



CLERIC SUBCLASS: WINTER DOMAIN

Clerics who worship a god of ice or winter channel both their god's freezing wrath and tranquil beauty. There are many varieties of winter deities. Some are spiteful and bitter as a winter fey, such as Auril. Yet others, like the Norse deities Uller or Skadi, or the Elven god Rellavar Danuvien, guide their followers through harsh winters and icy terrain with care. Some are better known for their other domains, like nature, trickery, war, or death, such as the Raven Queen, or represent all the seasons including winter, such as Demeter. Most gods of winter are cold and distant, but a few are quite friendly.

WINTER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>armor of agathys, inflict wounds</i>
3rd	<i>gust of wind, hold person</i>
5th	<i>cold snap (new), sleet storm</i>
7th	<i>frost armor (new), ice storm</i>
9th	<i>cone of cold, hold monster</i>

HERALD OF WINTER

At 1st level, you gain proficiency with heavy armor, and you learn your choice of either the *frostbite* cantrip, from *Xanathar's Guide to Everything*, or the *ray of frost* cantrip. The chosen cantrip is a cleric spell for you, and it doesn't count against the number of cantrips you can know as a cleric.

In addition, you don't suffer the effects of extreme cold, as described in the *Dungeon Master's Guide*.

DIVINE BLIZZARD

Starting at 1st level, you can surround yourself in a momentary blizzard. As a bonus action, you swirl with icy wind and freezing magic. Until the end of your next

turn, the area within 10 feet of you is lightly obscured by snow and icy mist, and when a creature ends its turn within 10 feet of you, you can choose to deal it an amount of cold damage equal to your proficiency bonus.

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.

CHANNEL DIVINITY: ICY EMBRACE

Starting at 2nd level, when you deal cold damage to a creature with a cleric spell or class feature, you can use your Channel Divinity to freeze it with divine will. The creature must make a Constitution saving throw. On a failed save, the creature is restrained for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on a success.

NUMB TO PAIN

At 6th level, you gain resistance to cold damage, and you have advantage on saving throws made to maintain concentration when you take damage or to resist the effects of magical pain (such as the *power word: pain* spell).

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

RELENTLESS WINTER

Starting at 17th level, you ignore all the effects of exhaustion other than death.

In addition, you are coated with a protective frost. When you are hit with a melee attack by an attacker within 5 feet of you, if the attacker doesn't have resistance or immunity to cold damage, its speed is reduced by 15 feet and it has disadvantage on weapon attack rolls until the end of its next turn.

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