

## CLERIC DOMAIN: TUNDRA

Those who worship gods of the Tundra Domain follow the path of solidarity and power found in the ice. The gods of the tundra (such as Auril, Boreas, and Morozko) value the strength necessary to survive where others cannot, to thrive in the harshest conditions, and to surpass all others beyond a shadow of a doubt. Clerics of the Tundra Domain often are found studying the world in solitude, rather than in large cathedrals. They promote the ideals of personal betterment and individual strength. Creatures of almost any alignment may connect themselves with this icy domain.

### DOMAIN SPELLS

#### Cleric Level Spells

1st	Ice Knife, Armor of Agathys
3rd	Sky Write, Misty Step
5th	Wind Wall, Gaseous Form
7th	Ice Storm, Conjure Minor Elementals
9th	Cone of Cold, Maelstrom

### BONUS PROFICIENCY

At 1st level, you gain proficiency in heavy armor and martial weapons.

### ICY CONSTITUTION

Years of studying the power and strength of the cold has tempered you to have a body stronger than ice. Every time you gain a level in the cleric class, add 1 hit point to your hit point maximum.

### CHANNEL DIVINITY: SPIRIT OF FROST

Starting at 2nd level, you may use your Channel Divinity to conjure the ice from within your soul.

As an action, you may summon a sleet storm from within yourself. For 1 minute, any hostile creature that begins its turn within 10 feet of you takes 2d4 cold damage and has its movement slowed by 5 feet until the end of its next turn. This effect ends if you fall unconscious or use another action to dismiss the storm.

### MOUNTAINOUS EXPLORER

At 6th level, you have learned to explore and travel the frozen wastes with little to no effort. Difficult terrain caused by weather effects or extreme cold no longer affects you, and you've naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

### DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. 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 damage increases to 2d8.

### SHIELD OF FROST

At 17th level, you have resistance to cold and fire damage whenever you are awake or conscious.

