

FROZEN ARCHETYPES

WHERE MOUNTAIN PEAKS ARE TOPPED by icecaps and giants roam the whitened countryside, learning the secrets of snow and ice can mean the difference between life and death. Several traditions have developed among warriors and spellcasters to survive these harsh climes, ways of waging war that focus on mastering the element they must fight against to keep alive—and to wield it against their foes, whether slaying arctic predators or toppling massive warriors.



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FROSTBITTEN PRIMAL PATH

In the cold wastes there are some who survive despite the ever present chill—and others who positively thrive, almost as though the freezing air and snow embolden their spirits. These are the frostbitten, raider barbarians who have mastered making battle in arctic climes with hearts as cold as their frozen steel.

Frigid Soul

Starting when you choose this primal path at 3rd level, you gain resistance to cold damage. While raging, you gain immunity to cold damage, and your first successful weapon attack on your turn each round deals extra cold damage equal to 1d6 + half your barbarian level.

Chilled Consumption

At 6th level, you learn how to make snow sustain you. You can eat snow as if it were food, gaining all the benefits that you would normally get from eating a meal. When you have eaten nothing but snow since your last long rest, at the end of a long rest you gain a number of temporary hit points equal to your barbarian level.

Blizzard Breath

Beginning at 10th level, you can use your action to exhale freezing cold in a 20-foot cone. Each creature in the area must make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or takes 3d8 cold damage on a failed save, or half as much damage on a successful one. The damage increases to 4d8 at 13th level, 5d8 at 16th level, and 6d8 at 19th level. After you use this feature, you can't use it again until you complete a short or long rest.

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Freezing Aura

Starting at 14th level, you can use a bonus action while raging to release a deadly chill in a 10-foot radius. Total cover blocks this chill. Choose a creature in the area when you activate this feature. It makes a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or takes 4 (1d8) cold damage, or half as much damage on a successful one.

TITANIC PRIMAL PATH

It's said by many that size matters and that is never more true than in the icy lands of giants when brawn is set against brawn. Warriors that embrace this philosophy light the fires of their rage into an inferno that causes them to expand, briefly transforming them into giants themselves to better lay waste to their foes.

Enlarge

Starting when you choose this path at 3rd level, when you rage you can increase in size. If you do so, for the duration of your rage your size increases by one category—from Small to Medium, or from Medium to Large. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. Until your rage ends, you have advantage on Strength checks and Strength saving throws, and your weapons grow to match your new size, dealing 1d4 extra damage. When your rage ends, you suffer one level of exhaustion.

Increased Enlarge

At 6th level, your ability to rapidly expand is dramatically improved. When you rage, you can increase your size category twice—from Small to Large, or from Medium to Huge. In addition to the benefits above, while raging your weapon attacks deal 2d4 extra damage (instead of 1d4), at the start of each minute you gain a number of temporary hit points equal to your barbarian level, and you only need one hand to grapple creatures that are two size categories or more smaller than you. When your rage ends, you suffer an additional level of exhaustion.

Longer Limbed

Also at 6th level, your limbs naturally elongate and make you a lankier, deadlier foe when the lust for battle is high. While raging your speed increases by 10 feet and your reach increases by 5 feet.

Maximum Enlarge

When you reach 10th level in this class, your capacity for attaining new physical heights reaches its threshold. When you rage, you can increase your size category three times—from Small to Huge, or from Medium to Gargantuan. In addition to the benefits above, while raging your weapon attacks deal 3d4 extra damage (instead of 2d4), your speed increases by 20 feet, and your reach increases by 10 feet. When your rage ends, you suffer an additional level of exhaustion (three levels of exhaustion in total).

Titan's Constitution

Starting at 14th level, your heart and body become a temple to the titanic power coursing through you. You gain advantage on Strength and Constitution saving throws. In addition, once between short or long rests you do not gain any exhaustion from using the Enlarge features.

FROZEN BLOOD MONASTIC TRADITION

True contemplation requires accessing one's real inner self and many practitioners of the martial arts pursue these truths in the isolation offered by nature, traveling high up slopes into the crags and peaks where no others live. These mountain hermits have developed techniques that not only attune their bodies to the frigid chill but utilize it, turning the cold into a weapon all their own.

Enduring

Starting at 3rd level when you choose this monastic tradition, you gain cold resistance. In addition, you have advantage on Strength (Athletics) checks made to climb.

Frozen Fists

Also at 3rd level, whenever you hit a creature with one of the attacks granted by your Flurry of Blows you can spend 1 *ki* to deal an extra 4 (1d8) cold damage.

Icy Gale

At 6th level, you learn to manipulate the air around you and suck the heat out to create a blast of lethal cold. You can use an action and spend 2 *ki* to make a ranged weapon attack against a target within 100 feet. On a hit, you deal 5d8 cold damage, and its speed is reduced by half until the start of your next turn. The damage increases to 6d8 at 11th level, 7d8 at 16th level, and 8d8 at 20th level.

Snowtread

Also at 6th level, you master traveling on ice and snow. While on ice or snow you have advantage on Dexterity (Acrobatics) checks. In addition, you ignore difficult terrain that is snowy or icy.

Mountain's Blessings

Beginning at 11th level, you find oneness upon the slopes. You gain a climbing speed equal to your speed. In addition, you gain immunity to cold damage.

Zero Chill

At 17th level, your understanding of the cold makes you able to endure other energies far beyond mortal limitations. You gain resistance to fire, psychic, and thunder damage. In addition, you have advantage on saving throws made against paralysis and stun.

COLD SOUL WARLOCK PATRON

When society becomes too dangerous those with a touch of *wyrd* leave their home settlements, cast out to fight for their survival alone in the cold wilderness—but they are never truly alone, always accompanied by a quiet, creeping chill that grows to consume them. Living away from civilization suits these spellcasters well, allowing them to hone their craft in private and explore the strange connection they possess to the unending chill.

Cold Soul Expanded Spells

SPELL LEVEL

- 1st** *fog cloud, shield*
- 2nd** *silence, spike growth*
- 3rd** *protection from energy, slow*
- 4th** *fire shield (cold only), ice storm*
- 5th** *cone of cold, conjure elemental (water only)*

Coldcaster

Starting when you choose this warlock patron at 1st level, you gain resistance to cold damage. In addition, you can manipulate magical energies to produce lethal cold. Whenever you cast a spell or cantrip that deals acid, fire, force, lightning, or thunder damage, you can change the type of damage it deals to cold damage.

After you use this feature a number of times equal to your Charisma modifier, you can't use it again until you complete a long rest.

Ice Pathway

Beginning at 6th level, you can use your bonus action to freeze the ground just ahead of you, creating a pathway of ice that increases your Speed by 20 feet until the end of your turn. At 11th level this increase becomes 30 feet, at 16th level it becomes 40 feet, and at 20th level it becomes 50 feet. Other creatures treat the ice pathway as difficult terrain. Your ice pathway remains until the end of your next turn. Other creatures that move across your ice pathway or end their turn there must succeed on a Dexterity saving throw against your spell save DC or fall prone.

Frozen Magician

Also at 6th level, your mastery over ice magic grows. You can use the Coldcaster feature a number of times equal to half your Warlock level instead of Charisma modifier, regaining expended uses when you complete a long rest.

Ice Borne

At 10th level, you gain immunity to cold damage. In addition, when using Ice Pathway you can tread on air or across other surfaces that could not support your weight, as long as you end your turn on a square that can support your weight or an unoccupied square no further beneath you than your speed increase, in which case you create a temporary thin ice pylon to support your ice pathway. An ice pylon has an AC equal to your spell save DC, and hit points equal to your warlock level. You cannot ascend at a greater angle than 45 degrees, moving half your Speed while doing so.

Conjure Ice Boulder

Starting at 14th level, you can condense and flash freeze the water from a vast area above you into a massive boulder to drop down with immense force. Make a ranged spell attack against a target you can see within 50 feet. On a hit, the target takes 20 (8d4) bludgeoning damage and 20 (8d4) cold damage. Creatures within 5 feet of the target make a Dexterity saving throw or take half damage, or no damage on a successful one. On a miss, your target must also make a Dexterity saving throw.

In addition, the area in a 20-foot radius around your target becomes difficult terrain for 1 minute.

After you use this feature, you can't use it again until you complete a long rest. 🧊