



SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF WINTER

The Oath of Winter is a concord between a paladin and an ancient being of ice, Father Winter. With this treatise, the paladin swears to stand vanguard against the cold, but neither to unseat Father Winter from his throne of ice. So long as the paladin upholds this concord, he is made one with the winter's ice, and protected from its ravages.

TENETS OF WINTER

Your concord with Father Winter is based on the following principles:

Winter's Snow. Though the winter is long and harsh, it is not altogether evil. Your concord with Father Winter himself is proof of that.

Winter's Wind. With the coming of winter frosts are harsh dangers and frigid creatures not found in the summer. It is your duty to protect the innocent from this peril.

Winter's Throne. To seek to unseat Father Winter from his throne of ice is to break your vow. No matter the evils of his reign, you must not break your concord.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>armor of agathys, ice knife</i>
5th	<i>shatter, Snillloc's snowball swarm</i>
9th	<i>protection from energy, sleet storm</i>
13th	<i>blight, ice storm</i>
17th	<i>cone of cold, wall of ice</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Ice Armor. As a bonus action expending your Channel Divinity, you can wreath your armor in a thick layer of protective ice, which must be chipped away before you are harmed. You gain temporary hit points equal to twice your paladin level + your Charisma modifier. You subtract fire damage from your temporary hit points as if you were vulnerable to it, but if this fire damage reduces your temporary hit points to zero, you take no additional damage from it, as your melting ice neutralizes the excess heat.

North Wind. You can use your action to breathe a hoary wind, expending your Channel Divinity. Each creature within a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 2d8 cold damage for each point of your proficiency bonus, and its speed is reduced by half until the beginning of your next turn. On a successful save, a creature takes half as much cold damage.

A creature killed by this ability becomes a frozen statue until it thaws.

FRIGID AURA

Beginning at 7th level, you emanate bitter cold and draw heat from the room. You and friendly creatures within 10 feet of you have resistance to cold and fire damage.

At 18th level, the range of this aura increases to 30 feet.

ICEFLESH

By 15th level, your blood freezes in your veins. When you take damage, you can use your reaction to halve the damage you take.

FATHER WINTER

Starting at 20th level, you can invite upon yourself the purest cold, becoming an effigy of Father Winter himself. For the next hour, you gain the following benefits:

- You are immune to cold damage.
- On your turn, you can draw the heat from the room, extinguishing any nonmagical fires you can see within 30 feet (no action required.)
- Creatures within 5 feet which deal damage to you with a melee weapon attack immediately take 2d10 cold damage.
- The ground surrounding you rapidly ices over. Spaces adjacent to you are considered difficult terrain for creatures that you choose.

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