

SORCEROUS ORIGIN



SEASONAL SORCERY

Your innate magic is derived from the natural flow of the seasons. Sorcerers blessed with this primal 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, some may change merely on a whim or according to their emotional state on any given day.

ONE WITH NATURE

Starting at 1st level, the cycle of the seasons flows through your veins, granting you an innate understanding of the natural world. You gain proficiency in the Nature skill, and you learn the *druidcraft* cantrip, which doesn't count against the number of sorcerer cantrips you know.

SEASONAL SPELLS

At 1st level, choose a season to which you are attuned: autumn, winter, spring, or summer. You prepare additional spells—called your seasonal spells—from the spells available to you in your season's associated spell list (see the tables on the following page). The number of additional spells you can prepare is equal to your proficiency bonus.

You can cast your prepared 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.

You gain access to additional spells you can prepare as your seasonal spells when you reach 3rd, 5th, 7th, and 9th level in this class. If a seasonal spell you have prepared doesn't appear on the sorcerer spell list, it nonetheless counts as a sorcerer spell for you. You can change which seasonal spells you have prepared, as well as which season you are attuned to, whenever you finish a long rest.

Autumn

Sorcerer Level	Spells
1st	<i>feather fall, spare the dying</i>
3rd	<i>gentle repose, gust of wind</i>
5th	<i>create food and water, wind wall</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, raise dead</i>

Winter

Sorcerer Level	Spells
1st	<i>ray of frost, sanctuary</i>
3rd	<i>moonbeam, silence</i>
5th	<i>sleet storm, slow</i>
7th	<i>freedom of movement, ice storm</i>
9th	<i>cone of cold, hold monster</i>

Spring

Sorcerer Level	Spells
1st	<i>entangle, shillelagh</i>
3rd	<i>lesser restoration, spike growth</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>conjure woodland beings, giant insect</i>
9th	<i>awaken, greater restoration</i>

Summer

Sorcerer Level	Spells
1st	<i>burning hands, produce flame</i>
3rd	<i>continual flame, heat metal</i>
5th	<i>daylight, fireball</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>flame strike, hallow</i>

ECOLOGICAL EMBODIMENT

Starting at 6th level, the power of your attuned season wells within you, granting you its associated benefits.

Autumn. As an action, you can extend your hand to magically unleash a concentrated burst of air at a target within 30 feet of you that is Huge or smaller. A creature that succeeds on a Strength saving throw against your spell save DC is unaffected, as is an object that is being worn or carried. An affected target is pushed a number of feet away from you up to $5 \times$ your proficiency bonus. In addition, whenever you cause a target to be knocked prone or pushed away from you—whether with this feature, an attack, a spell, or any other effect—the target takes bludgeoning damage equal to your Charisma modifier (minimum of 1).

Winter. You have resistance to cold damage. In addition, whenever you see a creature within 60 feet of you move at least 10 feet, you can spend 1 sorcery point as a reaction to momentarily coat the ground beneath it in slick ice. The target must succeed on a Dexterity saving throw against your spell save DC or fall prone.

Spring. Whenever 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 advantage on the next saving throw you make before the end of

your next turn. You can also spend 1 sorcery point at the same time to 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, you have the *produce flame* cantrip prepared, and it doesn't count against the number of seasonal spells you can prepare each day. When you cast *produce flame*, you can conjure a second flame in your other hand, enhancing the spell in the following ways:

- The flames shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- For the duration, attacking with the flames doesn't cause the spell to end, as a new flame appears in your hand immediately after the attack.
- When you cast this spell, or as an action on a later turn, you can hurl one of the flames at a target within 120 feet of you, or you can simultaneously hurl both flames at the target. Regardless, you only make one ranged spell attack. On a hit, the target takes the spell's normal damage if you hurled one flame, or it takes the spell's normal damage plus extra damage equal to your Charisma modifier if you hurled both.

SEASON'S ZENITH

When you reach 14th level, your sorcerous 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 a number of temporary hit points equal to twice your sorcerer level + your Charisma modifier (if you're attuned to Autumn) or restore a total number of hit points equal to the same amount (if you're attuned to Spring). These hit points are divided as you choose among any number of creatures you can see within 30 feet of you. A creature that receives any of these hit points is also cured of any diseases, as well as effects reducing its hit point maximum.

Blessing of the Solstice (Winter/Summer). Whenever a creature you can see within 30 feet of you takes cold or fire damage, you can use your reaction to consume some of that energy, reducing the damage the target takes by an amount equal to half your sorcerer level. In addition, once on each of your turns when you make an attack or cast a spell that deals cold damage (if you're attuned to Winter) or fire damage (if you're attuned to Summer), you can add your proficiency bonus to one damage roll of that attack or spell.

AVATAR OF THE FOUR SEASONS

Starting at 18th level, whenever you finish a long rest, you can prepare each of your seasonal spells from any season's spell list, though you must still designate one season to which you are attuned. As a bonus action, you can spend 5 sorcery points to magically transform into a dazzling fusion of all four seasons. For 1 minute, you gain the benefits of every season's Ecological Embodiment feature, and once per turn, 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.