

Warlock of Winter

Otherwordly Patron



New warlock patron and winter-themed eldritch invocations
For the world's greatest roleplaying game

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WINTER PATRON

Oh, my sweet summer child, what do you know of fear? Fear is for the winter, my little lord, when the snows fall a hundred feet deep. Fear is for the long night, when the sun hides its face for years at a time, and little children are born and live and die all in darkness.

—from *Game of Thrones*

For as long as magic has existed, wizards and sorcerers have wielded powers of the cold while clerics and druids prayed to weather gods and sought fair winds and plentiful harvests. A warlock seeks a deeper connection than this. For a warlock, it is about giving up everything to touch something deep and unknowable.

Beneath the cold places of the world, where permafrost cedes no ground and glaciers never melt, there in the dark icy earth beats the slow heart of winter. The true guardians of winter seek no other domains, for they know that over time all things succumb to the cold eternal darkness.

Among possible Winter patrons are lesser cold deities such as Auril the Frostmaiden, Lord of the Frost Giants Thrym, and the Lord in the Ice Ulutiu. Extraplanar entities that may make a Winter pact include Aseroth the Winter Warlock, the Blizzard King Cryonax, Kostchtchie the Prince of Wrath (thought dead), and Tuncheth the Great Ice Devil. In the world of Eberron, the archfey known as the Queen of Winter and Dral Khatuur, the Killing Cold are appropriate choices.

VERSATILE BY DESIGN

The Winter patron is designed to cater to a variety of playstyles and to be compatible with each of the pacts presented in the *Players Handbook*.

It can be played as a defensive counterpart to the melee Hexblade, as a versatile multi-cantrip savant, a darkness-wielding controller, or an endless number of creative combinations. The new eldritch invocations included at the end further enhance your playstyle choices.

WINTER PATRON FEATURES

Your Winter patron grants you a number of features starting at 1st level.

Warlock Level	Features
1 st	Bonus Cantrips, Expanded Spell List, Fortify Armor, Winter Curse
6 th	Touch of Frost, Winter's Wards
10th	Heart of Ice
14th	Many Aspects of Winter, Lasting Cold

BONUS CANTRIPS

You know the *blade ward* and *frostbite* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

WINTER EXPANDED SPELLS

Spell Level Spells

1st	<i>absorb elements, shield of faith</i>
2nd	<i>blur, Snillloc's snowball swarm</i>
3rd	<i>elemental weapon, slow</i>
4th	<i>aura of purity, ice storm</i>
5th	<i>antilife shell, cone of cold</i>

FORTIFY ARMOR

At 1st level, your patron allows you to fortify your armor. Whenever you finish a long rest, you can touch one suit of light armor. When you wear this armor, you can use your Charisma modifier, instead of Dexterity, to determine its AC bonus. This benefit lasts until you finish a long rest.

WINTER CURSE

Starting at 1st level, you gain the ability to place a winter curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- Whenever you deal cold damage to the cursed creature, that damage increases by 1d8. If the damage is caused by a spell, it is added to only one of the spell's damage rolls. The additional damage increases to 2d8 when you reach 11th level in this class.
- The creature has disadvantage on saving throws against your spells that deal cold damage.
- If the creature forces you to make a saving throw to maintain concentration, you have advantage on this saving throw.

You can't use this feature again until you finish a short or long rest.

TOUCH OF FROST

Starting at 6th level, your patron grants you a benefit based on your pact:

- **Pact of the Blade.** When you create your pact weapon or transform a magic weapon into it, you can choose for the weapon's damage type to change to cold instead of its regular type. If you choose this option and a spell or ability would subsequently change your pact weapon's damage type, you may choose for it to continue dealing cold damage instead.
- **Pact of the Chain.** In addition to the other special forms granted by your pact, your familiar may take the shape of an **ice mephit**.
- **Pact of the Tome.** You learn one additional cantrip of your choice, it doesn't count against your number of spells known, and is considered a warlock spell for you. The additional cantrip must be chosen from the following: *gust, ray of frost, control water*.

WINTER'S WARDS

Starting at 6th level, your patron grants you protection against the elements and your enemies. You gain the following benefits:

- You can cast the *blade ward* as a bonus action. You can do so the number of times equal to your warlock level and

regain all uses when you finish a long rest. When you reach 14th level in this class, this feature's limit is removed.

- You have resistance to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.

HEART OF ICE

Starting at 10th level, you become a vessel of winter.

- Your physical appearance changes in subtle purely cosmetic ways. You take on wintry tones, turning pale, blue, or white, as suits your species.
- You cannot become exhausted as a result of hardships in cold climates, including extreme cold, and underwater.
- Strong winds that would cause any disadvantage to your attacks, skill checks, or saving throws no longer do so. Strong wind no longer reduces your movement speed and you have advantage on saving throws and skill checks to resist or avoid being moved by it.
- You can go a tenday without eating and not suffer any adverse effects.
- You are immune to fear.

MANY ASPECTS OF WINTER

Starting at 14th level, you are able to take on the aspect of your patron as an action. Your appearance depends on your patron. For example, a transformation into an aspect of Auril the Frostmaiden may result in the likeness of a giant horned owl. The transformation lasts for 1 minute and grants you the following benefits:

- Your size becomes large or huge (your choice). Your equipment transforms to fit.
- While transformed, you are immune to cold damage and resistant to fire damage.
- Your strength increases to 23 unless already higher.
- As part of your transformation, you can choose to cast one of the following spells without any components. The spell uses your spell save DC where required, and requires concentration as normal: *Tenser's transformation*, *wall of ice*, or *whirlwind*.
- When you transform, choose any number of creatures within 120 feet that can see or hear you. The creatures must succeed on a Wisdom Saving throw or become afraid of you until your transformation ends. They may repeat this saving throw at the end of each of their turns.

Once you use this feature, you can't use it again until you finish a long rest.

LASTING COLD

Starting at 14th level, you can spread your Winter Curse from a slain creature to another creature. When the creature cursed by your Winter Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated.

ELDRITCH INVOCATIONS

The following eldritch invocation are designed to enhance the abilities of a Warlock of Winter, but may also be used by warlocks of other patrons.

DEEPEST COLD AND DARKEST NIGHT

Prerequisite: 7th level.

When you cast *arms of Hadar*, *darkness*, *hunger of Hadar*, or *maddening darkness*, the radius of the spell increases by 10 feet.

PANDESMAL SACRIFICE

Prerequisite: 5th level, *armor of Agathys* spell.

- When you cast *armor of Agathys*, the number of temporary hitpoints gained increases by a total of 5.
- When you take damage from a spell or ranged attack, you can use your reaction to allow the damage to bypass your *armor of Agathys*, thus preserving the temporary hitpoints and reducing your regular hitpoints.
- You may expend a use of your Mystic Arcanum to cast *armor of Agathys* at the arcanum's spell level.

RITUAL OFFERING

Prerequisites: 15th level, *Pact of the Tome* feature.

When you reduce a hostile creature to 0 hitpoints using cold damage, you can choose to prepare its body as an offering to your patron. The offering ritual takes 10 minutes. Upon completion, the body turns to ice, shatters, and is destroyed provided that it can be destroyed by mundane means.

If the creature was not a spellcaster, you can immediately roll any number of the creature's hit dice and heal for the amount rolled.

If the creature was a spellcaster, your patron instead grants you the ability to cast one of the creature's spells. You can cast this spell once using your own spell save DC, and the ability to do fades when you take a long rest. You can only gain the ability to cast a spell of a level that the creature had an unused spell slot to cast.

SOULFREEZE SHIELD

Prerequisites: 15th level, *Pact of the Blade* feature,.

You can cast *shield* at will, without expending a spell slot.

WINTER GUARDIAN

Prerequisites: 15th level, *Pact of the Chain* feature.

You can cast *find greater steed* once using a warlock spell slot. The creature that is summoned as a result takes the form of either an **owlbear** or a **yeti**. You can't use this feature again until you finish a long rest.