

# BLOOD OF THE NORTH

# CIRCLE OF SNOWFALL

## A NEW DRUID CIRCLE



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# Circle of Snowfall

Many see the coming of a blizzard as something terrible and apocalyptic, but for those druids who welcome it, they see the goddess Skadi on her skis flying through the wind, followed by her wolves in tow. Druids who join the Circle of Snowfall help usher in the great blizzards that herald approach of the Winter Queen, who feel most at home in the howling winds of a snowstorm.

## Circle Spells

Skadi grants you the ability to weaponize the snow and use it against your enemies. At 2nd level, you learn the Ray of Frost cantrip.

Additionally, at 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Snowfall Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Snowfall Spells

2nd - Ray of Frost

3rd - Armor of Agathys, Snillocc's Snowball Swarm

5th - Hunger of Hadar, Spirit Shroud

7th - Elemental Bane, Ice Storm

9th - Cone of Cold, Conjure Volley

## Draining Cold

At 2nd level, you gain the ability to drain the warmth out of creatures, sapping their vitality while simultaneously healing yourself. As a bonus action, a creature of your choice within 15 feet must succeed on a Constitution saving throw against your spell save DC or take 1d4 cold damage. You regain hit points equal to half the damage dealt (minimum one). The cold damage increases to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level.

## The Snowfield

At 2nd level, you gain the ability to turn the area around you into a field of snow. You can expend a use of your Wild Shape feature to turn a 10 foot area of the ground around you into difficult terrain for a number of creatures of your choice up to your proficiency bonus. When an affected creature in the area takes damage for the first time on each turn, it takes an additional 2d4 cold damage.. The area moves with you, and lasts for 1 minute.



## Icy Rebuke

At 6th level, you gain the ability to protect yourself and others using the power of winter. When you or a creature you can see within 10 feet of you takes damage from a melee attack or melee spell attack, you can use your reaction to reduce the damage by 1d10 + your Wisdom modifier. If this reduces the damage to 0, icy tendrils lash back at the attacking creature, dealing 2d10 cold damage and 1d10 necrotic damage.

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

## Benevolent Cold

At 10th level, whenever you use your Draining Cold feature, you can choose a different creature you can see within 60 feet of you to receive the healing instead. Additionally, you can add your Wisdom modifier to damage rolls made for Draining Cold.

## Unending Frost

At 14th level, your command over the forces of frost has reached its peak. Whenever you deal cold or necrotic damage to a creature, you can force it to make a Constitution saving throw against your spell save DC. On a failed save, it takes an extra 2d8 cold damage at the end of its turn. For the next minute, the creature makes another Constitution saving throw at the start of its turns and suffers the damage again on each failed save. You can use this effect a number of times equal to your Wisdom modifier (minimum of 1), and regain all spent uses on a long rest.

