



PALADIN OATH

OATH OF THE TUNDRA

The Oath of the Tundra is for paladins who patrol the cold places of the world, protecting the light of civilization from the frigid darkness that lies beyond. Their duty is to their motherland and its people, and their enemies are all the terrors that roam the long polar nights. Whether they stand on the walls or patrol the frontier, these paladins are protectors, ensuring the hearth stays lit even when a cold wind blows across the ice.

The Oath of the Tundra is a more specialized order than most; its adherents are rare outside of cold climates, and many (though not all) swear the oaths to a crown. They are typically lawful, though more individualistic paladins may roam freely and serve by their own code. Most interpret the oath in defense of all peaceable creatures, though some are evil absolutists, xenophobes who value only their own kind.

OATH OF THE TUNDRA FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Frost
15th	Boreal Shepherd
20th	Soul of Winter

TENETS OF THE TUNDRA

Paladins who swear the Oath of the Tundra must protect civilization, especially where it is weak.

- **Guard the Flame.** Civilization is fragile and precious.
- **Stand Against the Dark.** Be watchful for the terrors of the cold, dark night.
- **Lend Your Strength.** Protect those who cannot protect themselves.
- **Service Unending.** Your burden is too heavy to ever lay down.

OATH OF THE TUNDRA SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. The spell counts as a paladin spell for you, but it doesn't count against the number of paladin spells you know.

Paladin Level Spells

3rd	<i>fog cloud</i> , <i>ice armor</i> ^{SDS}
5th	<i>glacial axe</i> ^S , <i>locate animals or plants</i>
9th	<i>arctic aura</i> ^K , <i>imbue element</i> ^{SDS}
13th	<i>freedom of movement</i> , <i>wall of snow</i> ^S
17th	<i>mass freeze</i> ^S , <i>greater restoration</i>

Spells marked with ^S were written for this document. Spells marked with ^{SDS} are from *Spells That Don't Suck*. Spells marked with ^K are by *KibblesTasty*. All are included in appendix 2.

CHANNEL DIVINITY

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

SOOTHING WARMTH

You can use your Channel Divinity to summon a healing flame. As an action, you conjure a holy bonfire on a space within 30 feet, which lasts for 1 minute. Creatures of your choice within 30 feet of the bonfire gain temporary hit points equal to your Charisma modifier at the start of their turns. While they are within 30 feet of the bonfire, they also have resistance to cold damage.

FREEZING STRIKE

After you hit a creature with a melee attack, you can use your Channel Divinity to conjure a shell of hardened ice. The target must make a Strength saving throw or become restrained for 1 minute. At the start of each of its turns, it takes cold damage equal to your Charisma modifier. At the end of each of its turns, it can attempt the saving throw. On a success, the creature is no longer restrained and the ice vanishes.

AURA OF FROST

Starting at 7th level, you emanate an aura of bone-chilling frost. Hostile creatures within 10 feet of you have their movement speed reduced by 10 feet, and once per turn when they take cold damage, they must make a Constitution saving throw or have their speed reduced by an additional 10 feet. Furthermore, you and your allies within 10 feet cannot be restrained or have their movement speed reduced by magical means.

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

BOREAL SHEPHERD

At 15th level, you become an expert at protecting and guiding others through the cold. You gain the following benefits:

- You gain resistance to cold damage.
- As a bonus action, you may use your Lay on Hands ability at a range of up to 30 feet, as long as the target is within 30 feet of your Soothing Warmth bonfire.
- When you restore at least 20 hit points with your Lay on Hands ability, you may remove one level of exhaustion from the target.

SOUL OF WINTER

As a bonus action, you can summon the cold into yourself and become a mighty avatar of winter. For 1 minute, you gain the following benefits:

- You are immune to cold damage, and resistant to bludgeoning, piercing, and slashing damage.
- Creatures of your choice within your Aura of Frost suffer 2d8 cold damage at the start of their turns.
- As a reaction to a creature within 30 feet dealing damage, you can immediately apply your Freezing Strike to them, without consuming a use of your Channel Divinity.

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

OATH OF THE TUNDRA QUIRKS

The following are some optional quirks for a player of this Oath to choose from.

d6 Quirk

- 1 You always claim not to feel the cold. It's not true.
- 2 When the rumor started that you were raised by a bear, you didn't dispute it.
- 3 Crowds make you uncomfortable.
- 4 You're twitchy anytime you try to sleep in a proper bed.
- 5 When the rumor started that you secretly are a bear, you didn't dispute that one, either.
- 6 You love to chew on ice chips.

APPENDIX 1: STEED OPTIONS

Consider allowing the following options for players of this oath to select when casting *find steed* and *find greater steed*.

- **Find Steed:** Black Bear, Giant Goat, Ox
- **Find Greater Steed:** Aurochs, Giant Elk, Polar Bear

APPENDIX 2: SPELLS

ARCTIC AURA

3rd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

For the duration you unleash a freezing aura. Creatures that start their turn within 20 feet of you must succeed a Constitution saving throw, or take 2d8 cold damage and have their speed reduced to 0 until the start of their next turn. Creatures that succeed their saving throw take half as much damage and their speed is reduced by half.

As a bonus action on each of your turns for the duration of the spell, you can actively control the aura, excluding a number of creatures in the area up to your spellcasting modifier from the effect of the spell until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

GLACIAL AXE

2nd-level conjuration

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, 1 minute

You conjure slivers of ice which form into a fearsome battle axe. It counts as a martial melee weapon with which only you are proficient, and lasts until the spell ends. It deals 1d8 slashing and 2d4 cold damage on a hit, and has the thrown property (range 20/60). Once per turn when you damage a creature with the axe, its movement speed is reduced by 10 feet until the end of its next turn.

When you hit with a thrown attack with the axe, you can choose for the axe to explode. All creatures within 10 feet of the target suffer the attack's cold damage and movement speed reduction. If they succeed on a Dexterity saving throw, they take half as much damage and their speed is not reduced. After the axe explodes, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by 1d4 for each slot level above 2nd.

ICE ARMOR

1st-level abjuration

Classes: Warlock

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of snowmelt)

Duration: 1 hour

Replaces: *Armor of Agathys*

You conjure a flexible mail of ice over yourself, which shatters as it suffers damage. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot, up to a maximum of 25 at 5th level.

IMBUE ELEMENT

3rd-level transmutation

Classes: Druid, Ranger, Paladin

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Replaces: *Elemental Weapon*

You touch a melee weapon and enhance it with elemental power. Choose one of the following damage types: acid, cold, fire, or lightning. For the duration, the weapon deals 1d6 bonus damage per hit, and the weapon's base damage is of the chosen type. In addition, once per round after a creature takes damage from the weapon, they suffer an effect based on the damage type chosen:

- **Acid:** The target takes 2d4 acid damage at the end of their next turn.
- **Cold:** The target's movement speed is reduced by half.
- **Fire:** The target takes 1d6 additional fire damage.

- **Lightning:** The target can't take reactions until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bonus damage increases by 1d6 for each two slot levels above 3rd.

MASS FREEZE

5th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, 1 minute

You choose a point within range and cause all the warmth to vanish from its vicinity. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw. A target takes 4d8 cold damage on a failed save, or half as much damage on a successful one.

If a creature fails the saving throw, they are frozen in place, locked down by sheets of ice. They take 1d8 cold damage at the start of each of their turns, and are restrained. They may reattempt the saving throw at the end of each of their turns, ending the effect on a success.

WALL OF SNOW

4th-level conjuration

Classes: Druid, Wizard

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a small piece of snow or crystal)

Duration: Concentration, 10 minutes

A magical wall of snow springs into existence at a point you choose within range. The wall is 12 inches thick and is composed of ten 10-foot- by-10-foot panels. Each panel must be contiguous with at least one other panel.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall must be vertical and rest on the ground. It is an object made of packed snow that can be damaged and thus breached. Each panel has AC 10 and 100 hit points, and is vulnerable to fire damage. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

The wall radiates intense cold, and blasts of snow explode outwards when it is damaged. Creatures that are within 5 feet of a wall panel when it is damaged take 1d6 cold damage, and must succeed on a Constitution saving throw or become restrained until the start of their next turn.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent, nonmagical, and can't be dispelled. Otherwise, the wall disappears when the spell ends.

CHANGE LOG

V1.2.0

- Replaced art, SRD-ified spell list, relicensed

V1.1.2

- Tweaked Aura of Frost to fix an extremely bitty rules interaction

V1.1.1

- Slight nerf to Wall of Snow's hp
- typo fix

V1.1

- Buffed Glacial Axe's slow to last until the end of the creature's turn, not the start.
- Gave Glacial Axe to Rangers.
- Gave Glacial Axe an explode clause.

V1.0

- Renamed flash freeze to mass freeze
- Tweaked wording on Soothing Warmth (minimal mechanical impact)
- Reworked second bullet of Boreal Shepherd

V0.5

- Reworked Wall of Ice for Wall of Snow (forgot about the 6th-level Wall of Ice)

V0.4

- Fixed duration on CDs

V0.3

- Added custom spells
- Added steed suggestions

V0.2

- Revised CD: Soothing Warmth
- Renamed Avatar -> Soul of Winter
- Added art & formatting

V0.1

- Rough Draft

CREDITS & REFERENCES:

- Oath of the Tundra created by [somanrobots](#) [Discord](#) | [Patreon](#)

Spells

- Glacial Axe, Mass Freeze, and Wall of Snow by somanrobots
- Ice Armor and Imbue Element by somanrobots and Omega Ankh
- Arctic Aura by KibblesTasty

Art

- Oath of the Tundra, by [Duong Thanh Lam](#)

Background Image Stains

- [Jared Ondricek](#)

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5E SRD CONTENT

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