

OTHERWORLDLY PATRON

When a warlock makes a pact with a patron, they seldom understand the patron's motives. Some patrons are minor deities happy to introduce someone to magic. Others are demons attempting to gain a foothold in the Material Plane. And others are so detached from the world, they are not even aware of their warlock's existence.

THE FROZEN WATCHERS

Your pact is not with a singular entity, but a group of ancient beings so vast and powerful, the differences between the individuals escapes you. The Frozen Watchers, an old and powerful race from the frigid north, want only one thing, the domination of all lesser beings. Having been trapped in slumber for millennia, they reached out, attempting to make deals with mortal men in hopes of being awoken to their full power.

EXPANDED SPELL LIST

The Frozen Watchers let 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 Frozen Watchers Expanded Spells

Spell Level	Spells
1st	<i>ice knife, sleep</i>
2nd	<i>pass without trace, Snilloc's snowball swarm</i>
3rd	<i>sleet storm, slow</i>
4th	<i>arcane eye, ice storm</i>
5th	<i>cone of cold, maelstrom</i>

ICEBORN AFFINITY

Your newfound magical ability gives you an affinity for the frozen tundra. Starting at 1st level, you suffer no ill effects from the cold.

In addition, whenever you inflict cold damage on a target, the target's movement is slowed by 5 feet. This effect can only apply to each creature once per round.

RHYTHM OF A WATCHER

Ever since magical power has been awakened in you by The Frozen Watchers, you can feel the rhythm of magic pulsing through the air, and with focus, you can synchronize yourself with it. Beginning at 6 level, at the start of every combat, you may attempt an Arcana check against your warlock spell save DC. On a successful save, you regain one lost warlock spell slot.

Once you successfully regain a spell slot, you cannot use this feature again until you complete a short or long rest.

RING OF FROST

Starting at 10th level, the ground around you is bent by the Frozen Watcher's magic. The area within 5 feet of you becomes covered in a slick sheet of ice as you walk around. The area around you is considered difficult terrain for all creatures apart from yourself.

As a reaction to a creature entering or leaving this ring of ice, you can harden the ice, forcing all creatures within the 5 foot radius to pass a Dexterity saving throw against your warlock spell save DC. On a failed save, the creature is frozen and cannot move until the end of its next turn. On a successful save, the creature continues, uninterrupted. As soon as all creatures have made their checks, the ice cracks, disappearing.

Once you harden the ring of ice, the ring disappears until the start of your next turn. You may use this feature up to a number of times equal to your Charisma modifier before the ring of ice disappears completely. The ring reappears once you complete a short or long rest.

ICE TOMB

Beginning at 14th level, you can use a reaction at any time to cover yourself, or a single target within 5 feet, in ice, encasing them completely.

If you target yourself with this feature, you are covered in a protective coat of ice, making you immune to all damage, but rendering you unable to take any actions, move, or speak. You can end the effect as a bonus action at the beginning of your turn; otherwise, the effect lasts for a number of rounds up to or equal to your Charisma modifier.

If you target another creature with this spell, they are also encased in protective shards of ice, making them immune to all damage, but leaving them unable to move, speak, or take any actions. You can end this effect as a bonus action, or the target creature can break out of the ice with a successful Strength check against your warlock spell save DC.

Once you use this feature, you cannot use it again until you complete a short or long rest.

