

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE DEMON'S CHALICE

Legend tells of an artifact of the icy north, a golden chalice, covered in demonic runes and symbols. Few even know of the chalice, and fewer still have seen it in person, but those who have carried it know that it whispers to its bearer, offering immense power to anyone foolhardy enough to drink from it. With the proper words and incantations, the chalice fills with ice cold blood, summoned from the deepest Abyss.

Essentially, the blood is poison. It infects the veins of whoever drinks it, and confronts them with horrible demonic voices and visions of violence and death. Only the strong can survive the blood and inherit its frigid power.

CHALICE EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>fog cloud, ice knife</i>
2nd	<i>levitate, Snillloc's snowball swarm</i>
3rd	<i>sleet storm, wall of water</i>
4th	<i>elemental bane, ice storm</i>
5th	<i>cone of cold, passwall</i>



DEMON'S MARK

Upon forging the bond with your patron at 1st level, a magical tattoo appears on your body, which you can use as an arcane focus for your warlock spells. You can change the damage of any warlock cantrip you cast to cold damage. The mark also allows you to walk on ice and snow as if it was normal terrain.

GLACIAL PRISON

At 6th level, you can use your power to freeze enemies. Whenever you deal cold damage with a spell of 1st level or higher, you can force all enemies affected by the spell to make a Constitution saving throw. On a failure, a creature is stunned until the end of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

ICE GLIDE

At 10th level, your mastery over ice increases. You gain the ability to fly at your normal movement speed. You must begin and end your movement on solid ground, otherwise you fall.

TIME FREEZE

By 14th level, you can momentarily freeze time itself, allowing you to take an action as a bonus action instead. Other creatures can't use their reactions while you take this action. After using this ability, you must take a short or long rest before using it again.