

WINTERHOLD

Wondrous Item, Very Rare (Requires Attunement)



ARIPOCKILY



As Frostbearers, the giants of the Kaneqia record life events and ancestral history with rime-ink tattoos, their grave responsibilities on proud and permanent display.

To attune to this item, you must press the rime-ink crystal to your skin throughout the Attunement process. When the Attunement is complete, the crystal melts into the ink that becomes the tattoo, which appears on the skin. If your Attunement to the tattoo ends, the tattoo vanishes, and the crystal reappears in your space.

You gain the following benefits while the tattoo is on your skin.

Ice Carver. You gain **proficiency** with Stonecarver's Tools. When you make ability checks to carve ice, you can roll a **d6** and add it to the result.

Winterhold. You have **Resistance** to Cold damage. Additionally, when you successfully hit, grapple, or shove a creature with an Unarmed Strike, you deal **1d6** Cold damage to it. You can deal this damage only once per turn.

Flash Freeze. You can invoke the rune to cast a level 4 *Burning Hands* spell from this tattoo (**save DC 17**), dealing Cold damage instead of Fire and freezing open water instead of burning objects. Once used, this property can't be used again until the next dawn.

Giants Wake. This tattoo gains the following improvements while your size is larger than Medium:

Large. The dice used for this tattoo's ice carving check bonus, Unarmed Strike, and *Burning Hands* spell become **d8s** instead of d6s.

Huge or Gargantuan. The dice used for this tattoo's ice carving check bonus, Unarmed Strike, and *Burning Hands* spell become **d10s** instead of d6s.