

Class

Cleric: Winter Domain



Many Isles



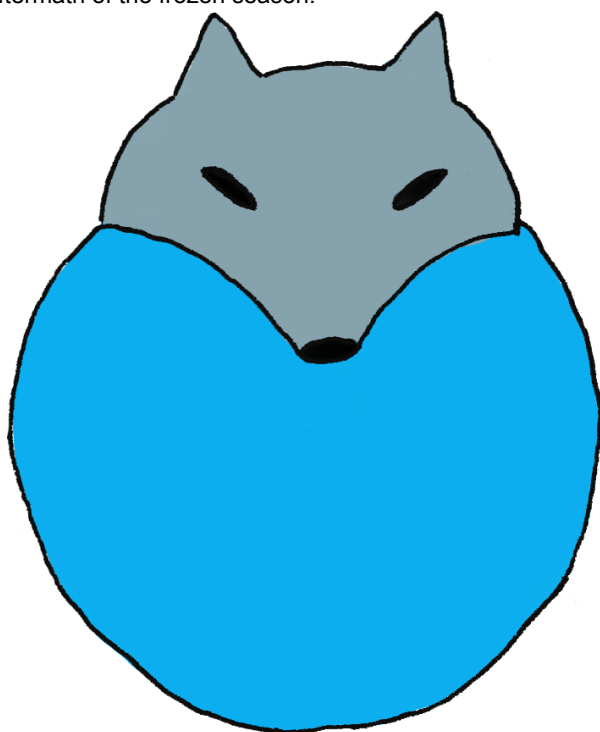
WINTER DOMAIN

As a cleric of winter, you hail Auril the Cold, the god of eternal snows and sterility.

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 Auril grants powerful abilities that reflect these traits. Many that follow the path of winter are much closer to that of a ranger than the average cleric. Often being able to survive in frozen wastelands 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.



Also known as Cold, Auril is the mighty god of snow, ice, and winter. He is the source of infertility and non-growing crops.

DOMAIN FEATURES

Level Features

1st Domain Spells, Heart of Ice, Kiss of Winter

2nd Channel Divinity: Snow-Blind

6th Wintry Soul

8th Auril's Own, Divine Strike

17th Summon Winter's Servant

TENETS OF AURIL

Auril's will is unalterable. If his cold shall spread and kill all, so be it. One must not fight the end. However, exceptions might be made for those that are in sufficient despair: a child might be given, a field left to grow - but at a price.

Winter. The cold will come, and nothing can stop it. Any creature asking an acolyte of Auril for warmth is stupid.

Fertility. Auril is the god of sterility and fertility. A servant of his may save a farmer at the price of blood, and may force a young man to never have a child. That is the choice of Auril's servant to perform.

DOMAIN FEATURES

Choosing the domain of Winter grants features at 1st, 2nd, 6th, 8th and 17th level.

DOMAIN SPELLS

Starting at 1st level, you unlock additional spells thanks to your faith to Auril and winter. When [creating your spell list](#) in the Many Isles, select Auril as your patron deity, and these additional spells will automatically be added.

HEART OF ICE

Starting when you choose this domain at 1st level, you ignore difficult terrain created by ice, snow or strong winds and do not suffer exhaustion from freezing temperatures.

KISS OF WINTER

Whenever you hit a creature with a single-target melee or spell attack, you can deal additional cold damage equal to your cleric level. You can use this ability a number of times equal to your Wisdom modifier. You must then take a long rest to use this ability again.

CHANNEL DIVINITY: SNOW-BLIND

Starting at 2nd level, you can use your channel divinity to blind an enemy that tries to attack.

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

WINTRY SOUL

Starting at 6th level, you are immune to cold damage.

You can use your bonus action to channel your inner cold into the ground around you. Any water in a 5-foot radius centered on you freezes (you might freeze yourself in if you are immersed in water), enabling creatures to walk on this surface. The frozen surface starts melting if you don't use your bonus action to freeze it again the next turn.

AURIL'S OWN

At 8th level, you grow closer to your god. Your skin turns a shade of blue and your eyes shine in a cold blue shimmer. You gain expertise in the Religion, Nature and Survival skills.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the 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.

SUMMON WINTER'S SERVANT

From 17th level on, you can bid Auril for one of his servants, the mighty Anauroq. To call this servant forth, you must perform a ritual in snow or ice, dropping some of your blood upon the frozen ground and asking Auril for his aid, mentioning a reason why you need the servant. This takes 10 minutes and has no guarantee of success.

If you do succeed, an Anaurok appears before you as you finish your prayers. It obeys your commands, but has its own free will, and might leave once your need for it ends.

ANAUROQ

Large celestial, unaligned

Armor Class d11 h18

Hit Points 222

Speed 40 ft., swim 30 ft., hover 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	20 (+5)	19(+5)	15(+2)

Saving Throws Dex +5, Con +6, Wis +6, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities nonmagical weapons; cold, radiant, necrotic, poison

Senses truesight 200 ft., passive Perception 18

Languages All

Challenge 8 (3'900 XP)

Beast of the Cold. If the Anauroq gets attacked with cold damage, the attacker takes the damage.

Actions

Multiattack. The anauroq attacks once with its bite and twice with its claws.

Bite. +7, reach 5 ft., one target. 2d12+4 pierc.+1d8 cold.

Claws. +7, 5 ft., one target. 2d8+4 slash. +2 cold

THE MANY ISLES THANK YOU!

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Made with the Homebrewery

