

SUBCLASS

SORCEROUS ORIGIN

SEASONAL SORCERY

Your innate magic is derived from the natural flow of the seasons. Sorcerers blessed with this arcane gift can often trace their birth to the height of a seasonal event—the autumnal or vernal equinox or the winter or summer solstice—or to the influence of powerful fey magic.

Some seasonal sorcerers remain aligned with a particular season for their entire lives, while others ritually shift their form with the changing of the seasons themselves. Still, others may change merely on a whim or according to their emotional state that day.

ONE WITH NATURE

The cycle of the seasons flows through the blood in your veins, granting you an innate understanding of the natural world. You gain proficiency in the Nature skill and you learn the *druidcraft* cantrip.

SEASONAL SPELLS

At 1st level, choose a season to attune yourself to: autumn, winter, spring, or summer. You have access to additional spells based on the season you are aligned with.

While attuned to a season, you can cast the cantrip from its corresponding spell list at will. In addition, choose a number of spells of 1st-level or higher from the associated spell list equal to your proficiency bonus, designating them as your seasonal spells. The chosen spells must be of a level for which you have spell slots.

While attuned to this season, you can cast your seasonal spells as normal by expending a spell slot, or—when you later gain the Font of Magic feature—you can also cast them at their lowest level by spending a number of sorcery points equal to the spell's level. If they don't appear on the sorcerer spell list, they nonetheless count as sorcerer spells for you. You can change your list of seasonal spells, as well as which season you are attuned to, whenever you finish a long rest.

ECOLOGICAL EMBODIMENT

Starting at 6th level, your attunement to your chosen season emanates from you, granting the following benefits.

Autumn. When you cast the *gust* cantrip, you can push a creature that is Huge or smaller with it, and you can push the target a number of feet up to $5 \times$ your proficiency bonus. In addition, whenever a spell you cast causes a creature to be knocked prone or pushed away from you, the target takes magical bludgeoning damage equal to your Charisma modifier (minimum of 1).

Winter. You gain resistance to cold damage. In addition, whenever a creature within 30 feet of you moves at least 10 feet straight toward you or provokes an opportunity attack from you, you can spend 1 sorcery point as a reaction to momentarily coat the ground beneath the crea-

Autumn

Spell Level	Spells
Cantrip	<i>gust</i>
1st	<i>feather fall</i> , <i>zephyr strike</i>
2nd	<i>gust of wind</i> , <i>warding wind</i>
3rd	<i>create food and water</i> , <i>wind wall</i>
4th	<i>blight</i> , <i>death ward</i>
5th	<i>control winds</i>

Winter

Spell Level	Spells
Cantrip	<i>frostbite</i>
1st	<i>armor of Agathys</i> , <i>ice knife</i>
2nd	<i>moonbeam</i> , <i>Snillloc's snowball swarm</i>
3rd	<i>sleet storm</i> , <i>slow</i>
4th	<i>ice storm</i>
5th	<i>cone of cold</i> , <i>hold monster</i>

Spring

Spell Level	Spells
Cantrip	<i>thorn whip</i>
1st	<i>entangle</i> , <i>goodberry</i>
2nd	<i>lesser restoration</i> , <i>spike growth</i>
3rd	<i>speak with plants</i> , <i>plant growth</i>
4th	<i>aura of life</i> , <i>grasping vine</i>
5th	<i>wrath of nature</i>

Summer

Spell Level	Spells
Cantrip	<i>produce flame</i>
1st	<i>burning hands</i> , <i>searing smite</i>
2nd	<i>scorching ray</i> , <i>heat metal</i>
3rd	<i>daylight</i>
4th	<i>fire shield</i> , <i>wall of fire</i>
5th	<i>dawn</i> , <i>immolation</i>

ture in slick ice. The target must make a Dexterity saving throw against your spell save DC. On a failure, the target falls prone.

Spring. Once on each of your turns, when you cast one of your seasonal spells of 1st-level or higher, you regain hit points equal to your Charisma modifier (minimum of 1) and you gain resistance to necrotic damage until the end of your next turn. You can also spend 1 sorcery point to simultaneously channel this renewing, positive energy into one other creature of your choice that you can see within 30 feet of you, granting it the same benefits.

Summer. You gain resistance to fire damage. In addition, when you cast *produce flame*, you can conjure a second flame in your other hand. The flames shed bright light out to 30 feet and dim light for an additional 30 feet. Attacking with the flames does not end the spell, and you can hurl them up to 60 feet, rather than 30. Finally, whenever you attack with one of the flames, you can hurl the other flame at your target as part of the same attack. On a hit, the target takes extra fire damage equal to your Charisma modifier (minimum of 1).

SEASON'S ZENITH

At 14th level, your seasonal magic flares with the intensity of the peak of your season.

Blessing of the Equinox (Autumn/Spring). Whenever you finish a short or long rest, you can either grant an amount of temporary hit points equal to $2 \times$ your sorcerer level + your Charisma modifier (Autumn) or restore a total number of hit points equal to the same amount (Spring), divided as you choose among any number of creatures that you can see within 30 feet of you. A creature that receives any of these hit points is also cured of any diseases or poisons affecting it.

Blessing of the Solstice (Winter/Summer). Whenever you or a creature within 30 feet of you takes cold or fire damage, you can use your reaction to consume some of that energy, granting resistance to the creature against that instance of the damage. In addition, once on each of your turns when you make an attack or cast a spell that deals cold damage (Winter) or fire damage (Summer), you can add your Charisma modifier to one damage roll of that attack or spell.

AVATAR OF THE FOUR SEASONS

Starting at 18th level, when you finish a long rest, you can choose your seasonal spells from any season's spell list, though you must still designate one season to attune yourself to.

In addition, you can spend 6 sorcery points as a bonus action to magically transform into a dazzling fusion of all four seasons. For 1 minute, you gain the benefits of each season's Ecological Embodiment feature, and you can cast a 1st or 2nd-level spell from any season's spell list at its lowest level without expending a spell slot or sorcery points. For the duration, you also gain a flying speed of 60 feet, but you fall if you end your turn in the air and nothing else is holding you aloft.