heights of the Reghed Glacier. Talons situated in the region are expected to complete successful hunts in all three terrain types before being offered full membership to the lodge. The massive great hall of the structure is festooned with such trophies as evidence.

CURRENT ACTIVITIES AND INTERESTS

Icewind Dale is a favored region for Malar and his followers. The isolation, lawlessness, harsh conditions and multitude of savage beasts makes it a perfect hunting ground as the barbarian tribes and outcasts of Ten Towns are all alone on the tundra - his territory for the hunt.

The faithful of Malar continue their push to making the savage creatures of the North more agitated, more aggressive, and conditioned to hunt the peoples of the region. They accomplish this by luring or driving lone travelers, trappers, or fishermen into the hunting grounds of predatory beasts, often wounded and exhausted by their efforts.

A group of Talons have gathered to try to enact the Great Hunt, a ritual that summons an avatar of Malar in the form of the Master of the Hunt - a 12-foot-tall, antlered humanoid that can summon a fiendish wolf pack and turn any beast savage in sight. If successful the plan is to turn the Great Hunt loose on Ten Towns.

Background Story Option

d4 Event

- 1 I crave the taste of blood and always have. I cannot abide cooked meat. As a child I pestered the hunters to allow me to butcher the kills brought in, and as I grew I learned to hunt alone and avoid their judging eyes..
- 2 My heart beats in time with the wilds. When I run I am free. When I kill I am exultant. I am part of the great predatory cycle of the North. I am the most savage, the most feared. I hunt.
- 3 I have always been able to sense fear and smell blood far more acutely than any of my family or tribe. I thought this meant I'd be a great hunter, but I was not prepared for the thrill of the kill. It is all I can do not to simply slaughter for the sheer pleasure of it. It fulfills me.

4 While fishing I once saw a Talon of Malar dive into the water to slay a shark with only claw-like weapons on his hands. At first I thought he was saving us from a hidden danger, but when he emerged victorious I saw the personal triumph in his eyes. The kill was for him alone. I was impressed. I wanted to test myself against savage creatures too

DRUID: CIRCLE OF SAVAGERY

Druids of the circle of Savagery embrace the nature of the predator in ways no other creature can. The feel of hot blood in your mouth, the fluttering heartbeat of dying prey and the last exquisite moments of a helpless creature's life fading fill you with a thrill unmatched. To know the exhilaration of the hunt and kill is to embrace life and death utterly, abandoning yourself to your most basic primal instincts. This is the way.

CIRCLE OF SAVAGERY FEATURES

Druid Level Feature

2nd	Savage Combat Wildshape, Predatory Circle Forms
6th	Predator's Menace
10th	Soothe the Savage Beast
14th	Bloodlust

SAVAGE COMBAT WILDSHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, while you are transformed by Wild Shape and make a successful attack with one of your natural weapons, you can use a bonus action to expend one spell slot to deal an additional 1d8 damage per level of the spell slot expended.

PREDATORY 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 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.

You may only take the shapes of predatory animals – those that prey on and eat other animals. You may not take forms of herbivores or scavengers.

PRIMAL STRIKE

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

PREDATOR'S MENACE

At 10th level, you have advantage to Charisma (Intimidation) checks, both in your normal and your Wildshape forms.

BLOODLUST

By 14th level, you can channel your savagery to new heights. As a bonus action you may enter a bloodlust state in either your normal or Wildshape forms. While affected by bloodlust you gain advantage on Strength checks and Strength saving throws, a +4 bonus to damage on melee and natural attacks, and resistance to nonmagical bludgeoning, piercing, and slashing damage. Your bloodlust lasts one minute and cannot be ended early. If you fail to slay a living creature within the duration, you take psychic damage equal to your character level. You regain the use of this ability after a short rest.

ROGUE: ICICLE SLAYER

As any good rogue knows, snow and ice are not allies of those who walk the night. Snow accentuates tracks and highlights disturbances on surfaces, while ice makes for treacherous footing and slick handholds. Additionally, the cold saps strength and dexterity from those who prowl on wintery nights.

However, the Icicle Slayer has embraced the frigid trials of the great North, and their pact with Malar grants them an adaptive mastery over the very element that should hinder them. The Icicle Slayer is the perfect predator in the harsh urban environments of Ten-Towns.

ICICLE SLAYER FEATURES

Rogue Level Feature

3rd	Ice Claws, Trackless Step
9th	Wintery Senses
13th	Ice Mastery
17th	Frigid Claws

ICE CLAWS

Starting at 3rd level, you can use a bonus action to generate claws of ice on one or both of your hands. The claws last for up to a minute before melting away. The claws break after one strike, or any significant

application of force (levering open a window for example). If used as a weapon, the claws act as a dagger.

TRACKLESS STEP

Starting at 3rd level, you leave no tracks in snow, nor disturb accumulated snow on surfaces. You can walk across snow as if it were a solid surface and snow is never considered difficult terrain for you.

WINTERY SENSES

Starting at 9th level, you can feel and hear the slightest disturbance of ice or snow in the area, including falling snow or sleet. You gain advantage on Intelligence (Investigation) and Wisdom (Perception) checks in icy or snowy weather conditions.

ICE MASTERY

Starting at 13th level, you are able to traverse icy surfaces with ease, creating a connection between yourself and the ice, creating friction. You are never penalized when interacting with or moving across ice and it is treated as stable, solid terrain for you. You ignore difficult terrain and risks of slipping, and ice never breaks under your hands or feet no matter how thin. Finally, you have advantage on Strength (Athletics) checks when climbing icy surfaces.

FRIGID CLAWS

Starting at 17th level, the claws created by your Ice Claws ability radiate a punishing cold, dealing an additional $2d6$ cold damage on a successful attack. You are immune to the cold effect of your own blades.



SHAUNDAKUL

The Rider of the Winds, the Helping Hand

Shaundakul represents the wanderlust in all creatures, the curiosity, the desire, and drive to see just what is over the horizon and beyond. He is the god of travel and exploration, of hidden places and weary travelers. He is the shelter in a storm, and the warm fire after a long day of marching.

Unlike most other deities, Shaundakul appears often to his faithful, or those in need of guidance. Mostly he appears as a glowing hand surrounded by whipping winds, silently pointing to a lost trail, hidden shelter, or secluded pool to aid travelers or explorers. More rarely, the hand speaks, offering words of guidance and encouragement. Less often he appears as a traveler on the road, a large bearded man wrapped in a billowing cloak and carrying a night-black great sword. He wanders into camps or roadside pickets to swap stories and jokes with travelers and advise them of road and weather conditions ahead.

As a deity, Shaundakul has few goals other than to keep travelers and explorers safe and continuing their journeys, and to continue his own endless journeys across Faerûn and beyond.

CLERGY (WINDWALKERS)

Shaundakul's faithful are by nature afflicted with the same wanderlust as their god, and can be found in all corners of Faerûn. Mostly encountered on the road, or at caravan stops or crossroads villages, they are almost always solitary, or consisting of a single priest and a small number of novitiates. The more remote, rugged, and untamed areas might actually gather a small congregation in a single place for a short time, as they use the isolated settlement as a launching point for various expeditions into the unknown.

Aside from mounting their own expeditions to new frontiers, the Windwalker's primary responsibility is to see to the welfare of travelers and offer aid to those in need in remote locations. Some will seek out lost travelers or re-establish travel and communication with distant settlements that have lost contact with more civilized lands.

The faithful of Shaundakul are on good terms with almost all other goodly religions, particularly those that favor nature, their standing mandate of aid seen as a worthy pursuit. They clash with the faithful of



Shar, whose darkness obscures trails, and Beshaba, who visits ill fortune upon travelers, sending them down dangerous trails and into treacherous places.

TEMPLES AND SHRINES

As a faith that is constantly on the move, there are few permanent temples to Shaundakul. Shrines – mostly unmanned – are found at crossroads, major travel hubs, and dotted all over the far-flung places of Toril. The last are usually discovered partially reclaimed by nature, a testament to the rare presence of travelers in those locations. Some priest carry portable shrines with them as part of their journey, but usually only when their destination is known.

Shaundakul's one major temple is Shaundakul's Throne in the ruins of Myth Drannor, where his worship was once common before the fall. His priests still brave the dangers of that place – devils and beasts, wild and dead magic zones – to make pilgrimage every few years, but it remains in its fallen state, protected only by watchghosts and frequented by the god himself.

CURRENT ACTIVITIES AND INTERESTS

Icewind Dale and the Frozenfar present one of the last great frontiers for the faithful of Shaundakul, and thus calls to their sense of discovery. Ironically accessible and close to civilization, it's not distance but harsh conditions that keep it unexplored. A small group of Windwalkers are currently establishing a shrine in Bryn Shander while making plans for an expedition to the interior of the Great Glacier.

Additionally, news of beasts attacking travelers, the suspected work of the faithful of Malar, have drawn a party of half a dozen Boundlerss (rangers of Shaundakul) to investigate the roads and trails of the frozen north.

Background Story Option

d4 Event

- 1 I became lost in a snowstorm on a hunt. The shimmering hand of Shaundakul guided me to an ice cave to wait out the blizzard, which allowed me to survive.
- 2 While hunting I discovered a child who had become lost on the tundra. I guided the boy back to his village and knew in that moment I'd found my true calling.

- 3 I have always been afflicted by wanderlust, the desire to see just over the next hill, then the one after. My parents claim I was touched by Shaundakul at birth, and helped me prepare for my journeys to come.
- 4 On the road my camp was visited by a laconic man in a cloak who told stories and jokes to ease the night's passing. I was later informed that was the Rider of the Winds himself. I have been blessed by his presence.

CLERIC: WINDWALKER DOMAIN

Windwalkers are Shaundakul's faithful and adherents to one principle above all others; Go where the wind takes you. Whether by whim, choice, or destiny, Windwalkers roam the length and breadth of Faerûn as they will, revelling in the freedom of travel.

Windwalkers are explorers first and foremost, broadening both their own experience and the known regions of the world. They are often found at the very edges of civilization, seeking new discoveries and mapping uncharted regions. They have been known to assist travellers in trouble, and are drawn to areas of dead magic or wild magic, seeking to restore that which is lost to the world.

WINDWALKER FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Great Weapon Fighter
2nd	Channel Divinity: Shaundakul's Favor
6th	Windwalker's Stride
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Deadmagic Mastery

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Windwalker Domain Spells table. See the Divine Domain class feature for how domain spells work.

WINDWALKER DOMAIN SPELLS

Cleric Level	Spell
3rd	<i>featherfall, longstrider</i>
7th	<i>pass without trace, shadow sword</i>
9th	<i>gaseous form, wind wall</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>greater restoration, teleportation circle</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with cartographer's tools and martial weapons.

GREAT WEAPON FIGHTER

At 1st level, you gain the Great Weapon Fighting Style.

CHANNEL DIVINITY: SHAUNDAKUL'S FAVOR

Starting at 2nd level, you can use an action to allow yourself and all creatures you choose within 20 feet of you to immediately move 30 feet in any direction. This special movement ignores difficult terrain and does not provoke attacks of opportunity.

WINDWALKER'S STRIDE

Starting at 6th level, when you cast a spell of 1st level or higher as an action, you may use your bonus action to cast *misty step*. This ability supersedes the normal prohibitions of casting two spells in a single round. Once you have used this ability you cannot do so again until after a short or long rest.

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 necrotic damage. When you reach 14th level, this increases to 2d8.

DEADMAGIC MASTERY

At 17th level, your knowledge of dead magic areas in Faerûn allows you to more easily resist magic effects. You gain advantage on saving throws against spells and magical effects.



RANGER: BOUNDLESS

The Boundless are Shaundakul's elite rangers, travelers and explorers roaming the length and breadth of Faerûn at will and whim. Unlike his Windwalkers, who simply revel in the freedom of the journey, the Boundless are dedicated to seeking out and aiding travelers, the lost, or the stricken. They provide needed supplies, reconnect isolated communities with civilisation, and explore the vast and inhospitable edges of the world.

BOUNDLESS FEATURES

Ranger Level	Feature
3rd	Boundless Step, Hardy, Fluid Strike
7th	Step Away Defence
11th	Resilient
15th	Uncaged

3rd	Boundless Step, Hardy, Fluid Strike
7th	Step Away Defence
11th	Resilient
15th	Uncaged

At 3rd level, you ignore difficult terrain and are immune to effects that reduce your speed.

HARDY

At 3rd level, you have advantage to Constitution ability checks and saving throws to avoid the effects of extreme heat or cold, or to avoid effects that impose exhaustion.

FLUID STRIKE

At 3rd level, you can use a bonus action to move though a fluid, graceful series of motions that allows you to gain a superior position, exposing a weak point in an enemy's defences. Your opponent must be aware of you for this ability to work. The next successful attack on your turn deals an additional 1d8 damage.

STEP AWAY DEFENCE

At 7th level you, when you are struck by an attack, you may use your reaction to twist away, reducing the damage and separating from an adversary. You must move 5 feet to an unoccupied space, which does not provoke attacks of opportunity, and you reduce the damage by an amount equal to your Wisdom modifier (damage can be reduced to 0). If no space is available to move into you may not use this ability.

RESILIENT

At 11th level, you can draw upon your natural resilience to resist or break free from adverse circumstances. As an action, you may end one

condition currently affecting you. You regain the use of this ability after a long rest.

UNCAGED

Beginning at 15th level, you have advantage on all ability checks and saving throws to free yourself from any items, abilities, or circumstances that create the grappled or restrained condition. Additionally, you have advantage on all attacks you make while grappled or restrained, ignoring standard disadvantage from the latter.



TEMPUS

*Lord of Battles, Foehammer, Tempos
(Icewind Dale and Reghed Glacier tribes)*

Tempus, the Lord of Battle, represents not only war - which is rare in the sparsely populated Frozenfar - but honorable combat, which is, to many, a way of life in the harsh north. He respects strength of arms and espouses might makes right, but only between able combatants. Tempus loves food, drink, the hunt, contests of skill and bravery, but most of all skill of arms. There is no greater honor and glory than that earned in battle, conquering foes and challenging oneself to greater heights of martial prowess.

Those who are weak are to be pitied, the craven are to be scorned, and pacifists dismissed. All life is struggle. Some may perish, but there is honor in the striving, even if failure and death is the result. Glory comes only from excellence. Attacking the weak is cowardly, and while noble tactics and strategy is lauded, dirty tricks and schemes that rob a foe of the ability to fight are reviled. There is no value in crushing a weak or injured foe. Only through besting a rival at their strongest do you earn the Foehammer's blessing.

CLERGY (TEMPURANS)

The faithful of Tempus espouse his warrior's code, and are in turn charged with ensuring arms and training is offered to all who desire it, should they be worthy. The clergy takes no sides in any honorable conflict, instead they observe to ensure all acquit themselves as Tempus decrees. Betrayers, plotters, and those who seek to subvert honorable combat may well find themselves the subject of the clergy's righteous anger, and the considerable battle prowess they bring to bear.

Amongst the Icewind Dale and Reghed Glacier barbarian tribes, Tempos (as he is known) symbolizes individual prowess and skill at arms and tactic in skirmishes between tribes. The tribes have specific local rites and offerings based on individual customs, but these are derived from a collective basis amongst the peoples of the North. Tribal priests, shamans, or chieftains manage the rites with special positions and duties held for local champions of arms.

TEMPLES AND SHRINES

Tempus has many temples and shrines across Faerûn, mostly situated on great battlefields or



built on the sites of legendary acts of combat, skill, or strategy. Some of the largest include the House of Swords and Banners in Ormpetar and the Abbey of the Sword in Battledale.

For the peoples of the Frozenfar, there are no temples, but shrines within settlements or at the sites of culturally important conflicts are common. Each settlement or tribe has their own specific sacred sites, generally associated with battles won or great deeds of ancestral heroes. For example, the Tribe of the Elk holds the Lair of Icingdeath as a sacred site, where their champion and chief Wulfgar slew the great white wyrm.

CURRENT ACTIVITIES AND INTERESTS

The faithful can be found wherever battle is likely, and can occasionally be found fanning the embers to bring conflict to the surface. Icewind Dale has seen more than its share of conflict over the last few centuries. Between the invasion by humanoids in the events surrounding the Crystal Shard war, devilish incursions, assaults by the Legion of Chimera, and the emergence of the corrupting Black Ice, there has been little rest for the isolated communities. Once again, the signs point toward conflict in the Frozenfar, and the faithful of Tempus prepare.

Background Story Option

d4 Event

- 1 I've prayed to Tempus my whole life, to give me strength and to best my foes. The Foehammer favors me for I am possessed of great strength and a cunning mind for battle. I will seek of glorious battle and earn my place in history.
- 2 As a child I once snuck off to visit a shrine to Tempos on a forgotten battleground. When I touched it I heard the faint sounds of battle and my blood surged. I knew from that day I would follow the warriors code.
- 3 On a hunt we were surprised by a bear, and ill prepared for the challenge. One hunter called out to Tempus for aid and I swear he grew two feet and wrestled the bear to a standstill, running it off with his ferocity. I sought out a local priest of the Foehammer, swearing I'd never be unprepared again.
- 4 Raiders attacked our settlement, and the priest of Tempus slew a dozen by herself. I was in awe of her prowess, and begged her to take me on as a student.

BARD: BATTLE SKALD

The Battle Skald is the keeper of their tribe's, and their own, proud lineage and roll of deeds. Among the Icewind Dale and Reghed Glacier tribes, status is won or lost based on the worthy triumphs or shattering failures of its people. As a Battle Skald you carry the honor and responsibility of recalling and recounting the details of these great accomplishments. You are the herald, the scribe, and the orator. Your performance can demoralise or shame an enemy, inspire a battle line, and influence contests before a single spear is thrust.

BATTLE SKALD FEATURES

Bard Level Feature

3rd	Bonus Proficiencies, Fighting Style, Recite Lineage
6th	Extra Attack
14th	Battlecry

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with martial weapons, medium armor, shields and the History skill. You have advantage on Intelligence (History) checks that deal with the lineage and deeds of the tribes of Icewind Dale and Reghed Glacier.

FIGHTING STYLE

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

RECITE LINEAGE

Beginning at 3rd level, you can quell even the proudest of foes with your recitation of your or your tribe's deeds and history. While not in combat, you use an action to orate a list of worthy deeds, events, and achievements. This recitation must be uninterrupted for 1 minute. If you complete the oration, you can make a Charisma (Persuasion or Intimidation) check with advantage against each creature within 30 feet.

Roll once for each, applying the result to each creature as you choose. The DM ultimately determines the DCs to impress or intimidate your audience.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn.

BATTLE CRY

Beginning at 14th level, you can project a battlecry so powerful it rallies allies and intimidates foes. You expend and roll an inspiration die. For one minute, all allies within 60 feet of you that can hear you gain the rolled number as a bonus to their next attack roll and their next saving throw, while foes within 60 feet that can hear you subtract the rolled number from their next attack roll and saving throw. The effects last until the end of your next turn, then fade if not used. You regain the use of this ability after a long rest.



RANGER: TUNDRA SNIPER

Some disciples of the war god are honorable warriors or duelists, leaders on the battlefield and beacons to inspire the combatants around them. Others recognize that war is won in many ways, and that larger-than-life battlefield leaders are as much targets to be exploited in the strategy of war.

Tundra Snipers are stealthy hunters that blend with the terrain, seek out leaders, spellcasters or other strategically valuable targets and neutralize them to deny the enemy resources, and to confuse and demoralize opposing forces. They are masters of stealth, infiltration, mimicry, and assassination.

TUNDRA SNIPER FEATURES

Ranger Level	Feature
3rd	Tundra Sniper Magic, Camouflage, Sniping (1d8)
7th	Infiltration, Sniping (2d8)
11th	Ghost of the Tundra, Sniping (3d8)
15th	Bullseye, Sniping (4d8)

TUNDRA SNIPER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown on the Tundra Sniper Spells table. The spell counts as a ranger spell for you but it doesn't count against the number of ranger spells you know.

TUNDRA SNIPER SPELLS

Ranger Level	Spell
3rd	<i>disguise self</i>
7th	<i>invisibility</i>
9th	<i>gaseous form</i>
13th	<i>hallucinatory terrain</i>
17th	<i>modify memory</i>

CAMOUFLAGE

At 3rd level, you gain advantage to Dexterity (Stealth) checks in your favored terrain.

SNIPING

At 3rd level, you can deliver a devastating attack to a target you have observed. If you observe a target uninterrupted for 1 minute without the target being aware of your presence, you have advantage on your next attack roll against the creature. On a hit, you deal an additional 1d8 damage. The additional

damage increases by 1d8 at 7th (2d8 total), 11th (3d8 total), and 15th levels (4d8 total).

INFILTRATION

At 7th level, you have advantage on Charisma (Deception) checks when interacting with your favored enemy.

HOST OF THE TUNDRA

At 11th level, you have developed an almost supernatural talent for remaining hidden after attacking with a ranged weapon, using so little movement as to not give away your position. If you attack on a turn and are both concealed and do not move, you remain hidden to creatures at least 60 feet away. You remain in stealth and such creatures must detect you through normal methods (Wisdom (Perception) checks, searching, etc). Creatures within 60 feet are able to determine your position, and you do not remain concealed from them.

BULLSEYE

Beginning at 15th level, you deliver attacks so accurate they can stun creatures in addition to dealing damage. If you successfully hit a creature with an attack, they must make a Constitution saving throw against your Spell save DC or be stunned until the start of your next turn. You regain the use of this ability after a long or short rest.



THRYM

Lord of the Frost Giants, King of Ice, the Winter Storm

Thrym, until recently, was the uncaring 'father' to the frost giants. Envisioning himself as a role model for his children to follow, Thrym cared only for his personal power and glory, involving himself in the affairs of the Giant and Norse pantheons on Ysgard and shunning the mortal realms for the most part. His children served only to enrich his reputation by competing with the children of the rest of the Ordning, and to conquer and subjugate lands and other creatures in his honor. The capture or dominance of white dragons – though generally the weakest of dragonkind – brought him the greatest pleasure.

Much has changed in recent times. The Time of Troubles was the first crack in the ice. The gods – Thrym included – were now directly dependent on their worshippers for status and power. This also saw the 'pretenders' Cryonax and Kostiche emerge to contest his supreme control of the frost giants. For the first time he was losing more than fringe tribes to the other powers, and realized the need to take a more active role in the frost giant culture to maintain and possibly increase his own stature, or stave off genuine challenges by the interlopers.

If the Time of Troubles cracked the ice, the Breaking of the Ordning shattered it. For the first time in the history of the giants their place in the hierarchy was no longer set. The lesser giant races could advance while the greater were vulnerable. Dreams of elevating the frost giants above their fire, cloud, and storm cousins now dominate Thrym's ambitions. Long has he contested with his brother Surtur, and the Breaking offers him opportunity to topple his fiery kin from his place in the pecking order.

CLERGY (RIME AXES)

Thrym's clergy have always been exclusively frost giant shamans, and his lay worshippers frost giants. The religion was limited to offering sacrifices to Thrym before battle or hunts to garner his favor (or ward off disfavor) in the undertaking. Dragon captures or kills are always celebrated in Thrym's honor as the giants know this pleases the King of Ice.

Since the events after the Breaking of the Ordning, the disparate rites have become more formalized among the various tribes. There is a slow recognition of the faith taking a greater place in frost giant



culture. Additionally, for the first time, the otherwise xenophobic giants have begun accepting worshippers from the 'lesser' races, allowing such enlightened creatures to worship Thrym, though not as equals. The events surrounding the great upheaval proved that there are many among the little folk that display both strength and valor worthy to do so in Thrym's name.

The Faithful of Thrym actively oppose the activities of the faiths of Cryonax and Kostiche, as well as their traditional enemies in the dwarven peoples. Thrym holds a special hatred of Ulutiu, and the Rime Axes actively hunt The Eternal Sleeper's acolytes through the Great Glacier. The Icewind Dale and Reghed Glacier tribes are worthy of respect for their strength, but that also makes them worthy of conquest. The clergy tread lightly around the faithful of Auril, having an uneasy truce with the Frost Queen's church. Both factions are aware of the complicated romantic relationship the two deities have shared (Auril being the mother of one of Thrym's children) and the capricious and fractious nature of the powers find the faithful in an ever changing dynamic of ally and adversary.

TEMPLES AND SHRINES

Historically tribal, each frost giant stronghold that venerated Thrym maintained its own shrine or temple, the size and majesty appropriate to the status of the faith in that particular enclave. While some dedicated temples exist outside the tribal structure, most have been lost over the centuries in wars or white dragon flight reprisals. Frost Keep, in southern Icewind Dale, remains intact as one of the few remaining centers of worship, and Thrym's faithful take their place in the Eye of the All Father, the great temple to giant-kind recovered after Imryth's depredations destroyed much of the great temple in the Spine of the World.

CURRENT ACTIVITIES AND INTERESTS

The Frozenfar is traditionally seen as frost giant territory, but in the last few centuries incursions by the small folk from the south, and Cryonax's elemental creatures from the north, are becoming telling. The Frozenfar is now contested by many powers and this sits unwell with the Rime Axes. Auril and Cryonax are increasingly active in Icewind Dale, especially after the Great Upheaval, and Thrym's faithful perceive this to be a direct challenge, a suggestion that Thrym might be vulnerable or weak in the eyes of his adversaries. The Rime Axes are gathering

strength among the frost giant tribes and cultivating followers amongst the small folk in preparation for a campaign of conquest across the Frozenfar, designed to demonstrate their strength and crush any upstart opposition. While not yet ready, the time draws nigh for Thrym's arm to once again stretch across the frozen North.

Background Story Option

d4 Event

- 1 My tribe/town serves a frost giant clan. Many see this as slavery but I respect their power. I too, can grow to be powerful and earn their respect in turn.
- 2 I was once attacked by a polar bear while hunting. A frost giant slew the beast cleanly with a thrown rock from over a hundred yards leaving me unscathed. I fled, but I've always wondered if the giant meant to save me, or I just got lucky.
- 3 I was found on the tundra and taken in as a child. No one knew my origin. I've never been bothered by the cold and I've grown far taller, broader, and stronger than any of the village men. Some whisper I have giant blood in me...
- 4 A tribal shaman cast the runes at my birth, as is customary in our culture. Instead of the usual predictions of battle glory or prodigious talent at hunting, craft, or fishing, her reading indicated I was chosen by Thrym for some purpose, but did not illuminate further. I'm determined to seek my place in the world and why Thrym has taken an interest in me.

BARBARIAN: PATH OF THE

JOTUNBLOOD

The blood of giants courses through your veins, filling you with power beyond that of normal mortals. Thrym has blessed you with the might to match the towering behemoths that wander the frozen North. Some are born to the bloodline, others take it upon themselves by ritually drinking the blood of a slain giant. Some just feel the deific touch of the god of the frost giants. No matter the origin, one certainty remains – you have the strength to crush mountains and bend the harsh winter to your will. You brook no challenge to your reign as champion of the North.

PATH OF THE JOTUNBLOOD FEATURES

Barbarian Level Feature

3rd	Heart of the Jotun, Arms of the Jotun
6th	Blood of the Jotun
10th	Stature of the Jotun
14th	Skills of the Jotun

HEART OF THE JOTUN

Beginning at 3rd level, giants recognise your ancestry and respect it. You have advantage on Charisma checks when interacting with creatures with the giant type.

ARMS OF THE JOTUN

Starting at 3rd level, you are able to wield the massive melee weapons of your giant ancestors. A giant-sized weapon has all the properties of a weapon of its type with the following changes; it has thrice the length, weight, and cost; It requires two hands to wield; it deals an additional die damage; and you have disadvantage on attack rolls due to its unwieldy nature.

BLOOD OF THE JOTUN

Starting at 6th level, you are resistant to cold damage and the effects of naturally extreme cold temperatures. While raging you are immune to cold damage.

STATURE OF THE JOTUN

Starting at 10th level, when you rage you increase in physical size, as if under the effects of an *enlarge/reduce* spell (enlarge version only). If wielding giant-sized weapons they do not enlarge (and do not gain additional damage) but you no longer have disadvantage on attack rolls while the effect persists.

SKILLS OF THE JOTUN

Starting at 14th level, when you rage you are able to hurl boulders much the way your giant kin can. Assuming a supply of appropriate projectiles, you can hurl rocks with proficiency, at a range of 60ft/240 ft, dealing bludgeoning damage equal to $2d10 + \text{your Strength modifier} + \text{your Rage modifier}$.



RANGER: DRAGON HUNTER

There is only one species that threatens Thrym's children and their dominance over the frozen North – dragons. The battles between giant and dragon-kind are some of the oldest conflicts in the history of Faerûn. Over generations, Thrym's faithful have mastered techniques to combat the great wyrms, either to slay or enslave them.

With the reluctant acceptance of the 'small folk' into Thrym's clergy, these techniques are being shared to a new generation of dragon hunters.

DRAGON HUNTER FEATURES

Ranger Level Feature

3rd	Dragon Tracking, Physical Excellence, Armor Penetration
7th	Dragon Defence
11th	Crippling Strike
15th	Titan Bane

DRAGON TRACKING

At 3rd level, you have supernatural sensitivity to the passage of dragons, as well as obscure lore and honed anticipation based on knowledge of dragon behaviour and biology. You have advantage on Wisdom (Survival) checks made to track dragons (if they are not already your Favored Enemy) and you can track them through vast distances of flight despite leaving little or no physical tracks.

PHYSICAL EXCELLENCE

Also at 3rd level, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks, having honed your physical skills to almost supernatural levels.

ARMOR PENETRATION

Finally at 3rd level, you are adept at finding the weak points in armor and can add your Wisdom modifier to attack rolls against creatures wearing armor or that have a natural armor bonus to their AC.

DRAGON DEFENCE

By 7th level, you have mastered defending yourself from the various types of draconic breath weapons. You have advantage on saving throws against breath weapons from creatures with the dragon type. You also gain immunity to the Frightful Presence ability of creatures with the dragon type.

CRIPPLING STRIKE

At 11th level, you can use your action to make a targeted blow against the joint of a creature. If the attack is successful, the creature must make a constitution saving throw against your spell save DC or have its speed reduced by half for a number of turns equal to your Wisdom modifier (minimum of 1). If the creature has both a flight speed and a land speed, and uses different limbs to propel itself (ie. wings vs legs), you must select which speed type to reduce. You can use this ability a number of times equal to your Wisdom modifier (minimum of 1), regaining all expended uses on a long rest.

TITAN'S BANE

Beginning at 15th level, you have certain advantages on creatures of Huge size or greater that are also larger than yourself. You deal an additional 1d8 damage on attacks and you gain a +4 bonus to AC against attacks from such creatures.



TIAMAT

The Avaricious, Bane of Bahamut, Creator of Evil Dragonkind, the Chromatic Dragon, The Dragon Queen, The Dark Lady, The Undying Queen

Tiamat, Queen of the Chromatic Dragons, is a unique and powerful goddess, one who has seen much victory and much defeat in her history. As scattered and varied as the chromatic dragons are, so are her myriad forms and worshipers. Born from the Corpse of IO (slain in the Chaos Wars), she and Bahamut sprung from their dying progenitor, mirrors of each other doomed to an eternal struggle. She is a goddess of many worlds

On Faerûn she appeared first as part of the Untheric Pantheon, sometimes taking the form of Tchazzar or less occasionally as the Undying Queen, a unique dracolich, for the Cult of the Dragon, who once venerated her as such when it was founded under the influence of Sammaster the Mad.

As Tchazzar, she slew Bahamut, but was in turn slain by Gilgeam. Both the great dragons were stripped of their godhood for a time, Tiamat reduced to the status of archfiend and confined to Avernus. For a time she ruled Avernus, but events conspired to rob her of that position, leaving her guardian of the gate to Dis – the second layer of Hell. Even now, returned to divine status, she is bound to Hell's rules, and thus trapped until such time as she can win her freedom.

Her draconic faithful, her orthodox church, and her cult of the dragon work tirelessly to free her from her prison, several times almost succeeding but for the interference of Bahamut's faithful and unknown adventurers.

She, like the dragons she commands, is ambitious, avaricious, and cruel. She weaves many plots on many worlds, all with the purpose of gaining wealth and power, and to thwart the rules of the Nine Hells and become free to roam once more. She hates Bahamut with an undying enmity that will eventually consume one or both of them. She sees all other beings, even gods, as inferiors, though cares little for their motivations so long as they do not entangle themselves in her affairs. The gods of the giants she finds insufferable, their children almost a match in power for hers, and actively seeks to thwart their will where she can.



CLERGY (WYRMKEEPERS)

Tiamat's clergy are a complicated, many headed thing, much like herself. All chromatic dragons are seen as her children, worshipers by default, and afforded amongst the highest positions in her faith. However, they are also the most willful and fractious, often more concerned with their own personal wealth and power than hers, or the needs of her faith, and occasionally require reminding of their allegiance.

The second branch of her faith is the Cult of the Dragon. Consisting mostly of wizards and lay worshipers, this cult was founded by a mad wizard with dreams of turning dragons into dracoliches. Over time she subverted the cult into more mainstream worship and servitude of dragons and her as both the Undying Queen and Queen of Dragons.

The final arm of the faith is her orthodox church that survived from the remnants of her Untheric faithful. These worship her directly, giving respect and veneration to dragons, but also are not above bending dragons to her will. These Wyrmkeepers are the least numerous, but most powerful, of her faithful. They direct her will across the various factions, cults, and dragon flights. The Wyrmkeepers are spread all across Faerûn (and other worlds) segregated usually into colors based on their closest or most powerful regional dragon population.

TEMPLES AND SHRINES

Tiamat's major Faerûnian temples are in Unther and Damara, sites central to her human worshipers. Dragons rarely create temples or shrines to her out of fear of her coveting their hordes. For a time the Well of Dragons on the Sword Coast was a major centre of worship until it was attacked and destroyed by adventurers.

In Icewind Dale, in a vast crevass in the Regged Glacier, a gargantuan temple has been carved by the Wyrmkeepers to venerate her – dubbed the Dragon Queen's Vault, the Wyrmkeepers seek to bring the scattered white dragons of the Frostfar together in her name as a new dragonflight to wreak destruction on the lands to the south.

CURRENT ACTIVITIES AND INTERESTS

All of the faithful's activities in the icy north revolve around creating a hierarchical organization to the various dragons and cult cells left leaderless after

the Well of Dragons recent incident. The white dragonflight was scattered after the cult's failure and the white Wyrmspeaker's death. The Wyrmkeepers feel they have much more control over the church and cult assets than the cult did alone, seeking to rebuild the hierarchy and continue to enact the Dark Lady's will.

Background Story Option

d4 Event

- 1 I once bore witness to a white dragon taking down a mammoth on the frozen plains north of Ten-Towns. Such power and majesty; I was entranced.
- 2 I was born into a Cult of the Dragon cell. We worshipped our mistress the white dragon Frost Fury. She went south to the Well of Dragons when the cult called, and we haven't seen her since. I seek her still.
- 3 I have been fascinated by dragons since I was a child. I wonder how my life might have been different if I was found by a metallic rather than a white wyrm. Still, he is powerful and I regret not my choice to serve.
- 4 Legends say Wulfgar of the Elk tribe slew the great wyrm Icingdeath some hundred years ago. I have journeyed to the holy ground of Icingdeath's lair and found it empty. It's all lies. I suspect the great wyrm is still out there, and the fraud found an empty lair and claimed the title of Dragonbane falsely.

CLERIC: WYRMKEEPER DOMAIN

Wyrmkeepers are Tiamat's most devoted priests, dedicated to her cause of total dominion over all Faerûn through elevation of the chromatic dragon flights above all other creatures. Fanatics to the core, Wyrmkeepers are offered power of rare puissance – the ability to castigate dragons as the need arises. Used in her name, this power ensures the fractious factions of the dragons work in concert to free their mistress. Cooperation is foreign to chromatic dragon-kind, and an occasional prod is required to elicit Her will. This makes the wyrmkeepers both feared and hated amongst dragon-kind, a precarious position Tiamat cultivates to ensure the ambitious of her faithful rise, but not so far as to challenger her supreme dominance.

WYRMKEEPER FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Proficiencies, Wyrmkeeper
2nd	Channel Divinity: Admonish the Mighty
6th	Channel Divinity: Breathbane
8th	Divine Strike (1d8)

Cleric Level

14th	Divine Strike (2d8)
17th	Penetrate Legendary Resistance

Feature

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Wyrmkeeper Domain Spells table. See the Divine Domain class feature for how domain spells work.

WYRMKEEPER DOMAIN SPELLS

Cleric Level Spell

3rd	<i>absorb elements*</i> , <i>chromatic orb</i>
7th	<i>dragon's breath*</i> , <i>see invisibility</i>
9th	<i>fear, fly</i>
13th	<i>deathward, stoneskin</i>
17th	<i>cone of cold, hold monster</i>

* spell found in *Xanathar's Guide to Everything*

BONUS PROFICIENCIES

At 1st level, you gain proficiency with heavy armor and martial weapons.

WYRMKEEPER

At 1st level, you can speak Draconic, and have advantage on Charisma (Intimidation) checks and checks to ride flying creatures.

CHANNEL DIVINITY: ADMONISH THE MIGHTY

Starting at 2nd level, you can use an action command all creatures within 30 feet of you to 'kneel.' Each creature within 30 feet that can hear you (doesn't have to understand you) must succeed on a Wisdom saving throw or drop to its 'knees' and lose all movement until the end of its next turn. It can still use its action as it chooses, but may not take the Dash action or instigate movement of any kind – including spells or abilities that shift, teleport, or otherwise change its physical position. Dragons have disadvantage to this saving throw.

CHANNEL DIVINITY: BREATHBANE

Starting at 6th level, you can use your reaction to Channel Divinity when you are affected by a breath weapon ability. You are immune to the damage of the triggering breath weapon until the end of your next turn.

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 necrotic damage.

When you reach 14th level, this increases to 2d8.

PENETRATE LEGENDARY RESISTANCE

At 17th level, if a creature uses the Legendary Resistance feature to succeed on a saving throw versus one of your spells or abilities, you can negate it, causing it to automatically fail the saving throw instead. You regain the use of this ability after a long rest.

DRUID: CIRCLE OF THE WHITE WYRM

Druids of the Circle of the White Wyrm are Tiamat's chosen mortals that are blessed with the ability to take on the sacred saurian forms of her brood for a short time. Such druids are fanatically dedicated to white dragon-kind above all else, often holding positions of power within her clergy or the Cult of the Dragon. Unlike other cult members, Druids of the White Wyrm do not engage in hierarchical maneuvering, or interact with the cells that manage affairs of the other chromatic dragon colors. White Wyrm druids attend the needs of only the frost wyrms in the arctic regions and occupy an envied position within the faith.

CIRCLE OF THE WHITE WYRM FEATURES

Druid Level Feature

2nd	Combat Wildshape, Circle Forms
6th	Dragon Breath
10th	White Wyrm Form
14th	Blood of the Dragon

COMBAT WILDSHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

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 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).

In addition, you gain form options that standard druids do not. You add the **ambush drake** (CR $\frac{1}{2}$), and **white guard drake** (CR 2; Volo's Guide to Monsters) to the forms you may select from.

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.

DRAGON BREATH

Starting at 6th level, you use your action to expend a spell slot to exhale a cone of icy cold. The 30-foot cone deals cold damage equal to 2d8 plus 1d8 for each level of the spell slot expended. Creatures in the area of effect may make a Constitution saving throw against your spellcasting DC, taking half damage on a success. You can use this ability in both normal and wildshape forms.

WHITE WYRM FORM

At 10th level, you can expend two uses of Wild Shape at the same time to transform into a **white dragon wyrmling**. At 20th level, you can expend two uses to transform into a **young white dragon**.

BLOOD OF THE DRAGON

By 14th level, your nature becomes closer to white dragon-kind. You can speak, read, and write Draconic as a language (if you do not already), are resistant to cold damage, and are immune to the frightened condition.

WARLOCK PATRON: THE DRAGON QUEEN

The Dragon Queen isn't just a dragon goddess. She has infernal aspects and lairs on Avernus, trapped by the plane itself and the complex hierarchy of Hell and its effects on Archdevils and Deities. Warlocks that take Tiamat as their patron are granted abilities that emulate dragon-kind through their pact but do so with the 'understanding' their role is to seek the means of the Dragon Queen's freedom.

Warlocks are afforded no special place in the Faith, and in fact are held in contempt by many of the faithful for their - rightly or wrongly - perceived lack of commitment to the religion.

Pact of the Chain

If you select a Pact of the Chain as your pact, both imps and pseudodragons are appropriate thematic choices for your base familiar.

THE DRAGON QUEEN FEATURES

Warlock Level Feature

1st	Expanded Spell List, Claw and Fang
6th	Dragon Scales
10th	Draconic Resilience
14th	Curse of the Dragon Queen

EXPANDED SPELL LIST

The Dragon Queen lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE DRAGON QUEEN EXPANDED SPELLS

Spell Level	Spell
1st	<i>cause fear</i> *, <i>chromatic orb</i>
2nd	<i>dragon's breath</i> *, <i>enhance ability</i>
3rd	<i>elemental weapon</i> , <i>protection from energy</i>
4th	<i>elemental bane</i> *, <i>stoneskin</i>
5th	<i>cloud kill</i> , <i>dominate person</i>

* spell found in *Xanathar's Guide to Everything*

CLAW AND FANG

Starting at 1st level, you are able to manifest wicked, long dragon-like claws and fangs as a bonus action and return to your normal proportions as a bonus action. While manifested, the fangs and claws act as melee weapons you are proficient with, dealing 1d6 damage on a successful attack. The claws deal slashing damage and the fangs deal piercing damage. They are treated as light weapons. You may select 'claws and fangs' as a pact weapon, the set being considered a single weapon.

DRAGON SCALES

Starting at 6th level, when you manifest your Claw and Fang feature, you also gain a coating of scales in your choice of the colors of the chromatic dragons – black, blue, green, red, or white. If you are not wearing armor, you can add your proficiency modifier to your AC.

DRACONIC RESILIENCE

Starting at 10th level, you gain resistance to bludgeoning, piercing, and slashing damage. Damage from magical or silver weapons ignores this resistance.

CURSE OF THE DRAGON QUEEN

Starting at 14th level, when you hit a creature with your Claw and Fang feature, they must succeed on a Charisma saving throw against your spell save DC or become vulnerable to the following damage types – acid, cold, fire, lightning, or poison – taking double damage from attacks or abilities that deal these types of damage. The curse lasts for 1 minute, but the affected creature may make a new saving throw at the start of each of its turns to end the effect on itself. You regain the use of this ability after a long rest.

ELDRITCH INVOCATIONS

CHROMATIC BLAST

Prerequisite: eldritch blast cantrip

When you cast eldritch blast you may change its damage type to acid, cold, fire, lightning, or poison.

CHROMATIC RESISTANCE

Prerequisites: Dragon Scales feature, 10th level

When your Dragon Scales feature is active you gain resistance to the energy type that corresponds to the chosen chromatic color:

Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

DRAGON FLIGHT

Prerequisites: Dragon Scales feature, 12th level

When you manifest your Dragon Scales feature, you grow a pair of dragon wings from your back, granting you a fly speed equal to your current speed. The wings manifest through any clothing or armor you are wearing, leaving the garments undamaged when the ability ends.

WILL OF THE DRAGON QUEEN

Prerequisites: Claw and Fang feature

You have seen the five-fold face of the Dragon Queen and known true terror. Nothing less scares you now. You are immune to the frightened condition.

ULUTIU

*The Lord in the Ice, The Eternal Sleeper,
Father of the Giant's Kin*

Ulutiu is about a distant a deity as one could be, whilst still remaining a presence and focus of worship in Faerûn. Sunken beneath the Great Glacier, his enchanted ice necklace is actually the foundation for the glacier itself, and the Eternal Sleeper bides his time awaiting a spark to reignite his interest in the mortal realms. Conjecture reigns as to his current location, with legends suggesting his actual body lies beneath the ice or conversely as an inanimate mass on the astral plane, floating with the other dead and near dead powers in the Graveyard of Gods.

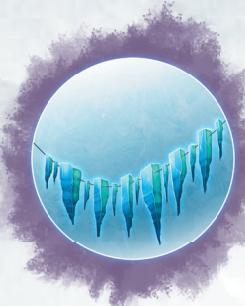
Ulutiu is the progenitor of the giant-kin races, fathering them with Othea, Annam's straying wife. In order to forestall a war, Ulutiu agreed to remove himself from the world, awaiting a time where he might be released, on the condition that Othea was spared Annam's wrath. In time Othea was slain by Lanaxis, one of her sons, freeing Ulutiu from his compact, but he has yet to return fully, laying in stasis with his beloved. He answers prayers of his faithful, but does not manifest in other ways like the rest of the pantheon.

CLERGY (ULITITES)

Ulutiu's faithful are few and scattered. He is venerated by some enclaves of the giant-kin that are his children, as well as a few frost giant tribes that venerate him as creator of the Glacier. Many of the scattered tribes and settlements of the peoples of the Great Glacier worship him as a personification of the Glacier itself, and its meager bounties that sustain them in an otherwise hostile environment.

Ulutiu's faithful venerate him in various local customs and rites, but hold a handful of universal principles to heart: No one person is superior to any other (though some local xenophobic tribes only count themselves as 'people'), patience is holy, endurance is necessary, and the Great Glacier is both eternal and slowly growing to encompass all of Faerûn, though none but Ulutiu in his timeless state will survive to see it eventually cover the world in the millennia to come.

The faithful believe strongly in self-reliance, patience, wisdom, and endurance. They are generally isolationist, but will aid those in need, offering food



and shelter for a time and sharing tools and knowledge to better educate others in self-reliance.

TEMPLES AND SHRINES

Almost all of Ulutiu's shrines are local affairs specific to a village or settlement. Some claim that the entire Great Glacier is as a temple to Ulutiu, created from his body and magic, and thus every inch is holy ground to the faith.

The one documented sacred site is the Glacier of Ulutiu, a wall of ice 1000 feet high and over 900 feet wide (though dwindling) situated deep on the western side of the Great Glacier, along the Uppuk River. The glacier is etched with glowing crimson runes, recording history and lore sacred to Ulutiu's faithful. Some legends suggest it records Ulutiu's thoughts as he slumbers. Occasionally a section will break away, carrying powerful secrets downriver to be discovered by the fortunate travelers that ply the waterway.

CURRENT ACTIVITIES AND INTERESTS

Normally aloof from the affairs of the world, the recent influx of activity in the Frozenfar has piqued the interest of the scattered faithful. New and old religions stir and the tranquility of the Glacier seems likely to be disturbed by the frenetic activity of the impatient and unwise. For now the faithful watch these activities, but may seek to intervene in anything that may damage the Glacier or encroach on sacred places.

A small sect of the faithful have dedicated themselves to recovering the lost sections of the Glacier of Ulutiu, searching the waterways and settlements of the Glacier for pieces that may have been carried off or secreted away.

The discovery of Black Ice concerns the Ulitites. This necromantic blemish on the Frozenfar has yet to reach the Great Glacier to their knowledge, but its blight may infect the purity and tranquility of the ice gifted by Ulutiu. Again, they watch and wait, as is the way of patience, but may be forced to act if the Black Ice spreads much further.

Background Story Option

d4 Event

- 1 While walking on the banks of the Sea of Moving Ice I discovered a tiny sliver of ice embedded with glowing red runes. I couldn't read it, but once I discovered what it was, it set me on the path to discover the secrets of Ulutiu.
- 2 A monk passed through our village. She was cool and distant, but serene. I envy her serenity and seek to emulate her.
- 3 I once saw a section of glacier collapse into the Sea of Moving Ice, tons of ice crashing down with unstoppable force. The sheer power of it entranced me. I have devoted myself to the glacier's creator ever since.
- 4 AI have heard legends of Ulutiu's enchanted necklace that created and continues to grow the Great Glacier. I am obsessed with seeing this marvel for myself.

CLERIC: DEEP ICE DOMAIN

Clerics of the Deep Ice domain are deep thinkers and patient contemplators, like their patron deity. Though the clergy is loosely organized, you uphold the principles of patience, endurance, self-reliance, and wisdom. You prefer negotiation to combat, and avoidance to negotiation, but when pressed you are a defensive combatant that can ensure your foes feel Ulutiu's icy ire for their rash and unwise actions.

DEEP ICE FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Proficiencies, Heart of Ice
2nd	Channel Divinity: Icy Redoubt
6th	Ulutiu's Gift
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Deep Ice Mastery

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Deep Ice Domain Spells table. See the Divine Domain class feature for how domain spells work.

DEEP ICE DOMAIN SPELLS

Cleric Level Spell

3rd	<i>absorb elements*</i> , <i>sleep</i>
7th	<i>hold person</i> , <i>Snilloc's snowball swarm*</i>
9th	<i>nondetection</i> , <i>protection from energy</i>
13th	<i>elemental bane*</i> , <i>hold monster</i>
17th	<i>antilife shell</i> , <i>commune</i>

* spell found in *Xanathar's Guide to Everything*

BONUS PROFICIENCIES

At 1st level, you gain proficiency in the Survival and Nature skills.

HEART OF ICE

At 1st level, you gain resistance to cold and have advantage on saving throws made to resist the frightened condition.

CHANNEL DIVINITY: ICY REDOUBT

Starting at 2nd level, you can use your Channel Divinity as a reaction to being struck by an attack and create a solid, protective icy block around yourself that lasts for 1 minute or until destroyed. The attack's damage is reduced by an amount equal to your cleric level. The icy redoubt offers you total cover, has an AC of 16, has a number of hit points equal to twice your cleric level, and is immune to cold damage and vulnerable to fire damage. The icy redoubt is roughly the same dimensions as an upright coffin and has just enough room inside for you to move your arms, access your personal belongings and cast spells with somatic components, but little more. You can perform some basic actions your DM deems appropriate, but you can't sit or change direction.

ULUTIU'S GIFT

Starting at 6th level, you can choose to treat ice as both a solid and a liquid. You can move through solid ice as if it were water, acting as difficult terrain. You can breathe water – and by extension ice – and survive within solid ice for as long as you desire. This ability does not protect you from other sources of harm, or anything harmful within the ice or ice composition, such as the effects of Black Ice.

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, this increases to 2d8.

DEEP ICE MASTERY

At 17th level you become immune to cold damage and resistant to fire damage.

In addition, if completely encapsulated in ice, you are able to place yourself into a state of suspended animation as an action. You may select a length of time, or event (simple or complex) to trigger your awakening. During the suspended animation you have total cover, do not need to eat, drink or breathe, and do not age. The effect ends once the trigger occurs, if you take damage, or if the ice surrounding you is broken and leaves you exposed.

MONK: WAY OF THE GLACIER

The monks of the Way of the Glacier exist in quiet reflection in the northernmost reaches of the Realms – on the Great Glacier itself. Like your patron, Ulutiu, you are patient and contemplative, existing in an almost timeless meditation as you gaze upon the vast emptiness of the glacier. The Way of the Glacier is to be rigid and unmoving, resilient and enduring. Enemy attacks break like waves against icy cliffs, enduring until the moment a shelf breaks way to fall crashing upon the unruly waters with unstoppable force.

WAY OF THE GLACIER FEATURES

Monk Level Feature

1st	Way of the Glacier
2nd	Soul of Ice
6th	Ice Crashes into Water
8th	Body of Ice

WAY OF THE GLACIER

Beginning at 3rd level, you can manipulate your ki to reduce the impact or effect of your opponent's attacks. As a reaction when you take damage or suffer a condition, you may spend 1 ki point to use one of the following abilities;

- Reduce the damage by an amount equal to your proficiency bonus. Damage can be reduced to 0.
- Reroll a failed saving throw to negate or reduce an ongoing condition. You may only reroll once, and must take the new result.
- Negate any effect that knocks you prone, knocks you back, or moves you against your will.

SOUL OF ICE

Starting at 6th level, you are immune to cold damage. Additionally, you take no damage when striking creatures with your natural attacks regardless of their retributive abilities.

ICE CRASHES INTO WATER

Beginning at 11th level, you can use 5 ki points to deliver a punishing attack to an enemy who has previously assaulted you. This ability only works against creatures that have caused you damage in the last minute, or those against whom you've successfully used any of the Way of the Glacier abilities in the last minute. As an action, you deliver a single unarmed strike with advantage. If successful the strike deals $8d6$ bludgeoning damage (plus your Strength or Dexterity modifier) and the creature must make a successful saving throw against your ki save

DC or be hurled back 15 feet and knocked prone.

BODY OF ICE

Starting at 17th level, your body has taken on the properties of ice. You reduce the damage on any weapon attack by an amount equal to your Wisdom modifier, and you are immune to necrotic damage and effects that cause bleeding wounds (such as a from a sword of wounding).



SPELLS OF THE FROZEN NORTH

Unlike Previous volumes of Faiths, the spells included here are available to all the followers of the faiths represented in the book. Most of these spells were developed for use in arctic and subarctic climates and are employed liberally across Icewind Dale and the Frozenfar.

AVALANCHE

8th-level conjuration

Casting Time: 1 minute

Range: Sight

Components: V, S

Duration: 1 minute

You create a massive wave of ice and snow at a point within range. You can make it up to 200 feet long and 200 feet high, crashing down onto an area equal to its length and height. Any creatures caught in the area of effect take 10d10 bludgeoning damage and are buried by the snow. Each turn a creature must succeed on a Constitution check to dig itself free or suffer 1d10 bludgeoning damage. A creature has advantage on this saving throw if there are one or more unburied creatures specifically digging for them. Creatures with a burrow speed can automatically dig free. After 1 minute the snow and ice vanish.

BLIZZARD

6th-level conjuration

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a drop of mercury)

Duration: Concentration, up to 1 hour

You create a massive 250-foot-radius snowstorm centered on a point within range that you can see. Visibility is reduced to 10 feet and the area is difficult terrain. Each hour a creature spends within the blizzard requires them to succeed on a Constitution saving throw or suffer a level of exhaustion. Creatures that find or erect a shelter make this saving throw with advantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the maximum duration increases by 1 hour for each slot level above 6th.

HAILSTONES

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You call down a storm of hailstones in a 20-foot radius centered on a point within range. All creatures moving into the area for the first time on a turn, or starting their turn there, must succeed on a Dexterity saving throw or suffer 1d8 bludgeoning damage. On a successful save the creature takes half damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

ICEBREAKER

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You choose a point within range, shattering any ice within a 10-foot radius of that point. The area becomes difficult terrain if it consists mostly of ice. Effects vary based on terrain (the iced surface of a pond, or the wall of a glacier, for example) and the DM determines the exact effects in these scenarios. If used on creatures composed partly or completely of ice, the creature suffers 2d10 force damage. Magical objects made of ice are unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, area of effect increases by 5 foot for each slot level above 2nd.

ICE BARGE

3rd-level alteration

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a miniature paddle)

Duration: 8 hours

When cast upon a body of water, a 20-foot-diameter, 3-foot-thick ice floe is created. The barge can safely hold up to twelve Medium creatures. The barge always remains stable and you can direct it to move as you choose at a speed of 30 feet.

ICE BRIDGE

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a 1-inch crystal sheet)

Duration: 1 hour

Starting directly in front of you, you created a horizontal span of ice 5 feet thick, 10 feet wide, and 60 feet long. The span's surface is rough and non-slippery. The span must be anchored to solid material at one end (at least) or it collapses. The span has an AC of 16, 100 hit points per 10 feet of length, and is immune to cold damage and vulnerable to fire

damage. If a single 10-foot length is destroyed, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the length increases by 20 feet for each slot level above 2nd.

ICE FLOE

2nd-level alteration (ritual)

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: 8 hours

When cast upon a body of water, a 10-foot-diameter, 3-foot-thick ice floe is created. The barge can safely hold up to six Medium creatures evenly spaced and relatively still. Any rapid movement – such as combat – requires all passengers to succeed on DC 12 Dexterity (Acrobatics) checks or risk falling from the unstable object. The floe floats with the current of the water, but can be propelled with paddles or other means as adjudicated by the DM.

ICICLE SPEARS

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create six 10-foot-long icicles that hover before you briefly, then streak toward up to six targets within range. You make a ranged spell attack to hit with each of the icicles, each spear dealing 1d10 piercing damage and 1d10 cold damage on a successful strike. A creature struck must succeed on a Strength saving throw or be knocked prone by the impact.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you create an additional spear for each slot level above 6th.

ICY MISSLES

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three solid darts of ice. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 piercing damage and chills the target, reducing the creature's speed by 10 feet until the end of its next turn. The darts all strike simultaneously, and you can direct them to hit one creature or several, though the chilling effect is not cumulative with multiple strikes. Creatures immune to cold damage are immune to the chill effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

ICY TOUCH

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature using a melee spell attack. It takes 2d10 cold damage and has disadvantage on attack rolls and ability checks until the spell ends. At the start of each of its turns, the creature can make a Constitution saving throw, ending the effect on itself on a success. A failed saving throw results in an additional 1d10 cold damage.

PRESERVATION

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You conjure a block of ice to surround and encapsulate non-living materials up to a 5-foot cube. The materials are perfectly preserved for the duration, thawing when the spell ends. If a living creature is in the area of effect, the spell fails. The ice is not movable, and has an AC of 12, 30 hit points, and is immune to cold damage and vulnerable to fire damage. If the ice is destroyed, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, its duration increased by 24 hours for each slot level above 1st.

SNOWSHOES

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sliver of wood)

Duration: 1 hour

This spell grants the ability to walk across ice and snow as if it were harmless, solid ground. For the duration, moving through difficult terrain made of ice or snow doesn't cost you extra movement and you automatically succeed on saving throws and checks to avoid falling prone from the ice. Up to 10 willing creatures in contact with each other gain this ability for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, an additional 5 creatures can be affected by the spell for each slot level above 1st.

MAGIC ITEMS

AMULET OF THE HELPING HAND

Wondrous item, uncommon

This amulet, created and distributed by the faithful of Shaundakul, takes the shape of a miniature silver hand on a purple necklace.

While wearing the amulet, you can cast the mage hand cantrip. As an action, you can command the amulet to produce a Leomund's tiny hut as per the spell. The amulet regains the use of this ability at dawn the next day.

BLACK ICE

Wondrous item, common

At first glance this substance appears to be a glassy black stone, not unlike obsidian. It is cold to the touch but not excessively so. In colder climates it might be mistaken for merely ambient temperature, but in warmer environments it becomes clear the substance itself generates the cold. Black Ice is light, considerably lighter than normal stone (around half the weight) and incredibly hard. It defies the edge of pick or chisel. However, if placed in a forge it becomes soft enough to be worked like softened iron, hardening again mere moments after the heat is removed. A skilled smith can create any objects they could normally forge from iron, and the substance is just as hard, but doesn't dull, tarnish, reflect light, or emit more than a dull sound when struck. It is non-ferrous, non-metallic, and usable by those who cannot abide metal (such as druids). Any objects crafted of Black Ice are considered magical. Black Ice also readily takes enchantment, as if eager for the magical enhancement, requiring only half the cost and time to enchant.

Unfortunately the substance also has a corrupting effect on anyone wearing items made from it, or remaining in proximity to large quantities of Black Ice deposits. For each 24-hour period a creature wears or remains near Black Ice, they must succeed on a DC 10 Wisdom saving throw or suffer a magical curse that makes the creature paranoid, suspicious, and avaricious for more Black Ice. This acts as

indefinite madness (see chapter 8 in the *Dungeon Master's Guide*). This curse remains until the creature is subject to a *remove curse* or *greater restoration* spell. The DC increases by one for each additional 24 hours in continuous contact or proximity, though this can be mitigated by being separated from the black ice source (by at least 10 feet) for a period of no less than eight hours.

DRAGONSHIELD

Armor (shield), very rare (requires attunement)

While holding this shield, you have a +2 bonus to AC and gain advantage on saving throws against breath weapons and effects that cause the frightened condition. In addition, when you suffer a critical hit, you can use your reaction to have the shield cover you in dragon scales, negating the damage from the attack. The shield regains this ability at dawn the next day.

ENDLESS WINTER

Weapon (greatsword), legendary (requires attunement)

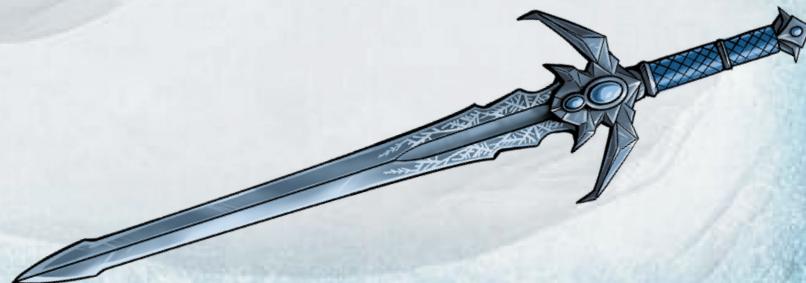
This black greatsword is cold to the touch, bearing white snowflake etching on the blade. The hilt is wrapped with black dragonhide and several moonstones are set into the crossguard and pommel.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack with the sword, the target takes an extra 1d6 cold damage and 1d6 necrotic damage. In addition, while you hold the sword, you have resistance to fire damage and necrotic damage.

In freezing temperatures, the blade sheds a pale dim light in a 20-foot radius. Whilst holding the sword, you are able to see through fog and snow storms as if it were clear weather.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Curse. Endless winter is crafted from Black Ice, and the wielder is subject to the effects of that substance (see entry above) while attuned to and in possession of the sword.



FLAMEBRAND

Weapon (longsword), very rare (requires attunement)

This single-edged longsword is cast to appear as a dragon breathing fire, flames etched along the blade. The crossguard resembles outstretched dragon wings.

You can use a bonus action to speak this magic sword's command word, causing bright red-orange flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again, use an ability that extinguishes them, or until you drop or sheathe the sword.

The flamebrand has 10 charges. While holding it, and while the flames are active, you can use an action to expend 1 or more charges to cast one of the following spells from it (DC 15): *burning hands* (1 charge), *Agannazar's scorcher** (2 charges), *Melf's minute meteors** (3 charges), or *fire shield* (4 charges). Casting any of these spells immediately extinguishes the sword's flames, which remain extinguished for a number of turns equal to the charges spent. After this duration, you can reactivate the flames as a bonus action.

The sword regains 1d6+4 charges daily at dawn. Expend all the charges has no adverse effect on the weapon.

* spell found in *Xanathar's Guide to Everything*

FROSTRAZOR

Weapon (longsword), legendary (requires attunement)

This single-edged longsword appears to be carved from a solid chunk of ice, with a carved bone handle fitted to one end.

When you hit with an attack using this magic sword the target takes an extra 1d6 cold damage and 1d6 piercing damage as a sliver of ice breaks off and embeds itself in the flesh of the target. At the start of each of its turns, the target takes 1d6 points of cold damage until the sliver is removed (requiring an action) or 1 minute elapses, and the shard melts. The



sword never seems diminished by the loss of shards, but can only manifest one shard at a time.

While you hold the sword, you have resistance to fire damage.

In freezing temperatures, the blade sheds a bright light in a 10-foot radius, and dim light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

ICE CUBE

Wondrous item, uncommon

This 2-inch cube of ice is cold to the touch but never melts. As an action you can speak the command word and transform it into an *ice bridge*, as per the spell. The cube is consumed after one use.

ICE SPHERE

Wondrous item, uncommon

This 2-inch sphere of ice is cold to the touch but never melts. As an action you can throw the sphere up to 60 feet, against a surface made of snow or ice, and it creates the same effects as the *icebreaker* spell. The sphere is consumed after one use. It has no effect on other substances.

PLATINUM PLATE

Armor (plate), very rare

While wearing this armor you gain a +2 bonus to AC. In addition, you can use an action to cause the plate to shimmer brightly for 1 minute. Whilst active, this ability grants you the effect of a *bless* spell (which requires no concentration to maintain) and generates bright light in a 10-foot radius and dim light for an additional 10 feet. However, your Dexterity (Stealth) automatically fail and you cannot be invisible by any means during this effect.

Finally, if you fail a saving throw, you can expend your reaction to treat it as a successful save instead, but you gain a level of exhaustion as the armor draws on your life force to resist the hostile effect. The armor regains this ability at dawn the next day.



OIL OF ANTFREEZE

Potion, uncommon

This silvery potion has ten doses when full. As an action, you can add a dose to a liquid or apply it to solid frozen liquid up to 3 gallons in volume. The oil prevents freezing or liquefies frozen liquids for 24 hours, and if the liquid was originally potable it remains so.

POTION OF LIVING FROST

Wondrous item, uncommon

This potion bottle is icy cold to touch and the cerulean liquid is almost painfully cold to imbibe.

For 1 hour after you drink this potion, your body hardens and frosts over. You become immune to cold damage, gain +2 to AC, deal an extra 1d6 cold damage with melee weapon attacks, and are able to walk on horizontal icy surfaces without slipping or impeding, ignoring difficult terrain and negating any slip effects.

However, you become vulnerable to fire damage whilst under the effects of this potion.

SAVAGE BELT

Wondrous item, very rare (requires attunement)

While wearing this belt, when you attack a creature that has less than their maximum hit points, you score a critical hit on a roll of 19 or 20 on the d20.

SNOW GLOBE

Wondrous item, rare

This 4-inch sphere of crystal holds an ever-changing, swirling snowstorm within. The snowglobe has 10 charges when created, and as these are depleted cracks begin to spiderweb across the sphere, shattering when the final charge is used.

As an action, you can expend one or more charges and command the snowglobe to cast one of the following spells (DC 14): *fog cloud* (1 charge), *gust of wind* (2 charges), *ice storm* (4 charges), or *sleet storm* (3 charges).



STAFF OF THE ETERNAL WINTER

Staff, very rare (requires attunement by a spellcaster)

This staff appears to have been carved from a single icicle 6 feet in length and is icy cold to the touch. It can be wielded as a magic quarterstaff that grants +2 to attack and damage rolls made with it. While holding it you are resistant to cold damage.

The staff has 20 charges. You can use an action to expend one or more of its charges to cast one of the following spells from it, using your spell save DC and your spellcasting modifier: *blizzard** (6 charges), *cone of cold* (5 charges), *hailstones** (2 charges), *icebreaker** (2 charges), *ice bridge** (3 charges), *icy missiles** (1 charge), *icy touch** (2 charges), and *wall of ice* (4 charges). The staff regains 2d8+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters into razor sharp ice fragments, dealing you 6d6 piercing damage. On a roll of 20, the staff regains 1d8+2 charges.

Eternal Winter. You can use an action to break the staff over your knee or against a solid surface, performing eternal winter. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. You have a 50% chance to instantly travel to either the para-elemental Plane of Ice (25%) or Stygia, fifth level of the Nine Hells (25%), avoiding the explosion. If you fail to avoid the explosion, you take cold damage equal to 16x the number of charges in the staff. Every other creature in the area must succeed on a DC 17 Constitution saving throw or take an amount of damage based on how far it is away from the point of origin, as shown on the following table, or half as much damage on a success. They are also frozen in place, suffering the restrained condition for a number of turns equal to the charges in the staff, or half as much on a successful save. At the beginning of each turn, a frozen creature may make a DC 17 Strength saving throw, ending the effect on itself on a success.

Distance from Origin Damage

10 ft or closer	12 x the number of charges in the staff
11 to 20 ft.	8 x the number of charges in the staff
21 to 30 ft.	6 x the number of charges in the staff

Once the Eternal Winter feature has been used, the ambient temperature in a one-mile radius drops to 50 degrees Fahrenheit (10 degrees Celsius) permanently, unless removed by a *wish* spell. The 30-foot-radius epicenter of the blast stays permanently frozen.

TOME OF ICE

Wondrous item, very rare (requires attunement by a spellcaster)

This heavy tome has wooden covers and is bound with a silver clasp and silver corner protectors. A silvery cross mounted with a glowing ice blue crystal adorns the front cover.

The tome is a spellbook containing the following spells: *avalanche*, *blizzard*, *hailstones*, *icebreaker*, *icebridge*, *ice barge*, *ice flow*, *icicle spears*, *icy missiles*, *icy touch*, *preservation* and *snowshoes**.

Frost Conversion. When you use an action to cast a spell, you may use a bonus action to expend a charge to change the elemental damage component of any spell you cast that deals acid, fire, lightning, or poison to cold. For example, you can change a fireball spell to deal cold damage instead of fire damage. All other aspects of the spell remain the same. The tome has three charges, regaining all expended charges at dawn the next day.

* All spells found the *Spells of the Frozen North* chapter of this book



SET ITEMS

The following items are part of a set, gaining additional abilities if attuned to the same creature.

BLADES OF THE FROZEN PRINCE

The Blades of the Frozen Prince are a matched set of a rapier and a main gauche dagger, each with a silver steel blade, a golden hilt shaped like a leering devil and a grip of black leather.

RAPIER OF THE FROZEN PRINCE

Weapon (rapier), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magical sword. While it is in your hand, the weapon cannot be disarmed unless you allow it.

While attuned to this weapon, you have resistance to cold damage and are immune to the effects of low environmental temperatures (see chapter 5 in the *Dungeon Master's Guide*).

DAGGER OF THE FROZEN PRINCE

Weapon (dagger), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magical dagger, and +1 to AC while it is held in your hand.

Backstab. If you have advantage on an attack roll, you can deal an additional 14 (4d6) piercing damage to a hit creature. The dagger regains the use of this ability at dawn the next day.

SET ABILITIES

If you possess both blades you gain the following additional abilities;

Set Attunement. The blades are a set, and thus if you are attuned to one, you may attune to the other without taking up a second attunement.

Rakish Charisma. You have advantage on Charisma (Deception, Intimidation, and Persuasion) checks.

Curse. If you possess both blades, Levistus, Prince of the Fifth, Lord of Stygia, can communicate with you telepathically at will. Only he can initiate contact, not you, and he can commence or end conversations as he pleases. While the Prince has no direct influence over you, his words cannot be ignored. How, when, and the nature of these interactions is determined by the DM. This ability can be blocked by a *mind blank* spell or a *ring of mind shielding*.

HOLY BOOKS

AURIL - THE PALE GLOBE

This spherical crystal globe is 12 inches in diameter, hollow, and tinted a slight hazy shade of blue-white. It is icy cold to the touch, painful but not damaging to hold without gloves. It weighs 6 pounds. If a holy symbol of Auril is pressed against it, it hovers at a height of 5 feet until touched again, and the inner sphere swirls with what appears to be a miniature snowstorm. While hovering, if a ritual prayer to the frostmaiden is whispered to it, images appear within the storm, showing the viewer visions of Auril's choosing – often rituals by the faithful, scenes of snow and ice burying creatures or settlements, or images of winter fury. Some of these images are depictions of past events that have taken place, while others appear to be either portents for the future or wish fulfillment dreams – only time will tell which.



BAHAMUT - THE PLATINUM SCALES

This holy book is exactly 100 sheets of incredibly thin platinum, shaped like scales and bound on one side by three platinum rings. It measures 16 inches high and 12 inches across at its widest, but oddly weighs only 10 pounds. Inscribed on its sheets in draconic are the history of the church, the tenets and values expected of the faithful, and a number of rituals and rites of the Platinum Dragon. It glows a soft white in the presence of metallic dragons (within 30 feet) and clamps shut, unopenable by any means in the presence of chromatic dragons.

CRYONAX - THE PRIMORDIAL ICICLE

This 'book' appears to be a two-foot-long icicle with a phrase in the primordial language scratched into its length. The phrase translates to "consume me to know wisdom." The icicle is cold and wet to the touch but never melts and is apparently indestructible.

Consumption in the standard sense is impossible for most creatures, but the relic functions if a portion is projected inside the body, so impaling oneself with a fraction of the point (causing 1 point of piercing damage) is sufficient to activate it.

Any creature activating the icicle experiences visions of snow, ice, and scenes featuring ice elemental creatures in arctic environments. Impossibly vast glaciers and ice spires are seen, and deep within a frost-encrusted crevasse the user beholds the gargantuan form of Cryonax himself – a yeti-like creature with multi-tentacled limbs and a head full of razor-sharp fangs.

Whether 'wisdom' is imparted is a matter of debate, but none who experience the visions can deny the frightening power of The Bleak Monarch.

GWAERON WINDSTROM - THE TRACKER'S NOTES

This holy book appears to be a battered old leather journal, with various bookmarks, and added pages or scraps hanging from between the bound pages. A leather strap and buckle keeps the tome closed. Upon opening it seems to be a handwritten journal of various travels and experiences of Gwaeron himself, full of chance meetings, interesting anecdotes, and descriptions of far flung locales. However, a deeper examination details several practical methods of tracking, hunting, fishing, and other woodcraft, and an undercurrent of various tenets and values of the faith within the various parables recorded.

LEVISTUS - THE ENRUNED ICE

This irregular chunk of ice is carved with a yellow glowing rune that seems to pulse periodically. It is both somehow cold and warm to the touch, and weighs a hefty 25 pounds. If held and Levistus's name is spoken aloud, the pulsing shifts in time with the possessor's heartbeat and one of Levistus's Gelugon lieutenants appears deep within the ice, giving mental instructions to the bearer. Very rarely Levistus himself will appear and issue a command that acts like a geas spell (DM determines save DC).

MALAR - THE SAVAGE RITES

This holy text is written on the inside of a tawny bearskin, shredded and matted with dried blood in several places. The text is written in blood, and despite the seemingly crude craftsmanship, the hide doesn't degrade or rot. Contained within is various techniques for stalking and hunting, solitary and as a pack, as well as the best locations to make a strike

for a kill, or to prolong death in order to use your prey as a live lure for greater challenges. Finally it details how to prepare sacrifices to best please the Beastlord.

SHAUNDAKUL - THE WINDRIDER'S CLOAK

A large purple cloak embroidered with silver threads that depict patterns of blustery winds, this cloak appears to be perfectly sized for anyone that wears it. It remains warm and dry in all conditions, even after a heavy rain or being submerged in water. While worn, it constantly flutters and billows, even in perfectly still conditions.

If worn outdoors, in a strong wind (but not stormy conditions) for an hour, the threads on the cloak shift into the common script, remaining so for 24 hours before reverting. The script recounts Shaundakul's history and some of the rites of the faith, as well as several hidden or secret methods of reaching remote locations. The directions vary each time, and it is unknown how many locations are hidden within the cloak.

TEMPUS - THE BATTLE-WORN SHIELD

This battered and rusted steel kiteshield measures three feet high and two feet wide at its widest point. Its face displays the flaming sword symbol of Tempus, faded and heavily scarred, and at first glance appears to be nothing special.

On the, inverse where the straps and handle should be, tiny script can be found scratched into the metal with surprising clarity. The script details the author's last days as a soldier besieged in a redoubt on the "snowy tundra." There is no date, and faithful scholars heavily debated the place and date of origin.

The script offers few identifying details of the battle or participants but does offer the unknown author's highly insightful thoughts and critiques on various battlefield strategies, troop maneuvers, and even single combat techniques. It ends with a complex prayer to Tempos - the northern variation of Tempus - as well as a final wish to die gloriously in battle.

THRYM - THE DRAGONSCLAE SCROLL

This immense white dragonhide scroll is over 12 feet high and 6 feet wide when fully unfurled. It is usually bound with a scarlet cloth cord and bound with a golden clasp with Thrym's axe symbol etched into it. The inner surface of the scroll is covered in runic Giantish, recounting tales of Thrym's mighty deeds and triumphs, as well as his awarded accolades from his divine kin and his personal virtues. There are rites and rituals to honor and worship him, and suggestion on sacrifices or actions to please him. Finally, there are detailed and gruesome threats of his displeasure to be visited on enemies of frost giant kind in his name.

TIAMAT - THE CHROMATIC EGG

The chromatic egg is a multi-hued, scaled egg around 4 feet in height and 3 feet across. It weighs 100 pounds and - if moved - feels as though something shifts inside. If placed in a sufficient source of one of the five chromatic elements - a bonfire, a pool of acidic liquid, or a deep snowdrift for example - for a 24 hour period, the egg becomes partially translucent for 1 hour and a small multi-headed dragon silhouette can be observed within. Placing a hand upon the egg during this period causes the silhouette to writhe and Tiamat's voice whispers to the creature or creatures in contact, offering instructions, commands or - very rarely - secrets of the faith. Even when multiple creatures commune with the egg at once, different information is conveyed to each.

Legends suggest that to touch the egg twice is to court permanent insanity as the Dragon Queen punishes the avaricious, but this is unsubstantiated.

ULUTIU - THE CRIMSON ICE

This 'book' appears to be a large slab of ice, roughly three feet by two feet across and 6 inches thick. Both faces are smooth, but the edges are jagged and difficult to handle without piercing skin unless protective gloves are worn. The Crimson Ice is frigid to touch, and steams under greater than sub-zero temperatures, though it never melts or loses mass. Its faces are plain, but if smeared with fresh blood, crimson runes appear within the tablet, forming tiny neat rows, lasting an hour before fading again. The faithful of Ulutiu can read the script, or it can be deciphered using comprehend languages. Within the text is a number of meditation techniques, as well as several rites and ceremonies that honor Ulutiu. The text hints that those sufficiently practiced and patient might actually hear the voice of Ulutiu through these methods.



CONTRIBUTOR BIOGRAPHIES

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Dante Cifaldi is an Artist with a passion for all things entertainment, whether that be movies, videogames, books, or TTRPG's, and harbors a great ambition to work professionally across all areas one day.

He is most actively associated with Pyromaniac Press as the Lead Artist, ranging from Artwork, to Cartography and the Graphic Design Elements that can be found throughout the Adventure Path What Lies Beyond Reason, Blackstaff's Tome of Wizardry, and the D&D 5e hardcover deity supplements *Faiths of the Forgotten Realms* 1 & 2.

You can find him on Facebook by his name or check out his Artstation https://www.artstation.com/dante_ezio_c.

RYAN LANGR

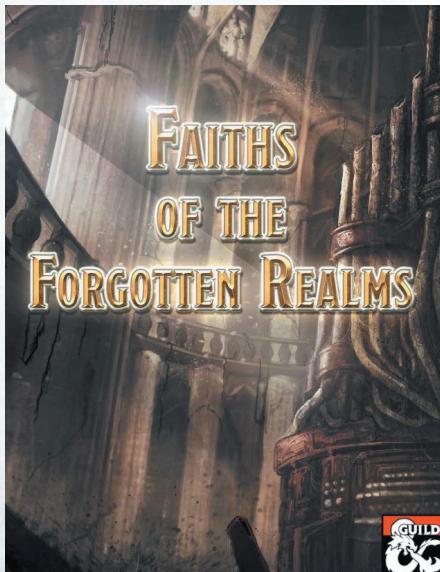
Owner of Realmwarp Media, Ryan incorporates his passion for creating variant and optional mechanics

in most of his products for D&D 5e. He's known primarily for his variant race mechanics *Grazilaxx's Guide to Ancestry*, for alternate multiclassing mechanics *Master of None*, and for his archetypes on *Faiths of the Forgotten Realms* 2 and Blackstaff's *Tome of Wizardry*. You can follow him on facebook at @realmwarpmedia, or on Twitter at @RealmwarpM

MICAH WATT

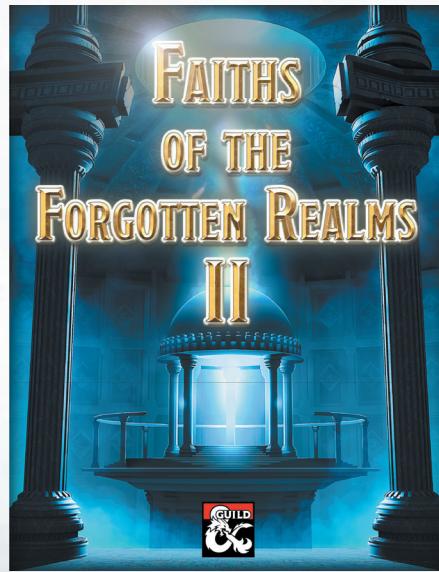
Shrouded in mystery, hidden in darkness, and rumored to be the chosen of Dumathoin (because he started the rumor) Micah is the Owner of Pyromaniac Press, and Platinum Bestselling D&D 5e designer. Known widely for his epic adventure path *What Lies Beyond Reason*, the *Rex Draconis* RPG conversion, Blackstaff's *Tome of Wizardry*, and the hardcover deity supplements *Faiths of the Forgotten Realms* 1 & 2, and Blackstaff's *Tome of Wizardry*, you can stalk him at www.pyromaniacpress.com, or on Facebook or Twitter @pyromaniacpress.

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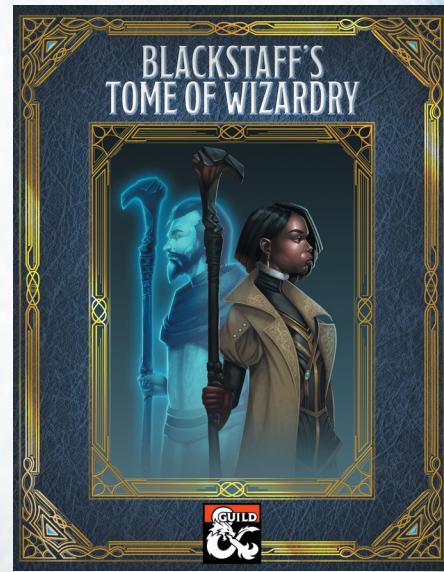
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