

DIVINE DOMAIN: WINTER

CLERIC DOMAIN OPTION

The winds howl across a barren tundra, pulling snow in cresting waves that sting the eyes and bite the flesh. Nevertheless, a weathered male human in tattered furs trudges through the white wastes, apparently unhindered by the billowing cold. His hands on his weapons, his eyes search the tundra for signs of a monstrous yeti that has been terrorizing a nearby village. Spying nothing, he continues tracking his quarry, soldiering on and vanishing into the whirling drifts of snow.

Long, flowing, pale and pristine hooded robe draped to the ground, a stoic female half-elf conjures a shard of ice in her grasp before hurling it at an approaching goblin. Her eyes burn with a cold power as she watches the icicle strike home, exploding into slivers that scythe into the goblin's nearby friends.

A white-scaled female dragonborn, wreathed in arctic furs, scowls as she wipes a snowball from the crown of her horned head. Her companion, a female gnome sitting adjacent a pile of snowballs, is doubled over, caught in a fit of giggling. With a word and somatic gesture, the dragonborn waves one claw and summons a trio of floating snowballs, which she then directs to mercilessly pummel her now-squealing companion.

For many, winter is a dark time, when light and life leave the world, and threats such as hungry predators and simple starvation loom ever larger as the temperature drops lower. There is a subtle power in winter, however; a divine spark of silence and endings that many rightly respect and fear. Clerics with the Winter domain foster this spark and use it to further the aims of their gods or their chosen people.

Winter is a time of both cold brutality and togetherness, and Winter clerics often epitomize one or both of



these principles, leaving the dead to lie buried in snowdrifts, or saving a village of people beset by dark tidings. People may turn to these clerics for warm comfort in troubled times, or to be instruments of dark, remorseless wrath against those that are affronts to their gods.

Gods and goddesses that have the Winter domain include Auril, Laufey, Odin, the Raven Queen, Skadi, Vatun, and Vogan. Gods and goddesses of Winter usually have radically different ideas of what their domain means, and pass their specific dogma onto their followers. Some see the winter's colds as a cleansing or a dying-off time, while others champion the brutal, survivalistic focus that winter brings, focusing on the struggle for life that exists within the snows. Of course, clerics of Winter readily adopt these philosophies, and ensure they are put to practice as the clerics wander the wider world.

WINTER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud, ice knife*</i>
3rd	<i>gust of wind, Snilloc's snowball swarm*</i>
5th	<i>gaseous form, sleet storm</i>
7th	<i>conjure minor elementals**</i> , <i>ice storm</i>
9th	<i>cone of cold, control winds*</i>

* This spell is found in the *Elemental Evil Player's Companion*

** Unless you receive this spell from another source, you may only use it to conjure Ice Mephits

WINTER ACOLYTE

At 1st level, you begin to learn of the subtle, holy might of winter, and of the magical power it contains. You learn one cantrip out of either *frostbite* (*Elemental Evil Player's Companion*, page 18) or *ray of frost*. Whenever you would otherwise learn a cleric cantrip after 1st level, you can instead learn a cantrip you have not already chosen from this feature. Any cantrip you choose from this feature is a cleric cantrip for you.

In addition, you take no penalties and suffer no damage from cold environments or weather.

FROST'S FORTITUDE

Also at 1st level, winter's power grants you endurance and strength where others would falter. When determining the AC you would receive from medium armor, you may choose to use your Wisdom modifier in place of your Dexterity modifier. The maximum benefit you may receive from your modifier is unchanged, however.

Additionally, you gain proficiency with longswords, shortswords, war picks, and warhammers.

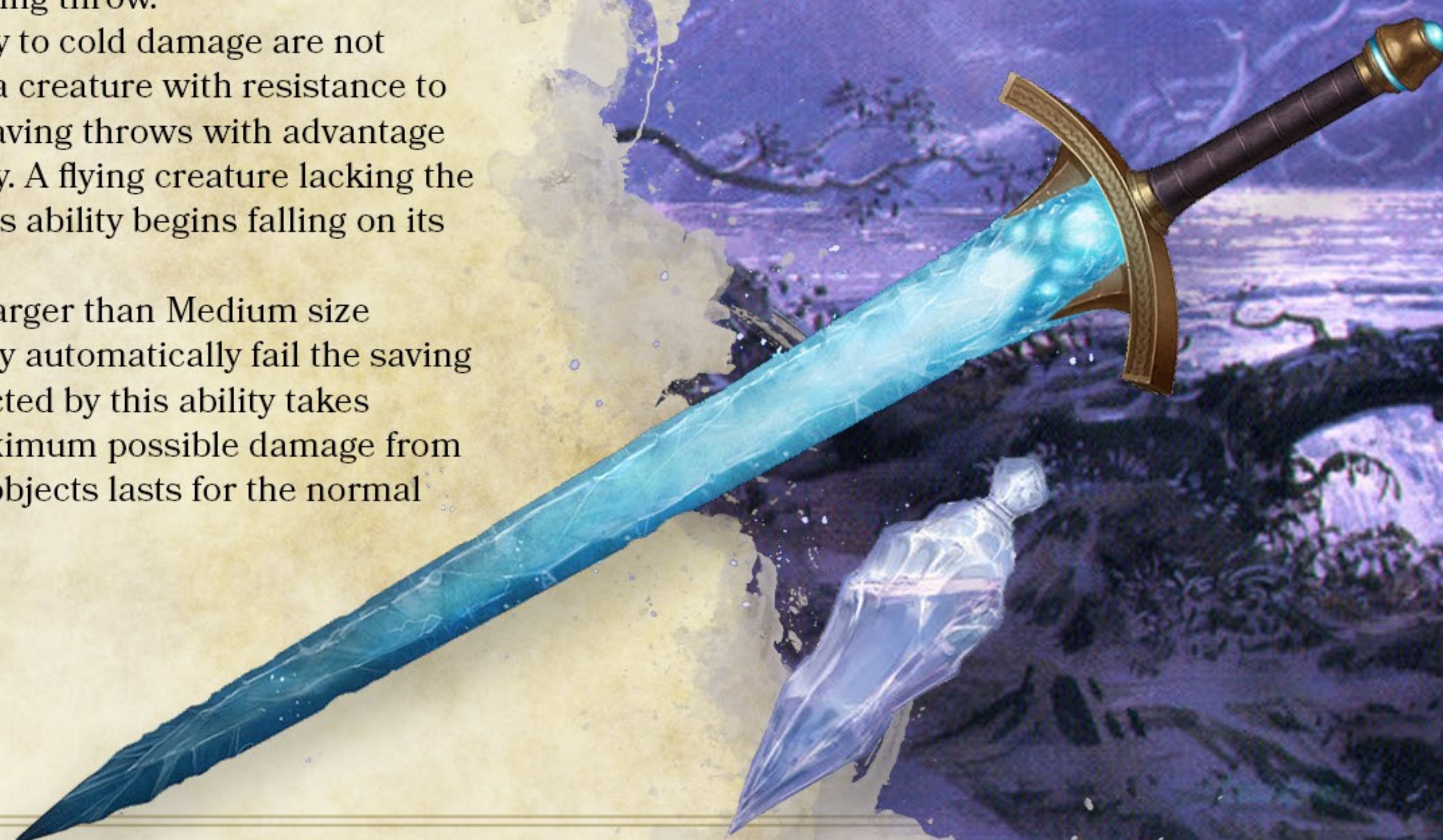
CHANNEL DIVINITY: COLD SNAP

Beginning at 2nd level, you can use your Channel Divinity to wreath those who oppose you in the fury of winter, instantly freezing them to the ground where they stand.

As a bonus action, you may present your holy symbol and call upon the wrath of your deity. All creatures within a 5 foot radius centered on a point you can see within 60 feet of you must make a Constitution saving throw against your spell save DC. A creature that fails this saving throw becomes frozen in place, is restrained, unable to take reactions, and suffers disadvantage on any Dexterity checks it would make. A creature affected by this ability can repeat this saving throw at the end of each of its turns, and is frozen in place for one minute or until it succeeds on this saving throw.

Creatures with immunity to cold damage are not affected by this ability, and a creature with resistance to cold damage makes their saving throws with advantage when targeted by this ability. A flying creature lacking the hover quality affected by this ability begins falling on its turn, as usual.

Unattended objects no larger than Medium size within the area of this ability automatically fail the saving throw. When an object affected by this ability takes damage, it receives the maximum possible damage from that source. This effect on objects lasts for the normal duration of one minute.



RIME

Starting at 6th level, you can rime with frost those who would dare strike you or your allies. When a creature you can see within 30 feet of you attacks you or any other creature, you may use your reaction to chill the attacking creature with a torrent of arctic power, slowing their movements and draining their fortitude. Until the end of the affected creature's next turn, its movement speed is halved, it makes Strength, Dexterity, and Constitution checks with disadvantage, and the first Strength, Dexterity, or Constitution saving throw the creature makes has disadvantage. If a creature affected by this ability is hit with an attack, it takes additional damage from that attack equal to your Wisdom modifier. This ability has no effect on creatures with immunity or resistance to cold damage.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the frozen ire of your god. 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.

BLIZZARD

Starting at 17th level, you can unleash the might of your deity in a powerful flurry of ice and snow, engulfing your foes in a raging snowstorm.

As an action, you begin to conjure a powerful blizzard that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). This blizzard is centered in a point you can see within 120 feet, which occupies a 120 foot tall cylinder with a 100 foot radius. The area that the blizzard occupies is heavily obscured to all creatures, other than a number of creatures you can see up to your Wisdom modifier, which you designate.

Creatures starting their turn within the blizzard (other than those you have designated) must make a Constitution saving throw against your spell save DC. If a creature fails, it is subject to your Rime ability without expending any of its uses, and takes 4d6 cold damage. Creatures with resistance or immunity to cold damage are not affected by Rime, as normal.

If you wish, you may dismiss this blizzard with no additional action. Once you use this ability, you require a long rest before you may use it again.

CREDITS:

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