

# Druid - Circle of Hoarfrost

Circle of Hoarfrost druids inhabit lands where long winters and icy landscapes prevail. These druids bond with a primal spirit that harbors both destructive and creative power, and help creatures living in these areas survive when conditions are at their most inhospitable. They use their magic to confuse and hinder intruders and outsiders, preventing them from coming into the arctic climes and disrupting the balance of nature. While they are not necessarily evil, these druids' attitudes and demeanors often reflect the harsh, barren climates in which they reside.

## Circle of Hoarfrost Features

Druid Level	Feature
2nd	Circle Spells, Summon Arctic Spirit
6th	Tundral Bond
10th	Boreal Lights
14th	Polar Succor

## Circle Spells

### 2nd-level Circle of Hoarfrost feature

You have formed a bond with an arctic spirit, a primal being of creation and destruction. Your link with this spirit grants you access to some spells when you reach certain levels in this class.

At 2nd level, you learn the *ice barrage* cantrip. You may also choose *ray of frost* as one of your druid cantrips.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Hoarfrost 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.

At 11th level, you may choose *wall of ice* as a druid spell.

## Circle of Hoarfrost Spells

Druid Level	Circle Spells
2nd	<i>cure wounds, frost fingers</i>
3rd	<i>buffeting eddies, rime's binding ice</i>
5th	<i>revivify, sleet storm</i>
7th	<i>auroral winds, ice storm</i>
9th	<i>cone of cold, mass cure wounds</i>

## Summon Arctic Spirit

### 2nd-level Circle of Hoarfrost feature

You can summon the primal spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your arctic spirit, rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. Each

creature within 10 feet of the spirit (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take 2d6 cold damage.

The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the **Arctic Spirit** stat block, which uses your proficiency bonus (PB) in several places.

You determine the spirit's appearance. Some spirits take the form of a humanoid figure made of gnarled branches covered in ice, while others look like beasts made of snow.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are **incapacitated**, the spirit can take any action of its choice, not just Dodge.

The spirit manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

## Arctic Spirit

*Small Elemental, Unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 5 + five times your druid level

**Speed:** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

**Damage Immunities:** cold

**Condition Immunities:** *charmed, frightened, grappled, prone, restrained*

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** understands the languages you speak

**Challenge:** —

**Proficiency Bonus:** equals your bonus

## Actions

**Hailstone.** *Ranged Weapon Attack:* your spell attack modifier to hit, range 60 ft., one target you can see. Hit: 1d6 + PB cold damage.

**Frigid Teleportation.** The spirit and each willing creature of your choice within 5 feet of it teleport up to 15 feet to unoccupied spaces you can see. Then each creature within 5 feet of the space that the spirit left must succeed on a Dexterity saving throw against your spell save DC or take 1d6 + PB cold damage.

## Tundral Bond

*6th-level Circle of Hoarfrost feature*

The bond with your arctic spirit enhances your destructive and restorative spells. Whenever you cast a spell with a range other than self, the spell can originate from you or your arctic spirit.

Whenever you cast a spell that restores hit points while your arctic spirit is summoned, roll a d8, and you gain a bonus equal to the number rolled to one healing roll of the spell.

Any spell or effect you create that deals cold damage while your arctic spirit is summoned ignores resistance to cold damage.

At 18th level, any spell or effect you create that deals cold damage while your arctic spirit is summoned ignores resistance to cold damage and treats immunity to cold damage as resistance to cold damage.

## Boreal Lights

*10th-level Circle of Hoarfrost feature*

You gain the ability to turn death into magical lights that can heal or freeze. When a Small or larger creature dies within 30 feet of you or your arctic spirit, a harmless spectral light springs forth in the dead creature's space and flickers there for 1 minute. When a creature you can see enters that space, you can use your reaction to extinguish the spectral light there and either heal the creature or deal cold damage to it. The healing or damage equals 2d10 + your Wisdom modifier.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Polar Succor

*14th-level Circle of Hoarfrost feature*

The bond with your arctic spirit can save you from death. If the spirit is within 120 feet of you when you are reduced to 0 hit points and thereby fall **unconscious**, you can cause the spirit to drop to 0 hit points. You then regain half your hit points and immediately rise to your feet.

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

## Spells

The frozen north is home to magic all its own, frequently harvesting the unique environment, or helping one survive it. Below is a small selection of some of the druidic spells that might be found there. The spells are listed in level order.

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## Ice Barrage

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You conjure razor-sharp shards of frigid ice and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 piercing damage.

The spell creates more than one shard when you reach higher levels: two shards at 5th level, three shards at 11th level, and four shards at 17th level. You can direct the shards at the same target or at different ones. Make a separate attack roll for each shard.

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## Buffeting Eddies

*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self (5-foot-radius)

**Components:** V, S, M (a tiny paper fan)

**Duration:** Concentration, up to 1 minute

You conjure an aura of buffeting winds that surrounds you in a 5-foot radius. Until the spell ends, the aura moves with you, centered on you. Any creature has disadvantage on ranged weapon attacks made against a creature within the aura.

Additionally, as a bonus action, you can assail one creature of your choice within the aura with a blast of wind. The creature must succeed on a Strength saving throw or be pushed 10 feet away from you and fall prone.

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## Auroral Winds

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 150 ft.

**Components:** V, S, M (a candle wrapped in silver wire)

**Duration:** Concentration up to 1 minute

You call the flickering lights and howling winds of the far north to fill a 30-foot-radius sphere. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on hearing.

Any creature that starts its turn in the area takes 6d6 radiant damage. Any creature that ends its turn in the area must succeed on a Constitution saving throw or have its speed is reduced by 10 feet until the end of their next turn. Creatures that are immune to cold are immune to this reduction in speed.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.