

ANCIENT APPARITION

You have been blessed by Kaldr, the Ancient Apparition, an image projected from outside time. He springs from the cold, infinite void that both predates the universe and awaits its end. All at once Kaldr is, Kaldr was, Kaldr shall be. What we perceive, powerful as it appears to us, is but the faintest faded echo of the true, eternal Kaldr. He believes that as the planes age and approaches their final moments, his brightness and power with intensify, and that he, the eternal Ancient Apparition will grow younger and stronger as eternity's end draws nigh. His hold over the power of ice will bring all matter to a stop, and the image of his new form will cast a light too terrible to behold.

Expanded Spell List

The Ancient Apparition 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.

Spell Level	Spells
1st	<i>Absorb Elements, Cause Fear</i>
2nd	<i>Darkness, Phantasmal Force</i>
3rd	<i>Sleet Storm, Vampiric Touch</i>
4th	<i>Ice Storm, Sickening Radiance</i>
5th	<i>Cone of Cold, Planar Binding</i>

ICE VORTEX

At 1st level, you gain access to the *Ray of Frost* cantrip. It counts as warlock cantrip for you, but it doesn't count against your number of cantrips known.

ARMOR OF ICE

At 1st level, you gain the ability give yourself extra armor by using ice. As an action you can coat your skin or armor in a layer of ice, providing you with +1 to your armor class. This effect lasts for 1 minute. At 6th level this bonus increases to +2 and at 11th level it increases to +3.

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

THE COLD FEET OF ONE'S FOES

The Ancient Apparition grants you protection over the effects of the bitter cold of the vortex. At 6th level, you have resistance against cold damage.

In addition, you can now channel the power of ice to slow your opponents. When you are hit by an attacker you can see within 30 feet of you, you can use your reaction to blast them with ice and reduce their speed by half. The target must make a Constitution saving throw against your warlock spell save DC at the end of their next turn. On a success, the effect ends.

At the end of the creature's next turn, it must make another saving throw. If the creature fails, its feet become encased in ice and it is Restrained for 1 minute. The creature can repeat the saving throw at the end of their next turn, ending the effect on a success.

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

REMNANTS OF THE VOID

You can use the void to move you away from harm, leaving a vortex of cold and ice in your wake.

At 10th level you may, as an action, you teleport up to 60 feet to an unoccupied space you can see.

Centered in the square you departed from forms a 10 foot radius of swirling ice. The area is considered difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, they must succeed on a Constitution saving throw against your warlock spell save DC or take one level of Exhaustion. An exhausted creature that enters or starts its turn in the area takes an additional level of Exhaustion. The vortex remains in place for 1 minute.

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

ICE BLAST

At 14th level can control the essence of the icy void from which the Ancient Apparition draws its powers and can use it stop your foes in their tracks.

As an action, you can shoot a translucent ball of ice up to 90 feet away where it explodes into a 15 foot sphere of ice. Each creature within the area must make a Constitution saving throw against your warlock spell save DC.

On a failed save, a creature takes 8d6 cold damage. On a successful save, it takes half as much damage. The sphere remains until the end of your next turn. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Constitution saving throw or take 4d6 cold damage.

In addition, you can use a bonus action to shoot a solid ball of ice into the existing sphere. Each creature inside the sphere must make a Constitution saving throw against your warlock spell save DC. On a failed save, a creature is Petrified. On a successful save they are not Petrified but are Stunned by a thick coating of ice. The creature can repeat the saving throw at the end of their turn, ending the effect on a success.

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