

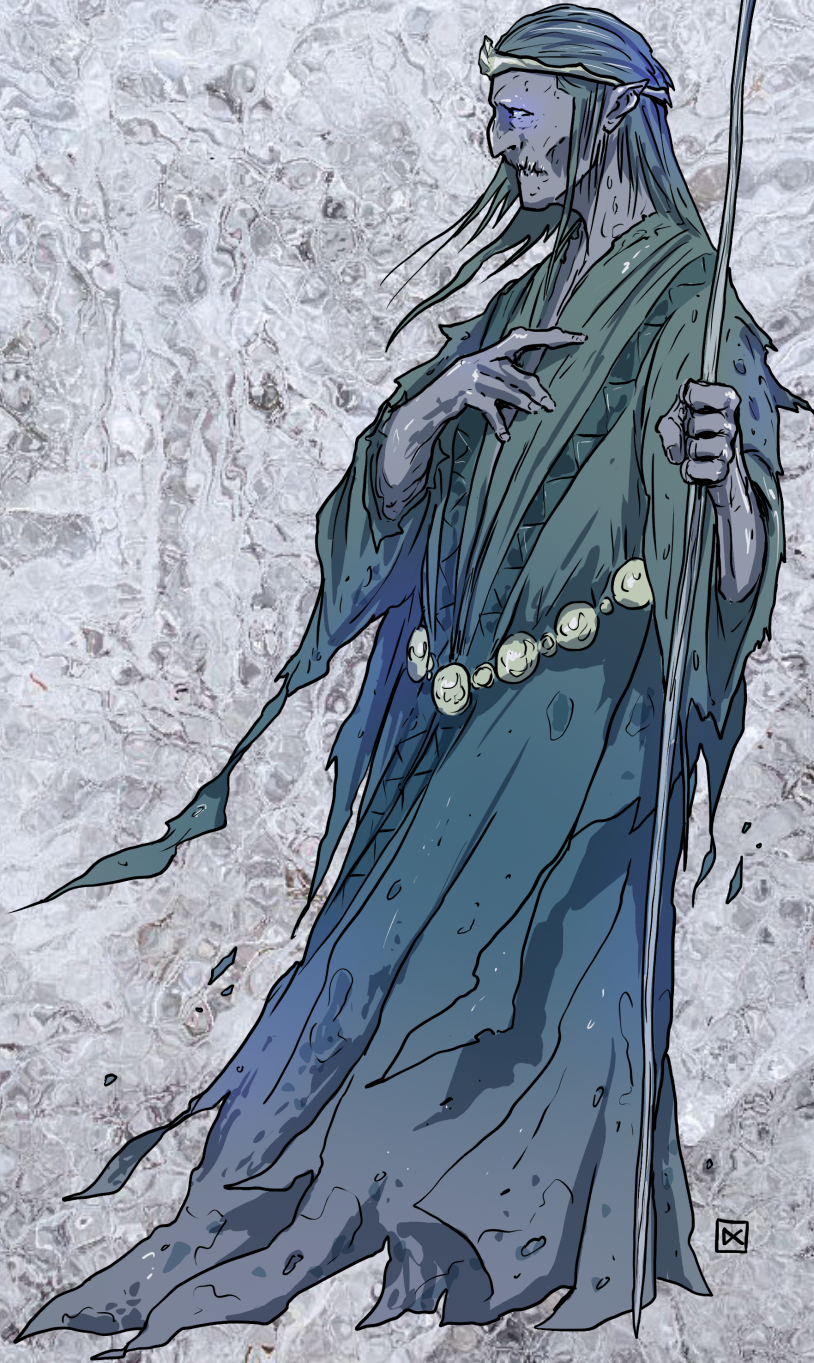
SLARECIAN
-VAULT-

A FROSTLANDS OF FENRILIK SOURCEBOOK

VOICES OF THE SNOW

NEW OPTIONS FOR CLERIC, DRUID & WARLOCK CHARACTERS

BY JOE RASO



VOICES OF THE SNOW

Cold winds, ice, and snow are an unavoidable reality for the people of Fenrilik. Within this bitter, gods-forgotten land, mortals look for ways to endure the relentless cold blanketing it for months on end. It should be no surprise that adventurers from this frigid environment have powers and abilities not found elsewhere in Scarn.

This publication includes three new character build options available for characters adventuring in the icy lands of Fenrilik:

- The new cleric **Domain of Cold** available to followers of the demigod **Fraelhia the Snow Queen**
- The nearly forgotten Titan **Gulaben** as an option for druids belonging to the **Circle of the Fallen**
- A new warlock patron, **The Voice of the Singing Snow**

CLERIC

The peoples of Fenrilik generally have little connection with the gods, preferring to pay reverence to the ushada, their ancestors, and the spirits of the land itself. Alternatively, the greater ushada – the titans - are given reverence, so that one might avoid their attentions.

One exception to this is the Fraelhia, the Snow Queen. As the god of snow and cold, Fraelhia holds some sway over northern Albadians and travelers who've crossed the Stiffened Sea and now call Fenrilik home.

COLD DOMAIN

The Cold domain is associated with the magics that use ice and snow. It uses the essence of frigid lands to affect the environment and all those around them. In Scarred Lands, the demigod Fraelhia cares about the lands where cold holds sway.

COLD DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Cold Soul
2nd	Channel Divinity:Shielding Ice
6th	One with the Cold
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Embodiement of Winter

FRAELHIA [FRAI-LEE-AH]

Titles: the Snow Queen

Scholars have argued about the nature of Fraelia, believing she may be a power that is neither a titan nor a god. She is a loner, not having associated with either side during the Divine War. Instead, she kept her icy watch over the cold touched lands of Scarn.

Her followers are limited to folk from lands where ice and snow are common. They believe that failing to give the Snow Queen proper reverence will lead to an untimely frigid death.

Fraelhia is viewed as a capricious power, occasionally granting respite to those who petition her, but will mercilessly punish any who offend her.

Fraelhia is usually portrayed as an attractive woman of indeterminant age, wrapped in a cloak made of horror fur and sporting a sparkling sapphire crown.

FRAELHIA (DEMIGOD)

Alignment: Chaotic neutral

Portfolio: Snow and Cold

Domains: Cold (new)

Weapon: Javelin

Symbol: A single perfect snowflake

Domain Spells

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

COLD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud</i> , <i>force blast</i> **SLPG
3rd	<i>gust of wind</i> , <i>ray of enfeeblement</i>
5th	<i>chill wind</i> ^{SLPG} , <i>sleet storm</i>
7th	<i>frost form</i> ^{SLPG} , <i>ice storm</i>
9th	<i>cone of cold</i> , <i>conjure elemental</i> **

*A variant of the spell that deals Cold damage instead of Force damage, but is otherwise unchanged.

**Only Air, Water, or Cold elementals

Cold Soul

At 1st level, you learn the *ray of frost* cantrip, which counts as a cleric spell. You also gain proficiency in Nature or Survival.

Channel Divinity: Shielding Ice

Starting at 2nd level, you can use your Channel Divinity to temporarily shield yourself from damage. As a reaction when you take damage, you blanket yourself beneath a layer of ice, which melts away at the end of your next turn. You gain 10 temporary hit points per your cleric level, which takes as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts.

One With The Cold

Starting at 6th level, gain resistance to cold damage, and you have advantage on all saving throws against cold spells and effects. Once per turn when you roll cold damage, you can reroll the damage dice and use either total.

Divine Strike

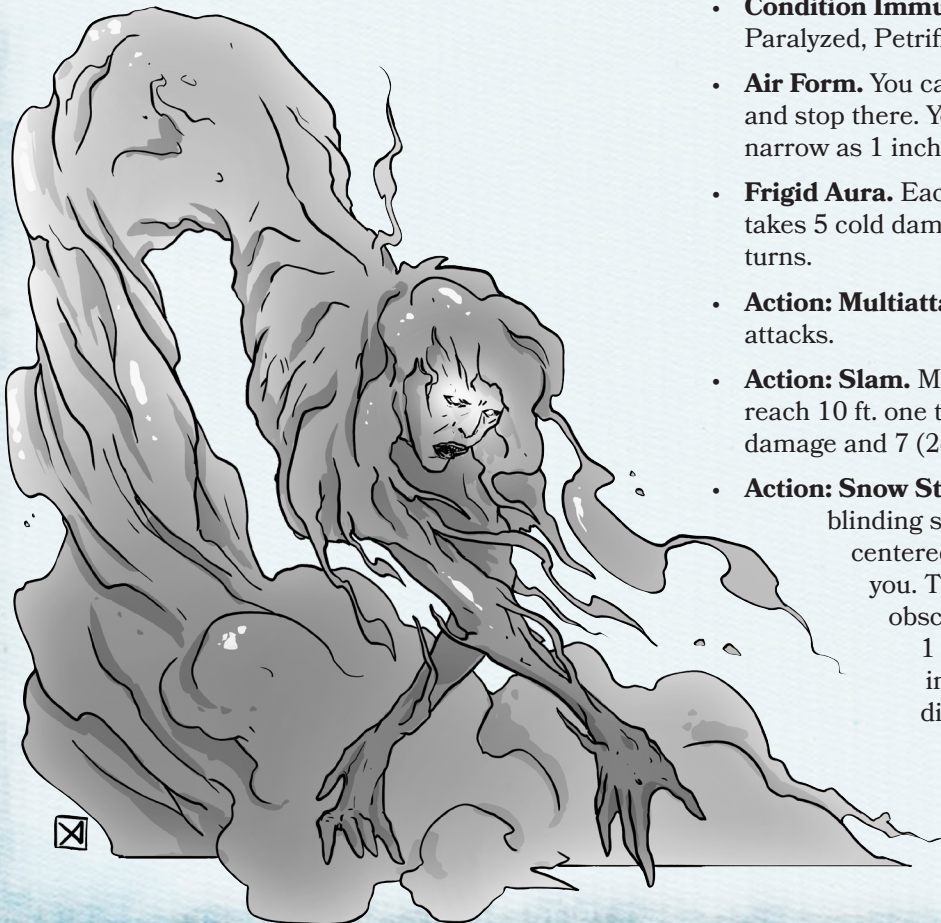
At 8th level, you gain the ability to infuse your weapon strikes with the frigid chill of winter. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Embodiment of Winter

Starting at 18th level, once per long rest you can use a bonus action to magically transform yourself into a Huge-sized elemental creature resembling a swirling cloud of wind, ice, and snow. Any equipment you wear or hold molds into your new form.

You gain the following benefits when you take on this elemental form:

- You gain 138 temporary hit points
- Gain a Fly speed of 30 ft. (hover)
- Your Strength and Dexterity scores becomes 20. All other ability scores remain unchanged
- **Damage Resistances** Lighting, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Vulnerabilities** Fire
- **Damage Immunities** Cold
- **Condition Immunities** Exhaustion, Grappled, Paralyzed, Petrified, Prone, Restrained, Unconscious
- **Air Form.** You can enter a hostile creature's space and stop there. You can move through a space as narrow as 1 inch wide without squeezing.
- **Frigid Aura.** Each creature within 10 feet of you takes 5 cold damage at the start of each of your turns.
- **Action: Multiattack.** You can make two slam attacks.
- **Action: Slam.** Melee Weapon Attack: +9 to hit, reach 10 ft. one target. Hit: 9 (1d8+5) bludgeoning damage and 7 (2d6) cold damage.
- **Action: Snow Storm.** You create a storm of blinding snow in a 20-foot-radius sphere centered on yourself, which moves with you. The area within the sphere is heavily obscured. The effect lasts for up to 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.



DRUID

Across Ghelspad, druids belonging to the Circle of the Fallen worshipping typically worship any of the fallen titans, all except for Gulaben.

Gulaben was the last Titan defeated at the end of the Divine War. The god's punishment for the the Lady of the Winds was to seal her away in the four corners of the world, and then erase all memories of her so that no weak mortal soul could ever worship her again.

However, in Fenrilik, a rare few still hear Gulaben's voice upon the winds. Could the frigid land hold one of the Hedrada's hidden iron chambers in which Gulaben's form is bound? Perhaps a wisps of the Titan's essence evaded Tanil's hunt in these frozen lands and seek mortals to help free her from her divine prison?

CIRCLE OF THE FALLEN

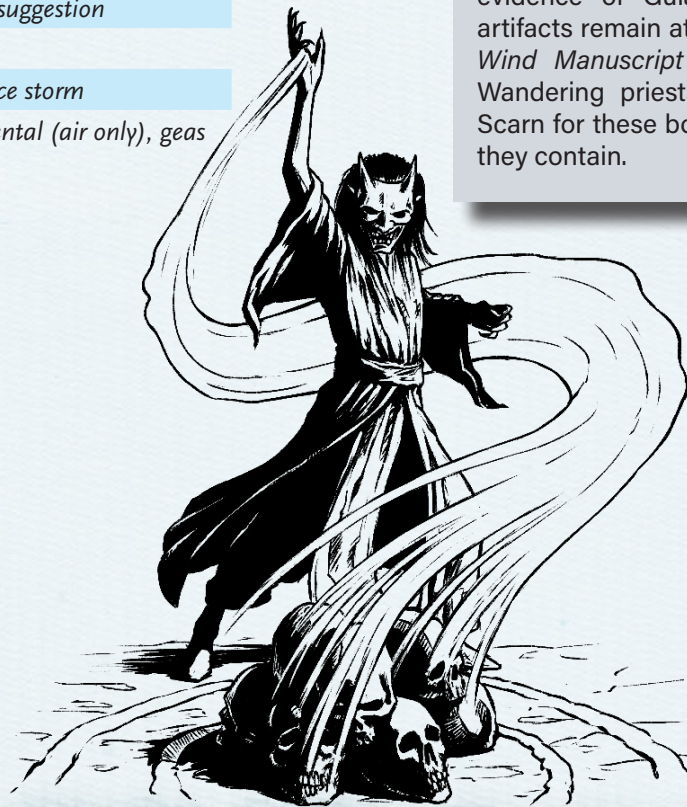
In addition to the Titan's listed in the *Scarred Land's Player's Guide*, druids belonging to the Circle of the Fallen may also worship Gulaben. Those that do benefit from the Circle Spells described below.

Circle Spells (Gulaben)

Your connection to Gulaben grants you access to certain spells. At 3rd, 5th, 7th, and 9th level, you gain the following spells.

GULABEN - CIRCLE OF THE FALLEN SPELLS

Druid Level	Spells
3rd	<i>gust of wind, suggestion</i>
5th	<i>fly, wind wall</i>
7th	<i>compulsion, ice storm</i>
9th	<i>conjure elemental (air only), geas</i>



GULABEN [GULL-AW-BEN]

Titles: The Lady of the Winds, Wind Maiden of Ecstasy

Gulaben was sister to Lethene, a titan of the air. She was arrogant, caring little for how her actions affected the mortals of Scarn. Mortals craved her merest touch because of the intoxicating pleasure it induced.

Gulaben was the last Titan defeated in the Divine War. Each of the victorious gods had a hand in sealing away her airy essence within four great iron flasks protected by powerful runes of binding and hidden away at the ends of the world. The gods then destroyed all memory of the Lady of the Winds from living mortals in hopes she would be forever forgotten.

But proof of Gulaben's existence still persists in books, inscriptions, and art created before the war. Clerics of Hedrada, believing it was their sacred duty to preserve art and history, scoured the lands and sealed away any evidence they found in a deep vault beneath the Library of Hedrad. Today, only the highest level priests can access this secret and well guarded place..

Despite Hedrada's attempts to hide away evidence of Gulaben's existence, a few artifacts remain at large, including *The Mad Wind Manuscript* and *The Locked Book*. Wandering priests of Hedrad still search Scarn for these books for the terrible truths they contain.

WARLOCK

Wise folk of Fenrilik's nomadic tribes tell cautionary tales of voices carried upon bitter winter winds. They speak of an alluring voice, barely perceptible, lurking within the roar of a howling gale. It is a voice calling to the desperate and the lost. It urges those who hear it to follow the melody into the frigid wilderness. Most who follow become lost and then found days later frozen in the snow.

None can say with certainty whose voice is heard within Fenrilik's frigid gales. Many suggest it's the call of Lethene seeking to escape her abyssal prison or Gulaben pleading for remembrance and release. Others claim the Ice Mother sings to steal the life of the unwary in hopes of returning to the world once more. A few crazed arcanists from Ghelspad suggest the song is the echos of long-forgotten Slarecians buried deep beneath the ice.

Whatever the source, the Voice of the Singing Snow is but one more threat facing travelers in the frigid lands of Fenrilik.



VOICE OF THE SINGING SNOW

Your patron is the mysterious voice of the Singing Snow. It is a voice that most cannot hear. It whispers secrets to those who listen, but at a price that is left unsaid. The source of the voice remains unclear. Is it the Ushada, the spirits of the land who've imbued you with power? Could it be the distant fury of Lethene howling from the Abyss? Is it Gulabon's forlorn song, pleading for remembrance and freedom? Whatever the source, you've been instilled with powers of air, wind, and cold.

What caused you to turn your head and listen to the voice? Did you follow its song in desperate hope for survival, or did you seek it out to learn forgotten secrets lost beneath ice and snow?

VOICE OF THE SINGING SNOW FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Icy Servant, Voice of Doubt
6th	Icy Burst
10th	Frigid Resilience
14th	Winter's Grip

Expanded Spell List

The Voice of the Singing Snow 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.

VOICE OF THE SINGING SNOW EXPANDES SPELLS

Spell Level	Spells
1st	<i>fog cloud</i> , <i>thunderwave</i>
2nd	<i>gust of wind</i> , <i>levitate</i>
3rd	<i>chill wind</i> ^{SLPG} , <i>wind wall</i>
4th	<i>frost form</i> ^{SLPG} , <i>ice storm</i>
5th	<i>cone of cold</i> , <i>conjure elemental</i>

Icy Servant

Starting at 1st level, you have resistance to Cold damage.

Additionally, you can cast *unseen servant* at will, without expending a spell slot or material components. The servant you summon is visible and appears as a human-sized cloud of icy vapour, but which otherwise functions as a normal *unseen servant* spell.



Voice of Doubt

At 1st level, you force a creature to hear only the maddening sounds of the Singing Snow. As an action, you cause one creature you can see within 30-feet to become deafened for 1 minute. In addition, the target must make a Wisdom saving throw against your warlock spell save DC. On a failed saving throw, the target also becomes frightened while the deafened condition persists. The deafened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Icy Burst

Starting at 6th level, as a bonus action, you transform into a burst of ice and snow. All creatures within 5 feet of you take cold damage equal to 1d6 + your proficiency bonus and have disadvantage on attack rolls against you until the end of your next turn. You then teleport up to 30 feet to an unoccupied space you can see.

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

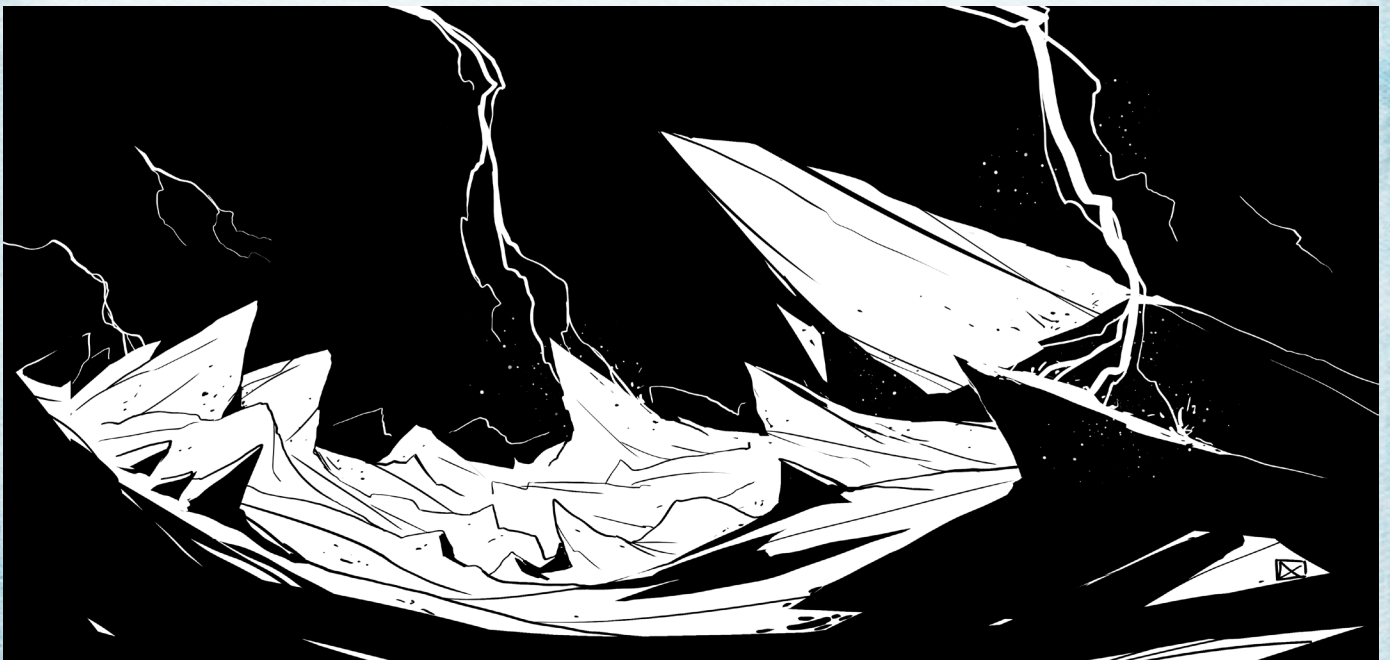
Icy Resilience

Beginning at 10th level, you are immune to cold damage. Additionally, you have advantage on saving throws against fear and charm effects.

Winter's Grip

Starting at 14th level, you can envelope a creature within a swirling vortex of ice and snow. As an action, choose a creature that you can see within 60 feet of you. It must make a Constitution saving throw against your warlock spell save DC. On a failed save, the creature takes cold damage equal to 2d8 + your Charisma modifier and is affected by Winter's Grip for 1 minute or until your concentration is broken (as if you are concentrating on a spell). On a successful save the creature takes half as much damage and is not affected by Winter's Grip.

Until Winter's Grip ends, the creature is blinded, restrained, and takes cold damage equal to 1 + your Charisma modifier at the start of its turn. The affected target can repeat the saving throw at the end of each of its turns, ending Winter's Grip on a success.



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Joe Raso is a dad, a husband, and a long suffering DM who’s had the pleasure of gaming with the same group since his university days.

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