

The Codicil of White



Let all devout who read this most holy of texts know the blessings of our lady of winter who's winds will cleanse the world of fire. Lady frostkiss who blesses our children. The mighty Icedawn that tames the land. The cold goddess who freezes the sky. Saukuruk who rules the mountains. The Lady Auril who is goddess to us all.

May all unbelievers be struck blind by what they see amongst the pages of these text as our very prayers freeze their unholy thoughts and bodies.

This great text that honours Lady Auril will demonstrate how those who are faithful might lead a life worthy of winter and harden themselves against winter's chill and fires temptations. Remember the lessons of this text well for those you love will need this wisdom when the cleansing cold sweeps the land and history's cold chapter begins.

The Worship of Ice

Within this book you will learn how best to serve Lady Auril. The rites of worship must be strictly observed in daily life. Failure to properly observe the lady's worship will not go unnoticed by the goddess. Extreme supplication will be required for any who wish a chance to return to the goddesses favour.

Duties Unto Others

All those of the faith must keep their duties to The Frostmaiden in their mind at all times shunning those who would offer themselves to the false hegemony of Sune, who in their naivety seek to challenge the cleansing cold of Auril.

They should court the followers of Uthgar, many of which have proved wise. Tell those who seem willing to walk the true path to seek the Elk tribe who found wisdom under the lady's gaze.

Proper respect should be given to those who honour The Dark Fae or Umberlee who have in turn show their respect to The Cold Goddess. Their minions may serve you and share your will, but remember that they may never command it.

When meeting a follower, supplicant or minion of Talos is met great care should be taken. The crimes of Talos cannot be denied, nor can they be forgiven, but outright violence will not serve our cause. Talos has overstepped and his pride shall be our tool. Leave his tools brittle and let the world be your hammer.

Of course all those even closely associated with the vile Kossuth or the betrayer Malar should not be allowed to spread their madness. It is your duty to make sure poison does not infect the world. Counter their claims and curtail their will, the Goddess Icedawn will not tolerate them.

Observance of Worth

It is important for those of the faith to recognise the names and titles of those who command in The Lady's name. The titles of these are written below:

Postulant

Votre

Icwind

Storm Sister / Storm Brother

Frosttouch

Lady / Lord Cold

Lady / Lord Deep Winter

Lady / Lord Cold Circle

High Hand of Ice

When meeting a titled worshipper you should offer them a place as their rank has earned. No Lady of cold should feel shunned in your home, nor should they feel burdened. Do not feel hatred towards them should they usurp your place for the Icemaïdem will know of your honours.

The joining of a titled member to any new place of worship is a time of thanks to the Lady and no less than a fine animal should be sacrificed in her name. The flesh of the beast will be consumed by both parties and begin the union between them.

Times of Worship

In the days of each year there a times of honour where those of the true faith give thanks to Lady Frostkiss. During these times proper observance should be given and all worldly considerations must give way The Lady.

Those who choose to honour the lady will have a chance to preserve their lives and cultures through the coming cold. Those that think themselves invincible will find themselves humbled or more often brought low.

It will be your duty to go amongst those people who need your words of guidance. To collect their tithes and perform our rites so the faithful might still be preserved.

Midwinter's Night

The night of midwinter is the most joyous of nights for all of Aurils faithful shall be untouched by the cold. The wind shall carry their song across the snows and all who know the lady's name will hear them. Animals are slain in honour of Lady Frostkiss and then consumed so the faithful will join with the dedication.

It is fitting on this holy night that one not of the faith should be left, so that all remember the gifts they receive. None of the faithful should help the unbeliever or offer them warmth as the lady will take them in her own time. Their shivering descent towards Winters Hall will bless the coming year.

The Coming Storm

The coming of a great blizzard harkens a great cleanse sent by The Lady Icedawn who sweeps away the fragile things that beg the heat for a temporary life. The faithful should go amongst those of their flock and gather tribute in the name of Lady Icedawn. This tribute will help spare them and can be sacrificed to Auril to beg her mercy in the coming days.

Rites and Petitions

In order to show proper reverence certain rituals must be observed. Simple rituals should be observed often with the greater ritual being used to more directly petition the lady. Festivals and times of worship also deserve a ritual of gratitude. The lady always watches and prefers to be asked "Please"

Many of these rituals must be earned before they can be performed. Rushing towards the greatest power will give you a deadly lesson in your limitations. Lady Auril is not a mother and does not live to keep you safe. As each heard must shed its weakest members, each congregation will lose those who will not heed the warnings that have been given.

Practice of rites should not be limited to must rather they should be a matter of want. Sharing your boons with the Frostmaiden is the only way to earn a boon or succour in times of hardship. Share your joys and bring the frost, and you will know The Lady's favour.

Rite of sanctification

Many of the following rituals either require or are helped by the use of sanctified tools. The most common tool used is a ritual knife. Any inert tool can be sanctified by submerging the item in holy water before freezing the water and praying to Lady Auril. The ritual should be performed during the coldest moments of a night to have the best chances of working.

A properly sanctified item can be faintly observed by any of the faithful and by basic magical observation.

Rite of Minor Sacrifice

A simple enough ritual suitable for simple beasts and small offerings of minor items, the rite of minor sacrifice should begin with the offering being chilled. For inert offerings a simple cantrip will suffice, exposure to ice snow and other such items is also welcome. Additionally the cooling winds can suffice in more temperate regions. Once chilled a prayer of offering to Auril is spoken and the offering is taken.

If the offering is living then whenever possible it should succumb to the cold as part of the ritual. Again a simple cantrip such as a *Ray of Frost* is sufficient. Exposure to snow and ice is also acceptable and Lady Auirl will not bemoan a forced march into the howl of a storm. Those who die at the hands of her will are brought in death to serve it.

Remember that a minor offering brings the lady's eyes upon you and renew your vows of love for her. A minor offering should never accompany a request from the lady east you risk her ire.

Rite of Major Sacrifice

The dedication of a major sacrifice is a ritual that should be performed in the lady's service at least once per winter and is fitting accompaniment to special days of worship.

A major sacrifice begins with the offering being placed upon a consecrated altar of Auril. If the offering is inert then you must pray for the Frostmaiden's attentions to fall upon the offering until you are blessed with her attentions. Prayer may be long or short, do not relent. Your calls will be answered in days or hours, faith will be your guide.

Once the Frostmaiden's gaze has seen your offering she may decide to wit a moment to hear your pleas or even offer a boon. Do not expect this though! Lady Auril is the only one who decides her will and one should never feel they are owed. If the Lady decides to hear you prayers, you should speak clearly and to the point. Nothing will be gained by wasting her time or invoking her ire!

A living major living offering can be sacrificed in a number of ways. Prayers of offering should be said over the offering and if intelligent it helps to have the offering join in these prayers. A ritual knife that has been properly sanctified will perform the killing act. The act can provide a quick or slow death, either is acceptable as long as the offerings souls is released into service of the frostmaiden.

It is important that the offering is not allowed to leave the consecrated ground that holds the altar, if Lady Auril gifts

her presence she will likely choose to speak through the shell of the offering. The hell may be consumed by the ritual or left as a sculpture. The same rules of courtesy and hospitality apply when offering living subjects as inert ones.

Petition of Mercy

For those who are worthy of receiving more than a token blessing, you may perform the petition of mercy. This petition will will bring the eyes of the goddess across the target and grant the petitioner a chance to beg her favour. A person blessed in this fashion will have less chance of losing themselves in a tundra and the snows and wind will cut less deeply. Additionally they target will have more warning of storms to find a escape from the Lady's will.

You can perform the petition by anointing the person with holy water and having them kiss a sanctified holy symbol of Auril. Once this is done a small prayer is said asking mercy for the intended recipient while the petitioner lists the reason the Auril should offer the target her mercy.

Petition for the Faithful

For those towns and villages that offer proper tithes there is a petition to preserve them against the coming cold. Once tithes are collected and deeds or service tallied you may begin the petition. Collect those of the faith in a town square or other centre of authority and begin a hymn to Auril so that her attention to draw towards the townsfolk. As master of the ceremony it will be up to you to sense when the ladies attention sweeps over the town.

Once the eyes of the Frostmaiden are upon you list the manners in which the town has made itself worth of her mercy and beg her mark it in her mind. Pray the Frostmaiden spare the townsfolk her wrath and keep their livelihood within their reach. You may reiterate any special deeds or tithe of which the frostmaiden should be aware but only once, as to not waste her time.

Remember that you are the master of the ceremony and do not allow audience participation. It is improper for the unworthy to make demands of the Frostmaidens time and her ire could prove deadly in the coming winter for the townsfolk.

Petition of Consecration

Many of Lady Aurils rites will require a proper place of worship in which to be conducted. This petition can only be performed on hallowed ground and on an appropriate altar. The petition will also require a Frostheart. A special item made to bring the Icedawn and the coming cold.

The altar must be doused in holy water as the Frostheart is placed upon it. The congregation will begin their prayers as the Frostheart beckons The Frostmaidens attention. *Hallow* is cast again over the the altar and the Frost heart making them both consecrated.

Once done the Frosthart will sink into the altar merging them together. Protected in form, the vassal within the Frostheart will begin to spread The Lady's will across the lands. As The Lady's influence begins to spread the vassal will also be able to inform you of those places that stand in opposition to yours.

Finally it should be noted that a consecrated altar is not without defence as the vassal within the Frostheart will die before allowing another to desecrate the holy grounds of The Frostmaiden.

Vassals and Summoning

Those Worshipers who seek assistance from Lady Auril can appeal to her for spare one of her otherworldly servants to serve them. These requests must be conducted carefully and often accompany offerings to Auril in exchange.

Worshippers of a rank less than Strom Brother/Sister should never attempt one of these rituals and the greater rituals should only be attempted by a worshiper of at least the rank of Lord/Lady.

Remember that summonings may be intercepted by powers seeking to undermine The Lady and a worshiper should always properly and politely interrogate those summoned before accepting them as a vassal. In addition you should never forget that your vassals serve Lady Auril first and foremost for they will not and will know of any misdeed you perform. Your vassals shall serve you only so long as you serve Lady Auril.

It should also be noted that consecrated grounds and a consecrated altar are always recommended. Wild summonings especially those unaccompanied by a sacrifice are prone to poor results including rejection and worse.

All summonings should be conducted at the coldest hour of the night and any measures to lower the temperature surrounding the ritual should be taken.

A creature accepted as a vassal will serve you but should never be considered a servant. These creatures serve Lady Auril in your name and can often be commanded but are still capable of serving in the manner they think best. Often times these creatures will be loath to leave areas of cold or proper sanctification. A balance between your needs and their wants will be careful to maintain.

Appeal of The Stormborn

A worshipper wishing to appeal to Auril for a minor vassal of her realms should first begin by inscribing text of supplication in a circle before them. The worshiper then begins praying to The Frostmaiden for a minimum for an hour.

Sacrifices and offerings should be performed within the circle and regardless of the offering the worshipper must offer a number of their spells for that day , using the power between themselves and Auril create a bridge for the vassal to follow. Be warned that insufficient sacrifice can cause great stress on the worshipper and even death if their body is unable to bear the cost.

If the ritual is successful the worshiper may consult the summoned creature and perform the interrogation as necessary. If the summoned being is found wanting then it should immediately killed and its mortal remains may be given as an offering to Lady Auril when the next Rite of sacrifice is performed.

If the creature is accepted as a vassal the text forming the summoning circle may be removed and the creature will begin its duties.

Appeal for Strength

A worshipper hoping to summon a creature of untamed power with the fury of the storm can make an appeal for strength. They should prepare by creating a summoning circle like that described in the Appeal of The Stormborn and preparing a source of heat nearby for the summoned creature to consume.

The worshipper should then begin their prayers for no less than two hours. Again sacrifices and offerings should be performed within the circle, and much of the worshippers magic for the day will be consumed. Lesser worshippers will be killed if they are unable to give the appropriate amount of magic.

A creature summoned by this appeal will not be capable of normal interrogation as it will embody the blizzards of Aurils will and are not capable of question and answer. Careful discernment of temperament and recognition of holy symbols will be important before the worshipper lets the creature free of the summoning circle to serve in their realm.

Appeal for Mastery

A worshipper who seeks a powerful creature versed in the lore of ice and the wishes of The Lady can attempt The Appeal of Mastery. They should prepare as per The Appeal for Strength to begin the appeal, including the hours spent in prayer and offerings to Lady Auril.

Any worshipper attempting this ritual should be prepared for a significant interrogation as the summoned creature will be one of significant cunning and failure in this regard may cause a worshipper to be led astray by a false advisor. Carefully debate of lore and religion should be conducted before the summoning circle is removed.

The Instilling of Frost

Those worshippers who wish to imbue the powers of frost into items can perform a number of rituals to do so. All items intended to receive the power of frost should be properly sanctified in the name of Aurial before any attempt to enchant it begins.

These items are a gift from the goddess and should not be tolerated in the hands of the unbelievers. All lost artefacts should be reclaimed and only ever entrusted to those who stand above the chaff, in skill and in devotion.

Creation of a frostbrand

Any soldiers weapon designed to be used in the clash of combat can be transformed into a Frostbrand. Once the item is sanctified it should be taken to a consecrated altar of Auril where it should be used as a vital tool in the rite of sacrifice for a living creature.the weapon.

The weapon should be bathed in the sacrifices blood a frozen within for a tenday before being defrosted. During this time the weapon should be the target of plenty of magical cold, the strength of which will determine the strength of the weapons enchantment.

The weapon should be attended at all times by members of your congregation who pray over the weapon and ask for the blessing of Ladu Auril and her assistance in granting strength to the enchantment.

Once the tenday has passed the weapon should be used in the killing of one of Lady Auril's enemies. This enemy should not be a minor creature but a fire elemental or some other such creature. Should the weapon be used in the killing blow and the other steps have been correctly performed the blessing is granted and the weapon chills as ice coats it and the enchantment is finished.

Creation of a Staff of Frost

A worshipper seeking to create a spellcasting implement that will serve to expand their daily spellcasting ability can attempt to create a Staff of Frost. The staff must be carved from frozen holy water with a tool sanctified in the name of Auril. The staff must be carved from a single block of ice and cannot be composed of multiple parts. If at any point during the process the staff melts it is ruined and the ritual must be begun again.

Once carved the staff must be exposed to a blizzard where it can draw the power of the storm from its surroundings. While in the blizzard your congregation will begin to pray as you cast spells of frost over the staff. This process should be prolonged for as long as possible unless the blizzard ends early, a favourable sign. Once done the staff must be escorted to a consecrated altar of Auril where it can be tended until a night of deep cold.

During the coldest hour of the night you must lift the staff as your congregation prays. Bring the staff down heavily against the altar and as the enchantment has taken hold then only the excess ice will break from the staff and the rest will remain intact. If the staff survives contact with the altar then the enchantments have taken hold and it can be used by any who attunes to it.

Creation of a frostheart

Those worshippers who would wish to sanctify an altar to Lady Auril or perform her greatest ritual will need a Frostheart to bring her will to their lands and allow it to spread across them.

A Frostheart must be fashioned from a frozen block of holy water, it can be any shape approximately the size of a large fist. Once made the Frostheart must be carefully preserved while you appeal to Lady Auril for a vassal to live within the heart and serve to work the lady's will upon the land.

A trusted member of the congregation should keep the Frostheart nearby and once the vassal is summoned present it to you so you might have the creature enter it. The effects and their strength will be determined by the strength of the vassal and it cannot be replaced once it has entered.

Once readed the Frostheart will preserve itself with until used to sanctify an altar or to be used when begging the blessing of the Frostkissed.

Brining The Coming Cleanse

For those worshippers who find their homeland overrun with the influence of unbelievers can bring the will of Auril to their land. This requires the worshipper to undergo a long ritual over many days and will need a congregation of followers to support them in their efforts.

A frostheart must also have been fashioned and correctly used to consecrate a altar to Lady Auril. Without the Frostheart beating across the land the rituals will fail.

Coldsnap

Through use of prayer and sacrifice, a congregation can empower The Frostheart to create a coldsnap within their domain. The coldsnap weakens crops and cools homes requiring fires to keep the cold at bay.

A coldsnap is the culmination of weeks of work offering sacrifices over the altar of Auril and begging her assistance. The priest of your congregation will also need to devote themselves to the task, keeping a constant vigil over the altar. Time can be spent in shifts to continue the vigil over the weeks as necessary.

A coldsnap normally takes a month but cone sometimes be rushed in a time of need, as long as the sacrifices offered display the congregations need.

Blizzard

A more aggressive form of expression is the blizzard a swirling windstorm of snow and ice. Those caught in the blizzard will have to be strong just to survive it's harsh winds, and many will be lost inside not knowing left from right.

The blizzard takes more preparation as you will need to choose the areas you hope the storm to cover. A blizzard is a wild thing that cannot be precisely maneuvered, but but Aurils will can help move it through those who would oppose you.

Once you have chosen the path, the ritual can begin as the coldsnap ritual with sacrifice and prayer. Just like the coldsnap ritual the Blizzard ritual normally takes a long time. Hurrying the ritual is possible but will require major sacrifice to be achieved.

Allies of The Faith

Throughout your journeys there will be those who can be of assistance and those who will stand against you. Finding those who can bolster your congregation, your might and your faith will be important to ensure you walk the path of faith.

Auril has many worshippers throughout the realms but there are also interlopers who would claim her name and challenge her dominion. They will be cunning and tempting but ultimately seek to undermine you. Remember to carefully test those who would claim your allegiance or ask your assistance. Many will be patient so you must be more so in your testing.

Once faithful allies have been found know your duty and be to them as they have been to you. The faith should not be finished by laziness or apathy.

If ever a usurper is found they should be removed so that their influence does not corrupt the faithful. Work slowly if you must, but make note of all that they possess. These things are rightly yours as the true faith holds dominion over all that is ice. Take what is yours and remove all those who refuse to follow the true path.

Elementals

The most common ally you will find will be elementals formed of ice, and one with it's substance. Across the infinite plane of ice there are some that make false claim to its inhabitants. Though those you meet will likely be willing to further to cause of ice, you should be sure before you actually give one a position of status.

To best ensure the best results proper sumoing and interrogation should take place. The ties of vassalage will prevent improper conduct and the summoning will grant you a chance to determine the character of the elemental.

For those who are met in the wild, determine if they feel opposition to Lady Auril. If they do their removal is the proper conduct, otherwise it may be possible to bring those who don't properly follow The Lady into her service. Expanding the congregation of Lady Auril is a fine task that will not go unnoticed.

Dragons

Wily and powerful, dragons are rare, and rarely good. Dragons of a good alignment will be a bane that constantly seeks your undoing. Evil dragons, even those of frost give themselves over to Tiamat and will promise you strength while seeking your demise.

Dragons are prideful no matter how many are brought low, and yet not without reason. Bide your time and watch your back around dragons. For all their bluster they know when minions become threats and will dispose of them soon after.

If dragons move within your domain seek to build your congregation so the burden of it's moval can be shared across many. You will experience losses but success will bring even more reward.

Gíants

Though useful and possessing considerable strength, Gíants seem to view themselves as being outside the ties and obligations of others.

Only frost giants owe any real debt to The Frostmaiden though they often try to deny her. Initial contact should not stress religious differences but common strengths and common enemies. These giants respect strength and you will have to prove that your enemies are worth of their notice. Still the benefits are worth it as frost giant raid only for supplies and leave items of wealth as beneath their notice.

With careful work and courting frost giants can sail against your enemies. Remember, if they are willing to wield your weapons, then by degrees, they can brought to wield your will.

Hags

Hags are an interesting group that can be used to expand your influence beyond your normal congregation. Though stubborn and independent hags often desire the lore of ice in order to become Bheur hags and their desire for power and lore is insatiable.

Hags will always deal but often extract more than their due. A balance must be struck for their powers and knowledge are useful but their needs to feel superior leads to subversion. Extract what you can from hags while they're willing to keep their place and then dispose of them.

Be aware that hags work in covens and more than one hag will need to be dealt with. These covens are their strength working together on rituals and sharing knowledge of their surrounds as well as their research.

Use the hag covens to create a basis for information networks and subversion of outsiders. Learn their sources, their debtors and their blackmail and your influence will spread.

The Legacy of Ice

Dedication to Lady Auril is often thought to be the task of a lifetime but the truly faithful know that ice lasts an age. With proper long term planning power can be grown and nurtured into the coming generations. Leaving a legacy can instil strength in in your lower ranks and remove vulnerabilities inside your congregation.

For those that require extra encouragement the possibilities for gains in power are certainly large. Your ability to influence your domain and combat your foes will enhanced with an ability to test and trusted lieutenants. The task is not an easy one but it is rewarding. Your soul is eternal, make your legacy the same.

Trails of Winter and Wind

For those new souls born into the care of your congregation, system exists to help those worthy few find their way to Lady Auril. The trails of winter and wind are a gauntlet of trials of test children as they age and give them the strength need to do what must be done.

The trails serve as a kind of apprenticeship. Children can be placed in the congregations care, learning and travelling with them to understand the nature of things and to help prime them for worship. Typically this progress begins in a child eighth winter but a season early or late make little difference in the long run.

Normally children are offered into service know the hour it will bring should they pass the trials. Other times a child is purchased from a struggling family or uplifted from a gutter or orphanage if they seem to have special aptitude.

These children travel and live with their teachers, priests and other contributing members of the congregation. From them they will learn of Auril and how to survive the harsh conditions of her world. Not all who begin the trails will pass them some of them might not survive but those who do will emerge better for it.

For those who do survive their apprenticeship and learn how to combat the cruelty of the world, the coming of age ceremony will be their next step. In this ceremony those who taught the children will speak of what they have learnt and attest that they are ready for their final test before becoming adults.

Those that pass this test are officially adult members of the congregation and can petition those they've learned from. Each new adult must convince one of their former teaches to formally accept them as a mentor. Depending on who they convince they can pursue a specialty based on that person's skills. One person may choose to be mentor to multiple new adults and teach them their skills, and a new adult may petition any of their teaches. Not all new adults will choose to become acolytes but many will hunger for the chance to join the priesthood.

Coming of Age

The coming of age ceremony is one of survival, endurance and wisdom. Using the skills they have learned all those wishing to prove themselves as adults will be forced to survive without the protection of the congregation by going on a pilgrimage without assistance.

They may be followed from a distance to prevent a total loss of youths in dire circumstances, but they should remain unaware. The test is for them to prove their skill outside the classroom when they have real stakes on the line.

Each pilgrimage should be composed of four to six members and should be sent into places they will be certain to face adversity. During these times the youths can pray and spread the word of the faith as well as learning about the reality of living for those they will one day shepherd into the congregation.

For those that complete their goals and return safely, enjoy a celebration in honour of their adulthood. New things like alcohol are shared and new experiences are enjoyed.

Ordination

The ceremony of Ordination is a somber one with a chance for revelry after. Each new acolyte ready to become a cleric will present themselves before the altar of Auril. The Acolytes teacher will speak to Aruil on their behalf, telling their of their learning and their achievements. Then the master of the ceremony leads the congregation in prayer.

The acolyte will have their first holy symbol bestowed upon them and magically *light* it so all can see the blessing of Auril upon them. The new cleari thanks both their mentor and the master of ceremony and immediately prays for their first spell with the congregation. Upon receiving their spells they go to celebrate and begin their new life.

The new cleric will have the rest of the night for revelry before they present themselves to their new superieur for their new clerical orders.

Investiture

Unlike most other ceremonies Investiture is a fairly private affair. The ranks of the clergy are not for lay folk to know and the normal congregation know to pay respect to the clergy already. The attainment of new ranks is a matter for the priesthood alone and junior priests are not invited.

The priest attaining new rank or honours presents themselves before the altar of Auril in supplication. The master of the ceremony present Auril with the cleric's deeds and their worthiness for attaining the new rank. They call on Auril for a sign the ceremony is blessed and Auril willing one is granted.

Once the new rank has been granted word is quietly spread of the new ranks so the worthy may know of the achievement. Careful observers might also notice the priest being invited to new ceremonies of performing magics of which they were previously incapable.

Funeral rites

Those that die in service to Lady Auril should have their mortal remains properly interred. The process is a simple one that prevents reanimation and prevent memories of the lost dragging the living down.

Corpses of those lost and unable to be restored to life should be frozen and then shattered. Each member of the congregation wishing to may break a different part of the corpse and spread the shards of ice to the winds.

The body should remain frozen until it can join a storm brought by Auril and be spread amongst her her will.

The Blessing of The Frost Kiss

For one properly prepared it is possible to create a living vessel for the will of Auril. One who receives The Frost kiss may be properly prepared successful completing The Trails Winter and Wind and receiving a blessing upon their completion. This vessel will have to summon a Ice Elemental faithful to our Lady. The elemental shall be interrogated to be sure of it's faith and worship of The Frostmaiden, but respected so it shall not leave or refuse the vessels request for service should it be faithful.

The vessel should have with them a Frostheart properly prepared for the Ice elemental to enter. A faithful ice elemental will reside there as the ritual continues. In an act of great faith the vessel will then prostrate themselves upon an altar consecrated in Auril's name. The vessel takes a proper ritual knife and guided by a Worshiper of a rank no less than lord or lady, the vessel cuts a deep incision below their left breast. Each worshipper of the vessel's congregation should begin their prayers for the Frostmaiden's notice as the vessel's guide them removes the vessels heart and replaces it with the Frostheart.

If the vessel survives, Lady Auril has heard the plea's of the faithful and given the vessel the blessing of the frost kiss. A frost kissed vessel has a number of powers that are unknown to normal mortals.

The frost kissed are immune to all cold and do not feel the effects of even the worst blizzard. They can survive for significantly longer than the normal lifespan for their

species as the ice elemental is capable of lowering the bodies rate of decay and can even put them in a form of stasis in times of need.

The Frostkissed can also forget normal food, instead subsisting on the consumption of heat, converting it to energy they can subsume and sustain themselves with. Woe to any person targeted by this ability as the heat is drained from their body and their blood begins to freeze.

The effects of all ice magics cast by the Frostkissed are significantly enhanced and regardless of their previous ability they have a talent for any sorcery concerning ice. In this vein they gain access to a number of spells intuitively.