

Cleric Domain: Winter

A Cleric Domain Option

Description: A new cleric domain focusing on the season of winter. This is for players that want to inflict destabilizing conditions upon foes, exposing a weakness for the harsh cold and dealing devastating damage. This domain is one of the most deadly domains for clerics along with some minor survivability in freezing environments. It offers a range of new spells to the cleric list along with some blinding and stunning abilities.

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Winter Domain

Your Deity is one that specializes in the season of winter. Such Deities may include the Raven Queen, who is the Patron of Winter, Auril, also known as the Frostmaiden, Ulutiu, who is the Lord in the Ice, and Thrym, the Giant God of Cold and Ice.

Other Deities may include any God or Goddess with winter, snow, ice or arctic terrain as a part of their worship. Or you may well worship winter itself as a form of divine power. Additionally some cults that worship Ice Devils or other such frosty fiends may be granted divine powers of the winter domain.

Clerics of the Winter Domain have a tendency to favor darkness over light, often being a domain favored by more harsh and cold individuals. However, many that understand the importance of winter in the natural cycle of seasons and life or even find beauty in the season are just as likely to take up the worship.

The domain itself is seen as a dark and brutal path. One associated with death, destruction and darkness. As such the domain grants such powerful abilities that reflect these traits.

Many that follow the path of winter are much closer to that of a ranger than your average cleric. Often being able to survive in frozen waste lands that others would find inhospitable.

Those outside of the worship of winter may see a cleric of winter as being cold hearted and aloof. Often thinking them to have hearts of blackened ice. But many such clerics simply understand the cycle of life. For without the darkness, cold and death brought by winter there would be no light to fill the darkness, no spring to follow the and no life to be reborn anew from the aftermath of the frozen season.



Winter Domain Features

Cleric Level	Feature
1st	Domain Spells, Heart of Ice, Kiss of Winter
2nd	Channel Divinity: Snow-Blind
6th	Icy Glare
8th	Divine Strike
17th	Eroding Wind

Winter Domain Spells

Spell Level	Spells
1st	Armor of Agathys, Ice knife
2nd	Blindness/Deafness, Snilloc's Snowball Swarm
3rd	Sleet Storm, Slow
4th	Freedom of Movement, Ice Storm

5th

*Cone of Cold,
Negative Energy
Flood*

Heart of Ice

When you choose this domain at 1st level, you gain the Ray of Frost cantrip, this counts as a cleric spell for you. In addition you ignore difficult terrain created by ice, snow or strong winds and do not suffer exhaustion from freezing temperatures.



Kiss of Winter

At 1st level you gain the ability to deal extra cold damage every time you deal damage to a single target. This damage is equal to your cleric level.

You may use this feature a number of times equal to your wisdom modifier.

Channel Divinity: Snow-Blind

Starting at 2nd level, the cleric can use their channel divinity to blind an enemy that tries to attack.

As a reaction to seeing a creature make an attack within 60 ft. of you, you may channel divinity and cause the creature to go blind. This condition lasts till the end of your next turn.

Icy Glare

At 6th level, the cleric can try to stun a creature that they deal cold damage to. When you deal cold damage through the use of a cleric spell or feature granted by the winter domain you may force a creature who takes this cold damage to make a constitution save against your spell save DC. On a fail the creature is stunned till the end of your next turn.

You may use this feature a number of times equal to your wisdom save. Additionally you may expand additional uses of this ability to force multiple creatures (one for each use of this feature) to make this save or suffer the same effect.



Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the cold icy powers of winter.

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.

Eroding Winds

At 17th level, your conditions inflicted upon your foes open up gapping weaknesses for your chilling spells.

Any creature that is blinded, stunned or paralyzed by you also gains vulnerability to cold damage. If they are immune to cold damage, they become resistant, if they are resistant this is canceled out.

This lasts till the blinded, stunned or paralyzed condition is removed from them.