

**CLERIC SUBCLASS**

# **WINTER DOMAIN**

**BADEN WHITE**



# WINTER DOMAIN

The Winter Domain is one of harsh and unforgiving cold, supernatural endurance in bitter circumstances and unemotional indifference. That said, it can also be a domain of endings that often lead to new beginnings. Deities of winter include Auril, Thrym and the Raven Queen - though many gods of storms, nature and even death often claim influence over this domain. Clerics who serve deities of winter tend to be stoic, rational and stubborn - heading into the thick of battle or into the darkest of caverns without fear.

## WINTER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>armor of agathys, fog cloud</i>
3rd	<i>hold person, spike growth</i>
5th	<i>sleet storm, slow</i>
7th	<i>ice storm, stoneskin</i>
9th	<i>cone of cold, hold monster</i>

## BONUS PROFICIENCY

*1st-level Winter Domain feature*

You gain proficiency with heavy armor.

## WINTER'S ARMAMENTS

*1st-level Winter Domain feature*

You can instantly freeze the moisture in the air to create icy armaments for battle. As an action, you can create either a one-handed melee weapon and a shield, or two light melee weapons in your empty hands. You choose the form the weapons take when you create them (see the Weapons section for weapon options). You are proficient with them while you wield them and they count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

The weapons and shields created by this feature disappear if they leave your hands, if you use this feature again, if you dismiss them (no action required), or if you die.

## CHANNEL DIVINITY: CHILLING WRATH

*2nd-level Winter Domain feature*

You can use your Channel Divinity to imbue your spells and attacks the chilling power of winter.

When you roll damage for an attack or spell, you can use your Channel Divinity to deal cold damage, instead of the damage's normal type. In addition, any creature that takes this damage has its speed reduced by 10 feet until the end of its next turn.

## WINTER'S SHROUD

*6th-level Winter Domain feature*

You gain the qualities of the unrelenting cold from your connection to winter, gaining two benefits:

- You gain resistance to cold damage
- You ignore difficult terrain that is ice or snow

## DIVINE STRIKE

*8th-level Winter Domain feature*

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## FAITH OF THE FROZEN

*17th-level Winter Domain feature*

You can use your action to surround yourself in a swirling blizzard of snow and ice that lasts for 1 minute or until you dismiss it using another action. While the blizzard is active you gain the following benefits:

- You gain immunity to cold damage.
- The attack rolls of ranged weapon attacks have disadvantage against you.
- The ground within 30 feet of you is difficult terrain for creatures other than you and creatures you designate when you use this ability.



# CREDITS

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