

CHARACTER OPTIONS

Circle of Rime Druid

From freezing tundras to remote peaks, the unrelenting cold of nature poses both a threat and a challenge. This challenge, answered by towering trees, massive mammals, and hearty humanoids, is often survived, but not surmounted. A rime circle druid represents the unrelenting nature of a cold that chills down to the very soul. Much like the bitter cold itself, druids from this order both destroy and preserve and seek to challenge those around them to thrive in adverse conditions.

RIME CURSE

Beginning at level 2, you can curse a creature to exude an aura of cold that causes the temperature to drop and the ground to freeze. As an action, you can cause a creature within 30 feet to make a Constitution saving throw against your spell save DC. On a failure, the target gains an aura with a radius of 10 feet that lasts for 1 minute. The ground within the aura is considered difficult terrain. The afflicted creature can make another saving throw at the end of each of its turns. On a failure, it takes 5 (1d10) cold damage, and the aura remains in place. On a success, the aura's effect ends. You can use this ability twice, and you regain spent uses after finishing a short or long rest.

FORGED IN COLD

When you reach level 6, you can choose to deal cold damage with your cantrips instead of the damage they normally deal — this also means that creatures normally resistant, or immune, to cold damage will gain that benefit if targeted by such a cantrip if this ability is used. When you are in your wild shape, you gain the following advantages:

- Your natural attacks deal an additional 1d4 cold damage.
- You gain resistance to cold damage.

ICE MANIPULATION

At level 10, you gain the ability to form ice from almost nothing by channeling moisture from the elemental plane of water. You gain a number of charges equal to your proficiency modifier, or half as many (rounded up) when you use this ability in an arid or desert environment. As an action, you can expend the listed number of charges to perform one of the following feats:

- **1 Charge:** For 1 minute, you can use your action to form an ice javelin from thin air, and launch it at a creature with a ranged spell attack. This attack has a range of 100 feet, and deals 9 (2d8) piercing damage and 9 (2d8) cold damage.
- **2 Charges:** You can create an object composed of ice that is up to 10 feet on a side. You can attempt to create this object around a creature that is medium sized or smaller. A creature targeted in this way must make a Dexterity saving throw against your spell save DC. On a failure, it is entrapped in ice, and restrained. The object has 20 hit points, an AC of 14, vulnerability to fire damage, and resistance to slashing damage. Half the damage dealt to the object is dealt to any creature trapped within. An object created in this way lasts for 10 minutes before it melts away.
- **3 Charges:** You can create an ice armor around yourself that lasts for 1 minute. While it is in effect, your armor class cannot be lower than 18 and you gain immunity to cold damage. This effect ends if you take a total of 20 fire damage before the armor's duration lapses.
- **5 Charges:** You instantly summon an ice elemental that follows your commands for 1 minute. This creature uses the statistics of an **earth elemental** that has immunity to cold damage and vulnerability to fire damage. This effect requires concentration. If you lose concentration on this effect, the ice elemental melts into a large puddle.

BLIZZARD FORM

Upon reaching level 14, you gain the ability to survive by becoming a living blizzard. When you are reduced to 0 hit points, your body disappears and becomes an *ice storm* spell. Allies who are caught in this effect are considered to successfully save against it. At the start of your next turn, you can reform at any point in the area affected by the spell with hit points equal to the damage rolled by the ice storm spell, even if no creatures were damaged by the casting of this spell. The spell cannot be affected by a *counterspell*, but this ability will not work in an area of antimagic. Once you use this ability, you cannot use it again until you have finished a long rest.

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