

MOS KHAYAG

AWKWARDDM'S ICE INSPIRED HOMEBREW COLLECTION

SUBCLASSES

THE FROST MATRON WARLOCK

EXPANDED SPELL LIST

Spell Level	Spells
1st	Ice knife, False Life
2nd	Snilloc's Snowball Swarm, Enlarge/Reduce
3rd	Sleet Storm, Life Transference
4th	Ice Storm, Death Ward
5th	Cone of Cold, Control Winds

FROST MOTHER'S SLUMBER

Starting at 1st level, your connection to the Frost mother aids you in your rests and allows you to awaken with increased vigour. Upon completing a long rest you may cast *Armor of Agathys* with your highest warlock spell-slot, without expending a spell slot, with a duration of 4 hours.

Additionally while you are asleep, your skin is coated in a layer of hardened ice, increasing your AC by 2 and preventing you from being critical hit until you awaken, at which point, the ice shatters and falls from your skin.

ICE COFFIN

At 6th level, you learn to summon an icy tomb for a single foe. As an action, you can force a creature you can see of medium size or smaller within 60 feet to make a Strength Save vs your Spell Save DC.

This size limit increases to Large at 10th level, Huge at 15th level and Gargantuan at 20th level

If the target fails, they are considered restrained and incapacitated. A target may repeat this save at the beginning of each of it's turns and once per round as a reaction to taking damage.

Once you use this feature, you can't use it again until you finish a short rest. If the targeted creature dies while under this effect, you regain your use of this ability.

RIMESKIN

Starting at 10th level, your body becomes resistant to the affects of the cold and it's conditions on the body. You become resistant to cold damage, and immune to any effects that reduce your move speed. (Any effects that cause your movement to be reduced to zero, or put you under the *restrained* condition, still take effect). You are also immune to any effects caused by cold weather, or terrain, including rough terrain and exhaustion.

AURIL'S EMBRACE

Starting at 14th level, casting a spell of first level or higher, that deals *cold damage* grants you (5 x the spell level used to cast the spell) temporary hit-points that are removed after a short rest. These hit-points are not replaced by other temporary hit-points and are in addition to any temporary hit-points you may already have, not including the temporary hit-points gained by this ability.

As an action, you may choose to expend all of your current temporary hit-points, causing each creature of your choice within a 20 foot radius around you to make a Dexterity saving throw equal to your spell save DC, or take damage equal to the number of temporary hit-points expended, and halves their movement until the start of your next turn.

GLACIAL JUGGERNAUT FIGHTER

FORTRESS OF FROST

At 3rd level, you can create a chilling aura that causes ice to form around your body and weapons. At the start of your turn, you can choose to give up all movement that turn to gain a +1 bonus to your AC and add 5 feet to your reach when you attack with this weapon. The bonus lasts until you use any movement, or take fire damage. You may increase your AC and range in this way up to a number of times equal to your proficiency bonus.

AURIL'S UNRELENTING GRASP

At 7th level, you can use a bonus action to attempt a *shove* action on a target that is no more than 5 feet beyond the reach of your current weapon.

ICE TITAN'S LEAP

At 10th level, when you use your action surge feature any movement you take until the start of your next turn does not end *fortress of frost*. Additionally you gain resistance to cold damage, are immune to the effects of extreme cold and may now move half your movement one each turn without ending Fortress of Frost.

ONE WITH FROST

At 15th level, you can cast the *creation* spell with a casting time of 1 action requiring no material components, but only to create ice or snow. Ice or snow created this way counts as vegetable matter for the purposes of determining duration.

UNMOVING GLACIER

At 18th level, when you have a bonus of 3 or more AC from your Fortress of Frost feature, critical hits count as normal hits, and you have immunity to cold damage.

PATH OF THE FROZEN WASTELANDS

BARBARIAN

CURSE OF THE WASTELANDS

When you choose this path at 3rd level, your rage manifests in an aura of swirling ice. When you enter your rage, and as a bonus action while you're raging, you can fire shards of ice at one creature you can see within 60 feet of you. That creature must make a Dexterity saving throw or be marked until the start of your next turn. While marked in this way a creature's speed is halved, and the first time it takes damage from a weapon attack before the mark ends, it takes additional cold damage equal to the weapon's damage dice.

The DC for this saving throw equals 8 + your proficiency bonus + your Strength modifier.

AURIL'S SAVING GRACE

Beginning at 6th level, your aura begins to naturally protect you against incoming attacks. While you're raging, if you end your turn having moved half your speed or less, you gain half cover against the next attack against you before the start of your next turn. When you reach 14th level, this increases to three-quarters cover.

Additionally, you may target an additional creature when you use your *Curse of the Wastelands* ability.

ARCTIC SURVIVALIST

At 10th level, you ignore the effects of extreme cold and are resistant to cold damage. In addition, you are always considered proficient in survival when in arctic environments, and you double your proficiency bonus for such checks. Additionally, you learn the shape water cantrip. As long as the only effect you use is to freeze water, you can affect a number of areas at a time equal to your proficiency bonus.

UNRELENTING STORM

At 14th level, When you enter your rage, rather than target one creature with your shards of ice, you can instead target any number of creatures you can see within 20 feet of you. When a creature is marked by this ability, its movement speed is reduced to zero, rather than halved.

MAGIC ITEMS

THE MYTHALLAR OF MOS KHAYAG

Wondrous item, legendary (requires attunement by an Acolyte of Auril) This mythallar looks like the shattered hand of a feminine statue, mounted in a frozen receptacle with wisps of withered plant life scattered throughout the glassy wrist. The hand reduces the temperature of the environment around it to ensure the attuner is comfortable, and is capable of doing so to -40°C. It draws magic from the Weave that can be harnessed for various purposes. For example, the Orcs of Mos Khayag use it to maintain the structure of their towers of ice and ensure the walls reform upon destruction. To attune to this mythallar, a creature must finish a short rest within 30 feet of it, meditating on the mythallar. Up to four creatures can be attuned to it at one time; otherwise, the *Mythallar of Mos Khayag* follows the attunement rules in the *Dungeon Master's Guide*. If a ninth creature tries to attune to the mythallar, nothing happens. All creatures attuned to the *Mythallar of Mos Khayag* can sense when the device is being used. A creature attuned to the device can use any of its properties, but only if all other creatures attuned to the device agree to allow it. The *Mythallar of Mos Khayag's* properties are as follows:

- As a bonus action, while within 120 feet of the mythallar you can teleport to any solid surface within the same range.
- While you're within 5 feet of the mythallar you can spend 1 minute or more focussing on the mythallar, conjuring from your imagination a tower made of ice as though casting the *Galder's Tower* spell at 9th level that has an indefinite duration so long as the mythallar remains within 500 feet of it.
- As an action, you can cast the *Bigby's Hand* spell without expending a spell slot. The hand mimics the clawed hand of the mythallar itself and deals cold damage instead of force. You must then finish a long rest to use this ability again.

The DC for this spell is 8 + your highest mental ability score + your proficiency bonus

SPECIES

MOS KHAYAG ORC

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Size: Medium

Speed: 30 ft.

Age. Frost Orcs reach adulthood at age 12 and live up to 50 years.

Alignment. The Frost orcs of Mos Khayag are pure survivalists, good or evil means nothing to them, only remaining to fight another day. They are almost always Chaotic Neutral.

Size. Your size is Medium.

Dark Vision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wasteland Survivalist. Due to being raised in a hostile, frozen wasteland, you have become accustomed to eating and drinking diseased or rotten food. You have resistance to poison damage, and advantage on saves against the poisoned condition, and disease. Also, Arctic and Mountain environments do not count as difficult terrain for you and you are immune to the effects of the Extreme Cold Hazard.

Servitors of the Frostmaiden. You know the *ray of frost* cantrip. Once you reach 3rd level, you can cast the *armor of agathys* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *augury* spell; you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

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

HISTORY OF THE MOS KHAYAG ORCS

The Mos Khayag Orcs are the evolutionary cousins to the Orcs that reside in the temperate regions within the realm of Surya. They've evolved in the Frozen Wastelands of Mos Khayag, developing a tenacious instinct for survival and a deep spiritual connection with the disgraced deity Auril. Though this deity's alignment is typically Neutral Evil, these orcs worship her out of a mere transactional necessity, performing their rites and rituals in order to accumulate power and conquer the wilds, allowing them to worship her without always succumbing to the evil proclivities of other Acolytes. For the most part, they settle in individualistic tribes, using power in numbers to build fortified settlements in the cracks and crevices in the jagged mountain ranges of Mos Khayag, fending off the elements and various vicious denizens of the wastes.